

## 2010 WBL ROUND ROBIN

### Conditions of Contest

**MEMBERSHIP:** Teams may consist of four, five or six players. No fifth or sixth member may be added without the specific approval of the Round Robin (RR) Committee after the entries have been closed. Reasonable additions will be allowed. Teams are encouraged to have more than 4 members in order to make scheduling easier.

**LENGTH OF MATCHES:** Matches will be of 12 uninterrupted boards. Each team will play two matches (double matches) against the other teams in its league. The IMP margin of each 12-board match will be converted to Victory Points using the following scale:

IMP Difference:		Victory Points:	
Exact ties	--	10/10; 01-03 IMPs	-- 11/9;
04-06 IMPs	--	12/8; 07-10 IMPs	-- 13-7;
11-14 IMPs	--	14/6; 15-19 IMPs	-- 15/5;
20-24 IMPs	--	16/4; 25-29 IMPs	-- 17/3;
30-35 IMPs	--	18/2; 36-41 IMPs	-- 19/1;
42+ IMPs	--	20-0.	

**LENGTH OF EVENT:** All teams are placed in leagues in which a complete round robin is played. Each team must play at the rate of three double matches every two months. Deadlines will be in an addendum to these Conditions after it is known how many teams are in each Flight. Deadlines are usually set for Thursday. Flexibility **may** be allowed in meeting the individual deadlines. All teams must complete all their matches by the final deadline. There may be a grace period of 7 days after the final deadline in which teams **may** complete all matches, **PROVIDING** the dates have been established prior to the scheduling deadline, **and** the Coordinator informed of the scheduling problems.

A one-VP penalty may be assessed against the final total score of any team failing to meet the schedule published above; two more VPs will be the penalty if the same team misses a second deadline; four more VPs after a missing a third deadline, etc. Any scheduling difficulties must be discussed with the Coordinator or, in his absence, a Committee member prior to the deadline.

**ORIGINAL SEEDING:** League formation is done by the Round Robin Committee. Teams are placed in seeded order based on the subjective judgment of the committee members. When teams are judged equal in ability, their positions will be drawn by lot. Once the teams have been placed, some teams may be moved around. Because of the long match format of this event, major consideration is given to a team's results in prior long match events, especially the WBL Round Robin and Knockout. Teams may also be moved so that spouses or significant others are not placed in the same league. X teams will be distributed among the leagues.

**CAPTAIN'S RESPONSIBILITIES:** These include:

1. Payment of the entry fee at the time entries are submitted (\$50 in Flight A, \$40 in Flight B and C);
2. Arranging as early as practical with all other Captains the date, location, and starting time of all matches;
3. Ensuring that at least 12 boards with cards are on hand, plus;
4. Payment of any supplemental fee to any participating Club Manager in the amount agreed upon in advance for the use of the Club's facilities;
5. Agreement prior to start of play upon the minutes of lateness, if any; and
6. All official team communication with the Coordinator or Committee, including reporting of scores, appeals, claims of forfeit, requests for modification of team membership or captaincy, and proper advance notice of all matches including the dates locations and official starting time. This notification should be sent to the Coordinator, not to a Committee member. The *match results and the lineups* must be ***emailed or phoned*** to the Coordinator within 48 hours of the completion of each match. **Continued failure to meet these standards could result in penalties as determined by the Round Robin Committee. If one team reports the scores and the other team does not, no penalty shall be imposed on the non-reporting team. The committee will assume the reporting team properly reported the score.**

**Team Member's Responsibilities:** Since reporting correct results to the Coordinator is important, any team member is allowed to report the result and *the lineups* of their match. This would ensure that credit for the match would be given.

**SCHEDULING:** All Captains are encouraged to schedule and play all of their matches as soon as possible. If agreement between two opposing Captains cannot be reached, the Coordinator/RR Committee is to set the date and location of their matches. Our Unit Game facilities are available any Thursday evening during this period; a fee will be charged for the use of these facilities; Chris Miller ([wblmanager@gmail.com](mailto:wblmanager@gmail.com)) or (301) 318-6083) must be notified in advance.

