

# **SUPPLEMENTAL CONDITIONS OF CONTEST FOR JM SHAH Memorial Tournament 2021**

## **1. PREAMBLE**

The conditions of contest herein set forth are supplemental to the General Conditions and Regulations for the National tournaments as specified in the "Hand Book" of Bridge Federation of India, and are specific to the JM Shah Memorial Tournament organized by Bridge Federation of India (BFI) from 5-10<sup>th</sup> May 2021. The Championship will be played on online platforms "RealBridge"

The schedule of events will be as published in the tournament web site <https://bridgefromhome.com/j-m-shah-memorial-tournament/> In case of necessity, Chief Tournament Director may alter/modify the format of any of the events. The tournament will be played in accordance with the laws and provisions laid down by the World Bridge Federation (WBF) and Bridge Federation of India (BFI). The event will follow the WBF – 2017 Laws of Duplicate Bridge.

## **2. CONDITIONS OF ENTRY – GENERAL RULES**

1. Participation in this tournament is open to all bridge players of Indian Nationality. Teams with one or more non-resident Indian bridge player(s) or players of other NBO's of foreign nationality are also eligible to participate.
2. All participating players should be registered under BFI Master Point Scheme and also registered with the World Bridge Federation and in good standing. They should meet the requirement of participation of the particular event, as specified by BFI.
3. All participants are to play as per the schedule drawn up by the Chief Tournament Director (CTD) or his representative. Refusal to play against any player(s) or any team or withdrawal from an event at any stage, without the consent of the CTD shall result in disqualification for further participation in that event. CTD may take further disciplinary actions against the offending player(s).
4. Each player should play 25% of the total rounds in that strata for being eligible to play at next stage. So in swiss league each player should play 2 rounds atleast.

## **3. SCHEDULE OF EVENTS**

PLATFORM – Realbridge

Team of Four, IMP Pairs and Matchpoint Pairs

## **4 SPECIAL INSTRUCTIONS FOR ON-LINE EVENTS**

### **4.1 Playing environment**

For playing on "Realbridge" platform, players have to ensure that they have a laptop / desktop, I-pads or PC with Camera & Microphone facility and a good internet connection. This is a mandatory condition and players should ascertain that they are equipped with the required paraphernalia before entering the event. It may please be noted that you can't play the event on mobile phone.

Audio and Video will need to be enabled and kept on throughout the play period. Please ensure you have a and stable internet connection with sufficient data, and preferably a backup.

While logging in on the "Realbridge" (RB) platform, players have to use their real names, not an alias or nickname or their BBO Ids. RB logins are "Case Sensitive". If, in any Pairs event, a login id is assigned to the player, then s/he has to use the EXACT id with SPELLING and PUNCTUATION for all sessions and stages of the event. Note that the system in RB treats A K Sharma, a k sharma, A k Sharma, a k Sharma, A K sharma and various other combinations as different persons.

#### 4.2 **Laws & Policy**

The event will be conducted as per WBF – 2017 Laws of Duplicate Bridge and will follow BFI System and alert policy. In addition we'll be following EBU Sky blue Book for guidelines for online environment. All participants are requested to make themselves familiar with the governing laws and policies.

#### 4.3 **Alerts**

Please note that all bids need to be self alerted and explained. Please explain the bid using the text area in the bidding box. Not alerting clearly forces opponents to pause and wait for explanation, causing unnecessary UI scenarios. If for any reason you think that explanation is incomplete, call the director.

Please understand that you are entitled to the opponents' agreement, not their hand. So, if you are told no agreement, and you have a reason to believe that agreement may exist, call the director. Do not ask questions like "what did you mean by the bid". You may ask if there are any meta rules that may apply in case of no specific agreement.

A brief of your system & carding methods should be given in the comment box to your opponents before start of play on the online platform.

#### 4.4 **Undo, Director Calls**

Undos are available for genuine misclicks, not for change of mind. By and large Undo for play will not be awarded unless extremely obvious. Players should endeavor to request an undo at the earliest possible. At the very least they should inform their screen mate verbally and/or type undo or stop in play area, if they are not sure where undo button is located. All players are seriously advised to make themselves thoroughly familiar with playing environment before the tournament commences.

Whenever an undo is requested, a director must be called. Undos must be given only on director's assent. Any Undos given without director's assent, both parties lose the right of adjustment, appeal, or UI based on UNDO.

Even if director allows an undo, there may be implications related to UI because of the bid taken back. Please note that bid or play that is allowed to be undone is unauthorized information to the partner of offender but authorized information to opponents.

#### 4.5 **Review Requests**

The directors consult each other, the reviewer, and if needed other senior players before giving a ruling. So please ask for a review only and only if you believe certain facts didn't come to director's notice, or a law has been applied incorrectly. All review requests will attract a fee (Rs. 1000), which will be refunded unless the review request is found to be baseless and/or frivolous.

