



NSW Online Teams League - 2025

DRAFT Supplementary Tournament Regulations

Please email otl@bridgensw.com.au with any comments on these DRAFT Supplementary Regulations if you want any changes before the start of the Autumn Season in April.

This competition is conducted under the Laws of Duplicate Bridge 2017, supplemented by the Tournament Regulations of Bridge NSW as amended and these Supplementary Regulations. In case of conflict between these Supplementary Regulations and the Bridge NSW 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 teams enter, Bridge NSW may provide a House team or may exclude the last team to enter. Bridge NSW reserves the right to accept late entries and to reject entries without providing cause.
- 1.3 A Team consists of between four and eight listed players. An individual can be registered with at most one team in any given Season.
- 1.4 Except in an emergency, the same four players must play every board in a single match.
- 1.5 All teams will have an approved team name that is not the name of a player. The Tournament Organiser can reject any proposed name without providing cause, and will provide a default name if one is not proposed.
- 1.6 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 over seven nights, constituting one Season, as scheduled on MyABF and in the official Bridge NSW calendar. It is expected that there will be four Seasons in each full calendar year.
- 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 8 teams. At the Director's discretion, the lowest Division(s) may contain from 6 to 12 teams with appropriately modified movements.
- 2.4 Allocation to a Division will be determined by Bridge NSW. Ranking will be based on a team's results (from previous Seasons and other events), their combined masterpoints, and any other relevant information available.
- 2.5 The top two teams in any Division will usually be ranked above the bottom two teams in the next higher Division for the following Season effectively creating Promotion and Relegation between Divisions.
- 2.6 One 24-board match will be played each night as two half matches, with the NS and EW

pair rotated by RealBridge for the second half match.

- 2.7 Each board will be scored using IMP scoring. A net score of 5 or more IMPs is a win, and a difference of 4 or fewer IMPs is a draw
- 2.8 Net IMPs for a Match will be converted to VPs using the 24-board VP scale (see <http://www.worldbridge.org/official-documents/wbf-victory-point-scales/>).
- 2.9 Matches are not subject to any time limit but are expected to finish within 180 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 \$560 per team with an \$80 early-bird discount, 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.

4 Systems

- 4.1 Yellow systems are not permitted.
- 4.2 Eligible pairs may claim protected pair status against Brown Sticker conventions.

5 Augmentation, Substitutions, and Replacement

- 5.1 The Bridge NSW Substitution Regulations apply to this event with a 'unit' consisting of up to eight players, except as noted below.
- 5.2 With the consent of the Director, a team may augment to a maximum of eight players up until the start of Match 4. Any player so added to the team must not have played previously in another team this Season.
- 5.3 A team may use up to five substitutes per Season provided at least four Matches are substitute-free. A substitute may not be a listed player of another team, although an individual may substitute for more than one team.
- 5.4 In higher Divisions requests for substitution should be made at least 5 days before the relevant Match using the online form at <https://bridgensw.com.au/substitution>. In Lower Divisions simply notify the Director with a suitable substitution before the start of the Match. The Director will make clear which Divisions are Higher/Lower at the beginning of the Season.
- 5.5 It is recommended that a unit advise the Director of the four players participating each week if they are not the same as last week.

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) 14.92 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 team will be awarded a +24 IMP win for the match.
- 6.4 Any team that forfeits a match, including if both teams forfeit the same match, will be

awarded 0 VPs and –24 IMPs.

7 Score Correction Period and Time for requesting a Review

The correction period ends at midday on the Wednesday immediately following each session. The Time for requesting a Review of a Director's Ruling (Law 92B) also expires at midday on that Wednesday.

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 team with the greatest number of wins (a draw is equal to ½ win) shall be ranked highest.
- The team with the highest aggregate net IMPs shall be ranked highest.
- 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 4 or fewer IMPs is a draw for masterpointing purposes.
- 9.3 The winning players of each match receive $0.48M$ 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. For a four-person team in an eight-team Division: 1st (3.85M), 2nd (2.695M), and 3rd (1.925M). Outright masterpoints will vary by number of teams in the Division and will be distributed equally to all members of the Team who have played at least two Matches.