

13rd EUROPEAN SMALL FEDERATIONS' GAMES

Supplemental Conditions of Contest

1 INTRODUCTION, FORMAT AND TIMETABLE

1.1 Introduction

The 13rd European Small Federations' Games ("the Games") is to be played under the auspices of the European Bridge League ("the EBL") in Crown Plaza, Vilnius, Lithuania, commencing on Tuesday 28th September 2021 and ending Thursday 30th September 2021.

The Games will be governed by the Laws of Duplicate Bridge 2017, the EBL General Conditions of Contest ("the GCoC", as published on the EBL website) and these Supplementary Conditions of Contest ("the SCoC"). Unless otherwise stated, or illogical in context, the definitions used in the GCoC apply also to these SCoC.

1.2 Format

The Games will be played in two stages: a single complete round robin, followed by a knockout stage of two stanzas.

All sessions in the Round-Robin will be of 12 boards. In the Knock-out the sessions will be of 8 boards.

After the completion of the Round-Robin phase, the teams will be paired as follows in the knockout stage:

1 vs 2, 3 vs 4, 5 vs 6, 7 vs 8, 9 vs 10

The result of the knockout match will determine who will get the highest position in the final standings, between the two opponents. In case of a draw in the knockout match, winner will be considered to be the team ranked higher in the Round-Robin (after resolving ties). There will be no other carry-over for the knockout phase.

1.3 Draw

Prior to play an official draw will be made and published in the programme and on the website of the Games. In the event of a variation in the number of teams participating, adjustments in the draw and schedule of play may occur. These will be notified at the captains' meeting.

1.4 Programme and Timetable

Tuesday, 28/9/2021	Wednesday, 29/9/2021	Thursday, 30/9/2021
15:00 - 16:40 Round 1	11:00 - 12:40 Round 4	11:00 - 12:40 Round 8
16:50 - 18:30 Round 2	12:50 - 14:30 Round 5	12:50 - 14:30 Round 9
18:40 - 20:20 Round 3	14:30 - 16:00 Lunch	14:30 - 16:00 Lunch
	16:00 - 17:40 Round 6	16:00 - 17:10 KO Rnd 1
	17:50 - 19:30 Round 7	17:20 - 18:30 KO Rnd 2

2 ADVANCE ORGANIZATION

2.1 Right to enter

The Games are open to the European NBO's which has up to 500 registered members.

Each participating member NBO must play against all other participating member NBOs. Entry and subsequent refusal to play will result in disqualification.

2.2 Entry fees

There will be no entrance fee for the participation in the Games.

2.3 Team Members

In addition to a non-playing captain and a coach or team-manager, each team is entitled to have six members. Subject to the approval of the Organizing Committee the members of any team may be changed up to the time of commencement of play of the Games.

If a country has submitted the names of fewer than six players, a fifth or sixth player may be added after the commencement of play, subject to the approval of the NBO concerned and the Organizing Committee.

3 SYSTEMS POLICY

The European Bridge League's Systems Regulations and Systems Policy apply to the Games.

Only Category 3 systems and conventions are permitted in the Games and neither Brown Sticker nor HUM systems are permitted at any time.

Both members of a partnership must adopt the same methods in the auction and in their carding.

The systems must be described on System (Convention) Cards and Supplementary Sheets in accordance with Section 11 of GCoC.

4 RULES FOR RUNNING THE MATCHES

4.1 Composition and seating of teams

4.1.1 Designation of teams

The team mentioned first in the schedule of matches printed in the programme is designated as the Home Team.

4.1.2 Line-up procedure

The line-ups must be submitted electronically. In the Round-Robin phase there will be no seating rights. Both captains submit their line up without knowing the line-up of their opponents.

In the Knockout phase each team has seating rights in one of the segments, with the highest ranked team in the Round Robin having seating rights in the second segment. In all cases, the team that doesn't have seating rights in a segment should submit their lineup first.

Line-ups for a round have to be submitted not later than 5 minutes before the respective round starts.

Teams who infringe this regulation will be subject to VP penalties according to this scale:

- 1st occasion a written warning
- 2nd and every next occasion 0.5 VP penalty in the Round-Robin phase, or 2 IMPs in the Knockout phase.

These penalties will be applied automatically by the scoring system and can only be waived by the Chief Tournament Director in exceptional cases.

4.1.3 Seating of Teams

The Home Team sits throughout in the N/S position in the Open Room and in the E/W position in the Closed Room.

4.2 Period of Play and penalties for slow play.

4.2.1 Start of the round

Playing time is 60 minutes. This time period includes the time for system explanation and scoring procedure.

Any team that is not seated and ready to play at the start of a period of play will be fined 0.5 VP and for each completed period of 5 minutes thereafter a further 0.5 VP. Players are requested to be seated 5 minutes before the scheduled start of play. In case of any player entering the playing room after the commencement of the broadcasting of the match, the Director has to be satisfied that no useful information about already shown boards could have been passed to the late player and, if not, will take the necessary measures. Any team not seated within half an hour after starting time by its own fault forfeits the match and receives zero VPs.

