



European Bridge League

admin@europeanbridgeleague.org | www.europeanbridgeleague.org

EUROPEAN BRIDGE LEAGUE

SUPPLEMENTAL CONDITIONS OF CONTEST FOR THE EBL European Youth Online Teams

September 2024 to spring 2025

©EBL 2024

Issued by the European Bridge League
Maison du Sport International
54 avenue de Rhodanie
CH-1007 Lausanne
Switzerland

Updated 7 September 2024

1. INTRODUCTION and FORMAT

1.1 Introduction

This Event is to be played online, using the RealBridge platform (RB), under the auspices of the European Bridge League ("the EBL") Starting September 2024, and continuing to 2025. The event consists of a National Teams Competition in the following Categories: Under 31, Under 26, Under 21 and Under 16. The Event will be governed by the Laws of Duplicate Bridge 2017 as amended 1 January 2024 ("the Laws"), the [EBL General Conditions of Contest](#) ("the GCoC") and relevant Ancillary Documents as published on the [EBL website](#), these Supplemental Conditions of Contest ("the SCoC") and the separate regulations that will be communicated in letters to the teams. Unless otherwise stated or illogical in context, the definitions used in the GCoC apply also to these SCoC. But see Section 10 hereunder in connection with interpretation of the Laws.

1.2 Organisation

The event will be organised on behalf of the EBL by the EBL Youth Committee.

1.3 Format

The competition will be played as a full round robin.

The Under 16 will play 8-board matches. The other three categories will play 10-board matches. Each team will play on scheduled match days for their category. These are:

Match Days

- Under 31, Under 26 and Under 21: Tuesday September 10th at 19:00 CEST and will play every other Tuesday, odd weeks

- Under 16: Sunday September 22nd at 17:00 CEST and will play every other Sunday, even weeks

The time allocated per board is 7 mins 30 secs, but the time is set per round. Players are required to complete the boards within the round.

Updates to the above are available on the event microsite.

1.4 Draw

Prior to play an official draw will be made and published on the event microsite.

Should there be a variation in the number of teams participating, adjustments in the draw and schedule of play may occur. These will be notified to the affected teams and published on the event microsite prior to the start of the event.

2. ADVANCE ORGANIZATION

2.1 Registration

2.1.1 Registration of Teams and Players' Names

Registration of teams must be submitted via the registration system as described on the event microsite, no later than September 3rd 2024.

Each captain must ensure that their e-mail address is provided and they should check it regularly for information or queries from the organisers.

2.1.2 Right to enter

Each team must consist of a captain and players belonging to the same NBO.

Each member of the team must be in good standing with their NBO and will also be subject to the approval of the EBL Credentials Committee.

2.1.3 Competitor's Commitment

Attention is drawn to Article 2.8 of the EBL GCoC. Players are required to have signed and submitted the EBL Participant's Commitment Form before the start of the event.

2.2 Entry Fees and Costs

This event is a representative teams event for NBOs who are member federations of the EBL.

The teams pay no entry fees.

2.3 Team Members

Each team is entitled to have ten playing members. A team may change or add members up to three days before the commencement of play.

All such changes are subject to the approval of the Credentials Committee.

Except with the permission of the EBL Youth Committee, any such substitute or added player must use one of the systems already filed in accordance with Section 3.2 below.

2.4 Tournament Directors

No formal TDs will be working during the tournament. A few coaches who are familiar with the RB environment will be appointed to, together with the RB staff, help each match day with responding to TD calls from players "at the table" and issue rulings (they are called TDs for the purpose of this document). If a TD decides that a poll is necessary, the case will be referred to the EBL Youth Committee for a ruling. The EBL Youth Committee will appoint suitable players, not participating in the Event, to be available on-call for consultation and deliver a ruling to the players as fast as possible.

2.5 Credentials Committee

The names of the captain and other members of each team as submitted in accordance with Sections 2.1 and 2.3 above will be transmitted to the Credentials Committee for consideration of approval of participation.

3. SYSTEMS

3.1 Systems Policy

The EBL Systems Policy 2022 applies to this Event.

The event is classified as a Category 3 event (no HUMs or Brown Sticker methods). Both members of a partnership must adopt the same methods in the auction and in their carding. Regulation 6 of the EBL Systems Policy (regarding submission of multi defences) does not apply to this Event.

The systems must be described on system (convention) cards and supplementary sheets in accordance with Section 11 of the EBL GCoC, and submitted as described below.

