

CBF Online Team League – Fall 2026

Conditions of Contest

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I. Format

The CBF Team League shall consist of nine (9) weeks of regular-season round-robin style play beginning Thursday, October 1st, followed by two (2) weeks of semifinal matches and two (2) weeks of final matches, in accordance with the published schedule. The starting time for all matches shall be 8:00 PM Eastern Time.

If there are ten (10) to sixteen (16) teams entered, each team shall play nine (9) matches against opponents selected by random draw. If there are seventeen (17) or more teams entered, the League shall be divided into two (2) divisions, and each division shall play between seven (7) and nine (9) matches, depending on the number of teams in that division.

Matches will be played on *RealBridge*. All players must have both audio and video enabled on their computer or tablet. Each regular-season match will consist of twenty (20) boards and shall be scored using the 20-VP IMP scale.

The League Organizer reserves the right to modify the format, schedule, or number of matches in order to ensure a viable and meaningful competition. This may include, but is not limited to, a single-division format, a double round-robin, or other adjusted structures.

There is no Director on duty during match play. A CBF representative will be present to set up and start the games, but will not be available to make rulings during play. Team captains are expected to work together in good faith to resolve any issues at the table. Any scoring issues, irregularities, or ethics concerns must be reported by email to admin@cbf.ca within 24 hours of the match.

II. Eligibility and Team Composition

Teams can consist of four (4) to eight (8) players. Participation is open to all players who are not currently under disciplinary sanction or suspension by the CBF, the ACBL, or any other recognized bridge governing body. Players are not required to be Canadian or to reside in Canada.

Players are not required to be members of the CBF; however, *all substitutes must be current CBF members in good standing*. Each player may be registered on only one (1) team for the season.

Each team shall designate a captain, who is responsible for properly registering the team prior to the published registration deadline. The captain is also responsible for verifying the accuracy of posted scores. Scores shall be posted within 48 hours of the match.

III. Registration Details

The registration deadline is September 26. A minimum of five (5) teams per division is required for a division to be held.

The entry fee is \$200 per team. There shall be no reduction in fees for divisions or schedules that include a bye, and no refunds shall be issued if a team withdraws or forfeits.

Players who are not current CBF members may participate in the League; however, a non-member surcharge of twenty dollars (\$20) per player shall apply for the season. This fee is payable at the time of registration and is in addition to the team entry fee.

IV. Contest Rules

In order to respect teams that are present and ready to play, the following lateness rule shall apply. If a team is not present and ready to play within ten (10) minutes of the scheduled start time, a penalty of five (5) IMPs shall be assessed against the late team, with an additional three (3) IMP penalty for each additional five (5) minute interval thereafter. These penalties will be applied to the match score prior to conversion to Victory Points. A team that is not present and ready to play within thirty (30) minutes of the scheduled start time shall forfeit the match.

Lateness will not be tolerated as a recurring practice. Any team that is late more than two (2) times during the season shall be considered a serial offender and may be subject to additional penalties, including but not limited to increased IMP penalties, VP adjustments, or other disciplinary measures at the discretion of the League Organizer, even if the lateness is only a few minutes.

The Coordinator may waive or modify these rules at their discretion to address circumstances deemed to warrant such modification.

Any match forfeited shall be scored as fourteen (14) Victory Points (VPs) for the non-forfeiting team and zero (0) Victory Points for the forfeiting team. No recalculation or subsequent adjustment of forfeit scores shall be made. A team that forfeits a match shall retain a score of zero (0) Victory Points for that match.

V. Online Play Procedures

The League is conducted in a spirit of fair play and sportsmanship, and it is assumed that all participants compete ethically. Undos are permitted only in the auction, and only if the bidder's partner has not yet made a bid. Undos are not permitted during the play of the hand.

Players are expected to be patient and courteous, recognizing that not all participants are equally experienced with RealBridge and that technical interruptions may occasionally occur. Hesitations, shall be considered normal in online play and shall not, by themselves, be considered evidence of unauthorized information.

Players must alert and explain their own bids and are encouraged to over-alert to ensure full disclosure. All alerts should be made by typing in the alert so that both opponents get the same information.

VI. Substitution Policy

Each team may use one (1) substitute. Substitutes may not enter or leave a match in progress and may not participate in playoff matches.

The team captain must notify the CBF in advance by email to admin@cbf.ca before the match in which the substitute will play, providing the substitute's name and relevant details.

Substitutes must meet all eligibility requirements and be a CBF member and may play for only one (1) team during the season.

VII. Director Rulings and Appeals

As there is no Director on duty during match play, team captains are expected to resolve routine issues in good faith at the table.

Any irregularities, ethical concerns, or disputes that cannot be resolved by the captains must be reported by email to admin@cbf.ca within twenty-four (24) hours of the match.

The League Coordinator (or a designated committee) will issue a ruling based on the information provided. This decision is final. There are no appeals.

VI. Prizes

Cash prizes will be awarded at the conclusion of the League. The total prize pool shall be not less than twenty-five percent (25%) of the total team entry fees collected.

The exact distribution of prizes among finishing positions shall be determined by the League Organizer based on the number of teams entered and the final League structure.