

## Sheffield Bridge Club Leagues Operating Group (LOG)

Rules for the Waddington League Teams of Four (amended August 2017, updated March 2024 with VP scales.)

### **Eligibility**

1 Entry to the league is open to teams of four or more players, all of whom must be in good standing with the English Bridge Union (EBU) and with Sheffield Bridge Club (SBC) so that they are permitted to play at SBC as visitors if they are not members of SBC.)

2 A player shall be eligible to play in only one Waddington League team in any season

### **Constitution of the League**

3 Each team shall appoint a captain who will enter a team, consisting of at least four members, by written application to LOG accompanied by the current entry fee.

4 The teams validly entered shall be divided into as many divisions as LOG determines. A team which enters the League for the first time will normally form part of the lowest division and will thereafter become eligible for promotion and relegation. However, LOG may place a new team in a division higher than the lowest division should it in its absolute discretion so determine.

5 At the end of each season, the leading team in each division, other than the highest division, shall be promoted and the next leading team or teams shall be candidates for promotion. The lowest placed team or teams in each division, other than the lowest division, shall be candidates for relegation. Normally two teams shall be promoted and relegated but there may be only one promotion and/or more than two relegations if LOG so determines.

6 In the event of any alteration in the composition of a team that has competed in the preceding season, LOG shall determine which, if any, former members of that team shall carry with them the standing of the original team for the purpose of determining in which division it shall play in the current season.

7 LOG shall draw up a programme of matches designating teams for each match as “Home” or “Away”, and specifying the date upon which each match shall be played. (“the Fixture Card”).

### **Arrangement of matches**

8 The home captain shall be responsible for making all arrangements for the play of the match.

Matches may be played at private residences if both captains agree. In the absence of such agreement matches will be played at an agreed venue where duplicate bridge is regularly played. If the two captains are unable to agree then the match will be played at a venue determined by the home captain, at which duplicate bridge is regularly played.

9 LOG expects all matches to be played on the date specified on the fixture card, unless by agreement between the home captain and the away captain they are played on an earlier date.

In the event of a reference to LOG of a failure to play a match on or before the date specified in the fixture card the offending team or teams may be penalised as LOG deems appropriate.

### **Play of the match**

10 The matches shall be played in accordance with the current Laws of Duplicate Bridge. Only EBU Level 4 systems and conventions may be used.

11 Matches shall be of 24 Boards, except as provided for by Rule 13, and there will be no redeals. Matches shall consist of two sections, each of 12 boards, and players shall change opponents at half time. Any change in the personnel of a team may take place only at half time.

12 The result of matches will be determined by International Match Points, converted to Victory Points on a scale determined each season by LOG.

13 Play shall commence at 7.10pm, except by agreement between the two captains. If any player is more than 30 minutes late for a match, a penalty of 5 IMPs will be imposed, with an additional penalty of 3 IMPs for each further period of 5 minutes. A match which starts more than 30 minutes late may be reduced to 20 boards if the non-offending captain so requires, 10 boards of which will be played against each opposing pair.

14 Duplimated boards will be available from Sheffield Bridge Club.

### **Administration**

15 If the match has been played at Sheffield Bridge Club the captain of the winning team must immediately place the fully completed result slip of the match in LOG's box. If the match has been played elsewhere the fully completed result slip must be posted to Sheffield Bridge Club, marked League Operations Group, or placed in LOG's box, within three days of the date of the match.

16 All matches must be played, and the results notified to LOG, by the final date specified on the fixture card for the acceptance of results. Any results which have not been notified to LOG by then may be disregarded and the teams involved penalised as LOG deems appropriate.

17 Ties will be split in accordance with the EBU Tournament Directors Guide, save that in the event of a draw between the tying teams the tie will be resolved by the IMPs scored in that match. No team shall benefit by defaulting on a match.

18 Nomination of teams to compete in, or to be reserves for the Waddington Cup, as representatives of SBC, shall be made in ranking order from the results of the first division at the date which is seven days before the closing date for the entry to that competition specified by Yorkshire Contract Bridge Association.

19 Details of any dispute must be sent in writing to the official of LOG so designated within three days of the end of the match.

20 LOG will adjudicate on all matters whatsoever which may arise in connection with the League, including the interpretation of these Rules, disputes arising from systems and conventions, the dissolution of teams during a season, the failure of a team to complete the League programme and delays or failures to play matches. LOG may make such rulings, including the imposition of penalties and the refusal to permit a team or members of a team to enter the League in the following season or seasons, as it shall in its absolute discretion consider appropriate.

21. VP scales.

The IMPs > VP scales are

0 - 2 IMPs	> 6 - 6 VPs
3 - 11 IMPs	>7 - 5 VPs
12 - 22 IMPs	> 8 - 4 VPs
23 - 34 IMPs	> 9 - 3 VPs
35 - 41 IMPs	> 10 - 2 VPs
48 - 65 IMPs	> 11 - 1 VPs
66+ IMPs	> 12 - 0 VPs