3.2 Submission of Systems

Systems have to be registered with the EBL no later than:

Under 31, Under 26, Under 21: September 5th, 2024

Under 16: September 17, 2024

Following the procedure described on the event microsite and in Section 11 of the EBL GCoC. Captains should ensure that their e-mail address is provided and they should check it regularly so they are available for any queries that may arise concerning a system registered by their team.

Note that VP penalties and other restrictions will be applied in accordance with the GCoC for late submission.

Minor changes to systems (which may be clarifications, amendments, minor additions and/or cosmetic revisions) will be accepted up to three days before match day. Revisions will be published on the website with the other systems, marked as REV1 or REV2 etc., thus giving captains the opportunity to compare them with the original submission.

The maximum number of Supplementary Sheets is six.

The registered Systems will be made available via a link on this site:

<http://db.eurobridge.org/repository/competitions/24youthonline/microsite/information.htm>

Format of Cards for submission

System Cards must be in the correct format. Players are asked not to use the old CCE format. Any revised system cards submitted should have the revisions highlighted to ensure that other teams are able to see easily what changes have been made.

Pairs are reminded to check that their card fits onto two sheets (a front and a back) when printed without the font being too small, with supplementary sheets as required. A card not formatted correctly will be rejected and the pair required to make the necessary changes to ensure that it can be printed properly.

The system cards must be in English, typed. The file must be PDF.

4. RULES FOR RUNNING THE TEAMS MATCHES

4.1 Composition and Seating of Teams

Before the start of each match the four players who are to play seat themselves at their team's table.

No seating rights exist.

When the match starts, players will be seated against their opponents automatically by the RB platform. The pairs are randomly rotated by RB, equivalent to blind seating.

4.2 Period of Play and penalties for slow play

4.2.1 Start of the round

The time allowed is calculated from the commencement of the period of play and includes the time for system explanation and scoring procedure. Players are requested to be seated 15 minutes before the scheduled start of play. Any team that is not seated and ready to play at the

start of a period of play will be penalised as described in Section 20.1.1 of the GCoC. Any team not seated within 40 minutes after starting time by its own fault forfeits the match and may be subject to further sanction.

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 penalties defined in Section 20.1.1 of the GCoC will be imposed, eventually to be shared by the two teams according to the percentage of responsibility of each of them (but see 4.2.2 (c) below).

(b) If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling a TD who will take any corrective measures that are necessary in their opinion.

The TD 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.

To determine the responsibility of each side for the slow play the TD may use data recorded by the RB system. 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.

(c) The TD may remove unplayed boards from players if in the TD's opinion a delay in finishing the match in the allotted time would interfere with the smooth running of the competition. (The TD will take into account the time of start of play for the next round.) The match will be scored in accordance with Section 20 of the GCoC.

5 PLAYING CONDITIONS

For the purpose of the GCoC, there is no playing area, as this is an online event.

The EBL regulations for Electronic Communication Devices, Section 7.2, apply, except to devices which are being used for playing.

5.1 Equipment

Each player must have a fast and stable internet connection. Each player must use a device with a well-functioning camera, microphone and speakers. These must be switched on at all times.

The player's face must be visible at all times.

No sound should be audible via the microphone other than the player's own voice. In particular, there should be no noise from television, audio equipment, or other members of the player's household, if possible.

The device used for playing must not be used for any other purpose during a session except on the instructions of a TD.

Players may not leave their seat at any time except with the permission of the TD.

5.2 Player Location

During play, no other unauthorised person may be in the same room as the player, except with the permission of the TD. In the event that the TD does permit this, the other person may not communicate directly or indirectly with the player, and they are subject to the same conditions as in 5.3.

5.3 Communication

During play, no player shall communicate directly or indirectly with their partner, their teammates or any other participant in the Event, other than via the RB interface, except on the instructions of a TD.

A player may not make or receive calls, or send or receive messages, emails, etc, other than with the TD or RB technical support staff.

5.4 Spectating

Spectators, including any team members not currently playing, may watch play on the delayed kibitzing facility provided by RB.

5.5 Presence in the RB playing session

During play, except as detailed in 5.6, nobody is permitted in the RB playing session except for the four players of each team, registered captains or coaches, TDs, RB support staff, and representatives of the EBL.

5.6 Between rounds

If a team is changing its players between two rounds in the same session, the new players are requested to join the session 15 minutes before the start of the next round. They may join their team's table once the team has finished playing the current round.

A team captain (only) who is not playing the current round may join the session 10 minutes before the start of the next round. They may join their team's table once the team has finished playing the current round.

When the next round starts, captains and players who are not playing must leave the session immediately.

6 GENERAL RULES DURING PLAY

6.1 System (convention) cards and system notes.

During play, a player may refer to their opponents' system card, either online or in paper form. A player may not refer to their own system card or other notes.

