

SOUTH AFRICAN BRIDGE FEDERATION

June 2019

SUPPLEMENTARY REGULATIONS

These regulations are promulgated in terms of Laws 40, 78, 80 of the 2017 Laws of Duplicate Bridge, the Code of Practice issued by the World Bridge Federation (WBF) and the South African Bridge Federation's (SABF) Conventions Control Regulations (CCR). They will be used as guidelines by Tournament Directors Appeals, Committees or the Reviewer. In the event of any conflict between these regulations and the Laws, the definitions of the 2017 Laws and/or the English Bridge Union Blue Book will prevail.

A - GENERAL REGULATIONS

A1 ELIGIBILITY TO ENTER

Fully accredited members of the SABF, guests of the SABF and visiting bridge players in good standing from other countries are entitled to play in this Congress.

A2 DEFINITION OF CONTESTANT

In teams events the team, including the captain, is the contestant and in pairs the pair is the contestant.

A3 PLAY SCHEDULES AND TIMES

Playing times and play schedules for each event and session will be displayed on notice boards.

A4 PLAY TO TIME and TIMEOUS SEATING

1. Players are required to be seated and ready for play 5 minutes before the indicated starting time. Arrival of a contestant after the specified time is liable to a procedural penalty.
2. Tournament Bridge is not just a test of how well you bid, play and defend, but also a test of how well you do these things in a given amount of time. Deliberate slow play and unnecessary thought are infractions especially when it limits the amount of time available to complete the remaining boards.

A5 SMOKING REGULATIONS

1. Smoking in the playing area is prohibited at all times and is restricted to the designated smoking areas. Smoking regulations decreed by government legislation as well as any smoking restrictions pertaining to the venue must be strictly observed.
2. No alcohol is to be brought into and/or consumed in the playing area.

A6 CELL PHONES AND SIMILAR MESSAGING DEVICES

The use of cell phones or similar messaging devices for incoming or outgoing calls or messages in the playing areas during playing times is totally prohibited and will be automatically penalised in points appropriate to the event being played. Cell phones or similar messaging devices must be switched off whilst play is in progress and in addition may not be visible. Players who need to leave their cell phones or similar messaging devices switched on for possible urgent messages must leave them in the scoring room, or hand them to a Tournament Director.

A7 DISCIPLINARY ACTION

1. Bad behaviour at the table during play witnessed by a Tournament Director or brought to the attention of a Tournament Director by any means, may be penalised under Laws 90 and 91 and/or Zero Tolerance rules. Further similar occurrences may result in that player being required to appear before a Disciplinary Committee of the SABF.
2. Any player who publicly makes disparaging or derogatory remarks concerning the actions of any Tournament Director, Appeals Committee member/Reviewer, or the SABF shall be subject to a disciplinary penalty. This includes public criticism of any decision given.

A8 RULES FOR SPECTATORS

In terms of Law 76 and these regulations, spectators may watch in an Open Room under the following conditions:

1. When Open and Closed Room status has not been defined, players have a limited right to refuse the presence of spectators, for cause.
2. Spectators may not look at the hand of more than one player, nor move from one side of a table to the other, except with the permission of the players and a Tournament Director.
3. Spectators must not display any reaction to the bidding and play of a deal in progress.
4. During the bidding and play of a hand spectators must refrain from any mannerism, remarks or conversation with a player or other spectators.
5. Spectators may not call attention to any irregularity or mistake, nor speak on any question of fact or law except when requested to comment by a Tournament Director.
6. Spectators must keep their cell phones or similar messaging devices switched off. Failure to observe this rule will result in the spectator being required to leave the playing area for the remainder of the session and a repeated offence in any subsequent session will result in that spectator being barred from watching play for the remainder of the Congress.
7. Other than the non-playing captain, members of a competing team may not be spectators at any table at which their own team is playing.
8. Smoking regulations for players apply to spectators as well (see A5.1 above).
9. Should the spectator leave the Open room for any reason, he may not return to that room while the session is still in progress

A9 THE RIGHT TO VARY

1. The SABF reserves the right to alter, vary or amend for cause and at its discretion, any of the methods of conducting the events in this tournament, within the scope of the Laws, as well as the right to take whatever action is deemed appropriate to allow the tournament to reach an equitable conclusion.

