

## Scoring of Matches

There are two different types of points allocated for each match. These are WD (Win/Draw) points, and AMPs (Aggregate Match Points).

The total aggregate scores for each team are added together, and the winning margin is calculated as a percentage of the total aggregate points scored in the match. The margin of the victory will determine how the WD points and the AMPs are allocated between the two teams.

### Win/Draw Points (WD Points)

There will be three WD available for each match and they are allocated as follows:

Margin of victory	Result	Allocation of WD points
Greater than or equal to 2%	= win	3
Greater than 0%, but less than 2%	= "winning draw"	2
Exactly equal aggregate points	= tie	1.5
Loss by exactly 2% or more	= lose	0
Loss smaller than 2%	= "losing draw"	1

### Aggregate Match Point Scale (AMPs)

Winning margin percentages are converted into AMPs as follows:

Winning Margin	AMPs	Winning Margin	AMPs
Exactly equal scores	0	8% - 10%	7
Less than 1%	1	10% - 13%	8
1% - 2%	2	13% - 16%	9
2% - 3%	3	16% - 21%	10
3% - 4%	4	21% - 26%	11
4% - 6%	5	26% or more	12
6% - 8%	6		

### AN EXAMPLE REPORT CARD:

	"The Beer Carders"	vs	"Usual Suspects"	Total aggregate score for match
Table 1	3760		2040	
Table 2	2540		3260	
Table 3	4230		1780	
Table 4	1980		5540	
<b>Aggregate Points</b>	<b>12510</b>		<b>12620</b>	<b>25130</b>

Win for "Hearts" by 110 points (ie 12620 - 12510)

Winning margin %	$\frac{110 \times 100}{25130}$	=	0.4%	= 1 AMP + 2 WD points
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## SCOTTISH BRIDGE UNION – EAST DISTRICT LEAGUE RULES

### References

"Committee" refers to the Executive Committee of the East District of the SBU. SBU refers to the Scottish Bridge Union. The East District website is at [www.sbueast.org.uk](http://www.sbueast.org.uk).

### General Rules

- The League is a competition for teams of eight players representing a club within the SBU East District. All clubs must be affiliated to the SBU, and all players must be registered members of the SBU. Any club may enter one or more teams in the League.
- A group of players wishing to play in the League may form a club for that purpose. They should apply to the Committee Secretary for acceptance into the SBU.
- At the beginning of each season, the Committee allocates the competing teams to Divisions, promoting and relegating as equitably as possible. Normal practice is to promote the first two teams in each Division, and to demote the last two. Additional teams or withdrawals from the league may result in changes to the norm.
- At the season end the team in each division with most WD (Win/Draw) points shall be the winner. In there is a tie, the team with the greater number of AMPs shall be the winner. Should the tie remain unbroken, and only two teams are involved, the result of the match between those two teams will decide. If the tie cannot be broken, or there are more than two teams with equal WD and AMPs, the teams involved shall play-off as directed by the Committee.

### Player Eligibility

- A team comprises a panel of at least 8 and not more than 14 players. All players in a team must be members of the same club. For practical purposes we recommend that at least 10 players be registered. The panel of players must be registered with the League Secretary at the beginning of the season. This panel may be amended during the course of the season, but only with formal permission from the League Secretary.
- A maximum of four of players in the panel may have their home club outwith the East District. A player's home club is the one through which their SBU subscription is paid. Direct members of SBU are members of the East District if their domicile is within the District.
- A player may play for only one team in any season. In exceptional circumstances, and with prior permission from the League Secretary, a team may borrow, for one match only, a player from a lower division team within the same club. For example, Dunfermline has two teams – A and B – and the higher division team may borrow a player from the lower division team. Clubs with a single team, eg Merchiston, may not borrow players as they have no lower division team within their club. Where a club has two teams in the same division (eg Falkirk) neither may borrow players from the other.
- To avoid end season match cancellations each team may nominate up to three reserves in order to fulfil fixtures on or after 1 March. All reserves must be eligible to play in the ED League (Rule 6). Reserves may be any individual who is not already named as player or reserve for any other ED team. In addition players registered in a lower division within the ED League may be used as reserves on or after 1 March. All reserves must be approved by the League Secretary in advance of playing. Each reserve may play twice if required.
- Where a team has fewer than four of its previous season's players available for the ensuing season, the League Secretary must be informed. The Committee will decide whether the team is entitled to continue in the same Division.
- Each team shall play one match against every other team in its Division. Teams shall arrange their matches as evenly as possible throughout the season. All matches shall be

played by 31 March. Where a club has two teams in the same division, the match between them must be played before any other matches.

### Organisation of Matches

11. A pre-season meeting of team secretaries will be held to arrange the dates on which matches shall be played. Each team secretary will forward a copy of their team fixture list to the League Secretary within seven days of the meeting.

12. Each team will pay an annual subscription of an amount to be determined by the Committee. The subscription falls due at the meeting of secretaries referred to in Rule 11. An additional fee for master points is also collected at this meeting.

