

CHAPTER – XV

SPECIAL PLAYING REGULATIONS

I. SEATING PRIVILEGES IN TEAM EVENTS

The teams meet according to the schedule posted on the draw board. The team with the higher serial number sits throughout in the North-South position in the Open Room and in the East-West position in the Closed Room. Play in the Open Room between two opposing teams shall start only after the players of the same teams in the Closed Room are seated. During a match players are not permitted to leave the closed room in which they are playing without the permission of the Tournament Director in-charge.

(a) One-session match

Team with lower serial number would seat its Closed Room pair first and shall have the right to seat its Open Room pair after the opposing team seated its pairs in both rooms. This seating arrangement will apply in Swiss and Round Robin matches.

(b) Matches of two or more sessions

- i) Line up forms will be used throughout.
 - ii) No pair shall play against a pair that they had played against in the immediate preceding session.
 - iii) A change of partnership creates a new pair.
 - iv) In a two session match, the higher ranking team will have the right to be either the 'Home' team or the 'Away' team. In the first session, the 'Home' team has the right to designate its line-up after the 'Away' team has the right to designate its line-up after the 'Home' team has nominated their pairs for both rooms.
 - v) In a three session match, for the first two sessions, the procedure in sub-Clause (iv) will apply. For the third session, the leading teams at the end of the second session have the right either to nominate their pairs for both the rooms or ask their opponents to nominate their pairs for both the rooms. The option should be exercised at least 10 minutes before the scheduled starting time of the third session.
 - vi) In a four session match, the team that is the 'Home' team for the first two sessions would be the 'Away' team has the right to designate its line-up after the 'Away' team has nominated its pairs for both the rooms. For the third and fourth sessions, the reverse would be the case.
 - vii) In case of more number of sessions the Chief of Technical management will determine the seating privileges.
 - viii) The seating privileges mentioned hereinabove are subject to restrictions imposed when a team fields pairs playing HUM system.
- (c) For a tie-breaker, or any sudden-death extension thereof, line-up changes will not be allowed and the players should sit in the same positions through-out the tie-breaker or the sudden death extension as they sat for the concluding session of the match.

II. PENALTY FOR OCCUPYING WRONG SEATS

In the cases where two teams seat their pairs in the same direction (Pair sitting North-South instead of East-West and vice versa) resulting in an abortive match in a team of four event :

In Swiss & Round Robin Matches

- i. The result of the match will be considered as a dead draw and the VP score will be awarded to each team accordingly.
- ii. Both the teams involved shall be subjected to a penalty of 2 VP.
- iii. The VP penalties imposed will be affect the draw and they shall be deducted from the scores only for the purpose of ranking at whatever stage it may be.
- iv. At the end of the event, the notionally allotted VP shall be re-adjusted as follows subject to no team being allotted more than 70% of the total VP score in that round :
Considering that teams A and B sat in the wrong positions in their match and they had scored M and N per cent respectively in the rest of the matches played against others, the adjusted VP scores of the guilty teams would be :
Team A = $M / M+N \times 2 \times$ VP score notionally allotted ;
Team B = $N / M+N \times 2 \times$ VP score notionally allotted ;
- v. The final VP score of the teams sitting in wrong position will then be corrected by substituting the notionally allotted score with the VP score arrived in (iv) above and penalty of 2 VP deducted to arrive at actual score.

In Knock-out matches

The Chief Tournament Director will decide whether the session will be replayed or the number of boards reduced.

III. LATE START

All participants are required to be in their proper starting positions five minutes before announced starting time for each session of play.

A. In Pairs & Board a Match Events

- i. In the first session of play, the pair/team which does not report in time may be considered as defaulting when game commenced.
- ii. In play-through, should both members of a pair or four members of team not be seated in their position at the announced starting time they shall be penalized one Match Point. If the pair or team is more than 5 minutes late, the penalty shall be two match points. The non-offending pair/team shall not benefit by the penalty. In addition, the rules for 'Failure to play a board' shall apply.

B. In Team of Four-Event

Unless otherwise specified by the Tournament Committee penalties shall be as follows :-

a) League Matches

01 to 05 Minutes : No penalty, but the Chief Tournament Director should give warning to the offending team and from the second warning onwards in any round, every such warning shall be accompanied by a penalty of one VP.

More than 5 minutes & up to 10 minutes Penalty of 1 V.P.

More than 10 minutes & up to 10 minutes Penalty of 2 V.P.

More than 15 minutes & up to 20 minutes Penalty of 3 V.P.

More than 20 minutes The tournament committee shall decide on merits of each case and their decision is final.

The non-offending team shall not benefit by the penalty.

b) Knock-Out Matches

- i. The following penalties are applicable if one of the team in a match is late to report.

