

**BRIDGE REGULATIONS**

Last update 28-04-2008

**1. Organization**

- a. The Bridge Committee of the 18<sup>th</sup> Maccabiah will be responsible for the Bridge competitions of the 18<sup>th</sup> Maccabiah.
- b. All Bridge championship will be played under the International Code-Laws of the "Duplicate Contract Bridge 2007".
- c. Participation in the championship is open to any player (male or female) who is in possession of a Participant Card, issued by the Organizing Committee of the 18<sup>th</sup> Maccabiah and registered the Bridge competitions.
- d. Each country is authorized to enter one team consisting of no more than six members and a non-playing captain (a captain can be also a member of the team, in this case, a playing captain.)
- e. A separate tournament for women's teams will be held according the number of entries.

**2. Venues and times**

- a. The Bridge Committee of the 18<sup>th</sup> Maccabiah will determine the venues and times of the Bridge competitions and teams will be notified accordingly.
- b. The Bridge Committee is authorized to change the venues and times of the competitions. These decisions will be final.

**3. System of play**

- a. Based on 12-16 teams, A Round Robin of 20 boards' matches will be played.  
If the number of the participating teams will be higher than 16 or lower than 12, the number of boards will change accordingly.  
The 4 teams with the highest V.P. totals at the end of the Round Robin will qualify for the Semi Finals, which will be played as knockout matches of 32 boards in 16 board sessions with IMP scoring. The first placed team in the round robin freely chooses its semi final opponent among the other 3 teams that qualified. The other 2 teams must then play against each other. A final of 48 boards in 3 sessions of 16 boards will be played among the 2 winners of the semi-final, the other two teams will play for the 3<sup>rd</sup>. place.
- b. Seating of Home Team and visiting Team.  
The teams meet according to the schedule printed in the program. The Home Team sits throughout in the N/S position in the open Room and in the E/W position in the closed Room. The team mentioned first in the schedule printed in the program (left) is designate as the **Home Team**. The visiting team must submit line-ups first.
- c. Every System must be fully explained in English. Highly Artificial Systems and brown sticker conventions are not allowed.
- d. It is a breach of the ethics of Bridge to deliberately break of Law of Rule and it is at the discretion of the Tournament Director to impose any additional penalty over and above the prescribe penalties.
- e. A player and his captain may appeal against the ruling of the Tournament Director provided the appeal is made within 30 minutes of the conclusion of the match.
- f. An Appeal Committee shall deal with all appeals against the ruling of the Tournament Director. A lodged appeal must be accompanied by a deposit of \$ 50 (in shekels). The deposit will be refunded unless the Appeals Committee determines that the appeal was without merit.

#### 4. **Line – up Submission Schedule**

The Visiting Team captain must submit line-ups for Round Robin matches as follows:

For the first match – 30 minutes prior to the start of the match.

For all subsequent match – line up should be submitted no later than 10min. after the end of the prior match.

The Home Team captain must submit line – ups not more than 5min. after the Visiting Team deadline, or 5min. after the Visiting Team line – up becomes available, whichever is later.

#### 5. **Ties**

- a. If two teams are tied with the same number of Victory Points at the end of the Round Robin, the tie shall be broken as follows:
  - i. Victory Points earned by the tied teams in the matches they played against each other. If the tie remains then:
  - ii. Where that match has resulted in a tie in V.Ps' any difference in IMPs' will decided, then:
  - iii. IMP quotient (total IMPs' lost divided by total IMPs' won) in all matches played by the tied teams. If the tie remains, then:
  - iv. One board ("sudden death") matches will determine the winner.
- b. If three or more teams are tied with the same number of Victory Points at the end of the Round Robin, ties shall be broken in the order and by the methods above eliminating teams that lose tie – breaks and applying the next method to teams that remain tied.

#### 6. **Line – Ups**

Team line – ups must be given the Tournament Director in accordance with the time schedules outlined. Failure of a captain to submit line – up in timely fashion shall result in penalties. When the captain of the team that is to submit its line – up first for a match, or session therefore is late in filing, the opposing captain shall have five minutes from the time of the late submission in which to submit line – up without penalty.

