

**THE 11th WORLD UNIVERSITY BRIDGE CHAMPIONSHIPS
2022
RULES AND REGULATIONS**

INDEX

INTRODUCTION AND NATURE OF THE CHAMPIONSHIPS

A. ADVANCE ORGANIZATION

1. Right to enter
2. Team members
3. Draw for numbers
4. Number of boards
5. Systems
 - 5.1. W.B.F. Systems Policy
 - 5.2. Convention Cards

B. RULES FOR RUNNING THE MATCHES

1. Composition and seating of teams
 - 1.1. Designation of teams
 - 1.2. Line-up procedure
 - 1.3. Substitutes
2. Time procedure and penalties for slow play
 - 2.1. Start of the match
 - 2.2. End of the match
 - 2.3. Penalty warning
3. General rule during play
 - 3.1. Language
 - 3.2. Dealing and duplication
 - 3.3. Movement of boards
 - 3.4. Non-playing pairs
 - 3.5. Finish of play
 - 3.6. Leaving the Closed Room
 - 3.7. Authorized persons in the Closed Room
 - 3.8. Scoring at the table
 - 3.9. Use of the systems
4. End of round, results
 - 4.1. IMP scale
 - 4.2. VP scale
 - 4.3. Effect of penalty points
 - 4.4. Scoring of results
 - 4.5. Protest time
 - 4.6. Official results
 - 4.7. Publication of decisions

5. Byes, ranking and ties
 - 5.1. Byes
 - 5.2. Ranking
 - 5.3. Ties

C. REGULATIONS SUPPLEMENTING THE LAWS

1. Bidding boxes
2. Alerting
3. Fouled boards (once duplicated)
 - 3.1. Replay of boards

D. ETHICS

- 1.1. Player's obligations
- 1.2. Discussions
- 1.3. Partnership understandings

E. NON-PLAYING CAPTAINS

1. Rights of a non-playing captain
2. Conversation at the table
3. Substitute captains

F. SPECTATORS

1. Application of these Rules and Regulations
2. Watching at table

G. OFFICIALS IN CHARGE

1. Officer on duty
 - 1.1. Identification
 - 1.2. Functions
2. Tournament Directors
 - 2.1. General duties of Tournament Directors
 - 2.2. Significant Rules and Laws
 - 2.3. Infringement of Proprieties

H. NON SMOKING, NO ALCOHOL AND MOBILE PHONES ANTI-DOPING CONTROL

1. Non smoking
2. No alcohol
3. No mobile phones
4. Anti-Doping control

I. CHANGES TO REGULATIONS

RULES AND REGULATIONS

INTRODUCTION AND NATURE OF THE CHAMPIONSHIPS

The 9th World University Bridge Championships (“the Championships”) are played under the auspices of the Federation Internationale du Sport Universitaire (FISU) in Antwerp, Belgium, commencing on Monday 10th of September 2022 and ending on 16th of September 2022. The Championships consist of a round robin of matches of 16 boards, with teams playing against all other teams. The results of the matches are expressed in victory points and the team with the greatest number of victory points at the completion of the round robin is the winner of the Championship (and so on for the other placings)

The Championships are played under the International Code – Laws of Duplicate Bridge – 2017 and the present Rules and Regulations, whose special provisions for this Championship supplement the International Code as required.

A. ADVANCE ORGANIZATION

1. Right to enter

Each member country of FISU or of the World Bridge Federation (WBF) is authorized to enter 3 teams.

Teams can subscribe under the name of its country

Each team must be willing to play against every other team. Entry and subsequent refusal to play will result in disqualification.

2. Team members

In addition to a non-playing captain, each team is entitled to have six members. Subject to the approval of the Credentials Committee the members of any team may be changed up to the time of commencement on the first day of the Championships, but not thereafter.

If a country has submitted the names of fewer than six players, a fifth or sixth player may be added after the commencement of play on the first day only with permission of FISU.

Players allowed to compete are:

- a. students who are properly registered and follow a full time course of study at a university or such like institution whose university status is recognised and certified by a competent academic authority of the country
- b. former students of institutions referred to above who have graduated in the year before the year of the event.
All competitors must meet the following conditions:
- c. they must have the nationality of the country the represent

- d. they must be 17 years old or older and under the age of 25 on January 1st in the year of the event. (born between 01/01/1997 and the 31/12/2004). Proof of their date of birth to be produced at registration.

