

EAST LANCASHIRE BRIDGE LEAGUE

RULES OF THE LEAGUE

1. Aim of the League

The East Lancashire Bridge League (ELBL) is intended as an opportunity for players to enjoy Team Bridge, within their area, in a friendly atmosphere.

2. Format of Matches

2.1. Each match shall consist of 24 boards. These are to be played in two sets of 12 boards, unless mutually agreed by the Captains. The cards should be shuffled and dealt manually in the presence of both teams unless the Captains have agreed beforehand that computer dealt boards may be used.

2.2. A team can use a maximum of 8 players. Registration does not constitute usage.

2.3. Only 4 players may represent a team in any one match.

3. Eligibility to play in the East Lancs Bridge League Closed Competitions

All players must be either:-

3.1 a member of an affiliated club as listed below:

Blackburn	Bolton	Bradshaw	Brierfield	Bromley Cross
Bury	Chorley	Clitheroe	Darwen	Great Harwood
Harwood	Harwood Golf	Kirkcaldy	Ladybridge	Leigh
Oakfield	Turton	Wigan		

3.2 Or become an associate member of the League. Associate members are subject to an association fee. All team members whose names are included on the entry form must be fully paid up members of a relevant club, on October 1st in the year the competition commences, or have paid the appropriate association fee.

3.3 All players who take part in matches whose names are not on the entry form must be fully paid up members of a club, in accordance with rule 4 on the date when they play their first match or pay the appropriate association fee.

3.4 Normally a player may represent only one team during the season. However, with prior permission from the Secretary, a player may substitute in a team in a higher division. A player may only substitute once in any season. If a team fails to conform to this rule, they will be fined points as for fielding an ineligible player.

4. Ineligible Players

If any team fields an ineligible player, they will automatically forfeit all the points gained in the match. Their opponents in that match will receive their match score or 70% of the points available, whichever is the greater.

5. Arrangements of matches

5.1 Once the match schedule is released, prior to the season, the matches should be arranged between Captains as soon as possible.

5.2 If a match has not been arranged as above, at least one week before the end of previous period, the Home Captain shall contact the Away Captain and suggest a minimum of three dates. Not more than one of these dates may be at the weekend (Saturday & Sunday) and at least two, but preferably all dates offered should be on a different day of the week.

5.3 If no contact is made by the Home Captain before the first day of the month during which the match should be played, the Away Captain is entitled to and indeed SHOULD, submit to the Home Captain three dates as specified above.

5.4 If a match, for good reason, could not be played on the date fixed and both Captains agreed to another date & time this would be acceptable.

5.5 If agreement could not be reached, the procedure in Rule 6 must be followed and the penalty stated in that rule would be applied.

Matches can always be played earlier than the specified month

6. Playing of matches

6.1 Team Captains should aim to play each match by the date specified on the fixture list. If the match cannot be played by the specified date, it should be played within the following month.

6.2 If the match cannot be played within this period, the League Secretary should be informed about the delay and given a firm date when the fixture will be played.

6.3 If the match is played late and the permission of the Secretary is not granted, the home team will be fined 5 VP.

6.4 Matches may be played before the month scheduled on the fixture list.

6.5. All matches should be completed by 30th April.

7. Notification of results

7.1 Notification of results should, where possible, be sent to the webmaster via the website, or by email to the Secretary.

7.2 It is the responsibility of the winning Captain to forward the result of a match. This must include the names of all players who participated.

7.3 If a match is conceded then it is the responsibility of the non-defaulting team to inform the Secretary.

8. Entry of new teams into the League

Normally, new teams will be entered into the lowest division. However, where the committee considers this to be inappropriate, a new team may enter the League in a higher division. Promotion and relegation will not be affected.

No team may automatically enter the first division.

9. Match results

Match results are converted to a 20 point VP scale, as defined by the EBU.

10. Match venues

Matches may be played at a member's home or at a Bridge club. Matches may be played at a venue suitable to both teams within reasonable distance, with no more than 90 minutes travelling time. The home team is responsible for providing a venue unless mutually agreed by both Captains.

11. Expenses

The cost of room hire and refreshments, which should be restricted to beverages and biscuits, is the responsibility of the home team.

12. Defaults

12.1 Matches should start no later than an agreed time, which will be 7.30p.m. unless otherwise agreed by the captains.

The following penalties may be applied on late arrival of 15 minutes or more after the agreed start time:

The match is reduced by 2 boards (by removing Boards 23 & 24), awarding the non-offending side 3 IMPS per board removed. For a further 15 minutes of late arrival, 2 more boards (boards 22 & 21) are removed and again, the non-offending side is awarded 3 IMPs for each board removed i.e. a total of 12 IMPs. The maximum number of boards that can be removed is 4. Rule 12.2 will apply when a team arrives more than 45 minutes late.

12.2 **Failure to fulfil a fixture.** Teams are expected to do their utmost to fulfil a fixture. The failure of a team to fulfil a fixture, except in extenuating circumstances, results in the non-offending side being awarded a 15-0 win.

Alternatively the non-offending side may elect to re-play the match at a mutually agreed date not later than the end of the following fixture period. If the 15-0 penalty is deemed to be insufficient i.e. where the offending side is seen to gain, the non-offending side has the right to appeal. If the match has not been played by the end of the next fixture period and both teams are deemed to be at fault, the result should be declared 5-5 VP.

13. Procedure in the event of a tie.

13.1 The League

If two teams in the same division gain the same number of VP's, their position will be determined in the following order:-

- a The result of the match between them
- b The IMP difference in the match between them
- c The total IMP difference over the season
- d The number of 20-0 victories, then 19-1 victories etc.

13.2 Cup Competitions

If at the end of a Cup match the number of IMP's is level, then a further set of four boards will be played. If this fails to achieve a result then further sets of four boards will be played until a result is achieved.

14. Promotion and Relegation

Promotion and Relegation depends upon number of entries; currently, one up one down.

15. Entry Fees

Entry fees will be decided at the AGM.

16. Disputes

16.1 Any dispute during play should, where possible, be resolved by the Captains at the time.

16.2 If there is any unresolved dispute at the table the following procedure must be followed:

The Captains should agree a **written** statement of facts, including if necessary full details of all four hands and the auction. They should then contact one of the Tournament Directors, listed on the EBU website or in the EBU handbook, by telephone for a ruling which shall be final. A member of each team involved must be present if these facts are presented to the TD over the telephone. If the statement of facts is sent to the TD both team Captains must sign the submission.

16.3 The result of a match should not be submitted until a ruling has been obtained.