##### **Home Team – Visiting Team Designations**

- a. **Round Robin** when the draw takes place, each team is assigned Home Team and Visiting Team roles an appropriately equal number of times. The chairman of the Organizing Committee shall make this assignment in accordance with the draw. The Home Team shall be listed first in the official Program.
- b. **Semi Final and Final** In the Semi Final and Final the Home Team will be decided by raffle for the first half and in the second half the other team will be the Home Team.

#### 7. **Substitutes**

- a. If for any reason a team is unable to produce four players, either at the start of a session or because of an emergency that develop during the session, the Tournament Director may designate a substitute to allow the match to proceed. A substitute need to be a member of the NCBO represented by the team on which he or she substitutes; however, a substitute may not be a member of another team initially entered in the contest, nor to be ineligible.
- b. The Tournament Director, having designed a substitute, must inform the Chairman of the Tournament Appeal Committee, or his designed, as soon as practicable and shall provide him a written note of the circumstances. Whether the result of a match in which a substitute has played shall stand, whether the score(s) shall be adjusted and

what penalties if any shall be imposed are decided by the Tournament Appeals Committee.

#### **8. Official Language**

English is the official language of the tournament. During a match, the players may converse only in English unless both captains agree to use some other language at their own risk. If necessary, each captain is responsible for the provision of an interpreter for translation into English. The Tournament Directors to adjudicated irregularities will use the Laws, printed in English. No appeals due to misunderstanding in a language other than English will be heard.

#### **9. Obligation to Disclose Systems and Conventions**

Players are required to make an adequate initial written disclosure of their System, and to make a full and true disclosure of the meaning of any call or play in response to a proper question at the table from an opponent.

The onus of disclosure is on the user. When there is a claim of damage through inadequate disclosure, the Tournament Director and the Tournament Appeal Committee will give benefit of any doubt to the opponents.

#### **10. Forfeits**

If a team is unable to play, or complete a match, the Tournament Appeals Committee may find that the team to be in default and declare the match forfeited. The team in forfeit shall score zero Victory Points and zero IMPs' for that match. The team winning the forfeited match shall receive 18 Victory Points, or the average number of Victory Points won by the team in all of its other matches, of the forfeiting team in matches played against that team whichever is greater (if it becomes necessary, for the tie-breaking or carry-over, to assign an IMP score, the winning team receives the average number of IMPs' earning the assigned Victory Points score).

#### **11. Disqualification**

In case a team is disqualified, all matches it played prior to its disqualification shall be declared void and scores earned by its opponents in those matches shall be cancelled.

#### **12. Result Card**

A Table Result Card must be filled-in by the North or South player at each table. This card must show the final contract and result on each board played and shall be initialed by the North and East players before they leave the table. The Table Result Card will be used for determining official results and must be handed to a Directory promptly after the result of the match has been agreed or as soon as a disagreement about the result becomes known.

#### **13. Reporting of Results**

After each match the teams are expected to compute the results themselves. It is the joint responsibility of the two captains to inform a Director of the agreed result of the match as soon as possible after the match has ended. Failure by a captain to comply shall render his team liable to procedural penalty.

If the two captains cannot agree on the result of the match the chief Tournament Director or Tournament Director shall adjudicate the dispute by reference to the Table Results Cards and another relevant matters, and shall post the official score.

#### **14. Fouled Boards**

A board is considered to be "fouled" if the Tournament Director determines that one or more cards were misplaced in the board in such a manner that players who should have a direct comparison did not play the board in identical form. The boards duplicated for play in this contest will be pre-duplicated in accordance with procedures laid down by the President and or the Chairman of the Tournament Rules and Regulations Committee.

A board is not considered fouled if the boards played at both tables of a match are in identical form even though that board may differ from the same-numbered board played in simultaneous matches.