The reviewer's decision is final and binding. There will be no further appeal against reviewer's decision

#### 4.6 **Behaviour & Presentation**

All contestants are expected to accept the decisions of the Tournament / Review Committee in a sportsman like manner.

Please maintain a courteous attitude towards your partner, teammates, directors, game hosts etc. Please refrain from using foul language, even as a joke. Repeated misbehavior will lead to ban from the event and disciplinary action by Tournament Committee.

***Please be suitably attired. You are on camera, and may be on a telecast to the world. Smart casuals are suggested, bare torsos and undershirts etc are a strict No.***

#### 4.7 **No Mobile**

Use of Mobile phone or of any other second device is strictly prohibited during play. Director will immediately penalize

the offender.

If required, Director can allow the usage of mobile phone in his presence for a player to find out the status of his partner, in case of disconnections.

#### **4.8 No Smoking**

Please note: strictly no-smoking on camera. Penalties will apply.

#### **4.9 Kibitzing**

Kibitzing and watching are an essential part of the game. We certainly want everyone to be involved. But, given the security considerations in an online environment, the kibitzing will only be available for certain matches through delayed broadcast or web meeting.

#### **5 ENTRY FEE AND SUBMISSION OF ENTRIES**

Entries must be submitted online through the prescribed entry form on the tournament web site <https://bridgefromhome.com/j-m-shah-memorial-tournament/>

#### **6 SYSTEM POLICY, THIRD HAND OPENINGS & PSYCHIC BIDS**

"BFI System Policy 2021" will be followed. The policy can be found on BFI web site [www.bfi.net.in](http://www.bfi.net.in)

#### **7 Filling up of Convention cards and disclosure of systems**

It is advised for all the pairs to have in their possession a duly filled convention card with supplementary sheets, if necessary. A partnership not having their convention card may be penalized

Players must disclose fully the meaning of their conventional agreements, particularly, conventions and treatments that may require defensive preparation by opposing pairs. In addition to system card, pairs shall use supplementary sheets, where necessary, to achieve this objective. To satisfy the principle of adequate disclosure, the onus is on each pair to prepare for the information of opponents an accurate and comprehensive system card.

#### **8 Understandings whereby there may be violations of the normal meaning of the call, and where the nature of violation may possibly be anticipated, must also be disclosed in the convention card with full detail in a supplementary sheet, wherever necessary. The understandings may be explicitly agreed or they may have developed from partnership experience or mutually shared knowledge not available to opponents.**

#### **9. Substitutes**

The TDs cannot provide any substitutes for the Team Tournaments. A Team member or two have to be on standby out of the eight players allowed in the team event, for any emergencies that may occur.

For the Pairs, TDs will make emergency substitutions for the smooth progress of the event and a disconnected player would be re-seated once the TD is intimated. If a Pair plays more than three rounds with a substitute, the Pair would be dropped for the next segment/stage of the event. For the rounds played with the substitute, the result obtained will stand as it is.

#### **10. Forfeits in Team Tournaments**

If a team is unable to play or complete a match, CTD may find that team in default and declare the match forfeited. The team in forfeit shall score Zero VP and Zero IMPs for that match. The team winning the forfeited match shall be credited 10 VPs (in new 20 VP scale) initially and all draws will be based on that. At the end CTD will award the best score between (a) 10 VP using the 20-0 VP scale (b) the team's average score at the end of Swiss League / round-robin (c) the VP average obtained by all other opponents against the team at fault.

Two walkovers by the same team means a compulsory withdraw of that team from the Competition. The Tournament

Committee or the Disciplinary Committee may impose additional penalties to the forfeited team.

IMPORTANT: Team giving walk over or forfeiting the match at any of the knock out stage including for Play-off matches will not be eligible for Master Points under the BFI ranking Policy.

#### 11. **Withdrawal and Walk over**

It is advisable not to withdraw or give Walk over in ONLINE playing environment as the online software platforms usually do not support that.

However, if utmost necessary, a team is permitted to withdraw only with the expressed consent of CTD after the completion of any Swiss round, or after a direct knock out match but not after the beginning of a match during any stage or in the middle of knock out match. In case a team withdraws without such expressed consent, the members of the team may be disqualified for the rest of the championship by the CTD & the Tournament Committee and may also have to face the disciplinary proceedings.

Walkover should be reported to the director before the start during KO matches. If any team would like to withdraw during the middle of the event should have proper accepted reasons like physical fitness, serious health problems or any other important practical reasons. However teams deciding of mutual walk over decisions without the consent of the proper authority will have to face disciplinary procedures.