If any team has been fined for being late at the commencement of a round the fines for slow play in the same round will be based on the time at which all players were seated at the table and ready to play.

4.2.2 End of the period of play.

(a) If at the end of the allocated time play has not been completed the following penalties will be imposed, eventually to be shared by the two teams according to the percentage of responsibility of each of them:

- from 0 to 5 minutes late: 0.5 VP
- from 5 to 10 minutes late: 1 VPs
- from 10 to 15 minutes late: 2 VPs
- from 15 to 20 minutes late: 4 VPs
- for delays of more than 20 minutes the Chief Tournament Director may impose a more severe penalty.

(b) If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling the Tournament Director who will take any corrective measures that are necessary in his opinion, including, at his discretion, the designation of a monitor at the table for as long as he considers desirable.

The Tournament Director will normally issue warnings when teams are in danger of penalties for slow play, but an absence of warning does not diminish the responsibility of the players or their liability to be fined.

If the two sides at the table are not considered to bear equal responsibility for the late finish the prescribed penalty will be divided between the two teams proportionately to the extent to which each side is deemed to have contributed to the overrun.

4.2.3 Penalty warning

All penalties for violations of time procedure and slow play are mandatory and require no previous warning to the players that penalties will be applied.

4.3 Playing Area

The Playing Area, as referred to in the General Conditions of Contest, means the rooms where play takes place, the corridors surrounding them and the toilets.

4.4 Restrictions

4.4.1 Smoking (including the use of electronic cigarettes)

Smoking in the playing area is prohibited. No player may leave the playing area before completion of play in a session in order to smoke.

Any player smoking in the playing area will cause his team to be fined 2 VP. Repeated violation of this regulation may, and constant violation will, result in the player being prohibited from playing.

4.4.2 Alcohol

The consumption of alcoholic beverages of any nature in the playing area is prohibited. No player may leave the playing area before completion of play in a session in order to consume alcohol.

Any player consuming alcohol during the round in the playing area will result in his team being fined 2 VP. Repeated violation of this regulation may, and constant violation will, result in the player being prohibited from playing.

4.4.3 Mobile Phones and Electronic Devices

Mobile phones and electronic devices capable of communication must be switched off in the playing area and be visible at the table at all times.

Any player, captain or coach bringing a mobile phone and or electronic device that is not switched off into the playing area will cause his team to be fined 2 VP. This penalty is mandatory.

The Chief Tournament Director may, at his discretion, prohibit a player from bringing other equipment into the playing area.

4.5 End of rounds, results

4.5.1 IMP scale

The difference in the total point scores on each board is to be converted to International Match Points (“IMPs”)

4.5.2 VP Scale

For each match there will be 20 Victory Points (VPs) at stake to be apportioned between the two teams in accordance with the VP scale published on the EBL site

4.6 Protest time

In respect of scores the protest time of all matches played in a day ends at the starting time of the first match on the day following, and in respect of the final day’s play 15 minutes after the official finishing time of the final.

The time for a request for a TD ruling or for an appeal of a ruling already received ends 30 minutes after the end of the each round except the last round and 15 minutes after the end of the last round.

4.7 Publication of decisions

All decisions involving play, penalties, deals, infringement of the Rules, etc., will be posted on the information board. However, the fact that a penalty has not yet been posted and that the attention of the players or captains has not yet been drawn to it does not nullify the penalty.

4.8 Byes, Ranking and Ties

4.8.1 Byes

In the event of a team having a bye in any session it will receive 12 VPs.

4.8.2 Ranking

The teams will be ranked according to the total number of VPs each gains.

4.8.3 Ties

A tie between two teams will be broken in accordance with the result of the match between those two teams. If there should still be a tie, then the total sum of IMPs will be taken into consideration to break the tie. Where more than two teams have the same number of VPs the tie will be decided by the result of the matches between those teams. If one of the teams has defeated all the other teams involved, it will be ranked ahead of the others regardless of the number of VPs obtained. The other tied teams will be ranked according to the VPs obtained in the matches between them. If a further tie should still exist then the total sum of IMP will be taken into consideration to break the tie.

5 REVIEW

After the Director has given the ruling, any appeal against such ruling will be dealt with in accordance with the provisions of the Review Regulation.

Appeals will be heard by a "Reviewer" appointed by the Championship Committee in accordance with law 80B2(k).

The monetary deposit is Euro 30.

If in the opinion of the Reviewer there is insufficient basis for requesting the review one or both of the following sanctions may be applied:

- (i) Forfeiture of the monetary deposit.
- (ii) The penalties described in Sections 21.2 and 21.3 of the GCoC will be deducted from the score of the appealing side.

6 CHANGES IN SUPPLEMENTAL CONDITIONS OF CONTEST

These SCoC may be amended and/or augmented, at the discretion of the Organizing Committee, if circumstances so warrant in order to ensure that the Games can progress in a smooth, efficient and fair manner.