In general, a fouled board shall be replayed through the substitution of a new board. In addition, penalties will apply in certain circumstances. Replays, through the substitution of one new board, shall not be permitted after the Final results of a match may be known to the players, as to which circumstance the Tournament Director's decision shall be binding. That match is scored as though the board had never be played (Example – if the 19th. Board of a 20 – board match is fouled and the error is discovered when the players are computing the results of the match, the board is disregarded and the match scored as though it consisted of only 19 boards). The same rules apply whenever a substitute board would normally be played; for example, when the Tournament Appeals Committee nullifies a board. When the Tournament Director has reason to believe the Tournament Appeals Committee may wish to have a substitute board played in the final segment of a match, he should have a provisional board played during the session with an extra time allowance of eight minutes. The Tournament Director, on his own volition, may instruct that a provisional board be played pending a future decision.

#### **15. Substitute Boards**

A "substitute board" is one introduced into play in a match to replace a board already played at one, or both tables. Depending upon the decision of the Tournament Director, the results of a substitute board may, or may not, be counted as part of the match. Substitute boards are put into play by the Tournament Director either on his own volition or by the direction of the Tournament Appeals Committee.

#### **16. Penalties**

The schedule of penalties that follows is supplemental to the International Code. All infringements of the International Code will be dealt with in accordance with the International Code. Monetary fines shall be paid in NIS". Monies assessed shall be handed over to the Tournament Director for transmittal to the Chairman of the Tournament Appeals Committee, and will be donated to a local charity.

Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of each round. These VP penalties shall not affect individual matches for purposes of tie-breaking procedures.

- a. **Failure to submit Line-up on** time If a captain fails to submit his line-ups:
  - i) For the first such offence the Director shall issue a warning.
  - ii) For a second offence there shall be a fine of 10 \$ (in shekels).
  - iii) For a third or subsequent offence, there shall be a fine of 15 \$ (in shekels).
- b. **Lateness** Any team not seated and ready to play at the announced starting time of a match or segment thereof may be assessed penalties as follows:

##### **1. During the Round Robin**

0 – 5 minutes late: first time – Warning to captain (s) by the Tournament Director.

For any additional – ½ VP

5 – 10 minutes late – One VP

10 – 15 minutes late – Two VP

20 – 25 minutes late - Four VP

Over 25 minutes late: At the discretion of the Tournament Appeals Committee. May include forfeiture of match or recommendation to 18<sup>th</sup> Maccabiah Bridge Organizing Committee for disqualification of offending team.

## **2. Slow Play**

If a team has been penalized, any fine for slow play in that portion of the match shall be based on time at which all players were seated at the table and ready to play. The imposition of penalties, in accordance with the following charts, being immediately upon expiration of the time period given therein. There shall be no additional "grace period". The time allowed for a 20-board session shall be three hours, for 16-boards session the time shall be two hours and 25 minutes and at that rate for additional boards to break ties.

## **3. Round Robin match**

0 – 5 minutes late: 0.5 VP

5 – 10 minutes late: 1.0 VP

10 – 15 minutes late: 1.5 VP

15 – 20 minutes late: 2.0 VPs

20 – 25 minutes late: 2.5 VPs

Over 25 minutes late: At the discretion of Tournament Appeals Committee. May include forfeiture of match or recommendation to the Maccabiah Executive Council for disciplinary action.

If the Tournament Director judges that the delay in a match was caused by the excessive use of time by one of the teams, he may impose a penalty on that team only. When a player believes that play of an opponent is unusually slow, he should summon the Tournament Director.

If the Tournament Director judges that the delay in a match was caused by the excessive use of time by both teams, penalties will be assessed against the two teams in proportion to the degree of guilt shared by the two teams.

Matches may be timed by an officials designated by the Chief Tournament Director.

## **4. Fouled Board**

If a board is fouled and it can be determined that one side was clearly at fault that side shall be subject to procedural penalty.

## **5. Frivolous Appeal**

If the Tournament Appeals Committee determines an appeal to be without merit ("frivolous"), the 50 \$ deposit shall be forfeited.

## **17. Screens, Bidding Boxes and International Code**

### **18.1 Bidding Boxes**

Will be used throughout and their use is mandatory. The player placing his selected call in front of him makes calls. A player's first call should be in his left with **subsequent calls overlapping neatly and evenly to the right. Once the auction has been completed and all four players have had an opportunity to review the auction the players replace their bidding cards in their respective bidding boxes.**

### **18.2 Screens**

Will be used throughout, their use is mandatory and the following shall apply.