Walkover: If a team, by its own fault, is unable to play another team, it will score zero VP. Its opponents will receive the best score between: (a) 12 VP using the 20-0 VP scale, or the equivalent according to the VP scale adopted, (b) the teams average (c) the average score obtained by all other opponents against the team at fault, whichever is greater. A second walk- over by the same team will be referred to the Disciplinary Committee which can apply further sanctions including disqualification of the team.

#### 12. **Disciplinary Rules and Penalties**

The schedule of penalties which follows is supplemental to the laws. All infringements of the law will be dealt with in accordance with the norms laid down by Bridge Federation of India.

Lateness – In the Swiss League, penalty will be imposed on any team not seated and ready to play at the announced starting time of the session according to the following scale.

0+ to 5 minutes - late warning; 5+to 10 minutes – 1.0 VP;

10+ to 15 minutes - 2.0 VPs;

a team may forfeit its match, if it is late by over 15 minutes, at the discretion of the CTD/ Chairman Tournament Committee.

In a knock-out match after 5 minutes of grace time, a penalty of 1 Imp per minute will be imposed up-to 30 minutes and CTD may also reduce the number of boards. A team may forfeit its match, if it is late by over 30 minutes, at the discretion of CTD / Chairman Tournament Committee.

**Slow Play or Late finish**– If slow play is reported and the Director is convinced about it, he may impose penalty on the offending side. The penalty will be same as in case of “Lateness” clause above. In case any match is not finished within the stipulated time, the Director may stop play after 5 minutes and declare result on the boards played. The result may be adjusted to bring equity to the non-offending side in case of reduction of boards.

Mobile Phones – Mobile phones shall be switched off during the play, Team from which the players are observed calling or receiving call during the play will be penalized (0.5 VP in team

/ 2 IMPs in IMP Pair / 10% of top earned in MP pairs) for the first offence and (1 VP in team /

3 IMPs in IMP Pair / 20% of top earned in MP pairs) for any offence thereafter. Repeated violation by any player may mean suspension of that player / pair at the discretion of the CTD and Chairman Tournament Committee.

### **13. Tie-breaking Procedures**

Team Event:

The teams with identical scores after deducting all penalties will be deemed to have tied.

In case of a tie for the last qualifying position in a Swiss league, determinations of rank will be broken on VP product of all rounds but for all other qualifying positions, tie is broken by draw of lots, as per BFI handbook - Page No. 66.

In Knock-out matches, even a difference of 0.01 IMP (accrued due to carry-over) will be considered a win. In case of a tie break in knock out matches, there will be play off of extra four

board match for the tie break. Fresh Line up of pairs will be allowed at this stage. If the tie persists, tie breaking will be done by one board ("sudden death") matches to determine the winner with same pairs to continue. Difference of 1 IMP is a win.

Pair Event:

Tie in a Pair event will be broken as per BFI handbook - Page No. 65.

### **14. Length of Matches**

10 board matches: 1 hour 25 minutes

12 board matches: 1 hour 40 minutes

### **15. Review Procedure**

Players have the right to bring to the notice of the Director any irregularity on the table, during play and the match. Directors will give ruling on such irregularities, if necessary, after consultation with a panel of experts.

As per the latest WBF rules, after a Director has given a ruling, request for a review may be made to the CTD by players/ Team along with a review fee of Rs. 1000 to the Tournament Director.

A request for a review of a Tournament Director's ruling must be lodged within 30 minutes of the first posting of the official score for the Session in which the board was played that is the subject of the ruling. All such requests must be lodged by the team's Captain or his designee, or by one member of the pair in the Pairs events. However the time required for the review procedure will not hold-up the play of the subsequent round.

The recipients of a ruling will be entitled to ask for the matter to be reviewed by a reviewer who was not involved in the original decision. The reviewer will check that the TD has gathered the necessary evidence of what occurred when infraction arose. The Reviewer will then need to be satisfied that the correct law was applied and that other TDs were consulted where appropriate. In matters involving the judgement that was exercised by a player following unauthorized information, incorrect explanation or failure to alert, the Reviewer will clarify that suitable players were consulted. Finally the Reviewer will check that ruling that was issued based upon all the information available to the TDs was within the bounds of reasonableness.

### **16. Appeal on Scoring of Results**

Appeal for correction of an error in Computing or tabulating the total point score of an agreed number of tricks on the hand must be made on the score appeal form which is to be submitted to CTD within 20 minutes of the end of the respective session. (10 minutes for the last session). However in case of discrepancy between official results on any board, correction period may be extended by CTD

### **17. Ethics and Deportment**

All contestants are required to conform at all times to the highest standards of ethics and deportment. BFI expects all teams and partnerships to play to win at all times and in all circumstances. While a team may rest its players and make other decisions for strategic reasons, it is not permissible for a partnership to play by design to obtain a session score inferior to that of its opponents. All contestants (including non-playing captains) are expected to accept the decisions of the Tournament / Review Committee in a sportsman like manner.