Up to 5 minutes	No penalty;
More than 5 minutes & up to 30 minutes	Penalty of 1 IMP per minute or part thereof (subsequent to the first five minutes).
More than 30 minutes.....	The Chief Tournament Director shall confer with the members of the tournament committee and announce the decision whether to continue the play and if so, the applicable penalties. If the play is to be discontinued the offending team shall be deemed to have conceded a walk-over.
- ii. If both the teams in a match report late, the Chief Tournament Director shall reduce the number of boards in play proportionate to the time lost. The Chief Tournament Director’s decision of the time lost in final.

IV. LATE FINISH

Tournament Bridge is a timed event. Players who consistently take more time than the stipulated time to complete a round do not deserve any concessions. Tournament Directors shall penalize slow play. The attention of the Director should be drawn if an opponent is slow in order to protect one’s rights.

A. Pairs & Board-A-Match Events

Unless otherwise specified, the maximum time allowed for completion of a round including the time required for movement shall be as follows :

One	-	board round	8 minutes ;
Two	-	board round	15 minutes ;
Three	-	board round	21 minutes ;
Four	-	board round	27 minutes ;

The Director shall penalize a contestant for late finish in any round. If the director is satisfied that only one pair/team is at fault then they alone will be penalized. The non-offending pair/team shall not benefit by the penalty.

- i. In pairs event, the penalty is 1 match point for delay of every minute or part thereof.
- ii. In board-a-match event, the penalty is 1 match point for delay of every two minutes or part thereof.

B. Team of Four Event

Unless otherwise specified, the maximum playing time permitted for a session shall be as follows. The delay in starting the match does not affect the playing time.

For 8 board-session	One hour.
For every additional 2 boards in a session	15 minutes.

An additional half-a-minute will be allowed for each board when the teams play with screens.

Further additional half-a-minute will be allowed for each board when the teams play on Vu-graph.

a) In a Knock-out Match

- i. If both the teams are slow, the director shall so manage to reduce the number of boards in play to complete the round in time.
- ii. If only one team is responsible for delay, it shall be penalized 1 IMP per minute after a grace period of 5 minutes.

b) In League Matches

It is the responsibility of the Tournament Director to determine whether one or both the teams in a match are responsible for the late finish. The Tournament Director's decision is final. If only one team is responsible for late finish, that team alone shall be penalized. If both the teams are responsible for late finish, the Director shall penalize the teams in proportion of their guilt.

Unless otherwise specified by the Tournament Committee, the penalties for late finish shall be :-

0 – 5 Minutes	No Penalty.
More than 5 minutes and	1 VP for delay of every five minutes or part thereof
Upto 20 minutes		(subsequent to the first 5 minutes)

At the conclusion of 20 minutes delay, the Chief Tournament Director shall stop the match and award an adjusted score. The effected teams have a right of appeal. The non-offending team shall not benefit by the penalty.

V. WITHDRAWAL OF A CONTESTANT FROM AN EVENT

A. In Pair Event

Entry in an event and subsequent withdrawal by a pair may result in the severest of penalties on the pair. If a pair enters a play through event and withdraws before the event has concluded, match-points shall be assigned to its opponents according to the following :-

- a) If the withdrawing pair played at least 50% of the boards required during a single session of the event.
 - i. The match point scores of their opponents earned prior to their withdrawal in this, or previous equivalent sessions, shall be cancelled and each innocent pair shall be awarded the greatest of :
 - a) 60% of the match points available on th boards if played against the withdrawn pair, or
 - b) The percentage of match points earned by the innocent pair on all other boards played during the session it was scheduled to have played the withdrawn pair, or
 - c) The complement or the average match points earned, by the withdrawn pair on boards played during the session it played the pair, whose score is being computed provided the withdrawn pair played at least 50% of the boards, required in the session. If the withdrawn pair played fewer than 50% of said boards, the complement where the withdrawn pair received adjusted scores shall not be counted.
 - ii. Pairs who are scheduled to play against the withdrawn pair at a later stage of the contest shall have a bye at that turn. Each pair shall be awarded the greatest of :
 - a) 60% of the match points available on the boards it could not play because of the withdrawal, or
 - b) The percentage of match points earned by the innocent pair on all other boards played during the session it was scheduled to have played the withdrawn pair, or

- c) The complement of the average match points earned by the withdrawn pair in the latest session in which it played at least 50% of the board of the session. Boards with adjusted scores do not count.
- b) If the withdrawing pair in the latest session in which it played at least 50% of the boards in a session, the scores of pairs it had played prior to withdrawal shall be cancelled. Such pairs as well as those pairs it was scheduled to meet later in the contest shall receive the greater of :
- i. 60% of the match points available on the boards played, or to be played, against the withdrawn pair, or
 - ii. The percentage of the match points earned by the innocent pair on other boards during the session it played, or was scheduled to play, the withdrawn pair.

