

**AKRON BRIDGE ASSOCIATION
TEAM LEAGUE
CONDITIONS OF CONTEST**

1. Type of Event

The Akron Bridge Association TEAM LEAGUES is an event, played in four sessions, using the “Eight is Enough” format. Teams must be made up of so that the team total is no more than eight points; where **A** players are 3 points, **B** players are 2 points, and **C** players are 1 point. The breakdown is **A** = 2000 or more master points (MP), **B** = 750 to 2000 MP, and **C** = 0 to 750 MP

2. Time and Place

All regularly scheduled matches will be played at the Quirk Center, (1201 Grant Avenue; Cuyahoga Falls, Ohio) on specifically scheduled Friday nights at 7:00 p.m.

If a team is not ready to start by 7:15 p.m., they will be penalized by the loss of IMPs. Penalty starts with 5 IMPs at 7:15 p.m. and increases by 1 IMP per two minute interval until 8:00 p.m., at which time it will be presumed the non-present team has forfeited the match.

Normally, no board may be started after 11:00 p.m. unless the Director, at his or her discretion, extends the match for a reasonable period of time.

3. Registration

Registration information must include the name, ACBL number of each team member. Also, each team must designate a captain. Each team must consist of 4, 5, or 6 members.

Teams will be placed in brackets based on the ACBL MP of the four highest team members. The MP for each player will be those last posted by ACBL prior to the start of this Event. Those posting will be used for all regular and substitute players. The ACBL MP will be adjusted to include all foreign and other MP that a player has earned while not an ACBL member.

4. Duties of the Captain

The team captain will be responsible for the following:

- A. Fielding his or her team punctually at the scheduled sessions.
- B. Payment of team card fees.
- C. Verify that the team, with any planned substitution, remains eligible for the “Eight is Enough” limit.
- D. Submit the completed record of players’ names at the beginning of the match so the Director can assign the handicap for the match.

5. Substitutes

A team is encouraged to use substitutes rather than incur forfeitures when they can't field their regular team. The following rules regarding substitutes apply:

- A. Any player may substitute on a team as long as 1) that team's total (regular team members present that night + substitute(s)) does not exceed the "Eight is Enough" team limit and 2) as long as that team's MP total (regular team members present that night + substitute(s)) does not exceed the "MP Team Maximum" for their bracket. There will be no MP maximum for the top bracket, i.e. Bracket A. In the other brackets, a "MP Team Maximum" will be established at the beginning of the season. The "MP Team Maximum" will be set at 100 MP above the highest registered team MP for each bracket.
- B. As many as two substitutes are permitted per team, per session.
- C. No team may use a substitute in lieu of a regular team player who is willing and or able to play.
- D. Any team who permanently loses a member due to geographical or medical reasons, may designate a replacement member as long as their new MP team total does not exceed the "MP Team Maximum" for their bracket. Such designation may occur at any point during the season.
- E. A player who is a member of another team is not eligible to substitute on another team in the same bracket.

6. Matches

All matches will be handicapped based on the player used for each match. The handicap for each match will be assigned based upon the ACBL published team handicap table.

The victory point scale will be based on the number of boards played. Matches will be scored according to the IMP scale published by the ACBL, then converted to Victory Points.

Winning team forfeits will be assigned a score of 20 VP (if the 30 VP scale is used) or 15 (if the 20 VP scale is used) or the reciprocal of the forfeiting team's average victory points in all non-forfeited matches, whichever is higher. Losing team forfeits will be assigned a score of zero VP.

7. Postponements and Forfeitures

Captains are strongly encouraged to obtain substitutes in lieu of forfeiting matches. Postponements are permitted only for very unusual circumstances and must be approved by the TEAM LEAGUE Chair. If a postponement is granted, both teams should make their best efforts to schedule their match as soon as possible. The postponed match must be scheduled, at the latest, before the beginning of any play-off determination is made for their bracket.

TEAM LEAGUE Coordinators reserve the right to reschedule matches in the event of severely inclement weather.

8. Zero Tolerance

Players will be assessed a 3 IMP “procedural penalty” by the Director for Unacceptable Behavior.

9. Awards

- A. To be eligible for overall awards, a player must play at least 40% of the boards played by his/her team. A maximum of 6 players per team can qualify for overall awards. For a 6 player team, no substitutes can qualify for awards; for a 5 player team, only one substitute can qualify, and for a 4 player team, only 2 substitutes can qualify.
- B. Master Points will be issued for each winning match or on the basis of overall rank, whichever is higher.