The screen is placed diagonally across the table in such fashion that North and East, South and West are screen-mates. The board is placed in the middle of a moveable tray. The

screen is closed so that the bidding tray can just pass under it. The players now remove their cards from the board.

Starting with the dealer, players place bidding cards silently on their section of the tray, from the extreme left-hand edge. Neatly overlapping so that all cards are visible and faced towards partner. A call is considered to have been made when a player releases it onto the tray (but Law 25 may apply).

North and South pass the tray under the screen after their screen-mate has called, and the tray should be placed so that all calls are visible on the other side. There shall be no oral communication at the table during the auction period. After the final pass, players remove their bidding cards.

The opening lead shall be made face down. Opening leader's screen-mate announces that the lead has been made; a defender raises the screen, and play proceeds. The screen is raised only to a level that permits all players to see all the cards.

*18.3* The International Code of Duplicate Laws is in effect except as specified below:

LAW 9A2(b)(1); LAW 43A(1)(b):

Dummy may call attention to a defender's card prematurely exposed by his screen-mate. But he should try to avoid having a premature opening lead exposed.

LAW 20: Review of the Auction:

Until the bidding cards are removed from the tray, a player obtains a review of the auction by inspecting them. At trick one, when a player is still entitled to obtain a review and an inspection of the bidding cards is no longer feasible, a player obtains a written review of the auction from his screen-mate.

Explanation of calls:

**1. During the Auction:**

At any time a player may request, in writing, of his screen-mate a full explanation of an opponent's call. The reply, also, is in writing.

**2 During the Play Period:**

Questions during the play period should be in writing with the aperture closed.

The screen is raised after the response has been made in writing.

LAWS 26 THROUGH 32: LAWS 36 THROUGH 39:

For the infractions covered by these laws, the following procedures are used:

**A Tray not passed:**

Before the tray is passed, the offender's screen-mate shall call attention to the infraction and summon the Director. The Director shall see that the infraction is rectified without penalty. These infringing calls may not be accepted.

**B. Both sides at Fault:**

When the infringing call is nonetheless passed across the screen, both sides being at fault. (As when either player commits a bidding infraction and the proper player – North or South, - moves the tray before rectification), both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending players for rectification of the irregularity without penalty. These infringing calls may not be accepted.

**C. Only One Side at Fault:**

When the infringing call is passed across the screen with only one side at fault ( The player who committed the bidding infraction – East or West- also moved the tray improperly), both players on the other side of the screen are responsible for calling attention to the infraction and summoning the Director. The Director shall return the tray to the offending player for rectification of the irregularity and the appropriate penalty is applied. These calls may not be accepted.

**D. Irregularity not noticed:**

When the infringing call is passed across the screen, and neither player there draws attention to it, the tray eventually being returned to the side of the screen where the bidding irregularity was committed, the auction stands without penalty or rectification. However, in the case of an inadmissible call, Lay 35 applies.

**E. Information – Authorized or not:**

Information from withdrawn calls is unauthorized for any partnership at fault but authorized for a player or partnership that has committed no irregularity. If the Director determines that the unauthorized information from withdrawn calls precludes normal bidding, he shall award an artificial adjusted score.

LAW 33:

The subsequent call is cancelled without penalty.

LAW 40:

Alerts: When an alterable call is made the player alerts his screen-mate. When the tray is passed both players should immediately alert partner's alterable call.

LAW 41A:

Opening Lead out of Turn:

The offender's screen-mate should attempt to prevent any opening lead out of turn. A faced down lead out of turn is retracted without penalty. A faced opening lead out of turn is retracted without penalty if the screen has not been raised. When the screen has been raised after a faced opening lead out of turn through no fault of the declaring side:

a) And the other side has not yet led face up, the lead is considered to be out of turn and Law 54 applies.

b) And the other side has also led face up; the card becomes a major penalty card. When the declaring side has incorrectly opened the screen, the lead is accepted. The Director shall award an adjusted score if he considers that the player who opened the screen could have known that it would be to his advantage to accept the lead.

