ONLINE CONTRACT BRIDGE LEAGUE

GENERAL CONDITIONS OF CONTEST

for all Online Championship and other Tournaments held under the auspices of the Online Contract Bridge League

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1. General Condition of Contest

OCBL will 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 Vu-graph tables that will start with 20 minutes 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.

2. Conditions of Entry

The OCBL emphasizes that all their events are by invitation.
There is no limit to the number of players on each team.
OCBL reserves the right not to invite any team or player without stating a reason.
Teams interested in getting such an invitation and believe they meet the standard of OCBL's various events, can apply.
By applying teams and players – including those who have played in the OCBL before – agree on the rights stated above.
Should a team be disqualified or withdraw by themselves, before or during the event, no entry fees will be refunded.

3. Lenghts 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
20 board matches: 2 hours 30 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.

4. Policies, Codes and Regulations

a) Alert Regulation

I. Players alert their own bids and write their explanations in the «alert box» before they bid (and not just alert).

II. Your opponents are entitled to know whatever your partner knows about your bid. This includes a specific agreement, style, but not what you actually have in your hand or that you and your partner are having a mix-up. (Ex. Range of 1NT opening should be alerted unless it shows 15-17 hcp)

III. Online there is no difference between an alert and an explanation. Whether you believe your bid should be alerted or not, you should fully explain it.

IV. Whenever you make a bid about which you believe your partner has information that does not come from general bridge knowledge, you should type a clear, concise explanation of the meaning of your bid in the alert box.

V. If you want more information about an opponent's bid, whether it was explained or not, you should send a private message to the opponent who made the bid asking for clarification.

VI. Requesting information may be made at any time; at the time the bid is made, when the auction concludes, or any time during the play. Information shall be requested via a private chat between players involved and not to the Table.

VII. When players explain their bid(s) via chat they should set the recipients to Opponents, not Table, so that only opponents can see the explanation. The best way is to explain the bids via the BBO alert mechanism.

b) System Policy

I. Systems Policy: Forcing Pass Systems, Random Openings, HUMs, and Encrypted Signals are prohibited.

II. Players can't consult their system cards or notes between the start of the auction period until the end of the play. Exception: players may consult their defense notes vs 2d multi-opening

III. Psychic Bidding: psychic conventional opening bids are forbidden.

c) Undos

I. Undos are allowed and encouraged especially in case of:

- a mis-click but not due to inattention
- misinformation or lack of information

II. 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 shall stop until the TD arrives at the table. The TD is the one who can assess the situation.

III. Any undo request made when there is no logical bridge explanation for the bid made or the play of card made shall be accepted. A couple of examples to illustrate: Playing towards AQ and the K is played in second hand and you click the Q, passing 1 NT- 2 H as a transfer bid.

d) UI

I. Hesitations breaking the tempo of play forces hesitator's partner to consider if UI has been passed and act accordingly. However, shorter hesitations made in less than 5 seconds that would pass UI in face-to-face events are to be ignored as not being bridge related.

II. In cases when the interpretation of the Laws is unclear the Head Tournament Director should consult the WBF Laws.

III. Players taking advantage of break of tempos must expect to be ruled against. Break of tempo can be established before the regular 15 seconds.

5. Substitutes and Forfeits in Team Tournaments

Team substitutions may be made at the end of a session if the session is at least a 12 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.

6. Slow Play and Un-played Boards

The Tournament Director may remove un-played 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.

7. Ruling and Appeals

OCBL tournaments will be played with the utmost respect towards the players and the organizer. 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 email at: td@ocbl.org and will be decided by a qualified director; no further appeal will be possible after his/her decision.
Any complaint regarding ethics may be done through: https://www.ocbl.org/report/

8. Agreement to abide by the Conditions of Contest

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

9. Appendix I: ALT-OCBL GRAND FINAL

a) Qualifying Stage

The top 16 teams of the 2023 ALT-OCBL points system will be divided in two groups: ALT group formed by teams ranked: 1-4-5-8-9-12-13-16 OCBL group formed by teams ranked: 2-3-6-7-10-11-14-15.

The 8 teams invited will have the following carry over:

#1 - 4,0 VP

#2 - 3,5 VP

#3 - 3,0 VP

#4 - 2,5 VP

#5 - 2,0 VP

#6 - 1,5 VP

#7 - 1.0 VP

#8 - 0,5 VP

The two groups will play a complete Round Robin + last round Danish (total 8 rounds by 10 boards each, 4 round per day).

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.

b) Final Stage

The top-4 teams from the qualifying stage will advance to the Semifinal:

#1 vs #4

#2 vs #3

Semifinal and Final will be played over two segments of 10 boards each.

There will be the following carry over: In the semifinals no. 1-2 get a carry-over of 8.1-4.1 IMP. In the Final no. 1 get a carry-over of 0.1 IMP as a tiebreaker.

The rest of the teams will continue to play other 4 round of 10 boards in the form of “Swiss”.