13. Matches will be played in alternate years on a home and away basis. When two teams did not play one another in the previous season (because of promotion, relegation or new entry to the league) then the League Secretary will determine the home team.

14. The venue for all matches will be fixed by the home team, and must provide adequate disabled access. Home captains are expected to be flexible should a member of the away team require accessible premises. Venue expenses will be shared. Geography also means that a small number of teams have a set "half-way house" venue where they play all their matches. These teams are listed on the ED website.

15. No team may scratch a fixture and award points by default to their opponents. All matches must be played. If, in exceptional circumstances, a match cannot be played the standard penalty for the team held to be responsible is 3 WD points and 15 AMPs. If applicable this penalty may be carried forward to the following season.

16. Teams are required to make every effort to play matches on the night arranged. Where a postponement is unavoidable then the cancelling captain must:

- notify the venue where the match was due to take place (failure to do so may incur financial compensation to the venue);
- notify the league secretary that the match has been postponed;
- offer three new dates to the opposing team within seven days of cancelling the match; and
- notify the league secretary of the new match date promptly once agreed.

Any team persistently cancelling matches shall be liable to penalty at the discretion of the Committee.

17. Matches shall commence at 7pm unless otherwise agreed by both teams. If a team is incomplete 30 minutes after the agreed start time, the League Secretary should be informed. Persistent late arrival may be liable to penalty. If a team is incomplete 45 minutes after the agreed start time, the match may be abandoned. Both team captains must, within 48 hours, give a written report of the circumstances to the League Secretary. When a match is abandoned the incomplete team is responsible for financial compensation to the premises hired. It is also responsible for arranging a new date in the same way as after a cancellation and may lose home advantage (See Rule 16). The standard penalty imposed on the offending team is 1 WD point and 5 AMPs.

18. Any infringement of these Rules or items of dispute should be reported in writing to the League Secretary. Infringements may be penalised by loss of AMPs, or of WD points won, or in extreme cases, by demotion to a lower Division. The Committee may vary the standard penalties prescribed above.

19. All matters relating to the League are at the discretion of the Committee, whose decisions shall be final.

### Match Rules and Scoring

20. Play shall be according to the General Rules set out by the Scottish Bridge Union.

21. East District League Matches are "Category 3" events as defined in the SBU's "Systems Policy" (<http://www.scottishbridge.co.uk/SBUSystemsPolicy2010.pdf>) published 1 Sept 2010.

At the start of matches players should inform their opponents of their basic system, the range of their 1N opening, and the meaning of two-level opening bids (particularly if these are unusual, eg 2N weak in both minors). Players should also highlight any unusual aspects of their system. Ideally convention cards will be used and exchanged with opponents.

"Category 3" events ban the use of Yellow (HUM) systems, and Brown Sticker Conventions are may not be played except with prior agreement of opponents. A pair that wishes to practice a Brown Sticker Convention could be allowed to use it with prior agreement, and subject to the usual restriction that they must provide a sensible defence.

Pairs playing "Red Systems" must list the features that make their system Red in the prominently on their Convention Card so that these are easily accessible to their opponents.

22. Each match consists of 24 boards played in two stanzas of 12. Scores are agreed and announced at the end of each stanza.

23. There are no seating rights. Captains will exchange written line-ups before commencement of play.

24. There are no redeals. If a board is fouled it is scored as follows:

- if one table is different, or cannot play a board for whatever reason, that table receives the average of the scores at the other three tables;
- if the board has been played differently at two tables, but in such a way as to form two correct teams of four matches, all results stand;
- if all four pairs have played the board in the same direction, or for any other reason no comparison is possible, the board is cancelled.

If it can be clearly established that one team was responsible for fouling the board, that team shall be penalised 120 Aggregate Points.

25. The winners of a match are the team with the higher aggregate score. They shall receive 3 WD points unless the winning margin is less than 2% of the total aggregate points scored in the match, when the WD points are divided 2 and 1. In the event of an exact tie 1.5 points are awarded to each team. In addition aggregate match points (AMPS) are awarded as described overleaf so that an end season tie between two teams with the same number of points can be split. Rule 4 explains how the winner of each division will be determined.

26. After a match, the captains complete a results card provided by the District with full details of the scores at each table and the names of all the participating players. The written card should be retained by the winning captain. It is recommended that captains retain score cards for their team just in case any scoring errors are after the match.

27. The home captain is responsible for forwarding results to the League Secretary within 48 hours. Ideally this will be done via the Results Submission web page on the East District website, but they may also be submitted by email, or written card. If results are submitted by written card then a copy of the card should be retained.

28. If, following the completion of a match, any error is noted in the scoring by either team, then the team captain must inform the League Secretary no more than 96 hours after the start of the match. The League Secretary will liaise with both captains in order to agree any amendments. Any errors noted after this time cannot be rectified by the League Secretary. In exceptional circumstances the Committee may endorse late notified amendments. Any unresolved scoring issues must also be referred to the Committee.