**LINEUP PROCEDURES:** The Captain of the seeded team (higher on the List of teams) will have the choice of opposing pairs for the first match. The unseeded team Captain will have the choice of opposing pairs for the second match. These options cannot be waived. Except for emergencies or illness, no change of players will be permitted during the 12-board match. During the KO playoff matches, the seeded team may choose which half to exercise its rights. The seeding position is determined first by rank in section and second by VPs.

**NOTE:** In home-played matches, the host-person shall be given the privilege of choosing the location (room) where he is to play; this shall not affect those rights outlined above.

**TARDINESS:** Arriving late to a match is a discourtesy to your teammates and opponents. The section below describes the penalties for lateness. These penalties may

be appealed to the RR Committee, but are not subject to discussion by the participants. Such discussion can only further delay the match and cause increased penalties. The only appropriate discussion of tardiness is that the team captains should agree on the time that each team was prepared to begin play. The offending team's Captain must (and the non-offending team's Captain may) report the lateness with the match results.

**DEFINITION OF STARTING TIME:** The starting time of a match is defined as either the scheduled starting time, which should have been sent in writing to the Coordinator before the match, or the time at which four members of one team are ready to begin play, whichever is later.

**Lateness Penalties:** A penalty of three IMPs per each five minutes or fraction thereof after the first ten minutes of lateness with a maximum of 18 IMPs and a minimum of 1 VP will be assessed against the late-arriving team. The non-offending side receives benefit of the penalty for master points and match win-loss results for tiebreakers. The non-offending side will not gain any additional Victory Points. The non-offending team may not waive the penalty, but the offending team may appeal to the Committee in order to get the penalty reduced because of extenuating conditions. The RR Committee will decide the appeal.

**Forfeiture:** If a team is over 40 minutes late, the opposing Captain should call the Coordinator or in his absence, a Committee member, to report the occurrence. An attempt shall be made to reschedule both matches in which case the offending team will be assessed an 18 IMP (minimum 1 VP) late penalty for the first match. If the teams are unable to reschedule the match(s) after a sincere effort, the non-offending side will be declared the winner of one or both matches by forfeit,

The intent of the Committee is to hold matches, and every effort will be made to have a match played rather than declared a forfeit. The Committee expects full cooperation from all teams in accomplishing this aim. In the event of unavoidable forfeiture, as declared by the Committee, the Victory Points will be assigned as follows: if both teams are deemed at fault, zero VPs will be awarded to both; if one team is deemed at fault, the non-offending team will receive the highest of the following three possibilities, to the nearest whole number: (1) 60% of the available VPs (12 VPs), (2) the average result of its matches, or (3) the inverse average result of the opposing team's matches. Possibility #3 may be applied only if the forfeiting team is below average in terms of VPs. This formula is applied at the end of the Round Robin phase. Any forfeit may result in loss of all master points won in the event.

**SLOW PLAY:** Play is expected to progress at the rate of 7-1/2 minutes per board, or one hour and 38 minutes per 12 boards. Complaints of slow play may be made to the Coordinator in writing when reporting the scores.

**SUBSTITUTES:** A team must field at least three registered members unless special Committee approval is granted. If a substitute is needed, the Coordinator's approval (which may be granted by Committee consultation) is required. If the Coordinator cannot

be reached, a Committee member should be notified of the proposed substitution. The sub should not improve the team by partnership or ability. The sub should not substantially weaken the team if the result would affect a third team. A sub may not be a member of another team still playing in this Round Robin. As a matter of courtesy, attempts should be made to notify the opposing team Captain. The opposing Captain may not appeal an approved substitution.

**SMOKING:** This event is non-smoking unless both teams agree otherwise. Captains with team-members who want to smoke should discuss this with the other Captain in advance. Smoking breaks will be permitted.

**QUALIFICATION:** By ACBL rule, in order for a player to receive overall Master point awards, a player must have played at least 50% of the total hands played by the team. Furthermore, in order to compete in the KO-playoff portion of these events, each player must have played at least 50% of the qualifying round matches. During the KO-playoff phase, a player must play at least half of the total boards played by the team. A player must play half of the final match to receive master points for winning the event.

**TIES:** Ties in VPs will be resolved, if necessary, in a priority sequence as follows: (1) Ties are broken in favor of the team(s) with the better (best) win-loss records. If ties remain, (2) Ties are broken in favor of the team(s) having the highest Victory Point total in a field restricted to the tied teams. If ties remain, (3) Ties are broken in favor of the team(s) with the highest VP total against the other team(s) in its league with the best record. If ties remain, (4) Repeat step #3 until all other teams have been considered. If ties remain, (5) Ties are broken by an official coin flip.