2. The Tournament Committee of the SABF reserves the right to penalise any contestants whose action at the table is deemed to deliberately benefit the opponents or other specific contestants, or who do not play to the best of their bridge playing ability and for reasons other than those associated with the 2017 Laws of Duplicate Bridge.

B - REGULATIONS GOVERNING BIDDING AND PLAY

B1 IMPORTANT INFORMATION FOR THE CONVENIENCE & BENEFIT OF PLAYERS

1. According to Law 61 B3 defenders are allowed to ask declarer and one another (at the risk of creating Unauthorized Information). This right expires once the revoke is established in terms of Law 63.
2. It is in every pair's own interests to ensure that their artificial calls comply with these regulations and the definitions of the SABF Conventions Control Regulations, a copy of which is available from a Tournament director or on display on the SABF website.
Contravention of the CCR definitions will result initially in a warning to the pair concerned. A second infraction by a pair or team will be penalised a quarter top in pairs or a 1VP in teams, in addition to any score adjustments that may be applied. A third contravention will be penalised a full top or 3 VPs and if the call was artificial the pair concerned will be barred from using the convention for the remainder of the event.
3. Alerts must be given for calls that contain information about which opponents might not be aware, whether natural or conventional.
4. In terms of Law 75 there will be no score adjustment for a Mistaken Bid, however repeated occurrences may lead to a procedural penalty in terms L90. Mis-bids of artificial overcalls which cause confusion to the opponents shall be treated as misinformation and a score adjustment may be necessary. The offending pair may also receive a procedural penalty. A second mis-bid will result in banning the players from using that particular convention.
5. Players are obliged to summon a Director, in terms of Law 9B, as soon as attention is brought to an irregularity. Failure to do so, may prejudice the non-offending pair. During play, Dummy may only call the Director once attention has been brought to an irregularity, and may not initiate the Director call of his own accord. (See Law 43A1)

B2 PLAYERS' SEATING DECISIONS

Once a pair has selected which seat each member of the pair will occupy at the start of a session, (North or South, East or West), they may not change that decision during that session without the permission of a Tournament Director, who will only grant such permission for cause (Law 5A).

B3 CONVENTION CARDS

It is mandatory that both members of a pair have fully completed, identical convention cards to substantiate their explanations in a dispute about a mis-bid or mis-explanation. These convention cards must be available to opponents at all times during the bidding and play. In the absence of proof on a fully completed convention card, a Tournament Director will assume mis-explanation rather than a

mis-bid and will apply the appropriate law which may result in a disadvantageous score for the offending side. All conventional bids and plays are required to conform to the SABF Conventions Control Regulations. The SABF requires the completion of a Convention Card of either the WBF format or the one supplied to players at the start of play. Players who fail to have convention cards available for each of their opponents will be required to use the WBF Green system, which is all natural calls plus Standard Stayman and Standard Blackwood.

