
CONTRACT BRIDGE (MIXED)
Rules & Regulations

1. Laws of the Sport

The competition shall be conducted in accordance with the Laws of Duplicate Bridge promulgated by the World Bridge Federation (WBF) as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

2. Player Eligibility

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

3. Registration of Players

3.1. Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.

3.2. **Participation** shall be confirmed with the hosting faculty at least **14 days** before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first).

3.3. Respective Faculty Sports Directors must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least **7 days** before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first).

3.4. Each team may register a minimum of 4 players and a maximum of 12 players. Each faculty may send a maximum of 1 team.

3.5. Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

4. Prizes

Prizes will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a championship trophy and banner.

5. Competition Rules

5.1. Submission of Line-up

The team captain must submit the complete official line of exactly 4 players to the hosting faculty convenor (IGC) at least 15 minutes before the scheduled time of play before each round. No changes will be accepted once the team line-up has been submitted.

5.2. Definitions

5.2.1. A round (or match) refers to a contest between 2 teams (faculties).

5.2.2. A round consists of either 8 or 16 boards.

5.2.3. IMPs refer to the scores a team earns after each board. IMPs are converted to Victory Points (VPs).

5.2.4. VPs refer to the scores a team earns after each round (or match).

5.3. Competition Format

5.3.1. The tournament will be held under the Qualifying-Finals format.

5.3.2. For the **Qualifying** stage, each faculty will have to play against every other faculty in the competition for 8 boards in a full Round Robin.

5.3.2.1. Every round will last 1 hour 20 minutes.

5.3.3. The 4 faculties with the highest VP after the Qualifying Round Robin will continue to the **Semi-Finals** stage.

5.3.3.1. The Semi-Finals shall be played as follows:

Team in 1st position	VS	Team in 4th position
Team in 2nd position	VS	Team in 3rd position

5.3.3.2. The **winners of the Semi-Finals** will play each other in the Finals, and the other 2 teams will play for 3rd and 4th placing.

5.3.3.3. The Semi-Finals, Finals, and 3rd Place match will both be 16 boards played in 2 hours each.

5.3.4. Boards will be scrapped if the time is not adhered to. A possible penalty to the teams involved may also be given by the Tournament Director.

5.4. Points

5.4.1. The current WBF IMP-VP Conversion Scale will be used to tally up the scores for the Round Robin. Scoring in each board is done by IMPs, and each match done by VPs. The scales can be found in Appendix B.

5.5. Tie Breaker

5.5.1. Should there be a tie in VP in the Qualifying Round Robin; the tie will be resolved in the following order:

5.5.1.1. Head to head record,

5.5.1.2. Total IMP for/against,

5.5.1.3. Failing which, a sudden-death will occur for every subsequent 4 boards.

5.5.2. Should there be a tie in VP in the Semi-Finals, Finals, and 3rd Place Match, carryover of 0.5 IMPs will be given to the higher seeded team (based on the ranking from the Qualifying Round Robin).

5.6. Substitution

Teams may swap players between rounds, but not during a round.

5.7. Late Start

5.7.1. Players are strongly advised to turn up for their matches early to avoid the scrapping of boards due to a late start. The following blanket policy will be applied:

0 - 5 min late:	Warning is given
6 - 10 min late:	1 VP penalty
11 - 15 min late:	2 VP penalty
15 - 20 min late:	3 VP penalty
20 - 25 min late:	4 VP penalty
25 - 30 min late:	5 VP penalty

More than 30 min late: Walkover for the round.
Additionally, penalties from the NUS IFG General Rules and Regulations will apply to the offending team. The non-offending team will receive 12 VP, or their average for their other rounds, or the complement of their opponents' average, whichever is higher.

5.7.2. Additionally, 5.3.4 may also apply to the team that causes a late start.

5.7.3. The Tournament Director will conduct a final briefing regarding the above issues before the 1st round starts.

5.8. Walkovers and Disqualification

5.8.1. If a team concedes to a walkover or is disqualified, a score of 12-0 VPs will be awarded in favour of the non-offending team.

5.8.1.1. If this occurs during the Round Robin, at the end of the Round Robin, the non-offending team will receive 12 VP, or their average for their other rounds, or the complement of their opponents' average, whichever is higher.

5.8.2. A team may walkover if they are unable to play or do not have the full team present during the Round Robin stage. Teams are highly encouraged to finish all their matches.

5.8.3. Any team that reaches the Semi-Finals, Finals, or 3rd Place Match and decides to give a walkover due to whatever reason will be automatically disqualified from the tournament and the next best team will be allowed to play.

5.8.4. No cheating is allowed. Any team whom the IFG Officials deem to be cheating beyond any reasonable doubt, will be investigated and disqualified, reports will also be made to their respective faculty. In extreme circumstances, a team/player might be banned from playing in any single match (disqualified) in the ongoing tournament.

5.8.5. In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players, and/or similar breaches of integrity, the IFG Council reserves the right to disqualify the team from the competition and/or impose the relevant penalties on the team.

5.8.6. Refer to Rules 8 and 9 for no-shows and walkovers in the NUS IFG General Rules and Regulations.

5.9. Tournament Director Powers

5.9.1. The Tournament Director has the discretionary power to give procedural penalties or score adjustments to any team in accordance with the Laws of Duplicate Bridge. In delivering his role, the tournament director shall be transparent and inform the affected teams of the penalties imposed.

