

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.

General Rules

1. 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.
2. 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.
3. 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 15. An additional fee for master points is also collected at this meeting.
4. 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.
5. 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.
6. 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. Where a club has two teams in the same division, the match between them must be played within the first three matches for either team, or end of December (whichever is sooner).
7. All matches shall be played by 24 April 2015. Matches not played by this date will be subject to automatic penalty. The Committee may waive the penalty in exceptional circumstances.
8. At the season end the team in each division with the most League points shall be the winner. If 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 League and AMPs, the teams involved shall play-off as directed by the Committee.

Player Eligibility

9. 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 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.

10. The panel may be amended during the course of the season, but only with permission from the League Secretary. Please report any new additions to panel prior to them playing in matches. Only players who have not represented the club may be removed from the panel and they may join another club.

11. 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.

12. A player may play for only one team in any season (except when they are a reserve for a higher division side).

13. Each team may nominate two reserves in order to fulfil fixtures on the agreed dates at any stage during the season. Reserves must be eligible to play in the ED League (Rules 1, and 11). Reserves may be any individual who is not already named as a player in the same or higher division and is not a reserve for any other League team. Reserves must be approved by the League Secretary in advance of playing. Each reserve may play a maximum of two matches.

14. In exceptional circumstances, for example to avoid last minute match cancellations, the League Secretary may approve any individual to play in a match.

Organisation of Matches

15. A pre-season meeting of team secretaries will be held to arrange the dates on which matches shall be played. Each team secretary will give the League Secretary of a copy of their team fixture list at the meeting.

16. 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.

17. 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 website.

18. After the end of the meeting team secretaries have four weeks to confirm all match dates with their team members and venues.

Should it be necessary to rearrange any matches this must be achieved within this four week period, and the League Secretary must be advised of the rearranged date/venue. Matches rearranged during this period should be done so by mutual agreement.

For the 2014-15 season any rearrangements with other team should requested and finalised by 3 October 2014. After this date all match dates are fixed, and may not be

rearranged*.

Teams are required to make every effort to play matches on the night arranged and utilise reserves if necessary.

*The only circumstances in which we expect matches will be postponed with good reason are those which had been scheduled on dates when we are experiencing exceptional weather conditions, and/or if driving conditions for journeys would be hazardous. Your safety is paramount and we would not expect you to take unreasonable risks by travelling in bad weather conditions.

19. If matches are postponed for other reasons an automatic penalty can be applied by the League Secretary with agreement of the East District Chair or Vice Chair. These penalties will be as follows:

- postponement more than 7 days in advance = 0.5 League Point + 5 AMPS;
- within 7 days / abandoned matches = 1 League Point + 5 AMPS.

Should teams consider their exceptional circumstances mean the penalty should be waived they may apply to the Committee to have this automatic penalty overturned. It is unlikely that "not being able to field a team" will be considered an acceptable reason.

20. Where a postponement is unavoidable then the captain originating the postponement must:

- notify the venue where the match was due to take place (failure to do so may incur financial compensation to the venue ASAP); and
- notify the League Secretary that the match has been postponed.

The captain of the team not originating the request for postponement will:

- offer three new dates (including two different weekdays) to the opposing team. One of these three dates must be accepted; and
- notify the League Secretary of the new match date promptly once agreed.

Should neither side be at fault for the postponement – for example exceptional weather conditions – then a new date should be arrived at by mutual agreement, noting that all matches shall be completed prior to 24 April 2015. The home captain should advise the League Secretary of the revised date.

21. 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 League points and 15 AMPS. If applicable this penalty may be carried forward to the following season.

22. 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;
- Rule 21 applies with regard to arranging an abandoned match (so the non offending side will propose new match dates); and

- the offending side shall lose home advantage (unless the match is played at an intermediate venue).

The standard penalty imposed on the offending team is 1 League point and 5 AMPs.

23. 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 League points won, or in extreme cases, by demotion to a lower Division. The Committee may vary the standard penalties prescribed above.

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

Match Rules and Scoring

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

26. East District League Matches are "Category 3" events as defined in the SBU Systems Policy (published 1 Sept 2010). This document can be located within the Laws and Ethics section of the SBU website www.sbu.org.uk/index.php/council/laws-ethics.

There are also documents within the Law and Ethics section on alerting procedures, bidding box regulations, etc and captains should ensure team members are familiar with this.

27. At the start of matches players should inform their opponents of their basic system, the range of their 1NT opening, and the meaning of two-level opening bids. Players should also highlight any unusual aspects of their system (such as unusual doubles, non-penalty doubles of 1NT).

Ideally convention cards should be available for opponents to consult.

Convention cards are, however, compulsory for pairs playing Blue or Red systems. Typically Blue systems are those that use a one club or one diamond as their strong opening bid. Red systems typically include artificial opening bids, such as two-way one club (Polish Club) or two-level openings that may be weak or strong, or complexity that is unlikely to be familiar to most players, such as transfer responses to one club.

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

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.

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

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

30. There are no redeals.

31. 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.

32. The winners of a match are the team with the higher aggregate score. They shall receive 3 League points unless the winning margin is less than 2% of the total aggregate points scored in the match, when the League 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 8 explains how the winner of each division will be determined.

33. After a match the captains will agree the result. The home captain is responsible for forwarding the result to the League Secretary within 48 hours of the match. This will include the full details of the scores at each table and the names of all the participating players. It is recommended captains retain the score cards for their team just in case any scoring errors are discovered after the match.

Results must be submitted via the Results Submission web page on the East District website. This will send an automated copy of the match result to both captains and the league secretary. [Results should only be submitted by email should there be a problem with the website in which case they should be copied to the other captain.]

34. If, following the completion of a match, any error is noted in the scoring by either team, 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.

Scoring of Matches

35. There are two different types of points allocated for each match. These are League points, and AMPs (Aggregate Match Points).

The winning margin is calculated as a percentage of the total aggregate points scored in the match. *See example "match report card" below.* The margin of the victory will then determine how the League points and the AMPs are allocated between the two teams.

League Points

There will be three League points available for each match allocated as follows:

Margin of victory	Result	Allocation of League "Win-Loss" points
Greater than or equal to 2%	= 3-0 win	3
Greater than 0%, but less than 2%	= 2-1 win	2
Exactly equal aggregate points	= draw	1.5
Loss smaller than 2%	= 1-2 loss	1
Loss by exactly 2% or more	= loss	0

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		

EXAMPLE MATCH REPORT CARD:

	"Topcats"	vs	"Underdogs"	Total aggregate score for match
Table 1	3760		2040	
Table 2	2540		3260	
Table 3	4230		1780	
Table 4	1980		5540	
Aggregate Points	12510		12620	25130

Win for "Underdogs" by 110 aggregate points (that is, 12620 - 12510)

$$\text{Winning margin \%} = \frac{110 \times 100}{25130} = 0.4\% = 1 \text{ AMP} + 2 \text{ League points}$$

League Master Points

League master points are claimed at the end of the season on the form provided.

Master points will be awarded for 3-0 wins, 2-1 wins, and draws.