



ONLINE CONTRACT BRIDGE LEAGUE

GENERAL CONDITIONS OF CONTEST for all Online Championships and other Tournaments held under the auspices of the Online Contract Bridge League

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1. General Conditions of Contest

OCBL will carefully pick the field for the homogeneity of the event and create the tables, load the pre-duplicated boards on the system and invite every member to the pertinent Team Match.

Results and butler scores will be available on the site of the event: www.ocbl.org

The tables will not allow kibitzers except for the Vugraph tables that will start with a 15 minute delay.

Scoring system in use will be the WBF Victory Points

Players are required to be online 10 minutes previous to the starting time of the match.

Teams will be composed of a maximum of 10 players.

Carry-over in the K.O. phase will be of 0.1 IMP's for the team who classified higher during the Round Robin.

2. Conditions of Entry

Participation in all OCBL Events is subject to the advice of the CAT (Credentials Advisory Team).

OCBL reserves the right to refuse players that participate in any events organised by the Online Contract Bridge League. In any such case of refusal, no reason shall be given.

3. Official Language

English is the official language.

4. Ethics

There is a Zero Tolerance policy for political statements, rude behaviour and any unsportsmanlike conduct.

It is expected that Players and Teams will receive all decisions of the Director in a sportsmanlike manner.

Playing bridge online offers a lot of ways of communicating non authorised information and that is why we rely on our invited participants on keeping the levels of correctness to the highest possible standard.

It shall be a violation for any person related to a player or team participating in any OCBL event to wager on the results of any such event or part thereof.

Self-kibitzing and communication with partner is strictly forbidden.

Any complaint regarding ethics may be done through: <https://ocbl.org/report/>

We will cooperate with the Credentials Advisory Team with all the information necessary to detect and prevent serious violations.

5. Disqualification from any OCBL Championship or Tournament

Should a team be disqualified as a result of a decision made by the Tournament Director or by the OCBL itself, no refund of the entry fees will be made.

6. Length of Matches

10 board matches: 1 hour 15 minutes

12 board matches: 1 hour 30 minutes

14 board matches: 1 hour 45 minutes

16 board matches: 2 hours 00 minutes

24 board matches: 3 hours 00 minutes

Average Time per Board for longer and shorter matches: 7,5 minutes.

Tournaments are clocked and Teams judged guilty for slow play will be subject to penalty.

7. Policies, Codes and Regulations

- i. Self Alert: Players are required to Self Alert artificial bids and if asked for an explanation to do it via private chat to both opponents.
- ii. Systems Policy: Forcing Pass Systems, Random Openings, HUMs and Encrypted Signals are prohibited.

- iii. Psychic Bidding: psychic conventional opening bids are forbidden.
- iv. Undos: are allowed and encouraged especially in case of :
 - v. a misclick but not due to inattention
 - vi. misinformation or lack of information
- vii. If there is a case such as the one where an undo is refused a player gets a “challenge” where the TD can be summoned to the table. Play at the moment of the refusal must be stopped until the TD arrives. The TD is the one who can assess the situation, and if he believes the undo is justified by an obvious misclick that no reasonable player should refuse, the undo has to be accepted by the opponents. All players have the right to reject undos
- viii. System: Players can't consult their system card or notes between the start of the auction period until the end of play. Exception: players may consult their defence notes vs 2d multi opening.
- ix. In cases when the interpretation of the Laws is unclear the Head Tournament Director should consult the WBF Laws

8. Substitutes and Forfeits in Team Tournaments

Team substitutions may be made at the end of a session if the session is a 10 board match. For longer team matches substitutions may be made after the completion of 50% of the session. If a team is unable to produce four players, either at the start of a match or during the match due to an emergency the Tournament Director, in consultation with the captain of the team, may designate a substitute to complete the team.

9. Slow Play and Unplayed Boards

The Tournament Director may remove unplayed boards if a delay in finishing the match will interfere with the smooth running of the competition. An assigned adjusted score will be awarded to each board that has already been played in the other room.

10. Rulings and Appeals

This invitational tournament will be played with the utmost respect towards players and organisers.

OCBL will provide the tournament with a Tournament Director for circumstances that require a ruling.

If scores are adjusted there will always be an explanation by the Tournament Director.

Any further appeal should be filed by the Team Captain within 30 minutes after the last board is played via

11. Agreement to abide by the Conditions of Contest

email at: info@ocbl.org and will be decided by a qualified director; no further appeal will be possible after his/her decision.

Entering or being accredited to attend an Online Contract Bridge League Tournament means that everybody concerned with such entry knows and agrees to abide by these General Conditions of Contest.

12. Appendix I: OCBL Open Teams with 16 participating teams

12.1 Qualifying Stage

The qualifying stage will be played in the form of a "Round Robin" divided in two groups (Group A/ Group B)

This stage will consist of 112 boards per group played in 7 matches of 16 boards each.

The results of each match shall be converted into Victory Points in accordance with the appropriate WBF IMP/VP scales.

In case of having a tie between two teams, the mutual results will decide and if there are still tied the team that has the most wins (BAM style) will qualify.

12.2 Knockout Stage

The top 4 teams from each group of the Round Robin qualifying stage will advance to the knockout stage.

Each Knockout stage will consist of a single round of 24 boards.

There will be a carry-over from the Round Robin to the Knockout that will be as follows.

