

Knockout Stage Regulations

General

- Knockout Stage matches will be played on BBO in 16 board segments. Should both teams agree, there can be a short break after 8 boards for lineup changes if a team has more than 4 players.
- There will be no carryover from the Round Robin to the Knockout portion of a team championship.
- In each knockout match the two team captains are responsible for scheduling the match segments at mutually agreed times in order for the match to be completed by the specified deadline.
- The coordinator will consider reasonable requests for extending the specified deadline for completing the match ***only*** if members of one or both teams are also involved in another conflicting knockout match.
- Each member of a team must play at least 50% of the boards of each Knockout Stage match (Quarter-finals, Semi-finals and Finals). A player who does not play the required number of boards at any stage will be deemed to have withdrawn from the team at the point where it becomes impossible for him or her to meet the playing requirements, and may not play beyond that point.
- No substitutes are allowed for any reason.
- Other than the regulations specified inhere the Knockout Stage will be played in accordance with the relevant rules specified in article 8 of the General Conditions of Contest (<https://cbf.ca/wp-content/uploads/Conditions%20of%20Contest/CBC-General-Conditions-of-Contest-Eng.pdf>)

Seating Rights

- For each segment of a Knockout Stage match, there is an Away team and a Home team.
- Immediately after the teams are known, the higher ranked team (the seeded team) will have 24 hours to submit to the coordinator the match segments in which the team chooses to be the Home team. The un-seeded team then becomes the Home team in the segments not chosen by the higher ranked team.

The seeded team's choices are:

- In a 4 segment match: Segments 1 and 4, **OR** Segments 2 and 3.
- In an 8 segment match: Segments 1, 4, 6 and 7, **OR** Segments 2, 3, 5 and 8.

Exchanging Line-Ups

In each segment, the Away team captain must email their team's line-up (who is playing and their seats) to the Home team captain ***at least 48 hours*** in advance of the agreed start time for the segment (***including, if agreed, any changes after 8 boards***). The Home team captain must then email their team line-up to the Away team captain ***at least 24 hours*** in advance of the agreed start time for the segment.

Match Set Up

- In each segment of a match the captain of the **Home team** is responsible for setting up the match segment on BBO.
- The following match parameters are ***strongly recommended***, though the two captains may mutually agree to a different set up:
 - **Undos** – Not allowed
 - **Kibitzers** – Not allowed
 - **Barometer scoring** – Off/Unchecked

- If a player is disconnected for any reason and is unable to rejoin the match within 15 minutes, the segment is terminated (unless the remaining players agree to wait longer). **The results of compared boards up to that point are official, and the remaining boards in the segment must be played, with the same line ups and seating, at a mutually agreed time.**

Reporting Results & Line-Up

In each segment the **Home team captain** must, within 24 hours, report the IMP score for the segment to results@cbf.ca, copying the Away team captain.

In the case where one of the competing teams is composed of 5 or 6 players the reporting captain must also report the names of the players who played the segment (and whether they played 8 or 16 boards).

Match ups and Completion Deadlines

CMTC

- At the end of the Round Robin the top 4 teams from Group A and the top 4 teams from Group B will advance to the Quarter-final matches.
- The Quarter-final match ups will be determined as follows:
 - QF Match A1** - The team finishing 1st in group A may choose their opponent from the teams finishing 3rd and 4th in group B
 - QF Match B1** - The team finishing 1st in group B may choose their opponent from the teams finishing 3rd and 4th in group A
 - QF Match A2** - The team finishing 2nd in group A will play the 3rd or 4th team in group B not picked in QF Match A1
 - QF Match B2** - The team finishing 2nd in group B will play the 3rd or 4th team in group A not picked in QF Match B1
- **Note:** *At the conclusion of the Round Robin the 1st place teams will have 24 hours to inform the coordinator of their choice of Quarter-final opponents.*
- For the Semi-final matches, the winner of QF Match A1 plays the winner of QF Match B2, and the winner of QF Match B1 plays the winner of QF Match A2.

KO Stage	# of Boards	Start Date	Completion Deadline
Quarter-Final	32	August 17	August 23
Semi-Final	32	August 24	August 30
Final	64	August 31	September 13

CWTC

- At the end of the Round Robin the top 4 teams will advance to the Semi-final matches.
- The team finishing 1st in the Round Robin chooses its Semi-final opponent from the teams finishing 3rd and 4th. ***The 1st place team must inform the coordinator of their choice within 24 hours of the conclusion of the Round Robin.***

KO Stage	# of Boards	Start Date	Completion Deadline
Semi-Final	64	August 24	September 6
Final	64	September 7	September 20

CNTC

- At the end of the Round Robin the top 4 teams from Group A and the top 4 teams from Group B will advance to the Quarter-final matches.
- The Quarterfinal match ups will be determined as follows:
 - QF Match A1*** - The team finishing 1st in group A may choose their opponent from the teams finishing 3rd and 4th in group B
 - QF Match B1*** - The team finishing 1st in group B may choose their opponent from the teams finishing 3rd and 4th in group A
 - QF Match A2*** - The team finishing 2nd in group A will play the 3rd or 4th team in group B not picked in QF Match A1
 - QF Match B2*** - The team finishing 2nd in group B will play the 3rd or 4th team in group A not picked in QF Match B1
- ***Note:*** ***At the conclusion of the Round Robin the 1st place teams will have 24 hours to inform the coordinator of their choice of Quarter-final opponents.***
- For the Semi-final matches, the winner of QF Match A1 plays the winner of QF Match B2, and the winner of QF Match B1 plays the winner of QF Match A2.

KO Stage	# of Boards	Start Date	Completion Deadline
Quarter-Final	64	August 31	September 13
Semi-Final	64	September 14	September 27
Final	128	September 28	October 18

CSTC

- At the end of the Round Robin the top 4 teams will advance to the Semi-final matches.
- The team finishing 1st in the Round Robin chooses its Semi-final opponent from the teams finishing 3rd and 4th. *The 1st place team must inform the coordinator of their choice within 24 hours of the conclusion of the Round Robin.*

KO Stage	# of Boards	Start Date	Completion Deadline
Semi-Final	64	September 21	October 4
Final	64	October 5	October 18