NOTE : For the purpose of applying this rule, “Withdrawal” and Disqualification” are considered to be synonymous. All scores are calculated to the nearest half match point.

B. In Swiss League Matches

The director should try to avoid walk-over matches in a Swiss league wherever possible. Under no circumstances walk-over matches are permitted in the last three rounds of the Swiss on top tables where the teams involved are in the run for qualification to a final stage of the event or ranking. The director should re-adjust the draw and then only commence the round.

In the earlier rounds of the League in case of a walk over, adjusted scores shall be awarded by the Director as follows :

If a team is unable to play or complete a match, that team will score zero VPs and zero IMPs in that match while its opponents shall score the greater of (i) 60% of the available score in that match (ii) 18 VP in the scale of 25-0 VP or (iii) the VP score available to it the completed portion of the match, if any, using the VP scale for the scheduled length of the match, The innocent team shall be credited with equivalent IMPs rounded up.

C. In Round-Robin Matches

The penalties for a walk-over in round-robin matches shall be more severe and the players involved may be subjected to disciplinary proceedings. Unless otherwise specified in the tournament regulations, the following procedure shall be followed to resolve the walk-over.

- i. If a team is reduced to three members due to emergency conditions, a substitute of almost equal caliber may be introduced by the director and the game proceeds as if there was no irregularity.
- ii. If a team does not report at all or is reduced to two players.

a) In single round-robin

- i. If a walk-over team had played 50% of their matches, the scores of the walk-over team in the matches played by them shall be cancelled and the game continued.
- ii. If a walk-over team had played 50% or more of their matches, the teams who have not met them shall be awarded either 60% of the total score in the match (18 VP in the scale of 25-0 VP) or the complement of the score average of the walkover walk over team or their percentage score at the time of walk-over which ever is higher. Scores are calculated to the nearest half V.P.
- iii. If a team is unable to play a particular match or to complete a match, that team will score zero VPs and zero IMPs in that match while its opponents shall score the greater of (a) 60% of the available score in that match (b) 18 VP in the scale of 25-0 VP (c) the average number of VPs won by the opponents of the walkover team in all of its matches played till that stage (d) the average number of VPs won by the team in

all of its matches at the stage or (e) the VP score available to it on the completed portion of the match, if any, using the VP scale for the scheduled length of the match. The innocent team shall be credited with equivalent IMP. Scores are calculated to the nearest half V.P.

b) In multiple round robins

- i. If the walk-over occurs in the first round of the event, the same procedure as in (ii) (a) above shall be followed to finalize the scores of that round. In the subsequent rounds the rest of the teams only play.
- ii. If the walk-over occurs in the subsequent rounds of the event, the procedure as laid down in –C (ii) (a) shall be applied to that rounds only irrespective of number of teams in play and any subsequent round shall be played with the rest of teams.

In all instances referred in item C (ii) above, the members of the walk-over team who did not report for play shall be subject to disciplinary penalties.

VI. WITHDRAWING CARDS FROM A WRONG POCKET

Players are not permitted to withdraw cards from any pocket before the round begins.

Should one player withdraw an opponent's hand from the board and see any cards in it, and should the Tournament Director consider that the hand cannot fairly be played in the proper position, either he will decide that the board shall be played in reversed position with the comparison changed accordingly, in which case the offending pair will be penalized one Match Point". or he will award match points in accordance with the provisions under "Failure to play a board". However, if the Tournament Director is satisfied that no material damage has been done (which includes the case where no cards in the hand have been seen), he will rule that the board be played normally. No penalty for the first offence. Repeated offences will be penalized one Match Point each time.

If a player removes his partner's hand from the pocket and see any cards in it, the board will be played normally, but with the players of the offending pair exchanging seats. Any repetition of this occurrence during the session will be penalized 1 match Point each time.

VII. COMPASS POSITIONS

According to Law 5, except as instructed by the Tournament Director, players must retain their original starting positions throughout the session (South may not exchange his position with North nor may East and West exchange their seating positions). If the movement so directs that pairs change directions during a session, the exchange shall be North with East and South with West unless the Tournament Director instructs otherwise.

VIII. OPENING LEAD

After the opening lead, which must be face down, dummy should delay spreading his hand to give the other defender an opportunity to ask for and receive a review of the bidding and an explanation for any calls or to inform if they are playing any non-standard signals. A mention about the non-standard signals in the convention card alone is not a sufficient obligation to disclose.