

# 2014 GNYBA Fall & Summer KO Conditions of Contest

**Team captains please note: It is your responsibility to read and be familiar with the Conditions of Contest, and to refer to them when necessary. Coordinators are within their rights to ignore questions that have a straightforward answer within these conditions.**

## 1. DEFINITIONS:

"Late Round" -- any KO match where there is at most one undefeated team remaining in the event.

"Early Round" -- any double-KO match where there is more than one undefeated team remaining in the event; or any single-KO match prior to the semi-finals.

"Semi-Finals" -- any KO match with 3 or 4 teams remaining.

"Finals" -- any KO match with 2 teams remaining.

Note that there may be multiple "Semi-Finals" and/or "Finals" in a double-KO.

"Flight A" is open to all players.

"Flight B" is open to all players with fewer than 2000 masterpoints.

"Flight C" is open only to non-Life Masters with fewer than 500 masterpoints.

In a bracketed event, the top bracket will be treated as Flight A, other brackets will be treated as the flight corresponding to the maximum masterpoint holding of any player on any team in the bracket.

## 2. ELIGIBILITY.

For the Fall Double KOs: Flight A, for the Waldemar Von Zedtwitz Trophy, is open to any team. Flight B, the Sol Seidman is restricted to players with less than 2000 masterpoints, Flight C, for the Alice & Hap Harter Cup Trophy, is restricted to players who are not Life Masters and have fewer than 500 masterpoints. All masterpoint restrictions are for the time they receive their September 1<sup>st</sup> card from the ACBL.

These are double knockout events: a team is eliminated if it loses twice.

For the Summer Single KOs (currently not run by the GNYBA): This event is open to all teams and will normally be bracketed in the bracketing committee's discretion.

This is a single knockout event with 3 or 4 rounds.

For the Afternoon-Only KO: This event is open to all teams able to regularly play Monday through Thursday afternoons. It will normally be bracketed in the bracketing committee's discretion (generally based on average masterpoint holdings). It is a double knockout event: a team is eliminated if it loses twice.

## 3. FORMAT.

- a) Teams may consist of four, five, or six players. All players' names must be listed on the entry. Entrants are urged to form six-player teams for double-KO events, as each team must have four members available for play at intervals of about once per month for several months.
- b) Matches will be played at intervals of about once per month. Its coordinator as the event progresses will determine the exact schedule of each event.
- c) Each team will have a number, which may change from round to round. When two teams play, the team with the lower number at that time is the seeded team. In each event the Tournament Committee assigns seeds for the first round. At the conclusion of each

match, if the seeded team wins, the teams retain their respective numbers; if the seeded team loses, teams exchange numbers.

- d) For each match one team will be the “home” team, their opponents will be the “away” team. The home team can select the venue; however, either team is entitled to insist that the match be played within Manhattan at a location that is the site of an ACBL-sanctioned duplicate game being held at the time of the match. This is to ensure that a team is not forced to play a match without a qualified director present for the duration. Starting time of the match is 7:15 PM (7:00 PM for matches over 28 boards) unless otherwise agreed upon (Exception: default starting time for all Afternoon-Only KO matches is 1pm). This condition notwithstanding, two teams may play a match at any mutually agreeable location and time, including one of the players’ homes. If one team has played more away matches than the other, then that team is the home team; otherwise, the seeded team is the home team in odd numbered rounds and the away team in even numbered rounds. If a team receives an early round bye, that constitutes a home match.
- e) Scoring is by International Match Points; one IMP constitutes a win.
- f) Should a match end in a tie, the tie will be broken by a six board playoff (and, if needed, by further six board playoffs). A team may field any lineup for a playoff and neither team may claim seeding rights. It is permissible to play a playoff at a later date as long as that date meets the original deadline date for the match.

#### **4. CAPTAINS.**

Each team must designate a Captain and an Assistant Captain, who should belong to separate households. The Captain, or Assistant Captain in the Captain’s absence, is responsible for arranging matches and for reporting those arrangements and the results (including sit-outs) to the coordinator. The Captain must, and the Assistant Captain should provide an email address suitable for communication with the coordinator and other Captains.

When selecting their captain, teams should consider that the captain has broad powers to make lineup and other decisions without being required to consult teammates.

#### **5. SUBSTITUTION.**

- a) Teams should not enter the event if they consider it very likely that a substitute will be required in one of their matches.
- b) Up to 3 substitutes per segment of each match may be allowed provided all conditions c and d below are met (as determined by the procedure in condition e).
- c) Substitution may only be with a player not previously entered in the current event or one whose team has been eliminated in a previous round. Substitutes must meet the relevant masterpoint restrictions. The captain using substitutes, not the Coordinator, is responsible for ensuring that these conditions are met.
- d) Substitutes may be no better than the weakest of the players on the team who are not playing in that segment. Masterpoints alone are not a reliable metric of player strength. A team may not be strengthened by the addition of substitutes. Any team fielded including substitutes must be equal to or weaker than the equivalent team playing with regular players, even if this requires unfamiliar partnerships.
- e) It is a team captains’ responsibility to obtain approval for any substitutes he plans to field before the start of the match, either from the opposing team captain (preferred) or from the Coordinator. In any event, the opposing team captain must be given reasonable notice (by the captain using substitutes) about substitutes being used before the start of the match.

