

# Knockout Stage Regulations General

## CBC 2021

- Knockout Stage matches will be played on BBO in 16 board segments.
- Fees for each stage of the playoff must be paid before start of play. You will be able to pay online on the CBF website. [Click here to pay for the playoff fees.](#)
  - Fees for CNTC A, CSTC, CMTC and CWTC are \$100 for each of the quarter finals, semi finals and finals.
  - Fees for the CNTC B & C are \$60 for each of the semi final and final.
- If both captains 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 so that the match will 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 A player who does not play the required number of boards at any stage will be deemed to have withdrawn from the team at the point where it becomes impossible for him or her to meet the playing requirements, and may not play beyond that point.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.

### 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
- Video – is not required, but teams may agree to have a video call set up between screen mates: North and East are screenmates and West and South are screenmates. The call can be done using software of the players choosing, the default is Zoom. Alerts should be made on BBO so that there is a record of the alert.
- 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](mailto: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

These deadlines are being set up assuming that a World Championship will take place in 2021. If there is no World Championship deadlines may be extended to complete each stage of the playoff.

## 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	64	April 19	May 2
Semi-Final	64	May 3	May 16
Final	64	May 17	May 30

### **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	March 21	April 3
Final	64	April 4	April 18

### **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. (If there is to be a Mexico playoff, these time-frames maybe shortened to allow scheduling for Mexico match.)

KO Stage	# of Boards	Start Date	Completion Deadline
Quarter-Final	64	May 2	May 15
Semi-Final	64	May 16	May 30
Final	128	June 1	June 19

## **CSTC**

- 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	64	March 22	April 4
Semi-Final	64	April 5	April 18
Final	64	April 19	May 2

## **CNTC B**

- 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	March 21	April 3
Final	64	April 4	April 17

## **CNTC C**

- 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	March 22	April 4
Final	64	April 5	April 18