6.2 Smoking, Eating and Alcohol

Smoking is not allowed.

Eating and consumption of non-alcoholic beverages are permitted provided that they do not cause a disturbance or inconvenience to other players.

Consumption of alcoholic beverages is not permitted during play.

6.3 Behaviour

During the match players should avoid discussion or arguments with partner or opponents. In case of dispute a player's proper recourse is to call a TD.

6.4 Dress Code

Captains and Players are expected to be appropriately dressed when visible.

6.5 Calling the TD

Most mechanical problems will be prevented automatically. However, it is necessary to call the TD when:

- (a) the platform has not dealt with a mechanical issue satisfactorily;
- (b) a player is unresponsive, or the play becomes 'stuck' in some other way;
- (c) there is conflicting information about the meaning of a call or play, e.g. when an alert or explanation is different from the system card or does not reflect the partnership understanding;
- (d) there appears to be use of unauthorised information;
- (e) there is a dispute over a claim or concession;
- (f) there is a request for an undo;
- (g) there is any bad behaviour.

6.6 Pauses in bidding and play

At Trick One there will be delays automatically generated by the platform before the first three plays are visible:

- (a) Before the opening lead: 5 seconds
- (b) Before declarer plays from dummy: 10 seconds
- (c) Before 3rd hand plays: 5 seconds

6.7 End of rounds, byes, ranking

6.7.1 IMP scale

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

6.7.2 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 WBF website: [WBF VP Scales](#).

6.7.3 Protest time

The time for a request for a TD ruling or for a review of a ruling already received ends one hour after the end of the session.

6.7.4 Publication of decisions

All decisions involving play, penalties, deals, infringement of the Rules, etc., will be e-mailed. 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.

6.7.5 Byes

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

6.7.6 Ranking

Final rankings will be according to the total number of VPs scored by each team.

7. ALERTS AND EXPLANATIONS

Alerts and explanations are made by the player who makes the bid, using the RB platform's facility for self-alerting and self-explanations. Explanations are made in writing (by typing). Players are responsible for alerting and explaining to both opponents any call they make that is alertable, by typing

To ask for an explanation or to ask a follow-up question, a player must ask the opponent who made the call. If that is the opponent on the other side of the screen, they must do this by private message to the player.

Questions and answers to a screenmate should be made by private message. In the event of a dispute, if a player made a verbal question or answer to their screenmate it may jeopardise their right to redress.

The table's chat box must not be used for requesting or giving explanations.

8. PROCEDURE FOLLOWING A CLAIM OR CONCESSION

In principle, claims will be dealt with in accordance with Laws 68-71.

- (a) If there is a claim and the claim is accepted but the opponents subsequently disagree, the TD will apply Law 69B.
- (b) If one defender claims or concedes then the other defender has to agree before the claim/concession can be accepted by the declarer. If the other defender does not agree then play continues as in Law 68B2.
- (c) If there has been a claim that the opponents have rejected (so the claiming side's cards are visible to the other side) and then a subsequent claim/concession occurs which requires a TD ruling, determination of 'likely' and 'normal' will take into account that one side can see all the cards.
- (d) If both sides agree to play on then Law 68D applies.

9. SCREEN REGULATIONS

Only Section 3 “Screens” of the Regulations for Screens, Bidding and Entering Scores, as modified by Section 6, shall apply.

10. LAWS INTERPRETATIONS and OPTIONS

Words and phrases in the Laws and GCoC applicable in face-to-face bridge, and not specifically defined in these SCoC, shall be interpreted *mutatis mutandis* to an online environment.

10.1 Call Undo

A player wishing to substitute a call under Law 25A1 shall call the TD who will rule on whether to allow the substitution.

10.2 Call or Play Undo

A change of call or play based on misinformation (Laws 47E2, 21B1(a)) may be allowed by the TD only. Otherwise, except as provided in Section 7.1, a change of call or play is not allowed.

10.3 “Face Down” Leads

There is no provision for face down leads. The opening leader should request, if interested, any information before leading.

11. RULINGS AND APPEALS

A ruling by a TD can be appealed to the EBL Youth Committee. Any ruling made by the EBL Youth Committee is final and cannot be subject to appeal.

12. MASTER POINTS

EBL Master Points will be awarded.

13. CHANGES IN REGULATIONS

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

14. CONFLICTING REGULATIONS

In case of a conflict between these SCoC and the GCoC, these SCoC shall prevail.

Matters not regulated here are governed by the GCoC, the Laws of Duplicate Bridge and relevant provisions and regulations of the EBL.