



EUROPEAN BRIDGE LEAGUE

SUPPLEMENTAL CONDITIONS OF CONTEST

3rd EUROPEAN ONLINE WOMEN'S TEAMS CHAMPIONSHIPS

January 9-11, 2026

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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") from 9th-11th of January 2026.

The event is a **Transnational** event in the Women's Category.

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 Supplementary 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 8 hereunder in connection with interpretation of the Laws.

1.2 Organization

The event will be organized on behalf of the EBL by the EBL Women's Bridge Committee.

1.3 Format

With fewer than 24 teams: Full round robin over 3 days.

With 24+ teams: 2 days of qualifying stage in a Swiss format:

- 4x10 on Friday 9th of January 2026 and 6x10 on Saturday 10th of January 2026.
- 1 day -Final stage will be held on Sunday 11th of January 2026, with groups of 8 teams playing a 7x8 Round Robin. The bottom group can be larger or slightly smaller; may be Round Robin or Swiss depending on size.

- If there is a withdrawal for the final, teams might be promoted from the next lower group, and so on down to the bottom.

In both stages, lineups will be done by RealBridge randomly determining which pair sits NS and which sits EW. This is equivalent to blind lineups, but without the admin.

Teams will be divided to groups of 8:

- Teams ranked from 1 to 8 will play in final A teams ranked from 9 to 16 will play in final B, and so on.
- Each board is played in 7.30 minutes with a courtesy of 2 minutes at the beginning of each round.

Updates to the above are available on the event's [microsite](#):

1.4 Draw and Lineup

To avoid the complexity of lineup submission and transmitting lineups from the EBL systems to RealBridge on every day the players will receive a personalized link. **Players must only use their own personalized link.**

Players must **login with their name as appear in the EBL's database**. The player will play under that name and id.

Each team sits at its own table in the correct partnerships.

When each round starts, the system randomly determines which pair sits NS and which pair sits EW for the match.

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 **2nd January 2026**.

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

2.1.2 Right to enter

Each team must consist of a captain and female players belonging to one or multiple NBOs – members of the EBL / WBF.

Each member must be in good standing with her NBO and will also be subject to the approval of the EBL's Credentials Committee and be registered in the EBL's database.

The team must have paid the entry fee.

Players under 16 are not automatically allowed to play; they may apply to the Women's Bridge Committee and ask to participate.

2.1.3 Competitor's Commitment

Attention is drawn to Article 2.8 of the EBL GCoC.

Players are required to have signed a digital [Commitment Form](#) before the start of the event.

2.2 Entry Fees and Payments

Entry fees

1. The entry fee is **€160 per team**.
2. The **early bird** rate is **€130 per team** for registrations submitted **until 15 November 2025**.

Payments

1. **Early bird payments** must be completed **no later than 15 November 2025**.
3. For registrations submitted **after 15 November 2025**, payment must be made **within 7 days from the date of registration**.
4. A registration will be considered valid only after the payment has been received.
5. The entry fees must be paid by Bank Transfer (**quoting reference – "3rd Women Online Teams"**) before 15th November 2025 to the EBL Bank Account or via an online payment form, if one will be available.

<i>Credit Suisse AG</i>
<i>Rue de Lion d'Or 5-7</i>
<i>CH-1002 Lausanne-Switzerland</i>
<i>IBAN: CH07 0483 5135 2558 8200 3 SWIFT/BIC: CRESCHZZ80A</i>

2.2.1 Cancellation Policy

Cancelling prior to 15th December 2025 - 90% refund of the paid sum.

Cancelling after 15th December 2025 - 50% refund of the paid sum.

There will be no refund for cancellation or "no show", without prior notification.

2.3 Team Members

Each team is entitled to have 4-8 female playing members. **No player or captain allowed to participate in more than 1 team.**

A team may change or add members up to 3 days before the commencement of play. All such changes are subject to the approval of the Credentials Committee.

Except with the permission of the Head TD or EBL Women's Bridge 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

TDs will be selected by the EBL Championships Committee from a pool of TDs who are familiar with the RB environment. One of these TDs will be appointed Head TD by the EBL's TD Committee.

For polling purposes, the EBL Championships Committee will appoint suitable players, not participating in the Event, to be available on call for consultation.

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 2023 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. The system card must be described on System (Convention) Cards and Supplementary Sheets in **English** only, and in accordance with Section 11 of

the GCoC and the **Regulations for the Registration and Use of Systems**, and submitted as described below.

3.2 Submission of Systems

Systems have to be registered with the EBL no later than **2nd January, 2026**, following the procedure described on the event microsite.

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 **6th January 2026**. 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 6.