**CONVENTIONS:** Mid-chart conventions will be allowed. Conventions not on the General Convention Chart (GCC) must be pre-alerted and ACBL defenses provided in writing. Special carding agreements and treatments must be pre-alerted.

**PLAYOFFS:** In **Flight A:** Three teams from each league will qualify. Seeds seven, eight, and nine will be randomly assigned to the three teams that finished third in their leagues. Assign seed six to the second place finisher and seed one to the section winner in the league with team number seven. Assign seed five to the second place finisher and seed two to the section winner in the league with team number eight. Assign seed four to the second place finisher and assign seed three to the section winner with team number nine.

Seed eight plays seed nine, to determine which team will continue in the playoffs. The winning team will proceed as seed eight. The playoff matches will then occur with the normal bracketing for eight teams. One plays eight, two plays seven, three plays six, and four plays five. If the winning team has the higher number, it takes over the number of the team it has just beaten. In the semifinal round, one plays four and two plays team three.

In **Flight X**: There are seven X teams; two leagues have two X teams and one has three. The X team with the highest VP total in each section plus 'one other X team' will qualify. The 'one other X team' will be the team that has the highest VP among the four remaining teams. This 'one other X team' will play the team from the other sections which has the greatest VPs. The other two teams will play each other.

In **Flight B**: Three teams will qualify from each league. The first place teams will have a first round bye. The second place teams will play the third place team from the other league. There will be a random draw to see which first round winner the section winners will play.

In **Flight C**: Two teams from each league will qualify. The first place teams will play the second place team from the other league.

Playoffs are single-elimination matches of 24 boards. If there is a tie, four-board overtime segments will be played until there is a winner. The Coordinator must be notified of the agreed date, time, and location of each playoff match well in advance, just as he must be notified regarding regular Round Robin match arrangements."

**RULINGS:** In the case of an irregularity, a director or Committee member should be called. The Captain or his designee must file appeals of any director's ruling or any decision of the Coordinator and/or RR Committee in writing, hand-delivered or e-mailed within three days of the match. In order for an appeal to be timely, a director may be called or notice of intention to call a director made to the opponents before the start of play at both tables in the next segment, or sixty minutes after the completion of the segment. Such appeals will be promptly forwarded to the appropriate committee for reviews. A member of the RR Committee must approve the membership of any appeals committee. If you need a director's ruling, you can call Chris Miller at 301-986-9449.

**Appeals without Merit:** Frivolous protests will be penalized by banning any protest by the complaining parties and team Captain for the remainder of the event and in the next Knockout and Round Robin.

**INTERPRETATION OF RULES:** Circumstances may arise which are not covered by these rules or in which a rule has to be interpreted. In these cases, the full Round Robin Committee must be notified. Any decision will be by majority vote of the Committee members who respond within 2 days. Such actions must be documented in writing.

**PENALTIES:** The following procedures apply to all situations where penalties may be imposed.

1. If the coordinator identifies some infraction that he feels should be penalized, the coordinator should first discuss the matter at issue with the team captain to determine if there is some legitimate reason for the infraction.

2. If the coordinator still believes a penalty should be imposed, after having discussed the matter with the team captain, the coordinator shall provide to the Round Robin Committee and the team captain, via e-mail, a description of the team's alleged infraction and the proposed penalty. Within a week of the date that the coordinator sent the notice, the team captain may appeal the coordinator's decision to the Round Robin Committee. The team captain shall transmit the appeal via a written explanation to the Round Robin Committee, via e-mail. The Round Robin Committee may, sua sponte, request additional information from the team captain and/or coordinator, either in writing or orally.

3. If the team captain does not timely appeal, the coordinator's decision shall be final, with no further notice necessary.

4. If the team captain appeals, the Round Robin Committee shall transmit its decision to the team captain via e-mail.

**CONFLICT OF INTEREST:** Committee members should recuse themselves from participating in making decisions on issues before the Committee if they, or their spouses or significant others, would be directly affected by the outcome.

**COORDINATOR:**

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**COMMITTEE CHAIRMAN:**

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