NO EXCEPTIONS WHATSOEVER WILL BE ALLOWED TO THE ABOVE RULES CONCERNING QUALIFICATIONS OF TEAM MEMBERS AND AGE LIMITS.

3. Draw of numbers

Prior to play an official draw for numbers in the schedule of play will be made and will be published.

4. Number of boards

Each team will play a matches of **16** boards against each other team.

5. Systems

5.1. Systems Policy

- (a) The World Bridge Federation Systems Policy of 2002 (“the Systems Policy”) applies to the Championships. Only Category 3 systems and conventions are permitted.
- (b) Psychic conventional opening bids are prohibited.
- (c) Both members of the partnership must play the same systems of bidding and card play.

5.2. Convention cards

- (a) each pair must complete legibly and accurately in English four copies of the League’s Official Convention Card in all respects in accordance with the Systems Policy.

Two copies must be handed in at the reception desk at arrival.

- (b) Failure to complete the Convention Card in accordance with the Systems Policy and to hand in two copies of it in advance at the reception desk may give rise to the imposition of procedural penalties.

B. RULES FOR RUNNING THE MATCHES

1. Composition and seating of teams

1.1. Designation of teams

The team mentioned first in the schedule printed in the programme is designated as the Home Team. Their opponent is the Away Team.

1.2. Line-up procedure

Blind line-up:

All captains must submit the line-up of their team by the designated times (to be announced at the captains' meeting). Line-up will be visible when both teams will submit it.

1.3. Substitutes

If for whatever reason a team is unable to produce four players, the FISU is empowered to designate a substitute to complete the team. A substitute so designated need not be a national of the country for which he substitutes. A substitute cannot be a player of another team. The decision as to whether the result of a match in which a substitute has played either partly or wholly shall stand and what penalties, if any, may be imposed, shall be the responsibility of the FISU.

2. Time procedure and penalties for slow play

2.1. Start of the match

At the beginning of each match the Tournament Director on duty will announce the time by which the round must be completed. This will be 2 hours for 16 boards after the start of a round including the time for system explanation and scoring procedure. Play in the Open Room between two opposing teams may start only when the players of the same teams are seated in the Closed Room. Any team which is not seated and ready to play at the start of a round will be fined 1 VP and 1 VP for every 5 minutes thereafter (first time it's a warning). Players are requested to be seated 5 minutes before the start of each round.

If any team has been fined for being late at the commencement of a match the fines for slow play in the same round will be based on the time at which all players were seated at the table and ready to play.

2.2. End of a match

- a. A match must be finished 2 hours for 16 boards after the announced starting time. At the end of the allocated time both teams – or the guilty team – will be fined as follows:

from 0 to 5 minutes late:	½ VP
from 5 to 10 minutes late:	1 VP
from 10 to 15 minutes late:	2 VP
from 15 to 20 minutes late:	3 VP
from 20 to 25 minutes late:	5 VP

for delays of more than 25 minutes the FISU may impose a more severe penalty.

- b. If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling the Tournament Director, who will take any necessary corrective measure, including the designation of a monitor at the table for the duration of the round.

The Tournament Director will normally issue warnings when teams are in danger of penalties for slow play, but his failure to do so does not diminish the responsibility of the players.

- c. It is a serious breach of propriety deliberately to break a Law or Rule even if one is willing to accept the prescribed penalty. Accordingly, over and above the prescribed penalties, the Tournament Director may impose an additional penalty in cases where he is of the opinion that players are indulging deliberately in unnecessarily slow play. The following regulations will be observed in putting this rule into effect:
1. No such penalty will be awarded unless the Tournament Director has given previous verbal warning to the players concerned of his intention to invoke this rule.
 2. The penalty may be imposed only in respect of continued delay in the same session of play as that in which the verbal warning last referred to is given.
 3. The penalty may, at the discretion of the Tournament Director, be imposed on one only or on both of the teams involved in the match in which such a delay occurs, or, at his discretion, a larger penalty may be imposed on one team than upon the other.
 4. The penalty imposed will take the form of ½ (or more) VPs to be deducted from the offending team's score.

2.3. Penalty warning

All penalties except for the above mentioned in 2.2.c. are automatic and it requires no previous warning to the players from the Tournament Director that penalties will be applied automatically.

3. General rules during play

3.1. Language

All players are reminded that the official language of the Championships is English and during a match the players are expected to converse in English language only.

3.2. Dealing and duplication

The boards have been pre-dealt and duplicated by the Organizers.