B4 BIDDING BOXES

1. Players are obliged to make up their minds as to their call before touching any bidding card. A call may be regarded as having been made as soon as a bidding card has been taken out of the box and could have been seen by their partner. Hesitations and touching different calls before finally choosing any call may constitute Unauthorised Information (Law 16), especially when bidding cards from different sections of the bidding box have been fingered. Opponents will usually be advised to reserve their rights when such actions take place. In a situation where a Pass card has been one of the cards touched, a pass will be deemed to have been the call made and any other call made at that turn will be deemed to be a change of call, subject to Law 25B.
2. The STOP card is no longer used in South Africa. The word 'stop' may not be used as a substitute. Players are required to pause before calling after a skip bid has been made. Failure to do so may be construed as Unauthorised Information. It is unethical to indicate in any way that you have no intention of calling as for example by audibly counting to ten and then passing. Calling and bidding should always be in tempo for the same reason. When playing with screens it is advisable to vary the tempo when pushing the tray back.
3. Any call that may require explanation as described under Regulation 14 following, shall be alerted promptly after the bid was made by the partner of the bidder, by displaying the "Alert" card and ensuring that both opponents have seen it. The Tournament Director shall apply Law 21B1 and allow an opponent who has bid after a late or slow alert to change his bid made without the full knowledge of the conventional meaning, provided that that player's partner has not yet called.
4. Players who pick up their bidding cards before the end of the auction will be deemed to have passed. It is actually compulsory to leave the bidding cards out till the opening lead has been made face down. Please refer to paragraph 6 below.
5. An inadvertent call by a player may be changed under Law 25A only when the Director is satisfied that the following three conditions have occurred:
 - a) The player's partner has not yet called and;
 - b) The player has obviously and inadvertently taken out the wrong bidding card and;
 - c) The player corrects, or attempts to correct, the inadvertent call without pause for thought, immediately after that player's attention is brought to that call.
6. When the auction has been completed, the lead is made face down but all bidding cards shall remain on the table. The auction period does not end here, but the declaring side should now point out if there has been a missing alert or a mis-explanation. If this were the case the TD would need to be called and the last pass of the auction would be withdrawn and the auction effectively restarted. When all explanations have been obtained the lead can be faced. The bidding cards are returned to the boxes except the final double or redouble, if applicable. Such double or redouble shall be placed under the board in the centre of the table until play is completed. Disputes concerning the final contract when this requirement has not been complied with and the true facts cannot be verified, will result in both sides being awarded the worse of the two possible results on that board for their side. Players should record the final contract on their personal score sheets before the

commencement of play in order to be able to substantiate any subsequent dispute that may occur.

B5 ALERTS AND EXPLANATIONS

1. Alerts must be given for any call that contains information of which the opponents might not be aware, whether the call is natural or conventional. The alert must be given by the partner of the player who made the alertable call by using the 'Alert' card and a full explanation must be given only if an opponent asks (at his turn to call) for one. See also 15 below: 'Announcements'.
2. Failure to alert an alertable call, whether accidental or deliberate which, in the opinion of a Tournament Director, subsequently causes damage to the non-offending side due to the lack of correct information may result in an adjusted score being given and the imposition of at least the minimum procedural penalty of a quarter-top in a pairs or a 1VP in teams against the offending side. The Tournament Director may award this penalty even if the non-offending side has not been damaged.
3. Explanations of alertable calls given before the start of play do not absolve players from alerting such calls at the appropriate time during the bidding.
4. Explanations of play conventions must be disclosed at the start of a round and must not be alerted during the play of the hand.
5. The questioning of, or commenting on, a non-alerted bid (Law 16A) may also result in damage. If such questions or comments could have suggested a call or bid to partner in contravention of Law 16, with or without intent to do so, the Director is required by Law to consider that the question could have given Unauthorised Information and rule accordingly. Furthermore, if there was no logical and legal reason for the enquiry, a procedural or disciplinary penalty may also be imposed.
6. It is incumbent upon both pairs to inform their opponents of the basics of their system before the commencement of bidding on the first board, as required by the CCR. Subsequent to this if a bid is not alerted it may be assumed to be natural, unless the previous calls in the auction make it obvious that the call could be artificial or the call has been previously described as artificial. Failure to alert is, however, still an infraction.

B6 Announcements

The Alert card need not be displayed when making the following announcements. No further explanation must be given unless requested by the opponent next to call.

1. The point range after a natural 1NT or 2NT opening is announced by partner, e.g. 12-14, 13-15, 20-22, etc. This also applies to a natural NT rebid after a suit opening. In addition the following applies:
A NT opening or overcall is natural, if by agreement it contains no void, at most one singleton which must be the A, K or Q and no more than two doubletons. If the hand contains a singleton, it may have no doubleton. The 'new' announcement therefore only needs to state the range which may not exceed 4 high card points. Players who overcall NT with a small singleton need to alert this as well as the range.
2. Transfer bids to a major or a minor after an uncontested 1 or 2 NT opening bid, partner announces it as a transfer to the agreed higher denomination.
3. When a player opens a Multi 2 Diamond, partner announces 'Multi'.

4. When a player opens two of a suit, partner announces it as 'weak', 'intermediate' or 'strong' according to the partnership agreement. If it can be 2 suited one of the suits must be stated.
5. If a response of 1NT after his partner's major suit opening is forcing it must be announced so as well as the point range.
6. After a jump overcall partner announces 'weak', 'intermediate' or 'strong' according to the partnership agreement. He ALERTS if it does not show the suit bid.
7. After a jump response partner announces 'weak', 'intermediate' or 'strong' according to the partnership agreement. But he alerts artificial responses.

