



# NSW Online Pairs League - 2025

## Supplementary Tournament Regulations

This competition is conducted under the Laws of Duplicate Bridge 2017, supplemented by the Tournament Regulations of the NSWBA as amended and these Supplementary Regulations. In case of conflict between these Supplementary Regulations and the NSWBA Tournament Regulations, the Supplementary Regulations shall apply.

### **1 Entry and Eligibility**

- 1.1 Every player must be an active member of the Australian Bridge Federation masterpoint system registered with MyABF.
- 1.2 If an odd number of pairs enter, Bridge NSW may provide a house pair.
- 1.3 Entries close at 8.00pm on the Friday before the start of each Season. Late entries will be accepted only with the Director's permission.

### **2 The Event**

- 2.1 The event will be held online using the RealBridge platform in four seasons each year. Each season of eight nights is scheduled on MyABF and in the official Bridge NSW calendar.
- 2.2 It is a requirement that all players on RealBridge have working video and audio connections. Players may turn off their camera only with the permission of the Director. Players in breach of this regulation will not be eligible for any prizes.
- 2.3 The field will be split into multiple Divisions, with each Division consisting of 16 pairs. The lowest Division(s) may contain fewer than 16 pairs or up to 30 pairs, at the Director's discretion, with appropriately modified movements.
- 2.4 Allocation to a Division will be based on a pair's results from previous Season(s) and their combined masterpoints, subject to the Director's discretion.
- 2.5 Each Division will be seeded into two fields, North-South and East-West, remaining in these directions throughout.
- 2.6 One 12-board match will be played each night, with the NS field playing each pair in the EW field over the 8-week Season.
- 2.7 The score on each board will be Cross IMPed against every other table in that Division.
- 2.8 Total X-IMPs are converted to VPs in accordance with the ABF scale for IMP pairs – 12 Board. Players should note that scores posted on RealBridge are not calculated according to these Supplementary Regulations. The official scores and rankings are those appearing on the NSWBA website.
- 2.9 Matches are not subject to any time limit, but are expected to finish within 90 minutes.
- 2.10 Divisions will normally play the same set of boards each week allowing for comparison of results across all Divisions.

### **3 Fees**

The entry fee is \$50 per player, to be paid before the commencement of the first session.

A 50% reduction in entry fees will apply for Youth players, and those with less than 100

masterpoints. A \$10 rebate will be give to those with more than 100 but fewer than 300 masterpoints.

#### **4 Systems**

4.1 Yellow systems are not permitted.

4.2 Eligible pairs may claim protected pair status against Brown Sticker conventions.

#### **5 Substitutions and Replacements**

5.1 To allow for emergencies and other commitments, any registered player can be substituted up to three times per Season by a player of similar ability. No prior official notification is required, but it is recommended that you email the Director in advance. In cases of obviously different grades of players, the Director may award an adjusted score in accordance with section 9 of the Bridge NSW Substitution Regulations.

5.2 A registered player or pair may be replaced for the rest of the Season by notifying the Director. Any outright masterpoints will accrue to the player(s) who played the most matches. If the original and replacement player each played 4 matches, outright awards will be credited to the original entrant.

#### **6 Late Starts and Forfeits**

6.1 Failure to appear for the scheduled start of a match is subject to a IVP penalty for each 5-minute delay up to a maximum of 5 VPs when, after 25 minutes, the match is forfeited.

6.2 At the end of the Season, the non-offender's score in the forfeited match will be adjusted to the highest of:

(a) 13.96 VPs;

(b) the mean VP score of the non-offenders for its completed matches; and

(c) the mean VP score of the opponents of the offenders in completed matches.

6.3 The non-defaulting pair will be awarded +/- and =/= on alternate boards in RealBridge giving a +12 IMP win for the match.

6.4 Any pair that forfeits a match, including if both pairs forfeit the same match, will be awarded 0 VPs and -12 IMPs.

#### **7 Score Correction Period**

The correction period ends at midday on the Wednesday immediately following each session.

#### **8 Tie-breaks**

Ties for the purposes of promotion and relegation shall be broken by successively applying the following procedures until a winner is determined.

- The total VP score of all opponents shall be determined. The pair with the highest total shall be deemed to have had the most difficult draw and shall be ranked highest.
- The pair with the greatest number of wins in VPs (a draw is equal to ½ win) shall be ranked highest.
- The pair with the greatest positive or least negative IMP difference shall be ranked highest. In each match positive net IMPs are capped at 30 and negative net IMPs are capped at 36.
- By lot.

## 9 Masterpoints

- 9.1 Red masterpoints will be awarded at Level B4s ( $W=2.5$ ), subject to a master factor based on the rankings of the players in the Division. (See section 4.4.9 of the Masterpoint Manual.)
- 9.2 A match difference of 2.4 or fewer X-IMPs is a draw for masterpointing purposes.
- 9.3 The winners of each match receive  $0.24M$  red masterpoints, where  $M$  is the appropriate Master Factor for the Division.
- 9.4 At the end of the Season outright masterpoints will be awarded to the top third of each field, viz. 1<sup>st</sup>
- 9.5 ( $1.13M$ ), 2<sup>nd</sup> ( $0.791M$ ) and 3<sup>rd</sup> ( $0.565M$ ) NS and EW in an 8 table Division.
- 9.6 Masterpoint Rankings are as per the latest end-of-month download from the ABF Masterpoint Centre before the start of the Season.