LAW 73D:

During the auction period, after an opponent has acted quickly, it is proper to adjust the tempo back to normal by either delaying one's call (place the bidding card faced, in front of, but not on the tray) or by waiting before passing the tray. A delay of the bidding tray on one side of the screen of up to 15 seconds (at any time during the auction and whether or not out of tempo) shall not give rise to any inference of unauthorized information. Players are advised to vary the time the tray is passed so that pauses up to 15 seconds can be considered normal.

LAW 76:

Spectators:

The WBF "Alerting Policy" applies.

Any call which:

(i) Has a special or artificial meaning, or

(ii) Whose partnership meaning may not be understood by the opponents is a "conventional call" which must be brought to the immediate attention of the opponents through the use of the "alert procedure"

The "alert procedure" is as follows:

A player who makes a "conventional call" alerts his screen-mate by placing the alert card over the last call of the screen-mate, in his segment of the bidding tray; the alerted player must acknowledge by returning the alert card to his opponent.

When the bidding tray is returned to their side of the screen both players are obliged, before either has made a further call, to alert their screen-mate if partner's call is a "conventional call"; using the "alert procedure".

It is the obligation of the player making an "alert" to ensure that his screen-mate has noticed that an "alert" has been made.

A player can ask for an explanation of an opponent's call. He does so by a written question to the opponent sitting onto the same side of the screen. The opponent gives a written answer, regardless of whether the question concerned his own or his partner's call.

### **18. Rulings and Appeals**

The Tournament Director shall be summoned to a table as soon as attention is drawn to an irregularity. After the Director has given his ruling, any appeal against such ruling must be lodged. . An Appeal shall not be heard unless the captain of the team concur is appealing.

### **19. Ethics and Deportment**

Participation in these Championships is by invitation of the Maccabiah. The privilege of the representing one's NCBO carries with it an obligation to adhere to the Rules of good sportsmanship, correct deportment and, above all, irreproachable ethics. In the absence of penalties expressed in monetary fines, IMPs or VPs, and because participants no longer appear as private individuals, but are public representatives, observance of the highest standards becomes the more imperative. Players are therefore urged to familiarize themselves with the Proprieties (Laws 72-75). Players, captains and teams are expected to accept all decisions of the Tournament Appeals Committee in a sportsmanlike manner.

The captains of both teams are in the room, they shall sit on the same side of the screen.

In case of dispute the Home Team captain shall decide on which side of the screen they will sit.

Once any player at the table has withdrawn a hand from the board, and until all four players have returned their hands to the board, a non-playing captain is bound by the normal restrictions upon spectators (Law 76), except that he may intervene to restrain misbehavior or curtail unnecessary discussion on the part of his team members and may speak to questions of fact or Law after the Tournament Director has been called to the table (but may not call the Tournament Director).

During the time allowed for a session, whether play is actually taking place at the moment or not, a non-playing captain should not address members of his team at the table in any but the English language, or in a language understood by the opponents. If it is desired to use a language other but English, the permission of the opponents should be sought, where reasonably possible should be given. If difficulty arises, a non-playing captain wishing to speak to his team in a language not known to the opponents should do so through an interpreter or team member who can translate for the benefit of the opponents.

Non-playing captains are responsible for the performance of various functions detailed throughout these Conditions of Contest. While the Maccabiah recognizes the importance of other team officials (such as deputy-captain, coach, etc.), it is only when the non-playing captain that they may perform some of the official functions assigned to the non-playing captain specifically names them. They may not enter a playing room unless the non-playing captain withdraws for the rest of these championships and then only with the permission of the Tournament Appeals Committee.

**20. General**

- a. These regulations are but one part of the complete 18<sup>th</sup> Maccabiah Regulations, and must be read along with the instructions found in "Basic Regulations and Disciplinary Procedures".
- b. In the event of a discrepancy between the Regulations written here and those appearing in the "Basic Regulations", the regulations written here will apply and be binding.
- c. The Bridge Committee of the 18<sup>th</sup> Maccabiah has the authority to make changes in any or all-technical regulations.