5.9.2. Decision over procedural penalties is final and appeals will not be entertained. Any attempt to do so risks disqualification of the team. However, teams may appeal to the Tournament Director over judgement rulings and adjusted scores made on a table, of which the Tournament Director may consult his colleagues over the result if the team has a case. Procedural penalties will however be given for appeals which have no case.

5.10. Kibitzers

- 5.10.1. Kibitzers (Non-participants who watch players play) are allowed in the competition venue. However, they have to adhere to following guidelines:
- 5.10.1.1. Kibitzers should not be sitting too close to players.
 - 5.10.1.2. Kibitzers may not use any means to transmit unauthorized information to participants during the play or induce other kibitzers to do so. This includes but is not limited to gasping, shaking or nodding heads at certain acts which participants make or certain hands that players may hold (e.g. 4 aces) at any given point of time.
 - 5.10.1.3. No talking to players is allowed unless approved by the Tournament Director.
 - 5.10.1.4. Players are allowed to bar kibitzers from their table.
 - 5.10.1.5. The Tournament Director has the power to expel kibitzers who repeatedly breach the above mentioned guidelines from the competition venue.

5.11. Use of Electronic Devices

Players may only bring mobile phones into the playing area, and use them only for emergency purposes. Players are to turn off their phones or place them on silent mode to avoid disruption. For any use of mobile phones, permission should be sought from the Tournament Director. Procedural penalties will be given for a breach.

6. Attire

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

7. Official Calls

7.1. In all matches, all faculties shall abide by the decisions of the Match Officials (including Tournament Director).

7.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

8. Alterations and Amendments

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END

Approved by:

Office of Student Affairs

27 July 2022

Acknowledgement

The above Rules & Regulations for IFG 22 has been read and checked by:



Hosting Faculty: Intellectual Games Club
Contract Bridge Captain 2022

Siew Kheng Hun

Table of Appendices

Appendix A: Tournament Schedule

Appendix B: Points-IMP Scale & IMP VP Scale

Appendix A

Event	Inter Faculty Games				
Round/Table	1	2	3	4	SITOUT
(Day 1)	Briefing and FAQ. BE PRESENT AT 0900				
1 0915-1035	BIZ V MED	USP V YNC	SCI V LAW	COM V CDE	DEN
2 1045-1205	BIZ V USP	SCI V MED	DEN V LAW	COM V YNC	CDE
	LUNCH				
3 1300-1420	BIZ V SCI	DEN V MED	CDE V LAW	COM V USP	YNC
4 1430-1550	BIZ V COM	DEN V SCI	YNC V LAW	CDE V MED	USP
5 1600-1720	CDE V DEN	YNC V SCI	COM V LAW	MED V USP	BIZ
6 1730-1850	BIZ V DEN	CDE V SCI	USP V LAW	YNC V MED	COM
(Day 2)	END OF DAY 1				
7 0915-1035	BIZ V CDE	YNC V DEN	USP V SCI	MED V COM	LAW
8 1045-1205	BIZ V YNC	MED V LAW	USP V CDE	DEN V COM	SCI
9 1215-1335	BIZ V LAW	YNC V CDE	USP V DEN	SCI V COM	MED
	LUNCH				
1430 – 1630	SEMI-FINALS				
1640 – 1840	FINALIS + 3 RD PLACE MATCH				
	END OF DAY 2				

Appendix B

IMP - VP Conversion Chart (8 boards)

IMPs	Winner VP	Loser VP
0	10.00	10.00
1	10.44	9.56
2	10.86	9.14
3	11.27	8.73
4	11.67	8.33
5	12.05	7.95
6	12.42	7.58
7	12.77	7.23
8	13.12	6.88
9	13.45	6.55
10	13.78	6.22
11	14.09	5.91
12	14.39	5.61
13	14.68	5.32
14	14.96	5.04
15	15.23	4.77
16	15.50	4.50
17	15.75	4.25
18	16.00	4.00
19	16.23	3.77
20	16.46	3.54
21	16.68	3.32
22	16.90	3.10
23	17.11	2.89
24	17.31	2.69
25	17.50	2.50
26	17.69	2.31
27	17.87	2.13
28	18.04	1.96
29	18.21	1.79
30	18.37	1.63
31	18.53	1.47
32	18.68	1.32
33	18.83	1.17
34	18.97	1.03
35	19.11	0.89
36	19.24	0.76
37	19.37	0.63
38	19.50	0.50
39	19.62	0.38
40	19.74	0.26
41	19.85	0.15
42	19.95	0.05
43	20.00	0.00

Points – IMP Conversion Chart

20 - 40	1		370 - 420	9		1500 - 1740	17
50 - 80	2		430 - 490	10		1750 - 1990	18
90 - 120	3		500 - 590	11		2000 - 2240	19
130 - 160	4		600 - 740	12		2250 - 2490	20
170 - 210	5		750 - 890	13		2500 - 2990	21
220 - 260	6		900 - 1090	14		3000 - 3490	22
270 - 310	7		1100 - 1290	15		3500 - 3990	23
320 - 360	8		1300 - 1490	16		4000+	24