A team’s opponents should be the first judges of the substitutes’ ability. If the opponents judge that the substitutes are too strong according to the proviso above then the team(still) wishing to use the substitutes must request approval from the event

coordinator. The Coordinator will consult the Tournament Committee if necessary in their judgement. The Coordinator's decision about the suitability of the substitute is final.

## **6. ARRANGEMENT OF MATCHES**

- a) Must report dates will be provided for each match. Teams must arrange to play the match at any suitable location (see FORMAT) by that date. The coordinator may, and usually will, extend the report date by up to one week (or 2 weeks for an event final) provided that both captains request it and provide an agreed upon match date before 7pm on the original must report date.
- b) Either team may insist on playing on a Monday through Thursday evening. Exception: For the Afternoon-Only KO, either team may insist on playing on a Monday through Thursday afternoon (normally starting at 1pm and ending by 5pm).
- c) The purpose of the fifth and sixth member of the team is to make it convenient for their captain to field four players when needed. No Captain should insist on a playing date that enable him to field his entire team of 5 or 6 players, or to field any particular player (except to meet PARTICIPATION requirements).
- d) Teams are urged to play their matches before the deadline. They may play at any mutually agreeable time. The following procedure for arranging matches is recommended: The away Captain, after consulting his team, should offer at least three week nights, not all on the same day of the week. The home Captain, after consulting his team, should accept one of the dates. If unable to accept any dates, the home Captain should in turn offer 3 dates. A team anticipating scheduling difficulty is encouraged to be proactive as soon as they receive a match-up.
- e) A team unable to offer
  - a. a single playable date prior to or on the Must Report Date, or
  - b. a date in the extension period that is convenient for the other team,shall forfeit. If both teams offer different playable dates and cannot agree, see condition (f) below.

A team which offers a date, has that date accepted, and then cancels should strive to accommodate their opponents when rescheduling or expect the worst (at the discretion of the coordinator) in the procedure outlined in (f) below.

- f) If teams have not agreed on a date 3 business days before the must-report date, they should notify the coordinator of the impasse and request a "must-play" date. The Coordinator may then pick any Monday-Thursday evening not vetoed on either team's event entry form reasonably near (normally within 1 week either way unless there's a tournament/holiday conflict) the "must-report" date, but not during a NYC regional or any national tournament, or on a major holiday. If Teams are still unable to agree on a date, then they must play at 7:15pm (1pm for the Afternoon-Only KO) on the must-play date at a venue determined in the FORMAT section. The Coordinator will normally select this date randomly, but may use any process they deem fit. This process is deliberately designed to encourage teams to reach an agreement without involving the Coordinator.
- g) Reminder from the FORMAT section: either team is entitled to insist that the match be played within Manhattan at a location that is the site of an ACBL-sanctioned duplicate game being held at the time of the match.

## **7. NUMBER OF BOARDS**

Generally team may agree to play matches of any length from 24 to 36 boards and may agree to divide the match in any way they wish. If teams are unable to agree, then the format will be, in order of precedence:

- a) Any final or semi-final higher than Flight-C will be 4 8-board quarters.
- b) Any flight-C final will be 4 7-board quarters.
- c) A team with 5 or 6 players may insist on 3 9-board thirds (8-boards in flight C). In Late Rounds, the default increases by 1 board per third in all flights.
- d) In Early Rounds 26 boards for Flight A or B, 24 for Flight C.
- e) In Late Rounds, 30 boards for Flight A or B, 26 for Flight C.

## **8. SEEDING RIGHTS**

Each team may field any lineup it wishes in any segment, subject to the Participation requirements. If a match is played in halves, then the seeded team (see 3c) may elect to exercise seeding rights in either half. If the match is played in thirds, then the seeded team may exercise seeding rights in any third; the unseeded team may exercise seeding rights in either remaining third; and the Captains will flip a coin for seeding rights in the remaining third. If the match is played in quarters, the seeded team will exercise seeding rights in the first and fourth quarters or the second and third quarters. If the seeded team begins play without claiming seeding rights for any segment then it is deemed to have claimed that right for the first segment (and, if played in quarters, the fourth). For a match being played in 3 segments, if the unseeded team begins play without claiming its seeding rights, it is deemed to have claimed the first segment if the seeded team claimed another segment, or the third segment otherwise.

In any segment, the team without rights sits down first and then the team with rights.

There shall be no seeding rights in a round robin or in a play-off. Should a question arise, each captain will submit a geographic line-up for the team.

## **9. LATENESS**

A team is subject to the following penalties for failing to field four players at the appointed starting time of a match: for the first 15 minutes of lateness, no penalty; for each additional 5 minutes of lateness or fraction thereof; 2 IMPS. The Tournament Committee may waive these penalties if the offending team can demonstrate that they made a reasonable effort to inform the opponents and the Coordinator that they would be late. No penalty for lateness may be assessed unless an attempt to secure the Coordinator's approval is made before play begins. If the Coordinator cannot be reached immediately, play should begin. The match should be scored provisionally without penalty, subject to a later ruling. The penalty for lateness of an hour or more is forfeiture of the match. (This penalty may apply even if the offending team is totally blameless.) In addition, the offending team may be subject to disciplinary action.