B7 HESITATIONS

1. Bids made after a hesitation by partner, especially when the hesitation is followed by a pass, may be construed as having been influenced by the hesitation. The partner of the player who hesitated should, in such a circumstance, ensure that they have full values for their call because a marginal call may be construed as having been influenced by partner's hesitation. Players in this situation are required by the Laws not to choose from among logical alternatives one that could demonstrably have been suggested over another by the extraneous information (Law 16B and Law 73C). Failure to follow this practice may be judged by a Director as having been influenced by the hesitation.
2. A hesitation is seldom an infraction of the Law and a bid by the partner of the player who has hesitated might be perfectly legal. Opponents should refrain from calling a Tournament Director until such time as it appears that they may have been prejudiced by the call following the hesitation and no later than the end of play of the hand. Players may reserve their rights during the course of a hand, but it is not necessary to call a Tournament Director for this purpose unless there is a dispute at the table. Players do not have the right to ask a Tournament Director to make any ruling until after the play of the hand is completed and a Tournament Director may not comment on the hand until then. Any such adjustment will only be made within the Law 79C correction period.
3. If subsequent to the irregularity, the non-offending side has contributed to its own damage, the provisions of Law 12C 1 B will be followed.

B8 PSYCHIC CALLS

1. Psychic calls will be adjudicated by Tournament Directors, Appeals Committees or the Reviewer in terms of Law 40 and the WBF Code of Practice.
2. The name of a player who psyched must be reported to a TD, for the purpose of recording frequency of psyching and description of the psychic call made.
3. It is disallowed to have prior agreement by a partnership to vary its understanding during the auction or play following a question asked, a response to a question, or any irregularity (Law 40 B3).
4. Psyching of forcing artificial calls such as a precision club or opening of strong two clubs, and their responses are disallowed.

B9 CLAIMS AND CONCESSIONS

1. Claims and concessions shall be ruled upon as per Laws 68 to 71.

2. The following guidelines, issued by the WBF Laws Commission, for the adjudication of a claim will be applied where no claim statement or an incomplete or faulty claim statement has been made by the claimant.
3. A claim of a certain number of tricks is a concession of the remainder of any other unplayed tricks and a concession of any number of tricks is a claim of the remainder of any unplayed tricks. Where a concession is made by a defender but partner immediately objects, neither the concession nor any claim of the remainder of the tricks has occurred. Play continues under Law 68B but Law 16D may apply.
4. Where it is considered that a suit would be played, it is deemed that it will be played from the top down, unless previously otherwise specified.
5. Where more than one suit may be played, the Tournament Director will not accept any assertion by the claimant that any particular suit will be played before another, but will apply the dictates of Laws 70D & 70E. Where a claimant claims all the remaining tricks it will be deemed to play trumps last, unless he has specified otherwise. If an opponent possesses an unexpected winning card and the claim can be restored by trumping or overtrumping in turn, then it would be irrational not to do this.
6. No illegal play or infraction contained in a faulty clarification statement made by a claimer will be allowed to be part of the ruling on the subsequent play. For example, if the clarification statement by the claimer would have resulted in a revoke, it is deemed for the revoke not to occur and will not be included in the Tournament Director's adjudication. The Director follows the statement of claim up to the point of breakdown and from there on rules as though no statement has been made, but should follow anything in the balance of the claim that he considers to still be applicable.

B10 CORRECTION PERIOD

The correction period expires half an hour after scores have been made available for inspection (Law 79C) except when an alternative period of time has been announced by the Chief Tournament Director. If there is insufficient time between sessions, the period will expire 15 minutes before the start of the subsequent session.

B11 APPEALS

1. Rulings which require a Tournament Director to exercise judgement may be appealed. An appeal must be made in writing on the approved form and handed to a Tournament Director by no later than the end of the correction period. When lodging an appeal or a request for a review the appellant must deposit the amount of R300 with the Chief Tournament Director. This deposit will be refunded unless the committee determines that the appeal lacks merit, in which case the deposit will be forfeited and retained by the Organising Committee for a cause to be announced. Any Director's decision, subject to appeal, which is touted to other players for their opinion prior to an Appeals Committee (or Reviewer's) decision, will not be heard.
2. Appeals will normally be heard one hour before the first session of the day, but immediately after the final session for that specific event. The Chief Tournament Director may require an appeal to be held at a specific time when it is deemed necessary for cause.