3.3 Format of System Cards for submission

System Cards must be in the correct format. Players are asked not to use the old EBL 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 System card fits onto two sheets (a front and a back) when printed without the font being too small, with supplementary sheets as required. A System 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 file names must contain the full real names of the players. If all players in the team are playing the same system card, it can be name be just the team name, followed by all players .The file name must be the partnership name. (*Example: KimSmithPatJones.PDF*).
- You may send the original Word or Excel file or a PDF created from either program.
- Please note that cards created in a Mac and sent as "pages" or "numbers" files are not acceptable.
- Each team has a dedicated folder, just for themselves. All the system cards must be placed in that folder. The captain of the team will get the details of the dedicated folder shortly after registration.
- A link to the website with all approved system cards will be sent to the participants.

4. RULES FOR RUNNING THE TEAMS MATCHES

4.1 Composition and Seating of Teams

Before the start of each match the 4 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.

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 penalized as described in Section 18 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 18 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 Head TD may remove unplayed boards from players if in the Head TD's opinion a delay in finishing the match in the allotted time would interfere with the smooth running of the competition. (The Head 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 area designated as the Playing Area.

5.1 Equipment

- a) Each player must have a fast and stable internet connection.
- b) Each player must use a device with a well-functioning camera, microphone and speakers. These must be **switched on at all times**.
- c) The player's face must be visible at all times.
- d) 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.
- e) It is **not possible to play using a smartphone!**
- f) Mobile phones and any other communication devices must be **switched off**

5.2 Player Location

During play, no other 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.

If two players are in the same building, they must be in different rooms, with no possibility of sound from one room being heard in the other.

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 / Kibitzing

No persons other than the active players, TDs and the technical teams will be allowed in the playing area.

Spectators, including any team members not currently playing, may follow the play on the delayed [kibitzing facility](#) provided by RealBridge,

5.5 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 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 Convention cards and system notes.

During play, a player may refer to their opponents' system card, either online or in a paper form.

Player may not refer to their own convention card or other notes.

6.2 Smoking, Eating and Alcohol

- a) As the event is played online, smoking is permitted. However, players are requested to ensure that their behavior, movements, or appearance while smoking do not create any distraction or raise concerns that they may be engaged in any activity other than playing the game.
- b) Consumption of non-alcoholic beverages are permitted provided that they do not cause a disturbance or inconvenience to other players.

c) Consumption of alcoholic beverages is not permitted during play.

6.3 Behavior

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

During the match, players are asked to remain seated and not engage in any other physical activity that involves getting up from the chair (Standing / walking / stretching etc). Penalties will be implemented if necessary.

Players must not leave the table / computer, before both rooms have finished playing. Players can only leave the table if all teammates have played all the boards and the system has redirected them to their original team's table

Going to the bathroom during the game is prohibited. In urgent cases, permission must be obtained from the TD.

6.4 Dress Code

The dress code of the EBL does not apply but 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/explanation is different from the system card or does not reflect the partnership understanding
- (d) There appears to be use of unauthorized information
- (e) There is a dispute over a claim/concession

- (f) There is a request for an undo
- (g) There is any bad behavior

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 EBL website.

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.

6.8 Refuse to Play against another team

No individual team or player may refuse to play against another team or player for any reason whatsoever.

If, despite this warning, the situation were to arise, **the entire team would be disqualified** without having any recourse against the EBL, its bodies (in particular the Women's Committee), its partners (in particular Realbridge) and, of course, the referees.

No reimbursement will be made for expenses incurred up to the time of the incident.

In addition, the Women's Committee would immediately inform the Championship Committee so that the latter could initiate **disciplinary proceedings** against the entire team and its players.

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.

Players are responsible for alerting and explaining ONLY their own calls via RB. They must not alert and explain their partner's bid.

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 screen mate should be made by private message.

In the event of a dispute, if a player made a verbal question or answer to their screen mate it may jeopardize 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

The EBL Review Regulation shall apply.

12. PRIZES AND MASTER POINTS

1. EBL Master Points will be awarded according to the EBL's scale.
2. The top 3 teams will be invited to receive their medals at the main ceremony of the European National Team Championships (Riga, Latvia, on July 7th, 2026).
3. The teams ranked first and second will be awarded vouchers for use in EBL's face to face events, in the next 2 years. The vouchers amount to €2,400 per team.
4. Teams ranked first and second will be invited to the 2026 Women Champion's Cup provided that:
 - a. All players of the teams are registered in a European NBO,
 - b. If the team is composed of more than 6 players of the same NBO: captain will have to choose between 4 and 6 players of the team to participate at the Champion's Cup

- c. If the team is composed of players of different NBOs: the team will be eligible to participate at the Champion's Cup if at least 4 players are from the same NBO. The team will represent this NBO and the captain will choose who will participate in the Champion's Cup in addition to these 4 players.
- 5. No more than two teams from the same NBO may participate in the Champion's Cup therefore if teams 1 and 2 were found ineligible than eligibility to participate will be transferred to teams ranked 9-10 from the last Women European National Championship.

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.