



International Sports Federation (IF) recognized by the International Olympic Committee

Procedures for Apportioning Penalties

Updated: May 2023

1. Schedule of Penalties

The schedule of penalties which follows is supplemental to the International Code. All infringements of the International Code will be dealt with in accordance with the International Code. Upon publication of these Conditions of Contest no further warning is required (whether from the Director or otherwise) prior to the application of any penalty under the provision of the Laws of Duplicate Bridge or of these Conditions of Contest.

Victory Point penalties, where applicable, will be deducted from the score of the offending team at the end of the round-robin stage. VP penalties do not affect individual matches for purposes of tie-breaking procedures in any manner but may determine a team's ranking.

Penalties assessed in IMPs will be deducted from the score of the offending team at the conclusion of the match, during which the penalty was imposed before the match VP score is calculated. However, the score of the non-offending team is not affected, except in the knockout phase.

1.1. Effect of IMP Penalties in a KO Match

An IMP penalty applied during the knock-out phase affects the match score in full, e.g. if a match score were 100 IMPs - 87 IMPs in favour of team A, then were team A to be penalised 3 IMPs, the match score would then become 97-87

2. Failure to submit systems on time

[See the Systems Regulations](#)

3. Failure to Submit Line-up on Time

If a captain fails to submit line-ups in accordance with regulations:

3.1. In the round robin

- a) for the first such offence, a warning will be issued
- b) for the second offence, there will be a penalty of 1 IMP
- c) for the third offence, there will be a penalty of 2 IMPs, and for each subsequent offence, there will be a penalty of 4 IMPs. Penalties are cumulative.

3.2. In the knockout matches

- a) for the first such offence, a warning will be issued
- b) for the second offence, there will be a penalty of 1 IMP
- c) for the third offence, there will be a penalty of 2 IMPs, and for each subsequent offence, there will be a penalty of 4 IMPs. Penalties are cumulative.

When failure to provide the line-up in a timely fashion is due to late filing by the captain of the opposing team, penalties under this section apply only to the captain of the team whose duty it was to file their line-up first. Following the filing of the offending team's line-up the non-offending captain then has up to five minutes to file his own team's line-up. If, after filing of the line-up by the offending team, the captain of the non-offending team exceeds the filing deadline or the five-minute grace period, this captain is also subject to penalty.



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5. Lateness

Any team not seated and ready to play at the announced starting time of a match or a session of a match will be assessed a penalty according to the following scale:

5.1. During the Round-Robin

| | |
|-------------------------|---|
| 0+ – 5 minutes late - | warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply). |
| 5+ – 10 minutes late - | 1 VP |
| 10+ – 15 minutes late - | 2 VPs |
| 15+ – 20 minutes late - | 3 VPs |
| 20+ – 25 minutes late - | 4 VPs |
| Over 25 minutes late - | 5 VP plus 1 VP every 5 minutes but after 40 minutes the match is cancelled and considered a walkover. At the discretion of the Head Tournament Director this may include recommending more severe action by the Championship Committee. |

5.2. During the Knock-out Phase

| | |
|------------------------|---|
| 0+ – 5 minutes late - | warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply). |
| 5+ – 25 minutes late - | 1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes. |
| Over 25 minutes late - | 30 IMPs plus 2 IMPs for each minute thereafter, but after 40 minutes the round is cancelled. At the discretion of the Head Tournament Director this may include a recommendation of forfeit of the match or more severe action by the Championship Committee. |

For the above purposes, the round-robin phase and the knockout phase are considered to be separate events. Thus any late arrival warnings issued during the round-robin are not carried over into the knockout phase.

6. Slow Play

The time allowed for each match or session is computed from the time play is started by a Tournament Director. A Tournament Director who judges that a match will be so late that it disturbs the start of the next round may truncate the match by removing boards. Law 86 may apply.

If play continues after the allocated time allowed, then one or both pairs are subject to penalty as follows:

6.1. Excess time apportioned to a pair during the Round-Robin

| | |
|-------------------------|--------|
| 0+ – 5 minutes late - | 1 VP |
| 5+ – 10 minutes late - | 1½ VPs |
| 10+ – 15 minutes late - | 2 VPs |
| 15+ – 20 minutes late - | 2½ VPs |
| 20+ – 25 minutes late - | 3 VPs |



Over 25 minutes late - 5 VPs plus 1VP for each additional 5 minutes, and the Head Tournament Director will impose disciplinary penalties on the pair and/or on the team. After 40 minutes the match will be truncated by removing unplayed boards; if this happens the match will be scored only with the boards played at both tables, with the same conversion scale as for completed matches. At the discretion of the Head Tournament Director this may include recommendation of forfeit of a match or more severe action by the Championship Committee.

Example:

If a 16-board match or session took 2 hours and 35 minutes (excess of 15 minutes) and pair A is held responsible for nine extra minutes and pair B for six extra minutes, the total penalty will be 2 VPs; pair A receiving 1.2 VPs penalty and pair B 0.8 VP penalty.

6.2. Excess time apportioned to a pair during the knockout stage

0+ – 25 minutes late - 1 IMP for each minute or part thereof.
Over 25 minutes late - 30 IMPs plus 2 IMPs for each minute thereafter and the Head Tournament Director will impose disciplinary penalties on the pair and/or on the team. After 40 minutes, the match will be truncated by removing unplayed boards. At the discretion of the Head Tournament Director this may include recommendation of forfeit of match or more severe action by the Executive Council.

A Tournament Director or an official appointed by the President will determine responsibility for slow play. A partnership that considers the opponents are playing slowly must inform the Tournament Director and a monitor may be appointed to the table; the partnership is only protected from the time the Tournament Director is informed. A Director may install a monitor without a request from the players.