## 18. TEAM EVENT

Each team may have a minimum of four and a maximum of eight playing members. Any alteration in the names of the players can be done only before the start of the event with the consent of CTD. In case a team having less than eight members wishes to add a team member, such addition can be **done before the start of the 3rd round of the Swiss league with the consent of the CTD**. There will not be any seeding of the teams and the draw for the first round will be a random draw. Thereafter the draw will follow the actual draw as per the Swiss League protocol.

### Team of Four Duplicate will be played in two stages.

Stage I: Qualifying Swiss league of 8 rounds of 10 Boards (Top 16 teams to qualify for quarter final). The Qualifying Swiss will be played over 4 days

The difference in IMPs earned by the two opposing teams at the end of each round of the Swiss League shall be converted into VP, according to the WBF Continuous VP Scale (20-0).

Stage II: Knock out matches will start from Pre Quarter final stage. There will be carry over at all stages of the KO. The team finishing at top after the Swiss league may choose their opponents from among the teams placed at 9th to 16th position. Subsequently the team finishing 2nd in the Swiss league may choose their opponent from among the remaining teams from 9th to 16th position and so on.

The quarter final knock out will be of 3 sessions of 10 boards each

Semi-final will be of 3 sessions of 10 boards each whereas Final will be of 4 sessions of 12 boards each to be played on Monday 10<sup>th</sup> May. The pairing of teams in the Semi final stage will be 1 vs 4 and 2 vs 3. Along with the finals, there will be Play-off matches (2 Sessions of 12 boards each) for 3rd / 4th positions.

## 18.1 GENERAL

In case of odd number of teams in Swiss League, one team will get a bye. 12 VPs shall be awarded to all such teams in Team of Four Gold and Silver event.

- A pair will be allowed to participate at any stage of a pairs event, independent of whether one or both players are qualified to team KO stage or not. Even a player, who has not participated in the team event, will be allowed to play the pairs event with another player, who is qualified to any KO stage of team event.

However, the following conditions will be applied for allowing such partnerships:

- The pair should have given their entry before the start of the first elimination round of the Pairs event in which they are going to participate.
- Not more than 4 pairs of a team will be allowed to play as seeded pairs, when they join from a KO stage to a Pairs elimination round. As the onus will be on the team captain to inform about the 4 pairs being allowed from the team, hence each pair of the team should inform their captain and take his permission beforehand about playing with a player outside the team.
- A player in a team qualifying for KO stage will be considered as "Seeded" only if he/she has played a minimum of 25% of the boards at every stage of the KO.
- There will be no seeding of teams in Team of Four events. The first round will be by random draw. Thereafter the usual Swiss league draw will be followed.

## 19. IMP PAIRS

IMP Pairs will be played over 2 days. There will be an Elimination<sup>1</sup> round of 2 sessions (18 boards each) followed by Elimination -2 of 26 boards (one session). Finals will be played of 32 boards on Sunday 9<sup>th</sup> May. Atleast 35-40% pairs will be qualifying to the finals from Elimination round. There will be carryover from the Elim -1 to Elim -2 and to finals.

## 20. OPEN MATCH POINT PAIRS

The Shree Cement Open Pairs (Match Point) will be played on Sunday of 1 session of 26 boards each

## 21 Carry Over

### 21.1 Carry Over – Team Events

In case of a Direct Knock-out matches (Pre QF, QF, SF, Final & Play off), the Teams will carry forward part of their difference of the Swiss league match, if any, between the two teams. The part shall be one half of the difference in the direct match between teams, if the team that won the direct match finishes higher than their opposing team at the end of qualifying league and one third otherwise, subject to maximum of one fourth of the total boards to be played in that KO stage. So, for a 48 board KO match, the maximum carryover will be 12 IMPs.

### 21.2 Carry Over – IMP Pairs event

In case of IMP Pair event, the carryover from qualifying session to the Finals will be one-fifth of the difference between the TOP & the last qualifying pair (Rounded to the next integer), subject to a maximum of one-third of the total number of boards to be played in the final/elim-2.

### 21.3 Carry Over – MP Pairs event

Carryover for Shree Cement Gold / Silver for each elimination / final stage will be computed as per the formula below:

$$C = (M - m) \left[ \frac{Q}{E} \left( \frac{A \times B \times Q}{S} \right) \right]$$

where C = carryover

B = number of boards played in qualifying session(s) S = sum of the scores of all qualifiers

M = matchpoints of a given pair

m = matchpoints of lowest qualifying pair E = pairs entered in the event

Q = pairs to be qualified

A = average on each board in the final session(s)