

2020 Frank Allison Double Knockout Tournament

NSBA Double Knockout 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.

1. ELIGIBILITY.
 - a. All players, at any level, from any area, are welcome to compete in this event.
2. TEAMS & CAPTAINS.
 - a. Teams may consist of four, five, or six players. Entrants are strongly urged to form a team that has the flexibility to guarantee that it can play their match by the "play-by-date," at a mutually convenient time for both teams. See schedule of play-by-dates below.
All players' names must be listed on the entry.
 - b. Each team must designate a Captain and an Assistant Captain. The Captain and the Assistant Captain must provide an email address and telephone number suitable for communication with the Coordinator and other Captains. 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.
3. KNOCKOUT FORMAT
 - a. The teams will be seeded in a bracket of no more than 16 teams. There will be at least 3 brackets. * Bracket 1 is Open. Bracket 2 is limited to players with fewer than 2,500 master points. Bracket 3 is limited to players with fewer than 1,000 master points. Geographical considerations will be given for the first few matches, when possible. If teams are playing at a Bridge club, that club MUST be contacted. Check clubs' schedules for duplicate game times.
 - b. Teams that qualify may play in more than one bracket. (This will require an additional entry fee)
 - c. Between January 5th and February 19th, each team will play one match against the team it has been seeded against.
 - d. The winning teams each period will continue in the undefeated bracket and will play each other until there is only one undefeated team. The event is scheduled to run from January 5th through November 22nd, 2020.
 - e. Any team that loses a match will be reseeded in the "once defeated" bracket, according to its original seed, with the exception that two teams that have already played each other will not meet again, unless inevitable, in the once defeated bracket. Teams will play each other until there is only one, once-defeated team.
 - f. This is a double knockout event. A team is eliminated if it loses twice.
 - g. The last once-defeated team will play the undefeated team. If the once-defeated team loses, the event is over. If the once-defeated team wins, the teams will play again with the winner winning the entire event.

***The Coordinator reserves the right to adjust master point limits on all brackets.**

Brackets "B" and "C" may be combined if not enough teams register in each bracket.

4. MATCH FORMAT
 - a. Each match will be IMP scoring. The team with more IMPs at the end of the match wins.
 - b. The number of boards in a match is 24 shuffle and play boards. This will consist of two, 12 board halves. Teams may agree to play more boards. More boards also require the permission of the director of the club at which the match is being held.
 - c. Should a match end in a tie, the tie will be broken by a four-board playoff (and, if needed, by further four board playoffs). A team may field any lineup for a playoff and neither team may claim seeding rights.
 - d. Seeding will be determined by a coin flip or single card draw. This means that the Captain of the seeded team will then declare whether they want to use their seating choice in the first half or preserve them for second half.
 - e. Any team that has fewer than 4 players present at game time will lose three IMPs every 7.5 minutes or portion thereof that the team is late, up to 30 minutes. Regardless of lateness, the match will consist of no fewer than 24 boards.
 - f. A team that does not field at least 4 players within the first 30 minutes of a scheduled match will forfeit the match, which constitutes a loss.
 - g. **Teams will be given a play by date that MUST be followed. If a team cannot field 4 players for a match vs. a team that is ready to play by the play by date, they will forfeit the match.**

5. ARRANGEMENT OF MATCHES

- a. Each Captain must submit to the other team's captain during the first week of the play period three possible days to play the match that play period. This submission must be prior to the must play-by date. Try, if at all possible, to have one weeknight and one weekend date in your choice of dates.
- b. Teams should try to schedule their matches by the first week of each play period and send an email, confirmed by both Captains, to the coordinator with the date, time, and location of the match.

The must play-by date is a date set each period, according to the schedule below. If one or both teams fails to field a team on the must play date, that team or teams forfeit and are given a loss.

- c. Teams may agree to play at any unit club and at any time that is mutually acceptable.
- d. 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 enables him to field his entire team of 5 or 6 players, or to field any particular player. Players should fully expect to sit out certain months due to scheduling difficulties. A team anticipating scheduling difficulty is encouraged to be proactive as soon as they receive a match-up.

5. PACE OF PLAY

The allotted time shall be 7 1/2 minutes per board. 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. Should the director be able to determine one side is at fault for slow play, then the non-offending side shall be awarded 2 IMPS per board not played.

7. FEES

- a. The Entry Fee is \$40 per team for each bracket a team enters.
- b. Each team will also pay a card fee determined by the club in which a match takes place.

8. CONVENTIONS

- a. Lower brackets will be ACBL General Convention Chart
- b. The top bracket will be ACBL Super Chart. This chart is available by visiting:
<http://www.acbl.org/assets/documents/play/Convention-Chart.pdf>

Note that any convention not listed on the general chart must be accompanied by suggested defenses. The ACBL defense database defenses are sufficient, and it is the responsibility of the side playing the convention to procure.

9. PARTICIPATION

Over the course of the event, each member of a team must play 50% of the boards played by his team. He/she must also specifically play 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).

10. APPEALS

In the event that a team wishes to appeal a director's ruling under ACBL Law 92, the Coordinator should be contacted as soon as possible at (516-414-8179). If the Coordinator is unavailable, the teams can agree to have the club director or owner convene a committee in accordance with ACBL appeals procedures

(<http://web2.acbl.org/documentlibrary/play/Handbook-for-Bridge-Appeals.pdf>).

Play Periods and Play-by Dates

Please note: U.S. Federal Holidays, the Columbus NABC, Montreal NABC, Long Island and New York City Regionals, Rosh Hashanah, and Yom Yippur have been considered in determining Must-Play-By dates, as listed below:

Schedule of Play-By-Dates:

- Round #1 – by February 19th
- Round #2 – by April 9th
- Round #3 – by May 22nd
- Round #4 – by July 5th
- Round #5 – by August 24th
- Round #6 – by October 9th
- Round #7 – by November 22nd

Results of matches must be sent to Phil Grella at: ubrokeifix@aol.com within 24 hours of completion of match.