



**European Bridge League**

Organizing the Best Bridge in Europe

## **EUROPEAN BRIDGE LEAGUE**

### **SUPPLEMENTAL CONDITIONS OF CONTEST FOR THE EBL European Youth Online Teams**

**January 25<sup>th</sup> to April 26<sup>th</sup> 2026**

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#### **1. INTRODUCTION AND FORMAT**

##### **1.1 Introduction**

This Event is to be played online, using the RealBridge platform (RB), under the auspices of the European Bridge League ("the EBL"), starting in January 2026 and continuing to April 2026. The event consists of a National Teams Competition in the following Categories: Under 31, Under 26, Under 21 and Under 16. The Event will be governed by the Laws of Duplicate Bridge 2017 as amended 1 January 2024 ("the Laws"), the [EBL General Conditions of Contest](#) ("the GCoC") and relevant Ancillary Documents as published on the [EBL website](#), these Supplemental Conditions of Contest ("the SCoC") and the separate regulations that will be communicated in letters to the teams. Unless otherwise stated or illogical in context, the definitions used in the GCoC apply also to these SCoC (but see Section 10 hereunder in connection with interpretation of the Laws).

##### **1.2 Organisation**

The event will be organised on behalf of the EBL by the EBL Youth Committee.

##### **1.3 Format**

The competition will be played in two stages: one Qualifying stage and one Knock Out stage. In the Qualifying stage, the teams will play two matches each session (2 matches = 1 session). The Under 16 will play 8-board matches. The other three categories will play 10-board matches.

Each team will play on scheduled match days for their category.

A team must play at least six (6) out of ten (10) of the qualifying sessions to be able to qualify for the Knock Out stage. The results from the five best sessions will count as the team's total and decide their final ranking in the Qualifying stage.

#### Match Days

- Under 31, Under 26 and Under 21 – the following 10 Tuesdays/Thursdays at 19.30 CET/CEST for U21 and U31 and 19.40 CET/CEST for U26:  
Jan 27<sup>th</sup> Tue, Feb 5<sup>th</sup> Thu, Feb 10<sup>th</sup> Tue, Feb 19<sup>th</sup> Thu, Feb 24<sup>th</sup> Tue, Mar 5<sup>th</sup> Thu, Mar 10<sup>th</sup> Tue, Mar 19<sup>th</sup> Thu, Mar 24<sup>th</sup> Tue and April 9<sup>th</sup> Tue.
- Under 16 – these 10 consecutive Sundays at 17.00 CET/CEST:  
Jan 25<sup>th</sup>, Feb 1<sup>st</sup>, Feb 8<sup>th</sup>, Feb 15<sup>th</sup>, Feb 22<sup>nd</sup>, Mar 1<sup>st</sup>, Mar 8<sup>th</sup>, Mar 15<sup>th</sup>, Mar 22<sup>nd</sup> and Mar 29<sup>th</sup>.

The time allocated per board is 7 mins 30 secs, but the time is set per round. Players are required to complete the boards within the round.

#### Qualification

At least six teams in each category will qualify for the Knock Out stage.

If there are 16 teams or more in a category, eight teams will qualify for the Knock Out stage.

#### Knock Out Stage

With eight qualifying teams, all teams will play a quarter final with the 1<sup>st</sup> ranking team vs the 8<sup>th</sup> ranking team, the 2<sup>nd</sup> ranking team vs the 7<sup>th</sup> team etc.

With six qualifying teams, the teams ranked 3<sup>rd</sup> to 6<sup>th</sup> will play a 'quarter final' to decide which two teams will play against the 1<sup>st</sup> ranked and the 2<sup>nd</sup> ranked team. The 3<sup>rd</sup> ranked team vs the 6<sup>th</sup> ranked team and the 4<sup>th</sup> vs the 5<sup>th</sup>.

In the semi-finals, the 2<sup>nd</sup> ranked team will play vs the winner of the match with the 3<sup>rd</sup> ranked team and the 1<sup>st</sup> ranked team vs the winner of the match with the 4<sup>th</sup> ranked team.

Updates to the above are available on the event microsite.

### **1.4 Draw**

The first of the two matches in each qualifying session will be randomly assigned. The second match will be assigned according to a Swiss formula, depending on the result of the first match of the session.

