



CONFEDERACION SUDAMERICANA DE BRIDGE

Online Youth Trials Championships

South American 2020

May 21 or 22 to 24, 2020

Introduction

For all the cases not included in these regulations, ~~will govern: both~~ the Tournament Regulations approved by the CSB in 2018 and the regulations of the World Bridge Federation (WBF) ~~will apply. The cases~~Any eventuality not ~~included covered by~~in these regulatory bodies will be decided by the Youth Bridge Committee of the South American Bridge Confederation (CSB).

Tournament Direction

Organizing Committee

The CSB Youth Bridge Committee, chaired by Don Jorge Campdepados, is the highest authority of the tournament and its members will supervise the organization of the event, the correct application of current rules and regulations. ~~The fair~~Fair play will be the basis of the game development.

Reviewer

There will be a reviewer named directly by the Organizing Committee. All appeals against any decision of the General Director will be sent to the Reviewer by the General Director, as the only higher instance. Any Reviewer's decision will be final.

The procedures for appeals will be conducted following the pertinent guidelines of the WBF and the procedures indicated in these regulations. Admissible appeals are those that refer to procedural failures by the tournament management, such as the misapplication of any rule, the "failure to consult" the High Level Players Commission in the event of a bridge matter or the lack of information enough of the events that occurred at the table that generated the problem.

General Director

The Tournament General Director will be Don Gustavo Chediak, seconded by Don Fernando Pérez. This Director, together with the members of the Organizing Committee and with the members of the High Level Players Commission, will be free to appoint game prosecutors, to verify that fair play is ensured in all places where it is being played. The Director will be responsible for the all the preparation necessary to carry out the game, as well as the generation of the hands and their documentation. The General Director must strictly abide by the regulations in force, determined by the CSB and the WBF. He must control and take responsibility for the work of his assistants, in addition to controlling compliance with the game schedule, applying the sanctions of the case when necessary.

High Level Players Commission

This CSB Commission, which is chaired by Don Carlos Lucena, will support the Tournament Director and the Organizing Commission so that the game runs smoothly.

Championship site administrator

The administrator of the championship site will be Mr. Fernando Lema, who will be responsible for keeping it updated with all the tournament information.

Validity

These regulations and their annexes will be in full force during the 2020 South American Online Youth Bridge Championships.

Deadlines

Registration Period: To provide enough time to all the NBOs, registration for tournaments in the different categories will close on May 8, 2020. Each country may register up to two teams for each category.

Deadline to confirm participation in the World Youth Cup: Countries that have teams classified for the World Cup in each category must confirm to the CSB before June 30, 2020 their willingness to effectively send their representatives, in order for the CSB to coordinate the necessary replacements and send this information to the WBF.

Event Calendar: The 2020 South American Online Youth Bridge Championship will be played from May 21 or 22 to 24, 2020 on the BBO platform. During this period, ~~will be disputed teams~~ will be playing for the qualifying places for the world championships held by the WBF during this year, for the categories Sub 26, Sub 21 and Girls. Additionally, a sub 31 tournament will be played experimentally.

World Cup qualification

Countries that qualify for the World Cup and determination of the South American Champions:

1. If there is only one team registered in a category: Automatically ~~classifies-qualifies~~ for the World ~~Cup~~ Championships and in that category there is no competition.
2. In the case of two registered countries they will qualify for the World ~~Cup~~ Championships. If there are two teams entered they will play a 32-hands match on two sets of 16-hands each to determine the South American Champion. If there are two teams registered for one country,

the representatives of that country will play a semifinal of 48 hands divided on three sets of 16 hands.

3. If there are three or more countries registered, the format to be used will depend on the number of teams registered in each category, as indicated in the following sections.

4. If there are between three and five teams registered: A Round Robin is played and the countries that obtain the first and second places qualify for the World Cup and play a two-set of 16-hands final to determine the South American Champion of the category.

5. If there are six or more teams registered: A Round Robin and a three-sets Semifinal of 16 hands each will be played to determine the qualifiers for the World Cup. For the determination of the South American Champion in the category, a two-sets of 16-hand final will be held. If two teams from the same country qualify for the semifinal, they must meet in the semifinal.

6. Number of boards per set and Round Robin program: this will be determined according to the number of teams registered, considering that matches will be played with :12, 14 or 16 boards as appropriate.

The teams can be of 4, 5 or 6 players in addition to eventual non-player captains and coaches.

Participation in the South American online youth championship is governed by the rules regarding nationality and residence established by the WBF. For the proper control of compliance with these rules and age rules, when registering the teams, they must include an image of the players' identity cards, their email and their ~~BBO Nick-Name~~nickname-BBO. In addition to the above, a Captain (NPC) must be registered, who must also provide his ~~Nick Name~~own BBO nickname and email. Both players and captains must play with the flag of the country they represent. The information of the inscriptions will be reviewed by the Credentials Committee of the CSB, which is the entity that has the final ~~attribution~~decision on the acceptance or rejection of the players.