Quarterfinals:

1st qualified team from Group A

will have a carry over of 8.01 IMP's and will choose his opponent for the match from 3rd or 4th teams from Group B

2nd qualified team from Group A

will have a carry over of 4.01 IMP's and will play against the remaining team from Group B

1st qualified team from Group B

will have a carry over of 8.01 IMP's and will choose his opponent for the match from 3rd and 4th teams from Group A

2nd qualified team from Group B

will have a carry over of 4.01 IMP's and will play against the remaining team from Group A.

Semifinals & Finals:

At the end of the qualifying stage the Team that scored more VP's will get the right to define their bracket for the semifinals.

In the semifinals and the Final there will be a carry over of 0.1 IMP's as a tie-breaker.

13. Appendix II: OCBL Swiss Teams with 8 + participating teams

The tournament will be played in the form of a "Delayed Swiss" in a single group.

Teams seating in the first two rounds will be drawn randomly and onwards it will be Delayed Swiss by 1 round meaning that on round 3 the seating will be based on the ranking after round 1, round 4 based on the ranking in round 2, etc.

This tournament will consist of 96 boards played in 8 matches of 12 boards each.

The results of each match shall be converted into Victory Points in accordance with the appropriate WBF IMP/VP scales.

In case of having a tie between two teams, the mutual results will decide and if there are still tied the team that has the most wins (BAM style).

14. Appendix III: OCBL Cup with 20 + participating teams

14.1 Qualifying Stage

The qualifying stage will be played in the form of a “Round Robin” divided in groups

This stage will consist of 126 boards per group played in 9 matches of 14 boards each.

The results of each match shall be converted into Victory Points in accordance with the appropriate WBF IMP/VP scales.

In case of having a tie between two teams, the mutual results will decide and if there are still tied the team that has the most wins (BAM style) will qualify.

14.2 Knockout Stage

The top 8 teams from the group of the Qualifying Stage will advance to the knockout stage.

At the end of the qualifying stage the Team that scored more VP's will get the right to define their bracket for the quarterfinals.

The 1st qualified team will choose his opponent for the quarterfinals match from the 4 teams that qualified between 5th and 8th.

The 2nd qualified team will choose his opponent for the match from the remaining 3 teams (5th to 8th position in the ranking).

The 3rd qualified team will choose his opponent for the match from the remaining 2 teams (5th to 8th position in the rankings).

Each Knockout stage will consist of two rounds of 24 boards each.

In the quarterfinals, semifinals and the Final there will be a carry over of 0.1 IMP's as a tie-breaker.

15. Appendix IV: OCBL Open Teams with 24 participating teams

15.1 Qualifying Stage

The qualifying stage will be played in the form of a "Round Robin" divided in three groups (Group A/ Group B/ Group C)

This stage will consist of 112 boards per group played in 7 matches of 16 boards each.

The results of each match shall be converted into Victory Points in accordance with the appropriate WBF IMP/VP scales.

In case of having a tie between two teams, the mutual results will decide and if there are still tied the team that has the most wins (BAM style) will qualify.

15.2 Knockout Stage

The top 2 teams and the two best 3rd from each group of the Round Robin qualifying stage will advance to the knockout stage.

Each Knockout stage will consist of a single round of 24 boards.

Before the start of the knockout stage a fixed bracket will be created:

- the winners of each group will be seeded no. 1-3 (#1 will be the team that has scored more VP's)
- The second of each group will be seeded no. 4-6 (#4 will be the team that has scored more VP's)
- The best two third will be seeded no. 7-8 (#7 will be the team that has scores more VP's)

#1 vs #8

#2 vs #7

#3 vs #6

#4 vs #5

Quarterfinal semifinal and final will be played over 1 segment of 24 boards each with a possible change of the line-up after 12 boards

There will be the following carry over:

in the quarterfinal no. #1 & # 2 get a carryover of 8.1 and no. #3 & #4 get a carryover of 4.1 IMP's.

Semifinals & Finals:

In the semifinals and the Final there will be a carry over of 0.1 IMP's as a tie-breaker.

Qualifying Stage

16. Appendix V: OCBL Open Teams with 32 participating teams

The qualifying stage will be played in the form of a "Round Robin" divided in four groups (Group A/ Group B/ Group C/ Group D)

This stage will consist of 112 boards per group played in 7 matches of 16 boards each.

The results of each match shall be converted into Victory Points in accordance with the appropriate WBF IMP/VP scales.

In case of having a tie between two teams, the mutual results will decide and if there are still tied the team that has the most wins (BAM style) will qualify.

Knockout Stage

The top 2 teams from each group of the Round Robin qualifying stage will advance to the knockout stage. Each Knockout stage will consist of a single round of 24 boards.

Before the start of the knockout stage a fixed bracket will be created:

-the winners of each group will be seeded no. 1-4 (#1 will be the team that has scored more VP's)

-The second of each group will be seeded no. 5-8 (#5 will be the team that has scored more VP's)

#1 vs #8

#2 vs #7

#3 vs #6

#4 vs #5

Quarterfinal semifinal and final will be played over 1 segment of 24 boards each with a possible change of the line-up after 12 boards

There will be the following carry over:

in the quarterfinal no. #1 & # 2 get a carryover of 8.1 and no. #3 & #4 get a carryover of 4.1 IMP's.

Semifinals & Finals

In the semifinals and the Final there will be a carry over of 0.1 IMP's as a tie-breaker.