



30 March 2022

## Online Tournament Regulations

The NZB Tournament Regulations apply to all NZ Bridge sanctioned Tournaments held on online platforms and are detailed in the NZB Manual. These Regulations are in addition to those detailed in the NZB Manual and apply only to online Tournaments.

All bridge sessions organised by Clubs or Regions or NZ Bridge, including online bridge, come under the auspices of NZ Bridge. The Laws of Duplicate Bridge 2017 and the Regulations in the NZ Bridge Manual (12 May 2020) including the Code of Conduct apply to online bridge but with modifications that are necessary due to the differences between online bridge and face to face bridge.

Currently, only those sessions approved by NZ Bridge which are run on the RealBridge platform are eligible for the award of masterpoints.

Directors running online tournaments must have the appropriate qualification for the grade of tournament they are running as detailed in the NZB Manual (page **B6**). Additionally, they must have undertaken the training provided by RealBridge for Directors using their platform.

Players must have an operational camera and microphone which must be always left on. They must be familiar with the platform and methods used to ensure ongoing connectivity. They should ensure that they have a stable Wi-Fi connection and are responsible for maintaining it.

It is solely the responsibility of the Club or Region to ensure that they have the capability of downloading the results from RealBridge, uploading them to a scoring programme and forwarding the masterpoint files in a timely fashion. They must only use scoring programmes that have the capability to handle the output files from the RealBridge platform.

## **System Cards and Alerting**

RealBridge does not allow for uploading of system cards and using alternative on-line options is not desirable. Players are required to alert or self-alert (see below) and to give full and complete explanations of any bids requiring an alert. Full disclosure is essential.

## **System Restrictions**

Systems permitted in an online event are the same as those for the equivalent face to face tournament and are detailed in the NZ Bridge Manual (pages **D41-43**) **except;** **Yellow** Systems (HUMs) (page **D47**) are **not** permitted in any online bridge tournament.

## **Normal Mode**

Most events will be run in Normal Mode and therefore players should alert and explain any of the partner's calls requiring an alert, just as at the table.

## **Screen mode**

Events run behind screens should also have self-alerting enabled. Players must be familiar with the process for self-alerting their calls and should ensure they do so whenever they make a call requiring an alert.

## **Undo's**

RealBridge allows players to request an undo of a call or play. These must only be allowed for bridge reasons as permitted in the laws. Mistaken calls or plays can be eliminated by players ensuring that they have the double click feature in enabled. Mis-clicks, for the most part, are not a valid reason for requesting an undo.

## **Kibitzing**

Kibitzing is permitted for all Tournaments, but there must be a 30-minute delay.

## **Technical Requirements**

It is the player's responsibility to ensure that the computer or device they are using and their internet connection are adequate for playing online. Repeated problems with the device being used and/or connectivity issues causing disruption to the normal play of the

hand may result in a player being asked to leave an event until they have remedied the problem. Entry to future tournaments may be limited.

## **Appeals**

In the event that a player requests an appeal of a Director's ruling, the Director will arrange for an appeal to be online via Zoom or a similar platform. The appeal process will otherwise proceed according to the regulations in the NZ Bridge Manual. (pages **D70-73**)

In addition, and for the avoidance of doubt, the following regulations also apply to online bridge:

- a) The obtaining of any information about any hand, other than information obtained by proper means during the bidding and play of the hand is prohibited (Law **16**),
- b) Communication during play between partners by any means other than via the online platform is prohibited,
- c) Logging on to the online platform under more than one account simultaneously during bidding or play is prohibited, and
- d) Any breaches of a), b) or c) above is a serious transgression of the proprieties of bridge.

Murray Wiggins  
Chief Director