~~Conversion tables from IMPs to VPs approved by the WBF will always be used~~The WBF IMP to VP conversion tables will be used throughout the competition.

Tie-break Rules:

At the end of the Round Robin: To define tied positions during the qualifying stage, the ~~criteria~~criteria mentioned below are established, in order of priority.

• Between 2 teams

1. Best overall coefficient between IMPs won and lost in the stage
2. Greater number of VPs in direct confrontations
3. Greater general difference between IMPs won and lost by the 2 teams

4. Highest number of total points won by the 2 teams in the stage
5. Greater number of boards won in direct confrontations
6. Draw

- **Between 3 teams**

o After applying each criterion of the criteria previously established, if the triple tie persists, the following definition will be used: if one of the teams differs up or down, it will remain with that defined new position and the other 2 will continue with the list of priorities for 2 teams tiebreaks as shown in the previous paragraph

- **Between 4 or more teams**

- The same criteria applied for 3 teams

In the semifinal and final Stages:

After a knockout match and after the carry-over has been applied, if the tie remains, the following rules apply:

- 1) An extra time of 8 boards will be disputed, there will be a draw to decide who is the local team; if the tie persists:
- 2) One-hand play Board by board ("Sudden death") until the winner is defined. There may be no alterations to the players or playing positions with respect to the 8 extra boards.

Semifinals Qualification

To determine the teams classified to Semifinals (if this exists), it should be considered that in cases where there are two teams from the same country, they must face each other at this stage

Carry-Over

There will be a "carry over" from the "~~Round Robin~~Round Robin" stage to the ~~rock-knock~~ out elimination stages. The balance of IMPs of the match (s) of the qualifying stage will be used. When the difference is in favor of the team best placed in the "~~Round Robin~~Round Robin", it will be entitled to 50% of that balance of IMPs. In the event that the IMPs difference is in favor of the worst placed team of the 2 in the "~~Round Robin~~Round Robin", they may take advantage of 1/3 of that balance of IMPs. In both cases, the "carry over" may not exceed 25% of the number of boards played in the knockout stage to be played. The calculation of the balance of IMPs will include decimals. *** You do not need to use " " for Round Robin or carry over

Substitutes

If, for any reason, a team cannot seat 4 players at the start of a game session or because of an

emergency during the session, the General Director, after ~~hearing-consulting~~ the captain of the team in question, may designate a substitute to complete the team. The substitute does not need to be of the same nationality of the country in question, but cannot be a member of another team. The Reviewer must be informed by the GD (General Director) as soon as possible, because he can cancel results if he considers that the substitute player is much stronger than the substituted player. The Reviewer can also impose penalties if ~~he / she considers it is considered~~ that the substitution ~~configured-involved~~ some type of infraction, ~~on the contrary, he / she can also allow a substitution to become permanent or on the other hand the Reviewer may permit the substitution to become permanent.~~

Schedule

The schedules will be defined by the Tournament Organizing Committee once the number of teams registered in each category is known. The matches will start at 10:30 [Chilean official time](#). ~~in the morning *** Are you all in the same time zone ??~~

Administrative aspects

Registration fee:
\$ 400 per team

All the affiliated countries that are up to date with respect to their obligations with the CSB may participate in this Zone.

Before playing

Team formation

Each team must specify their formation, informing the room (open or closed) and the position of each player. The team that must do it first has to fulfill its obligation up to 20 minutes before the match starts. The other team has a deadline of up to 15 minutes before the start of the game, these deadlines can be modified by the General Director. Failure to meet these deadlines will lead to penalties

Convention Cards

The convention cards must be published on the event site at least one week before its start. Upon receiving the convention cards, the Site Administrator will transform it to PDF, to be readable by the Acrobat Reader, available free of charge at www.adobe.com. We recommend using the latest version. From their registration, the systems of all the pairs of each team will be available on an internet page created for that purpose and the URL (internet address) will be sent to the team captain and to the other members of the same via- mail.

The Pairs will be responsible for verifying their online convention cards to ensure information is complete, including supplemental sheets.

The CSB reserves the right to publish the material received. Complete systems, if sent, will not be published.

During the game

The official languages of the CSB are Spanish and Portuguese

Permitted and disallowed actions

It is strictly forbidden to make a psychic auction in artificial openings. The use of highly artificial systems (HUM) according to the definition and characteristics determined by the WBF is also prohibited.

Alerts

Alert situations are:

- 1) Artificial ~~biddings-calls~~ that ~~does-do~~ not correspond to widespread use
 - 2) Any bidding that is so unexpected that it can be misinterpreted by the opponents
- Alerts should always be given and in this case of online playing the one who alerts is the player who makes the statement. Failure to alert, even if unintentional, is a violation and subject to penalty if the Director believes it causes injury to opponents. In addition to alerting the player who does so, ~~he~~ must write the explanation of the bidding.