3. When using an Appeals Committee it will be chaired by a non-voting Tournament Director as well as three other persons so chosen by the Chief Tournament Director.
4. Should there be no Appeals Committee or Reviewer available or if the orderly progress of the tournament may be disturbed, the Chief Tournament Director may call upon a referee to hear the appeal and rule according to the referee's opinion.
5. In order to do equity, an assigned adjusted score may be weighted as per Law 12C. This power is given to the Director, and forthwith to the appeals committee or Reviewer. In general, the procedure is set out in the WBF General Conditions of Contest.

C - REGULATIONS SPECIFIC TO PAIRS EVENTS

C1 LATE STARTS AND SLOW PLAY

1. Players seating themselves after session commencement time may be penalised at the discretion of a Tournament Director.
2. In the event that play of the allotted number of boards has not been completed at a table when the move has been called, both pairs shall receive a warning, but see 21.3 below. Thereafter, if either pair is involved in slow play on any subsequent round of that event, that pair will be penalised a minimum of a quarter-top for each round in which they are involved in slow play.
3. If one pair at a table is able to show, by timeously reserving their rights with a Tournament Director that the delay was caused due to slow play by the opponents, the warning or penalty shall apply only to the offending pair. The Tournament Director shall be the sole arbiter of whether rights were timeously reserved.

C2 SUBSTITUTION

You may not use a substitute for more than 33.33 % of the sessions of a segment. A pair may not substitute a player of a higher standard than the substituted player. If qualifying rounds are used, a segment is defined as the Qualifying Rounds or the Barometer but not combined

C3 RESTRICTIONS ON PLAYER MOVEMENT DURING SESSIONS

Players must confine their movements within the playing area to their own section during sessions. Any player found watching play at another table or in another section, or perusing the score sheets or hands not in play at their table or in any other section, shall be penalised at least half a top. Players who persist in this behaviour bear the risk of disciplinary action being taken against them, and in extreme cases, disqualification from the remainder of the event.

C4 BAROMETER PAIRS REGULATIONS – when applicable

1. Only one board may be at any table at any one time, except with the permission of a Tournament Director.
2. If caddies are not available, boards must be collected from and returned to the board-stand in the section to which the players belong by the players themselves. Failure to return boards as soon as possible may result in delays at other tables. All players at a table are responsible for seeing that boards are returned to the board-stand immediately after completion of play of the board and scoring. Failure to do so will result in a procedural penalty being issued.

3. As the same boards are played in all sections in different rounds, players may not look at section scores other than their own, before the end of the session. Failure to observe this regulation could result in a severe disciplinary and score penalty. This condition would fall away if the same boards were played throughout.

C5 COMPUTER & TRAVELLING SCORERS

1. If an incorrect score is entered as a result of a keyboard entry error, it will be corrected.
2. Otherwise a score may only be changed before the start of the next session and with the consent of the Director provided that:
 - a) Both pairs agree to the alteration, and
 - b) The score slip has been amended and signed by both pairs, and
 - c) The Director agrees to any change in the recorded contract or any increase in the number of tricks won, as recorded on the computer score slip, in terms of Law 79. Such permission will only be given if the change will not have a major effect on the rankings.
3. Scores on computer score slips must be entered in ascending numerical order of the boards played in that round and left FACE-DOWN on the table for collection at the end of the round.
4. Players may not approach the scorers without the permission of a Tournament Director.

C6 BRIDGEMATE SCORES

1. North or South enter the board number, contract and result on the bridgemate.
2. North or South hand the bridgemate to East or West for verification
3. Input errors are only corrected if both pairs agree within the prescribed correction time.
4. A penalty of $\frac{1}{4}$ top may be imposed for input errors to both pairs.