## **2. ADVANCE ORGANIZATION**

### **2.1 Registration**

#### ***2.1.1 Registration of Teams and Players' Names***

Registration of teams must be submitted via the registration system as described on the event microsite, no later than January 20<sup>th</sup> 2026.

Each captain must ensure that their e-mail address is provided and they should check it regularly for information or queries from the organisers.

### **2.1.2 Right to enter and eligibility**

Each team must consist of a captain and players belonging to the same NBO.

Each member of the team must be in good standing with their NBO and will also be subject to the approval of the EBL Credentials Committee.

Approval can only be given to players that:

- a. were born on or after 1 January 1996 for the U31,
- b. were born on or after 1 January 2001 for the U26,
- c. were born on or after 1 January 2006 for the U21,
- d. were born on or after 1 January 2011 for the U16 category.

### **2.1.3 Competitor's Commitment**

Attention is drawn to Article 2.8 of the EBL GCoC. Players are required to have signed and submitted the EBL Participant's Commitment Form before the start of the event. If a player is under 18, the Commitment Form must be signed by the guardians.

## **2.2 Entry Fees and Costs**

This event is a representative teams' event for NBOs who are member federations of the EBL. The teams pay no entry fees.

## **2.3 Team members**

Each team is entitled to have ten playing members. A team may change or add members up to three days before the commencement of play.

All such changes are subject to the approval of the Credentials Committee.

Except with the permission of the EBL Youth Committee, any such substitute or added player must use one of the systems already filed in accordance with Section 3.2 below.

A player can be added on two teams if they fulfil the age requirements. However, the player must commit to play on only one team during the Knock Out stage.

## **2.4 Tournament Directors**

An EBL director will be present during every session and during the Knock Out Stage.

## **2.5 Credentials Committee**

The names of the captain and other members of each team as submitted in accordance with Sections 2.1 and 2.3 above will be transmitted to the Credentials Committee for consideration of approval of participation.

# **3. SYSTEMS**

## **3.1 Systems Policy**

The EBL Systems Policy 2025 applies to this Event.

The event is classified as a Category 3 event (no HUMs or Brown Sticker methods). Both members of a partnership must adopt the same methods in the auction and in their carding.

The systems must be described on system (convention) cards and supplementary sheets in accordance with Section 11 of the EBL GCoC, and submitted as described below.

### **3.2 Submission of Systems**

Systems have to be registered with the EBL no later than:

**Under 31, Under 26, Under 21:** January 25<sup>th</sup> 2025

**Under 16:** January 23<sup>rd</sup> 2025

Following the procedure described on the event microsite for registration and in Section 11 of the EBL GCoC.

Captains should ensure that their e-mail address is provided and they should check it regularly so they are available for any queries that may arise concerning a system registered by their team.

Note that VP penalties and other restrictions can be applied in accordance with the GCoC for late submission.

Minor changes to systems (which may be clarifications, amendments, minor additions and/or cosmetic revisions) will be accepted up to two days before match day. Revisions will be published on the website with the other systems, marked as REV1 or REV2 etc., thus giving captains the opportunity to compare them with the original submission.

The maximum number of Supplementary Sheets is six.

The registered Systems will be made available via a link on the official website of the event.

System Cards must be in the correct format. Players must not use the old CCE format.

Any revised system cards submitted should have the revisions highlighted to ensure that other teams are able to see easily what changes have been made.

Pairs are reminded to check that their card fits onto two sheets (a front and a back) when printed without the font being too small, with supplementary sheets as required. A card not formatted correctly will be rejected and the pair required to make the necessary changes to ensure that it can be printed properly.

The system cards must be in English, typed. The file must be PDF.

## **4. RULES FOR RUNNING THE TEAMS MATCHES**

### **4.1 Composition and Seating of Teams**

Before the start of each match the four players who are to play seat themselves at their team's table. All players of a team must be seated at the table *15 minutes before the session starts*. Any team that is not seated and ready to play 15 minutes before the game starts will not be allowed to play the session.

No seating rights exist.

When the match starts, players will be seated against their opponents automatically by the RB platform. The pairs are randomly rotated by RB, equivalent to blind seating.

### **4.2 Period of Play and penalties for slow play**

#### **4.2.1 Start of the round (Knock Out Stage)**

The time allowed is calculated from the commencement of the period of play and includes the time for system explanation and scoring procedure. Any team not seated within 40 minutes after starting time by its own fault forfeits the match and may be subject to further sanction.