## **10. PACE OF PLAY**

The allotted time for each segment shall be 7 1/2 minutes per board. Should the director be able to determine one side is at fault for slow play than that side shall be assessed a 2 IMP penalty for each 5 minutes or part thereof late past a 10 minute grace period. In addition should the director require the match to be curtailed to prevent a late finish, the non-offending side shall be awarded 3 IMPS per board not played. The director may curtail the match if it finishes more than 3 1/2 hours after the start of the session he is directing. The players should consider this when scheduling the match.

## **11. FEES**

Each team will pay a card fee determined by the club in which a match takes place. However, if the club chosen by the home team charges a fee in excess of \$40 per team per session, then the away team will pay \$40 and the home team will pay the difference.

## 12. CONVENTIONS

ACBL General Convention Chart methods will be allowed in all events. In addition, the ACBL Mid-Chart will be allowed in Flight A

These charts are available by visiting <http://www.acbl.org/assets/documents/play/Conditions-of-Contest/General-KOTeams.pdf> (or linked from <http://www.acbl.org/play/charts.html>).

Note that any convention not listed on the general chart must be accompanied by suggested defenses. The ACBL defense-database defenses are sufficient, and the responsibility of the side playing the convention to procure. Any other suggested defense must be submitted in advance to the coordinator for her approval. Prior approval may be requested to play a convention one chart higher than normally allowed

## 13. PARTICIPATION

Each member of a team must play 50% of boards played by his team, including 50% of the boards in each match played in Semi-Final and Final rounds (i.e., rounds with 4 or fewer teams remaining). (This applies to regularly scheduled boards; boards played in tie-breaking playoffs are excluded).

The Coordinator, only if asked in advance, may, for good cause, allow boards played in one Late Round match to count towards the 50% requirement in an earlier Late Round match, but not visa versa; but only if the player plays 50% of all boards, excluding playoff boards, played by his team in matches in rounds in which four or fewer teams remain. For example, with prior permission a player may play none of the semi-final so long as they play at least 50% of the semis and finals combined. SUMMER KO ONLY: Advanced permission is not required.

No contestant may play, or continue playing, in any match where that match (or segment) occurs so late in the event that it is mathematically impossible for her to play 50% of her team's boards in the event. (Excluding tie-breaking boards and assuming that the length of the match and of subsequent matches will be as described under NUMBER OF BOARDS.)

These participation requirements are generally similar to but may be slightly different from those governing masterpoint awards. Consult the ACBL and/or a director if you want insight into those requirements.

## 14. APPEALS

No appeal of a ruling will be considered if it is not timely. An appeal is timely only if it is made to the Coordinator (or the Assistant Coordinator) before the start of the segment following the segment from which the appeal arises. If an appeal arises from the final segment then it is timely if made within twenty-four hours. Reasonable extensions of time will be granted if it can be demonstrated that it was impossible to reach any of the persons listed on the cover.

**Note that informing the Director is not sufficient.**

Please also note that to appeal a ruling of the coordinator you must demonstrate to the Tournament Committee that the coordinator has not followed the conditions. No appeal of the coordinator's judgment will be heard.

## 15. LATE ROUND PAIRING IN DOUBLE KO EVENTS

(Remember that "Late Round" means there is at most one undefeated team.)

- a) If there are an even number of once-defeated teams, the undefeated team (if any) receives a bye.
- b) If there are 3 once-defeated teams and no undefeated team, they will meet in a simultaneous round robin final, each team playing 32 boards against one another. A team that wins both its matches wins the event. If each team wins exactly one match, then the team with the highest quotient of IMPS won to IMPS lost wins the event. Normally the bracket will be arranged to preclude this possibility.

- c) If there is one undefeated team and one once-defeated team they will play a "Final" match. If the undefeated team wins, then it is the Von Zedtwitz champion. If the undefeated team loses, the two teams will play one more match to decide the event.
- d) Pairings in the late rounds will be made by the Coordinator to achieve, as far as possible, the following goals, which are listed in order of their priority:
  - 1) To have the fewest number of rematches, from previous rounds as well as for possible future rounds,
  - 2) To avoid giving a rematch to the top seeded team,
  - 3) To pair the top seeded team as close to the bottom seeded as possible
  - 4) To avoid rematching the pair that has competed the most recently.

#### **16. DEFAULT CONDITIONS**

Matters not discussed in these conditions are governed by the ACBL Conditions of Contest: General Conditions – Knockout Teams (currently available at <http://www.acbl.org/assets/documents/play/Conditions-of-Contest/General-KOTeams.pdf> (or linked from <http://www.acbl.org/play/charts.html>)). If the 2 sets of conditions contradict each other, the GNYBA conditions apply. If the conditions are found ambiguous, the Tournament Committee is encouraged to consider intent and precedent, as well as the best interests of the event, in determining an appropriate interpretation.