3.3. Movement of boards

The boards will move in the open and closed rooms.

3.4. Non-playing pairs

Non-playing members of a team are not allowed to watch their team mates playing.

3.5. Finish of play

At each table when play has finished the players (after agreeing the score) should leave the Room (Open or Closed) as quickly as possible.

3.6. Leaving the Closed Room

No player may leave the Closed Room during a round unless accompanied by a person designated by the Tournament Director. If any player leaves the Closed Room during a round without permission of the Tournament Director, his team might be fined 2 VPs.

3.7. Authorised persons in the Closed Room

Authorised persons (except by special permission of the Chairman of the Tournament Committee) are:

- the Officer on duty
- the Tournament Director, scorers, recorders and board movers on duty in the Closed Room
- the President of the WBF

- the Chairman of the Tournament Committee
- two duly accredited journalists plus one representative of the Bulletin, all of whom will have to remain for the entire round in the Closed Room; they watch at only one table and their names must be given to the Chairman of the Tournament Committee

3.8. Scoring at the table

At each table both teams are responsible for completing the score in Bridgemate.

At the end of each round teams have to check the published scores and in case of disagree to consult the tournament director.

3.9. Use of the systems

Players are not authorised to look at their own system during the bidding and the play. Players may look at the system of their opponents at any time during the bidding and when it is their turn to play.

4. End of rounds, results

4.1. IMP scale

In all matches the differences in scores on each board is to be converted to Match Points (IMPs) according to the following scale:

Difference of total points	IMPs	Difference of total points	IMPs	Difference of total points	IMPs
0 - 10	0	370 - 420	9	1500 - 1740	17
20 - 40	1	430 - 490	10	1750 - 1990	18
50 - 80	2	500 - 590	11	2000 - 2240	19
90 - 120	3	600 - 740	12	2250 - 2490	20
130 - 160	4	750 - 890	13	2500 - 2990	21
170 - 210	5	900 - 1090	14	3000 - 3490	22
220 - 260	6	1100 - 1290	15	3500 - 3990	23
270 - 310	7	1300 - 1490	16	4000 and up	24
320 - 360	8				

4.2. VP scale

There will be 20 Victory Points (VPs) at stake to be apportioned between the two teams in accordance with the official WBF scale (depending on the number of boards).

4.3. Effect of penalty points

In no case will a penalty imposed under these Rules benefit the score of the non-offending side.

4.4. Scoring of results

Results entered to the Bridgemate are the official results.

4.5. Protest time

Protest time concerning results ends 30 minutes after the end of a match. In the last round of a day protest time ends 15 minutes after the end of a match

4.6. Official results

If at the end of protest time no protest has been lodged, the posted result shall become the official result of the round with the exception of:

- a. a pending appeal
- b. adjustment in respect of any fines to which either team is liable
- c. final completion by the replay of one or more boards where such a replay has been directed.
- d. obvious scoring error (only by approval of Head Tournament Director)

4.7. Publication of decisions

All decisions involving play, penalties, deals, infringement of the Rules, etc. will be handed over to the Captain. However, the fact that the captain has not been told about a penalty and that the attention of the players or captains has not yet been drawn to it does not nullify the penalty.

5. Byes, ranking and ties

5.1. Byes

In the event of a team having a bye in any session it will receive 12 VPs. Teams must play against every other team against whom they are drawn. A team not able to play against another team will score zero.

Its opponents will receive a figure arrived at by taking the average score obtained against the defaulting country by the eight teams nearest in the ranking list to themselves at the end of the Championship or 12 VPs, whichever is the greatest.

5.2. Ranking

The teams will be ranked according to the total number of VPs gained in the Championship.

5.3. Ties

A tie between two teams will be broken in accordance with the result of the match between those two teams. Where that match has resulted in a tie in VPs, any difference in IMPs will decide. When there is no difference in IMPs scored, the tie will be broken by total points scored in that match. If there should still be a tie, then the IMP quotient of all matches will be taken into consideration to break the tie. Where more than two teams have the same number of VPs the tie will be decided by the result of the matches between those teams. If one of the teams has defeated all the other teams involved, it will be ranked ahead of the others regardless of the number of VPs obtained. The other teams will be ranked according to the VPs obtained in the matches between them. If a further tie should still exist then the IMP quotient of all matches will be taken into consideration to break the tie.