If any team has been fined for being late at the commencement of a round, 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.

#### **4.2.2 End of the period of play**

(a) If at the end of the allocated time play has not been completed the penalties defined in Section 20.1.1 of the GCoC will be imposed, eventually to be shared by the two teams according to the percentage of responsibility of each of them (but see 4.2.2 (c) below).

(b) If a pair should claim that the responsibility for the slow play is with their opponents, they will do so by calling a TD who will take any corrective measures that are necessary in their opinion.

The TD will normally issue warnings when teams are in danger of penalties for slow play, but an absence of warning does not diminish the responsibility of the players.

To determine the responsibility of each side for the slow play the TD may use data recorded by the RB system. If the two sides at the table are not considered to bear equal responsibility for the late finish the prescribed penalty will be divided between the two teams proportionately to the extent to which each side is deemed to have contributed to the overrun.

(c) The TD may remove unplayed boards from a table if in the TD's opinion a delay in finishing the match in the allotted time would interfere with the smooth running of the competition. (The TD will take into account the time of start of play for the next round.) The match will be scored in accordance with Section 20 of the GCoC.

### **5. PLAYING CONDITIONS**

For the purpose of the GCoC, there is no playing area, as this is an online event.

The EBL regulations for Electronic Communication Devices, Section 7.2, apply, except to devices which are being used for playing.

#### **5.1 Equipment**

Each player must have a fast and stable internet connection.

No player is allowed to use a smartphone for playing.

Each player must use a device with a well-functioning camera, microphone and speakers. These must be switched on at all times. The player's face must be visible at all times.

A player who doesn't have their video on during a match will first receive a warning. If not rectified, the team will receive a penalty.

No sound should be audible via the microphone other than the player's own voice. In particular, there should be no noise from television, audio equipment, or other members of the player's household, if possible.

The device used for playing must not be used for any other purpose during a session except on the instructions of a TD.

Players may not leave their seat at any time except with the permission of the TD.

#### **5.2 Player Location**

During play, no other unauthorised person may be in the same room as the player, except with the permission of the TD. In the event that the TD does permit this, the other person may not communicate directly or indirectly with the player, and they are subject to the same conditions as in 5.3.

### **5.3 Communication**

During play, no player shall communicate directly or indirectly with their partner, their teammates or any other participant in the Event, other than via the RB interface, except on the instructions of a TD.

A player may not make or receive calls, or send or receive messages, emails, etc, other than with the TD or RB technical support staff.

### **5.4 Spectating**

Spectators, including any team members not currently playing, may watch play on the delayed kibitzing facility provided by RB.

### **5.5 Presence in the RB playing session**

During play, except as detailed in 5.6, nobody is permitted in the RB playing session except for the four players of each team, registered captains or coaches, TDs, RB support staff, and representatives of the EBL.

### **5.6 Between matches**

If a team is changing its players between matches in the same session, the new players are requested to join the session 15 minutes before the start of the next match. They may join their team's table once the team has finished playing the first match.

A team captain (only) who is not playing the current match may join the session 10 minutes before the start of the next match. They may join their team's table once the team has finished playing the current match.

When the next match starts, captains and players who are not playing must leave the session immediately.

## **6 GENERAL RULES DURING PLAY**

### **6.1 System (convention) cards and system notes.**

During play, a player may refer to their opponents' system card, either online or in paper form. A player may not refer to their own system card or other notes.

### **6.2 Smoking, Eating and Alcohol**

Smoking is not allowed.

Eating and consumption of non-alcoholic beverages are permitted provided that they do not cause a disturbance or inconvenience to other players.

Consumption of alcoholic beverages is not permitted during play.

### **6.3 Behaviour**

During the match players should avoid discussion or arguments with partner or opponents. In case of dispute a player's proper recourse is to call a TD.

### **6.4 Dress Code**

Captains and Players are expected to be appropriately dressed when visible.

## 6.5 Calling the TD

Most mechanical problems will be prevented automatically. However, it is necessary to call the TD when:

- (a) the platform has not dealt with a mechanical issue satisfactorily,
- (b) a player is unresponsive, or the play becomes 'stuck' in some other way,
- (c) there is conflicting information about the meaning of a call or play, e.g. when an alert or explanation is different from the system card or does not reflect the partnership understanding,
- (d) there appears to be use of unauthorised information,
- (e) there is a dispute over a claim or concession,
- (f) there is a request for an undo, or
- (g) there is any bad behaviour.