C7 TIES

1. When two pairs tie and it is determined that it is necessary that the tie has to be broken, reference shall be made initially to the boards played against each other. The pair with the better match point total on those boards shall be ranked above the other.
2. When ties cannot be broken by in terms of 26.1 above, then all boards played by the tied contestants shall be considered and tie-breaking points awarded on a scale of 3 tie-breaking points for all scores between 75% and 100 %, 2 tie-breaking points for all scores above average but less than 75% and 1 tie-breaking point for an average. The tied pair with the greater number of tie-breaking points so awarded will be ranked higher.
3. Where more than two pairs are tied for a position, the tie-breaking point ranking procedure of 26.2 above will be applied to determine the rankings.

C8 CARRY-OVER

1. Where there is a carry-over from any qualifying segment to a graded segment, the top qualifier will be awarded a positive match point carry-over score equivalent to half the number of pairs in the graded section. This carry-over score will decrease by 1 match point for each lower position down to the halfway position. The next pair will be awarded a negative match point (-1 match point). The carryover will then decrease by 1 match point down to the lowest pair in the section.

2. In the event of ties, the carry-over will be the aggregate of the carry-over points that would be allocated to the tied pairs, divided by the number of tied pairs and rounded to the nearest whole number (0.49 will round down, 0.50 will round up).

D - REGULATIONS SPECIFIC TO TEAMS EVENTS

D1 ELIGIBILITY TO PLAY AND SUBSTITUTE PLAYERS

1. A team member must have played at least 25% of the boards in the immediately previous preliminary segment of the event, in order to be eligible to play as part of the team in the next segment of the event.
2. Teams may co-opt one player into their team from a team which failed to qualify from the initial qualifying sessions as a replacement for an original team member who is no longer available. The number of team members must remain the same as previously. Any such change may only be made with the permission of the Director, which permission will only be given for cause, subject to the conditions of Regulation 29.4 below.
3. A substitute player may be allowed to play for one session, but only with the permission of the Director and which permission will only be given for cause.
4. Any team whose members drop to below three of the original members of the team will be deemed ineligible to play in the next segment of the event. Their place will be offered to the team which qualified next highest in the immediately previous segment. Such a team may decline to accept the invitation, which will then be offered to the next lower team in the previous segment until a team accepts the invitation.

D2 HOME AND AWAY STATUS & SITTING THE SAME WAY

1. In multi-segmented events, where Home and Away status is designated in the program, the Away team will sit first and the Home team captain shall have the choice of which of the opposing team pairs the home team pair will play. There is no restriction preventing a pair from playing against the same pair of the opposing team as in the immediate previous round. Home and Away status changes after half time. The away team sits first EW in the open room and N/S in the closed room.
2. Where Home and Away status is not designated in the program, the initial round status shall be decided by the toss of a coin. Thereafter the same conditions as in Regulation 30.1 above shall apply.
3. If teams sit the same way for any part of a match, such that no result can be obtained for that part of the match, the match shall be decided on the remaining boards played correctly, provided that at least 50% of the boards available for that segment of the match have been played at both tables. Each team shall be penalised 3 victory points irrespective of the board result.
4. If teams sit the same way in a short board match where there is no halftime score comparison and no result can be obtained, each team shall receive 33.33% of the maximum number of VP's available on that match, rounded to the nearest whole number (0.49 will round down, 0.50 will round up). If teams sit the same way but discover their error before the end of the play period and are able to complete at least 50% of the scheduled number of boards at both tables within the specified

time period, the result will be considered valid and there shall be no penalty. No extension of playing time will be permitted.

D3 LATE STARTS

1. Please check section A4 for a possible procedural penalty.
2. There shall be no “score” penalty for late starts of up to 20 minutes. Thereafter a team that arrives late without the permission of the Tournament Director, shall forfeit the match unless the Tournament Director, with the agreement of the opponents, allows the match to be played provided that at least 50% of the boards are played at both tables and within the remaining scheduled time. The Tournament Director’s decision in this respect is final. Opponents of any team forfeiting a match, for any reason whatsoever, shall be awarded either 60% of the maximum number of victory points of the specific point scale in use, their overall average or the reciprocal of the delinquent team’s average, whichever is the greater. All calculations shall be rounded off to the nearest whole number (0.49 will round down, 0.50 will round up). The offending team shall receive zero points.
3. Failure to complete play of all boards in a match within the time scheduled for the session, due to the late arrival or early departure of any member of a team, shall result in slow play penalties of 1 Victory Point per 5 minutes, or part thereof of late arrival or early departure, being awarded against the offending team. The non-offending team will be awarded 3 IMP’s per board which they were unable to complete due to the late arrival or early departure of their opponents, or a proportionate amount if their total on the boards actually played in that match exceeds 3 imps per board. The fact that a board has been played at the other table shall not constitute reason for allowing a late play.