C REGULATIONS SUPPLEMENTING THE LAWS

1. Bidding boxes

Bidding boxes are supplied and their use is obligatory. Calls are made by the player placing the bidding card showing his selected call in front of him. A player's first call should be to his left with subsequent calls overlapping neatly and evenly to the right. Once the auction has been completed and all four players have had an opportunity to review the auction the players replace their bidding cards in their respective bidding boxes.

2. Alerting

Preamble

1. The WBF policy applies to this event.
2. Players who participate in these events are expected to protect themselves to a large extent. They are also expected to observe the spirit of the Laws as well as the letter. Full disclosure is vital.
3. The policy has been made as simple as possible. Players, however, are expected to alert whenever there is doubt. Screens are in use, but an alert on one side and not on the other does not necessarily imply an infraction.

Policy

The following classes of calls should be alerted:

1. Conventional bids should be alerted, non-conventional bids should not. (A convention is a call that serves by partnership agreement to convey a meaning not necessarily related to the denomination named.)

2. Those bids which have special meanings or which are based on or lead to special misunderstandings between partners. (A player may not make a call or play based on a special partnership understanding unless the opposing pair may reasonably be expected to understand its meaning, or unless his side discloses the use of such call or play in accordance with the regulations of the sponsoring organisation.) See Law 40 (b).
3. Non-forcing jump changes of suit responses to opening bids or overcall, and non-forcing new suit responses by an unpassed hand to opening bids of one of a suit.

3. Fouled boards

A board is considered “fouled” if the Tournament Director determines that one or more cards were misplaced in the board in such a manner that contestants who should have direct comparison did not play the board in identical form. If in a team event a pre-duplicated board is wrongly dealt and Law 13 of the Laws of Duplicate Bridge 2017 applies in such a way that the board cannot be played, the board is considered to be a fouled board.

3.1. Replay of boards

- a. The Tournament Director shall not order a fouled board to be replayed when the final result of the match without that board could be known to a contestant. That match is scored as though the board had never been played. Where appropriate, the penalties in VPs set shall be applied.
- b. Where the board was already played at the other table and result is very unusual then adjusted score can be given by the Tournament Director. Where appropriate, the penalties in VPs set shall be applied.
- c. Where Rule 3.1.a.b. above does not apply the Tournament Director shall exercise his Law 6 authority to order the board to be re-dealt and replayed in addition to the board being re-dealt, where appropriate

The time required to play the re-dealt board shall not result in an extension in time for the purpose of Rule B.2. unless in the opinion of the Tournament Director some special circumstances warrant an extension for any particular period of time.

D. ETHICS

1.1. Player's obligations

The privilege of representing one's country or college as a player in the University Teams Championships is not an inalienable right conferred by selection or acquired as the result of successful performance in trials preceding the event; rather it is dependent upon the display of good sportsmanship, correct deportment and above all irreproachable ethics.

In the absence of penalties expressed in IMPs or VPs, because participants no longer appear as private individuals but as representatives of their country, observance of the highest standard becomes the more imperative.

Players are therefore urged to familiarize themselves thoroughly with the Proprieties.

Players, Captains and Teams are expected to accept all decisions of FISU in a sportsmanlike manner. Violations may result in suspension or disqualification.

1.2. Discussions

As a matter of propriety and in order to save time, players are enjoined to avoid discussions with partner or argument with opponents during the match. In case of a dispute a player's proper recourse is to his captain or to the Tournament Director in charge.

1.3. Partnership understandings

Under the Laws of Duplicate Bridge a player is not allowed to make a call or play based on a partnership understanding unless the opposing pair may reasonably be expected to understand its meaning or unless the use of such a call or play has been fully disclosed on the official Convention Card. Psychic bids are permissible, but at all times should have the same element of surprise for partner as for the opponents.

E. NON-PLAYING CAPTAINS

1. Rights of a non-playing captain

In the Open Room a non-playing captain may act in order:

- a. to protect the rights of his team if he believes that they have been jeopardised in any way;
- b. to curtail unnecessary discussions;
- c. to forbid a member of his team to make a protest;
- d. to restrain misbehaviour on the part of any member of his team;
- e. to require that a Tournament Director be called to the table;
- f. to intimate his own intention of making a protest on behalf of his team in reference to any matter in respect of which his players have not done so;
- g. to ensure that a non-playing pair in a particular match is not allowed to watch its team mates in play.

In the Closed Room a non-playing captain has no rights and must not communicate with anyone at the table nor draw attention to any irregularity which has happened at the table.

