

# **Mini-Spingold Knockout Teams Special Conditions of Contest**

The General Conditions of Contest (CoC) for Knockout (KO) Teams will apply subject to the following special CoC. These CoC may not be changed during this event. The Special CoC for the Mini-Spingold KO Teams consists of these Special CoC and the latest revisions of Appendices E, G and S. The Director in Charge (DIC) will resolve any issue not specifically covered by these CoC.

## **CONDITIONS OF ENTRY**

- 1) The event is open to teams of four, five or six players, each of whom is a paid-up ACBL Member who holds fewer than 6000 masterpoints (MPs) as of the ACBL computer run on July 6<sup>th</sup> of that year if entering Flight I, or fewer than 2500 MPs if entering Flight II. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the TD or committee. The completed entry must include names and player numbers of the participants as well as the designation of captain.
- 2) The DIC will resolve any request for changes to the submitted entry.

## **PARTICIPATION REQUIREMENTS**

- 1) For any given overall award, a player must play at least 50% of each match of a KO (excluding the 1st round) and 50% of the total boards played by the team. No player may play any match after it has become mathematically impossible for him to play at least 50% of the boards (excluding play-off boards) played by his team OR failed to play in at least half of each match other than the first. In the case of a four way round robin, each match will be treated as a separate match and a contestant must play half of the matches. The team captain may submit an application for exemption from the requirements of this paragraph to the DIC but must do so (other than for emergencies) prior to entering the team.
- 2) A team member granted an exemption must play at least 40% of the boards, excluding play-off boards, for as long as the team survives to qualify for overall MP awards and other privileges. No contestant may play any match after it has become mathematically impossible to play at least 40% of the boards (excluding play-off boards) played by the team.
- 3) An ineligible player is disqualified. If the disqualification occurs prior to the conclusion of the registration period, the team is not disqualified as long as it contains four or more eligible players. If a player is disqualified after the beginning of play, the team is disqualified. Any team reduced to fewer than three original members due to disqualification of ineligible members is disqualified. When a player's team is disqualified after the correction period for the event expires, the disqualified team's position remains vacant. If the deficiency is discovered prior to a match starting, the result of the preceding match is changed; or, if discovered during a match, that match may be forfeit. The result of no other match is altered.

## **THE BRACKET**

- 1) Bracket seeding will be based on the average MPs of all members of the team. Ties will be broken by lot.

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- 2) The teams will be ordered by their average MP holdings. In cases where a tie broken by lot involves teams in two groups, the loser(s) of the tie-break will be given the high seed(s) in the next group.
  - The defending champion will be seeded number one provided that at least four original members are playing together. Otherwise, the team with the highest average MPs will be seeded number one.
  - The next-ordered team will be seeded number two.
  - The next two teams will be assigned seed numbers three and four by lot. Then the next four teams will be assigned seed numbers five through eight by lot. Similarly, seed numbers will be assigned by lot for positions 9-12, 13-16, 17-20, 21-24, 25-28, 29-32, 33-40, 41-48, 49-56, 57-64, 65-80, 81-96 and so on in groups of 16.
  - There shall be no byes in either event.
- 3) Any corrections to the bracket must be requested at least ten minutes before the announced starting time. After that time, the bracket will stand as posted.
- 4) First round pairings may include two-way, three-way and/or four-way matches.

### **CONVENTIONS**

Bidding and carding methods permitted, restricted or not permitted in these events are per the ACBL Open Convention Chart for Flight I, and per the ACBL Basic+ Convention Chart for Flight II.

### **SCORING AND PLAY**

- 1) These events are single-elimination knockouts, with any fraction of an IMP constituting a win. For three-way and four-way matches, see five and six following.
- 2) Two-way, three-way and four-way matches will be divided into 14-board segments. 28-board matches will consist of one pair of segments and 56-board matches of two pairs of segments. In three-way matches, seven boards will be played against each of the other two teams in each segment.
- 3) The time allowed for each 14-board session is two hours when played without screens, two hours and 15 minutes when played with screens. Screens are used beginning with the round of eight in Flight I and the round of four in Flight II.
- 4) Should any head-to-head match end in a tie, a play-off will be played as follows:
  - 28-board match: six-board playoff
  - 42- or 56-board match: eight-board playoff

Should the first play-off end in a tie, continuing four board play-offs will be played until the tie is resolved.
- 5) The team(s) eliminated from a three-way match shall be determined by the General Knockout CoC methods.

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- 6) The team eliminated from a four-way match shall be determined as follows:
- Four-way matches with three survivors:  
Each four-way match will consist of two 28-board matches in the afternoon, with the highest seeded team in the group (lowest bracket number) playing the lowest seed in the group. The team winning each match advances to the next round (the next day) and does not play in the evening. The losing teams play a 28-board match with the team losing the second match eliminated from the event.
  - Four-way matches with one survivor:  
Each four-way match will consist of two 28-board matches in the afternoon, with the highest seeded team in the group (lowest bracket number) playing the lowest seed in the group. The losers in the afternoon are eliminated from the event. The winners will play a 28-board match in the evening, the winner of which will advance to the next round (the next day) while the loser is eliminated from the event.
- 7) In both three-way and four-way matches, a team surviving to the next round can only improve its seed position if a higher seeded team is eliminated.

## **SEATING RIGHTS**

- 1) There shall be no seeding rights in a round robin or in a play-off.
- 2) In each 28-board head-to-head match, the higher ranked team will decide whether to be seeded for the first or the second half. In 56-board matches, higher ranked teams will decide to exercise their seeding rights in the first and fourth quarters or the second and third.
- 3) In any segment, the non-seeded team sits down first and the seeded team second.
- 4) Replays of pairs are permitted throughout.

## **SUBSTITUTES**

Substitutes will be permitted at the discretion of the DIC. No more than two substitutes at a time will be permitted on a team. See Appendix D.

## **REPLACEMENTS**

A team reduced to three members for cause will be permitted a replacement at the discretion of the DIC. A replacement for the finals receives match awards only. In no case is a team permitted to replace more than one player.

## **PENALTIES**

The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.

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- 1) Penalties for failure to seat a complete team at the announced game time will be per the General Conditions of Contest for Knockout Teams.
- 2) Penalties for slow play will be per Appendix E.

### **CONCESSIONS**

Concessions may be permitted at any time at the discretion of the DIC. Credit for participation and timely finishes in un-played sessions will be assigned to players on the winning team at the discretion of the DIC.