

2012
MINI-SPINGOLD KNOCKOUT TEAMS
SPECIAL CONDITIONS OF CONTEST

The General Conditions of Contest for knockout team events will apply to this event, subject to the following special conditions of contest.

These Conditions of Contest may not be changed at any level of play during the course of this event. Lack of knowledge does not constitute cause for exemption.

The Conditions of Contest for the MiniSpingold Knockout Teams consist of these General Conditions, and Appendices D, G, E and S, as most recently revised as of the date of the event.

The Director in Charge will resolve any issue not specifically covered by these conditions

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 and has less than 5000 masterpoints if entering Flight I or less than 1500 masterpoints if entering Flight II. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the tournament director or committee. The captain, or his designee, must enter the team prior to the evening session on the day preceding the start of the event; except that a later entry may be accepted, at the discretion of the Director-in-Charge of the event, if it is beneficial for the event. At that time, the completed entry must include a listing of the names and player numbers, one of whom is designated captain.
2. The Director in Charge will resolve any request for changes to the submitted entry.

PARTICIPATION REQUIREMENTS

1. Every team member must play at least half the boards of each match (exclusive of play-offs) in order to continue participating on that team for the remainder of the event. The team captain may submit an application for exemption from the requirements of this paragraph to the Director in Charge but must do so (other than for emergencies) prior to entering the team.
2. A team member granted an exemption must still play at least 40% of the boards, excluding play-off boards, for as long as the team survives to qualify for overall masterpoint 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. The ineligible player's team is disqualified. Any team reduced to fewer than three original members due to disqualification of ineligible players is disqualified. When a team is disqualified after the correction period for the event has ended because the deficiency was discovered then, 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 forfeited. The result of no other match is altered.

THE BRACKET

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

2. The teams will be ordered by their average masterpoint holding. 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 masterpoints 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 of the event. After that time the bracket will stand as posted.
4. First day pairings in both Flights may include two-way, three-way and/or four-way matches. The DiC will create a bracket to the best playing advantage of the field. Flight II will, in all cases, return no more than 8 teams for day three of the event.

CONVENTIONS

Bidding and carding methods permitted, restricted, or not permitted in these events are per the ACBL Mid-Chart for Flight I (0-5000) and per the ACBL General Chart for Flight II (0-1500).

SCORING AND PLAY

1. This event is a single elimination knockout with any fraction of an IMP constituting a win. (For three-way and four-way matches, see 5 & 6 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 usually used beginning with the round of eight.
4. Should any head-to-head match end in a tie, a play-off will be played as follows:
 - 28-board match: 6-board play-off
 - 42 or 56 board match: 8-board play-off
 - Should the first play-off end in a tie, continuing 4 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 Conditions of Contest.

6. The team eliminated from a four-way match shall be determined as follows:
 - a. 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 of the event (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.
 - b. 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 losing teams in the afternoon are eliminated from the event. The teams winning each match will play a 28-board match in the evening the winner of which will advance to the next round of the event (the next day) and 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.

SEEDING

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 Director in Charge. 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 Director-in-Charge. A replacement for the finals receives match awards only. In no case is a team permitted to replace more than one player.

CORRECTION PERIODS

1. The period for an appeal for or of a director's ruling expires 30 minutes after each session or when the auction begins at either table of a play-off, whichever is earlier.
2. The correction period for score corrections expires the earlier of: when the auction begins at either table of a play-off; at the announced starting time of the next pair of sessions in an ongoing match; one hour before the announced starting time of the next match for the last pair of sessions of a completed match; or 30 minutes after the last session for the last pair of sessions of the final match.

PENALTIES

1. The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.
2. Penalties for failure to seat a complete team at announced game time would be per Appendix D.
3. Penalties for slow play will be per Appendix E.

CONCESSIONS

Concessions may be permitted at any time at the discretion of the Director in Charge. Credit for participation and timely finishes in unplayed sessions will be assigned to players on the winning team at the discretion of the Director in Charge.