2. Conversation at the table

During the course of a round of play, whether play is actually taking place at the moment or not, a non-playing captain should avoid addressing members of his team at the table in any but the English language understood by the opponents; if he wishes to converse in any language other than English, he must first seek the consent of the opponents, which should be given where reasonably possible. If any difficulty arises, the non-playing captain should speak only through a member of his team who is able to translate for the benefit of the opponents. A non-playing captain may not converse with the members of his team (or their opponents) once any player has withdrawn a hand from the board on the table until all the hands have been replaced on the board, except for the above mentioned purposes.

3. Substitute captains

The captain may appoint a deputy or substitute who may not be a player. Such an appointment shall be effective for the whole of the match.

F. SPECTATORS

1. Application of these Rules and Regulations

All spectators are invitees of the WBF and FISU and their presence at the Championships is subject to their behaving in a correct, ethical and sportsmanlike manner and to the observing those Rules and Regulations to which they are subject.

2. Watching at table

No more than eight spectators (including non-playing captains) shall be permitted at any one table.

Spectators may watch only one hand. The observance of this regulation is particularly important as pre-duplicated boards are in play. Any spectator who attempts to watch at a second table will be required to leave the Open Room for the remainder of the session and at the discretion of the FISU may be subjected to greater penalties.

Spectators are requested to remain quiet and to refrain from addressing the players or otherwise distracting their attention.

Sitting in a position so as to see both sides of the screen is forbidden.

G. OFFICIALS IN CHARGE

1. Officer on duty

1.1. The Officer on duty, whether a member of the Executive or the Tournament Committee, is appointed by the Chairman of the Tournament Committee to assist the Tournament Directors with advice regarding the observance of the Rules and to act as a representative of the WBF. He is therefore automatically a member of the Tournament Committee for that period.

1.2. Functions

All important decisions involving fines should be verified by him and reported to the Tournament Committee.

The Officer on duty will ensure that only authorized persons are permitted to enter the Closed Room.

2. Tournament Directors

2.1. General duties of Tournament Directors

The Tournament Director's responsibilities are in the main covered by Law 81.

The Tournament Director will be required to complete a form for each round for each room showing starting times and finishing times at all tables and noting late starts and finishes and all other incidents.

The Tournament Director is advised to verify with the Chief Tournament Director all penalties which have been automatically applied in accordance with the Laws or Rules before advising the Officer in charge.

2.2. Significant Rules and Laws

The attention of the Tournament Director is drawn to articles B.2.2. of the present Rules. The Tournament Directors are particularly requested to enforce Laws 7, 9, 43 and 65 and the attention of all players has been drawn to the special rules relating to slow play (see Rule B.2.2.). The attention of the Tournament Directors is drawn to the fact that a declarer who exposes his hand and makes a claim or concession in relation to the remaining tricks is required forthwith to make an adequate statement of his intended line of play.

2.3. Infringement of Proprieties

In the case of any alleged infringement of the Proprieties any Director who has been summoned to adjudicate may, if he sees fit, direct that the hand be played out without further ruling by him on the merits of the case and refer the question of whether such an infringement did or did not take place and of the penalty (if any) to be imposed to FISU for decision.

H. NO SMOKING, NO ALCOHOL AND MOBILE PHONES

1. No smoking

Smoking in the playing area or toilets is prohibited.

No player may leave the players' area in order to smoke.

Any player smoking during or after the round in the playing area or toilets will result in his team being fined 1 VP. Constant violation of this regulation will result in the player being prohibited from playing.

2. No alcohol

The drinking of alcohol in the playing area or toilets is prohibited.

No player may leave the players' area in order to drink alcohol.

Any player drinking alcohol during or after the round in the playing area or toilets will result in his team being fined 1 VP. Constant violation of this regulation will result in the player being prohibited from playing.

3. No mobile phones

Mobile phones may not be switched on in the playing area or toilets. Any mobile phone (and other similar electronic device) brought into playing area should be switch off and putted in a place visible to opponent or tournament director.

Any player who fails to comply those rules will result in his team being fined 2 VPs. This penalty is automatic.

4. Anti-Doping control

There will be a doping control

Do not use prohibited substances

You can find the actual prohibited list on WWW.wada-ama.org

I. CHANGES TO REGULATIONS

These Rules and Regulations may be amended and augmented at the discretion of the WBF if circumstances so warrant as to ensure the smooth efficient and enjoyable running of the Championships.