Specific features of online play

Each NBO will be responsible for ensuring the good faith of their players.

The only way to guarantee fair results in the tournament is for everyone to commit to playing correctly, without cheating. ~~No doubts should be taken and full~~ ~~???~~ ~~I don't understand what this~~

The "miss click" will be allowed with the approval of both NPCs, and can be done until the moment before the opponent on your right takes an action. For cases beyond that moment, the Tournament Director approval will be required. In the latter case, if the Director does not accept the miss click, this will be considered unauthorized information.

It will be the responsibility of each player to have a good Internet connection. In cases of prolonged outages, fines for delay will be applied, and ~~a Walk Over (WO)-WO~~ may be applied.

As a security measure, all matches will be played with different boards, and a monitoring system will be considered for each match, both online and on-site. The possibility that the participants play in places designated by the local Federations, with responsible observers, will be evaluated. The NPCs, Coaches and especially the local Federation will be responsible ~~of the matches for the security of the matches-security~~, under the supervision of the Tournament Director. The High Level Players Commission, chaired by Carlos Lucena, will also support the control of the game.

A PC ~~or other~~ ~~???~~ ~~Or pad~~ ~~???~~ must be used to play, not phone and the alternative that the access their computers via "Team Viewer" will be evaluated.

Play time

A duration of 8 minutes per board will be taken as an approximate base, but the total time will be governed by the following table:

Boards	Length
10	1 hour & 20 minutes
14	1 hour & 55 minutes
16	2 hours & 10 minutes

Delays at the start or end of the game may receive fines according to the regulations of the CSB.

Handling of irregularities

Director's Calls

Players must call the Director, pressing the corresponding button, as soon as possible after an irregularity, and all the provisions of the ~~2017 Duplicate Bridge laws—current version of the WBF—~~Laws of Duplicate Bridge must be observed. Any decision of the Director can be appealed.

Used codes and procedures for appeals

The current WBF regulations are fully adopted in CSB tournaments, including the "Code of Ethics", the "Code of Discipline" and the ~~"Duplicate Bridge Laws~~Laws of Duplicate Bridge".

Additionally, the rules specified below will be adopted for appeals at the South American Championships.

- 1) Appeals must be communicated by the captain or his representative ~~until no later than 10~~ minutes after the end of the match or the game session in which the situation occurred and you will have 60 more minutes to present the appeal by WhatsApp to the Tournament Director. The Director will deliver this information to the Reviewer or his representative.
- 2) The reviewer will analyze appeals related to procedural failures, such as the inadequate application of a law, lack of information at the table, or failure to consult the High Level Players Commission of any value bridge judgment. Other types of appeal will be automatically rejected.
- 3) Every appeal will be accompanied by a deposit of US \$ 100 or its equivalent in local currency, which will be returned as long as the appeal, regardless of its final result, is appropriate. If the Reviewer considers it ~~"without merit"~~, the deposit will not be returned; ~~will~~ and will instead go to the CSB treasurer or his representative

~~Confrontations Draws and sitting order~~The Draws and Seating Order

Format for the ~~"Round Robin"~~Round Robin

The countries will be numbered according to their classification in the previous trial. Those who have not competed previously will receive higher numbers in descending alphabetical order. In the event that there is more than 1 team per country, the "B" teams will take the next numbers after the "A" teams have been numbered following the same rule, until they all have a number.

If there is more than one ~~"Round Robin"~~Round Robin round, in the following one the teams will be numbered according to their position in the previous ~~"Round Robin"~~Round Robin. In all cases, teams from the same country must meet on the 1st date of the second round.

Recording and verification of results

Team captains must determine and check the result of each match or game session. At the end of each game or game session the Site Administrator will publish the result. The correction period provided by law ends one hour before the start of the next round, with the exception of the last round robin round and the last semi-final round. In these cases, the deadline is 1 hour after the end of the last confrontation. After these deadlines, the results are considered final, with the following exceptions:

- 1) wait for the Reviewer's decision on a pending appeal.
- 2) wait the end of boards that were being played or played again by decision of the Reviewer.

Sitting order

~~"Round Robin"~~Round Robin

If there is only one ~~"Round Robin"~~Round Robin both teams submit their players names and it will be invisible until both teams have signed up.

Playing two Round Robins, the team named 1st will be the "Local" team and will sit NS in the open room. The opponent will be called "visitor" and defines its sitting before its opponent. In the second ~~"Round Robin"~~Round Robin the situation is reversed. If there is a 3rd ~~"Round Robin"~~Round Robin the sitting procedure is equivalent to when there is a ~~"Round Robin"~~Round Robin. In the case ~~there are of~~ four "Round Robins" both formats are repeated.