D4 SLOW PLAY

1. In all round-robin and Swiss events, if play of the allotted number of boards at a table has not been completed within the specified time period, then both pairs shall initially be given a warning. For this purpose any board in play is deemed to be a played board, but see below. Thereafter, for the remainder of the event, if either pair is involved in slow play in any subsequent round, their team will be penalised 1VP for each unplayed board at the end of the specified time period unless they can show, by timeously reserving their rights with a Tournament Director (who shall be the sole arbiter as to whether rights were timeously reserved), that the delay was due to the slow play of their opponents. When this occurs, the warning or penalty shall apply only to the offending team.
2. Whether warnings have been given or not:
 - a) Any board not completed by the end of the specified time period has elapsed may be completed, but each team will be awarded a 1 Victory Point penalty for the second minute of extra time, needed for completion of the board, doubling for each extra minute or part thereof.
 - b) The penalty shall apply to both teams unless the Tournament Director has accepted a reservation of rights from one of the teams.
 - c) No bidding or play of any board may be started within five minutes preceding the end of the specified playing time period, even if the board has been played at the other table.
 - d) The specified time period is deemed to exclude the time allotted for scoring.

3. No penalties shall be given for slow play in knockout rounds, but provided that one pair of a team has timeously reserved their rights with a Tournament Director, the non-offending team shall be awarded 3 IMPs, or their average per board in that match if it is higher than 3 IMPs (rounded to the nearest whole number; 0.49 will round down, 0.50 will round up), for each board not played at both tables by the end of the time period allotted for that segment. If neither side has timeously reserved its rights in respect of slow play, then any board not played at both tables will not be permitted to be included in the scoring process.

D5 RESULTS

1. If an incorrect result is handed in and recorded as such on the official score charts, no penalty will be imposed. Such a score shall stand unless the captains of both teams agree to a change within the correction period in accordance with Laws 79B and 79C, but the Tournament Director need not agree to any change of score if it has a major effect upon the field.
2. Any error solely due to an incorrect entry on teams' charts by a tournament official will be changed.

D6 TIES

Where it is necessary to break a tie between two or more teams in a round-robin event, the following procedures shall be used:

1. If two teams tie, the tie shall initially be resolved in favour of the team which won the match when the teams played against one another in that event. If the VPs were equal, IMPs shall be used. The team with the better result shall be ranked higher.
2. If after application of 34.1 above the teams are still tied, the net total of IMPs earned less the number of IMPs conceded in the event concerned shall be used. The team with the better result shall be ranked higher.
3. If more than two teams tie, then the tie breaking method of 34.2 above shall be used.
4. If the tie cannot be broken by the above methods, the ranking will be decided by the toss of a coin.
5. In knock-out matches, ties will be broken by playing sets of four boards until there is a difference in IMPs on a set of these extra boards. The team that scores the greater number of IMPs on that set will be declared the winner of that match.
6. In the event of ties for top positions which will require extra boards to be played to break the tie, any team that is unable to field a team of original team members shall forfeit the match and the other team awarded the tied position.

D7 CARRY-OVER

Where there is a carry-over from an immediately previous round-robin qualifying event, in which the teams have played against each other, into a quarter, semi or final event, the following carry-overs will apply:

1. If the team finishing higher in the previous segment of the event had won the match between the two teams in the previous segment of the event, that team shall be awarded a carry-over of 50% of the imp difference of the result between the two teams in that previous event, rounded to one decimal place, up to a maximum of 20 IMPs.
2. If the team finishing lower in the previous segment of the event had won the match between the two teams in the previous segment of the event, that team shall be awarded a carry-over of 33.33% of the imp difference of the result between the two teams in the previous event, rounded to one decimal place, up to a maximum of 10 IMPs.

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