## 6.6 Pauses in bidding and play

At Trick One there will be delays automatically generated by the platform before the first three plays are visible:

- (a) Before the opening lead: 5 seconds
- (b) Before declarer plays from dummy: 10 seconds
- (c) Before 3rd hand plays: 5 seconds

## 6.7 End of rounds, byes, ranking

### 6.7.1 IMP scale

The difference in the total point scores on each board is to be converted to International Match Points ("IMPs").

### 6.7.2 VP Scale

For each match there will be 20 Victory Points (VPs) at stake to be apportioned between the two teams in accordance with the VP scale published on the WBF website: [WBF VP Scales](#).

### 6.7.3 Protest time

The time for a request for a TD ruling or for a review of a ruling already received ends one hour after the end of the session.

### 6.7.4 Publication of decisions

All decisions involving play, penalties, deals, infringement of the Rules, etc., will be e-mailed. However, the fact that a penalty has not yet been posted and that the attention of the players or captains has not yet been drawn to it does not nullify the penalty.

### 6.7.5 Byes

In the event of a team having a bye in any round it will receive 12 VPs.

### 6.7.6 Ranking

Final rankings will be according to the total number of VPs scored by each team in their five best sessions. If two teams have the same total from their five best sessions, the team who has played the most qualifying sessions will rank higher. If the teams have played the same number

of sessions, the team with the best overall will rank higher.

## 7. ALERTS AND EXPLANATIONS

Alerts and explanations are made by the player who makes the bid, using the RB platform's facility for self-alerting and self-explanations. Explanations are made in writing.

Players are responsible for alerting and explaining ONLY their own calls via RB.

They must not alert and explain their partner's bid.

To ask for an explanation or to ask a follow-up question, a player must ask the opponent who made the call. If that is the opponent on the other side of the screen, they must do this by private message to the player.

Questions must be made orally or in writing made by private message. Answers must be appended to any bid made by the person who made the bid, so that both opponents have the exact same information.

In the event of a dispute, if a player made a verbal question or answer to their screen mate it may jeopardise their right to redress.

The table's chat box must not be used for requesting or giving explanations.

## 8. PROCEDURE FOLLOWING A CLAIM OR CONCESSION

In principle, claims will be dealt with in accordance with Laws 68-71:

- (a) If there is a claim and the claim is accepted but the opponents subsequently disagree, the TD will apply Law 69B.
- (b) If one defender claims or concedes then the other defender has to agree before the claim/concession can be accepted by the declarer. If the other defender does not agree then play continues as in Law 68B2.
- (c) If there has been a claim that the opponents have rejected (so the claiming side's cards are visible to the other side) and then a subsequent claim/concession occurs which requires a TD ruling, determination of 'likely' and 'normal' will take into account that one side can see all the cards.
- (d) If both sides agree to play on then Law 68D applies.

## 9. SCREEN REGULATIONS

Only Section 3 "Screens" of the Regulations for Screens, Bidding and Entering Scores, as modified by Section 6, shall apply.

## 10. LAWS INTERPRETATIONS and OPTIONS

Words and phrases in the Laws and GCoC applicable in face-to-face bridge, and not specifically defined in these SCoC, shall be interpreted *mutatis mutandis* to an online environment.

### 10.1 Call Undo

A player wishing to substitute a call under Law 25A1 shall call the TD who will rule on whether to allow the substitution.

## **10.2 Call or Play Undo**

A change of call or play based on misinformation (Laws 47E2, 21B1(a)) may be allowed by the TD only. Otherwise, except as provided in Section 7.1, a change of call or play is not allowed.

## **10.3 “Face Down” Leads**

There is no provision for face down leads. The opening leader should request, if interested, any information before leading.

## **11. RULINGS AND APPEALS**

The EBL Review Regulation applies.

## **12. MASTER POINTS**

EBL Master Points will be awarded.

## **13. CHANGES IN REGULATIONS**

These SCoC may be amended and/or augmented, at the discretion of the EBL, if circumstances so warrant in order to ensure that the event can progress in a smooth, efficient and fair manner.

## **14. CONFLICTING REGULATIONS**

In case of a conflict between these SCoC and the GCoC, these SCoC shall prevail.

Matters not regulated here are governed by the GCoC, the Laws of Duplicate Bridge and relevant provisions and regulations of the EBL.