Seating order in the semifinals

The semifinals will always be ~~on played as~~ three sets. The team that had the best place in the Round Robin will choose if they want to be Local or visitor for the first or second set. In the third set both teams deliver their players names ~~and it which~~ will ~~be remain~~ invisible until both teams have registered.

Delays during the game

The tournament management will inform the players of the remaining time to finish the round/set during the game. Communication will take place at least ~~2 times~~twice on during each

round/set, the first being when 30 minutes ~~are left~~ remain. In general, the tournament will notify a table if it is late or ~~delayed by~~ slow play. Even if the notices were not issued, the penalties for slow time will continue in force. If a couple perceives that their table is late, they can notify the director. The TD will determine if there is a need ~~for for and observer~~ ~~???~~ an of control at the table. Delays at the end of a round do not modify the already established schedule for the next round, unless the Director explicitly communicates it.

Penalties

Penalties (described below) will be communicated to violators, ~~and VP fine in VPs~~ fines will be applied at the end of the Round Robin. The penalties do not affect the individual confrontations in the cases of a tie, but they affect the classification of the team in the general table, indirectly affecting its "carry over". Warnings will be noted in the general chart.

Line UP: Formación ??? Penalties ??

Delays or errors in the presentation of the players' names will result in $\frac{1}{4}$ of VP per error.

Delay at the start of the play

~~The Any~~ team / s that are not connected at the beginning of each game at the determined time will be penalized with $\frac{1}{4}$ VP in the first 5 minutes and an additional 1 VP for every 5 extra minutes of delay, up to 25 minutes. After this period the team will be considered absent and will lose by WO. In elimination matches the delay penalty is 3 IMPs for every 5 minutes of delay up to the limit of 25 minutes. After this time has passed, it is considered abandonment of the game. The CSB may impose additional penalties on violators whenever it considers that there was aggravating conduct.

Delays at the end ~~ed of~~ the play

After 5 minutes of the established completion period, the offending teams will receive a fine of $\frac{1}{4}$ VP. For each additional minute there will be an additional fine of $\frac{1}{4}$ VP up to a limit of 10 minutes. After the ~~10 minute~~ 10-minute delay ~~penalties~~ ~~increases~~ increase to 1 VP per extra minute. In the event that the ~~director~~ Director determines that the delay was caused by one of the teams, ~~the~~ ~~remaining~~ their opponents will be exempt from the fine. The TD may also determine a different fault ratio for each team and fine them differently (fines are totaled and redistributed proportionally). A delay of more than 5 minutes in elimination stages where it is verified that both pairs were responsible, will result in the prohibition of both pairs from playing the next round, if the team is only 4 players the pairs must be changed. If the delay was in the last round of the final, the CSB will penalize the responsible team (s) by subtracting 5% of the South American ranking points awarded in that tournament and may take other

disciplinary measures that it deems appropriate. The ~~director's~~ Director's these cases are final.

Penalties for ~~bad~~ inaccurate or wrong information

The penalties for ~~bad~~ inaccurate or wrong information are 1VP or 3 IMPs depending on the type of confrontation. ~~They~~ These are considered procedural penalties and will be applied automatically by the Director, and may be modified by the Reviewer, who may add other penalties or take other measures that he deems appropriate.

Other relevant ~~informations~~ information

~~WOs~~ Walk Overs (WOs) and dropouts

When there is WO or abandonment of a game before its end ~~this will be the procedure to follow~~ the procedure will be as follows:

- 1) Provisionally the team that gave WO will receive 0 VP and their opponent 12 VP
- 2) At the end of the qualifying stage, the result will be readjusted to the winning team for the greater of the values between: the average of the VP that it accumulated during the qualifying stage or the inverse positive average of the absent team in its real confrontations and 12 VP.

In case of abandonment, if the defending team has played less than half of the scheduled matches, all results will be eliminated. If the team played half or more of the scheduled ~~matches~~ matches then the WO procedure will be applied for unplayed matches. With the adjustment of the result, the team will also receive the IMPs corresponding to the average between the limits that correspond to the VPs obtained by the conversion table. Two WOs configure the abandonment of the championship.

~~Matches~~ Matches canceled ~~cancelled~~ by ~~responsibility of~~ the organization

If, during the qualifying stage, a match is ~~canceled~~ cancelled due to management or organization error, ~~without the and not due to the actions of the responsibility of~~ captains or players, and it is not possible to play the match again, both teams will be considered winners by WO. In the event of cancellation in an elimination instance, the round will be rescheduled at a time defined by the Organizing Committee. In any case in which the cancellation is the responsibility of the players, the same criteria will be used to define the result of the game and a fine of 5 VP or 20 IMPs will be applied to the guilty team, depending on the instance or type of score of the confrontation.