

# **Knockout Teams**

## **General Conditions of Contest**

These Conditions of Contest (CoC) may not be changed during the course of this event. Sponsoring organizations may, with ACBL approval only, amend these conditions for a specific event.

### **CONDITIONS OF ENTRY**

1. Each Knockout (KO) event is open to teams of four, five or six players, except that Compact KOs are only open to teams of four players.
2. An event with entry restricted by masterpoint holding, age, gender or any combination thereof will be publicized as such in the ACBL Bulletin and/or in the Daily Bulletin at the NABC.
3. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the DIC. The captain must enter the team prior to game time or prior to the official closing time for entries, whichever is earlier, as publicized in the ACBL Bulletin and/or in the Daily Bulletin at the NABC. The completed entry must include how many players are on the team, their names, home cities, states, player numbers, masterpoint holding if requested and a notation as to who is captain. No player may be added after the official closing time.

### **PARTICIPATION REQUIREMENTS**

1. For any given overall award, a player must play at least 50% of all boards of a KO (excluding play-off boards) played by the team. No contestant may play any match after it has become mathematically impossible for him to play at least 50% of the boards (excluding play-off boards) played by his team.  
In order to be entitled to the first place award, a player must also play at least 50% of the combined boards in the semi-final and final matches. For any given overall award, a player must have played at least 50% of the boards in the match in which that award was earned by the team.
2. A player who fails to maintain participation eligibility in an event receives match awards. A player who was, but no longer is, entered on a team in a KO event may not participate in a concurrent championship event (two or more sessions) while the team is still competing in the KO.
3. If it is determined by the DIC that a player(s) or team withdrew from a KO for emergency reason(s), the player(s) or team will receive all masterpoints earned to that point.
4. An ineligible player is disqualified. The ineligible player's team will be disqualified unless the DIC determines that teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified.
5. When a team is disqualified after the correction period for the event has ended because the deficiency was discovered then, the disqualified team's position remains vacant. If the deficiency is discovered prior to a match starting, the result of the preceding match is changed; or, if discovered during a match, that match may be forfeit. The result of no other match is altered.

### **BRACKETS**

Bracket designators must be based on the average masterpoint holding of all members of each team.

### **PAIRING**

1. Round robins (with one or two survivors) may be held in the early rounds to avoid byes.

**2. Each team will be assigned an opponent or into a round robin by random draw each round,** either without regard for meetings in previous round robins or with the exception that a team will not be paired against a previous opponent until as late a round as possible — at sponsor's option.

### **CONVENTIONS**

1. The ACBL Mid-Chart governs bidding and carding methods permitted, restricted or not permitted in all D25 KO events where the bracket designator for the lowest ranking team is 2500 per player or greater.
2. In ALL other events the ACBL General Convention chart will apply. In all cases in CKO events the GCC will apply.

### **SCORING AND PLAY**

1. Each event is a single elimination KO with any fraction of an IMP constituting a win. (For three-way matches, see 11 following.)
2. Net IMPs won and lost will be used to determine the winner of each match and the survivor(s) of each round robin. A team's net IMPs won is the gross IMPs won in play less any tardiness or slow play penalties assessed that team. A team's net IMPs lost is the gross IMPs lost in play less any tardiness or slow play penalties assessed the opponents.
3. A round robin tardiness penalty is assessed in the affected match(es).
4. Each team's captain must report timely results of the match to the TD responsible for the bracket sheet.
5. Matches will be 24 boards in length but, at sponsor option, may be longer. Compact KO matches are generally 12 boards in length but, at sponsor option, may be longer.
6. Head-to-head matches and round robins will generally be divided into two segments.
7. A board that is not scheduled for play in a particular match/segment will not be counted toward the result of that match/segment even if played at both tables. The determination of which boards are scheduled for play in any match/segment rests solely with the DIC.
8. The time allowed will be seven and one-half minutes per board.
9. Should any head-to-head match end in a tie, a four-board play-off will be played (two boards in Compact KO events). Should the first play-off end in a tie, continuing two board play-offs will be played until the tie is resolved. In the special case of Compact KOs where there is another match to play in the current session, the initial tie is broken, in order, as follows: BAM scoring, total points scoring, coin-flip.
10. Play-offs will take place immediately following the session. If time does not permit an immediate play-off following a morning session, the play-off will be played immediately before the afternoon session of that day.
11. The play-off boards will not count toward any player requirements to qualify for masterpoint awards or additional rights. Play will begin after a short intermission to recheck scores.
12. The team(s) eliminated from a round robin shall be determined as follows:  
(Definitions: Net IMPs: The difference between the total number of IMPs won and the total number of IMPs lost.)
  - A. When two teams progress and one team has not lost both matches:
    - (1). If each team has won a match:
      - a. Net IMPs.
      - b. Result of the head-to-head match if two teams are tied in negative net IMPs.
      - c. If the net IMPs for each of the three teams is zero: Play-off (continuing three-way matches of two boards until the tie is resolved) except for a Compact KO match where there is another match to play in the current session. In this instance, the tie is broken using the following methods until the tie is resolved:

### Board-A-Match Scoring

#### Total Points Scoring

#### Coin-Flip (odd man out)

(2). If one team has won two matches and the other two teams tied, use #9 above for head-to-head ties

B. When one team progresses and one team has not won both matches:

(1). If each team has won a match:

a. Net IMPs.

b. Result of the head-to-head match if two teams are tied in net IMPs.

c. If the net IMPs for each of the three teams is zero: Play-off (continuing three-way matches of two boards until the tie is resolved) except for a Compact KO match where there is another match to play in the current session. In this instance, BAM scoring is used to resolve the tie. If still tied, total points scoring is used to resolve the tie. If still tied, coin-flip.

(3). If two teams defeat the third team and tie their match, use #9 above for head-to-head ties.

C. For three-way matches in which one team is meant to be eliminated after the first session: Unless one team has lost both matches (i.e., is behind in both 16-board matches), the match continues as a full-day, three-way match (playing a total of 32 boards against each of the other teams). In such a case, if there is a tie in the matches won, the tie will be broken as in “B” above. When a team is eliminated after 16 boards against each of the other teams, the two teams continue with full carryover from their match only.

**A partnership is responsible for knowing when their methods apply in probable (to be expected) auctions. A pair may be entitled to redress if their opponents did not originally have a clear understanding of when and how to use a convention that was employed.**

### SEEDING

1. There are no seating rights. Should a seating disagreement arise:

A. At the start of a match: There is a coin-flip. The winner of the coin-flip selects either the first half or the second half to have seating rights (the team with seating rights sits down last). The loser of the coin-flip has seating rights in the other half.

B. If there was no disagreement at the start of the match but there is one at the half: The team that is behind has the seating rights. If the match is tied, there will be a coin-flip with the winner of the coin-flip getting the seating rights.

2. No change in seating may be made after the auction has started at either table except on instructions from the DIC.

3. Playbacks are permitted.

### SUBSTITUTES

1. Substitutes are subject to the discretion of the director and may not appreciably strengthen a team. No more than two substitutes will be permitted for any team at one time.

2. A substitute is not allowed if a fifth or sixth member of a team is available.

### REPLACEMENTS

A team reduced to three members will be permitted, for cause, a replacement at the discretion of the DIC. A replacement for the finals receives match awards only — a replacement at any other time receives the same overall award as other members of the team. No more than one replacement is permitted.

### SPECTATING

A participant who spectates must be at least two tables removed from each table of his own team's match.

### CORRECTION AND APPEAL PERIODS

The score correction period for player and scorer errors expires 30 minutes after the completion of the segment, at the start of play at either table of a playoff or at the announced starting time of the next match, whichever is earlier. Despite the foregoing, the DIC is empowered to make a score correction before the announced starting time of the next match in the interest of fairness/equity.

The appeal period for or of a director's ruling expires 30 minutes after the completion of the segment, at the start of play at either table in the next segment or at the start of play at either table of a playoff, whichever is earlier.

A segment of a match is completed when the teams have agreed upon a score.

### **PENALTIES**

1. The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.

2. The penalty for failure to seat a complete team at announced game time will be:

A. First 10 minutes - no penalty.

B. More than 10 minutes, up to 15 minutes - 1 IMP.

C. More than 15 minutes, up to 20 minutes - 3 IMPs.

D. More than 20 minutes, up to 25 minutes - 6 IMPs.

E. More than 25 minutes, up to 30 minutes - 9 IMPs.

F. More than 30 minutes, up to 35 minutes - 12 IMPs.

G. More than 35 minutes, up to 40 minutes - 15 IMPs.

3. The match will be curtailed one board, up to a maximum of four boards, for each seven and a half minutes or fraction thereof of tardiness after the first 10 minutes. Three IMPs per board curtailed will be awarded to the non-offending team in addition to the penalty of #2 above.

4. If play has not commenced (with or without a substitute) 40 minutes after announced game time, the match will be declared forfeit.

5. The DIC may, at any time, seat a substitute until a missing player arrives. The DIC may later apply or waive the provisions of paragraphs 2, 3 or 4 if compelling reasons exist.

6. When a table exceeds the time allowed for play, the pair(s) responsible will receive a warning.

7. When a pair exceeds the time allowed a second time in the event, they will appear before the Appeals Committee for review.

8. Cases of excessive slow play will be referred to the Appeals Committee for review regardless of previous warnings.

**Regarding any of the above, the decision of the DIC shall be final.**