



## Tournament Rules (revisions due to initial public comment, proposed by Rules Committee only) – for public comment

These Tournament Rules govern live backgammon tournament play. The Tournament Ruling Guide and the Tournament Rules Options documents have been prepared for directors and players to consult as may be appropriate. The Ruling Guide provides greater detail and guidance for these rules (section numbers cited) and addresses other uncommon situations. Rules Options govern the variations to these default rules that directors may employ.

### GENERAL <sup>[1]</sup>

In case of a dispute or inquiry, the tournament director (*Director*) shall determine the most appropriate course of action in circumstances not expressly addressed by the Rules. Based on the circumstances of a particular case, the Director may find the solution as dictated by fairness, or make narrowly tailored exceptions.

### ETIQUETTE <sup>[1.2]</sup>

Tournament staff and players must engage in good sportsmanship and fair play, and comply with the Standards of Ethical Practice. Players should speak and play in a clear and unambiguous manner, and avoid the appearance of impropriety or they will be at a disadvantage if a ruling is needed.

### REGISTRATION <sup>[1.4]</sup>

The Director may allow or bar a player from entering tournament events, or a lower skill division.

### LANGUAGE <sup>[1.5]</sup>

Only English or other official tournament language may be spoken by players and spectators while a match is in progress, except between consulting doubles partners.

### MONITORS <sup>[1.3.3, 4.2.3]</sup>

The Director or both players by mutual agreement may appoint a match monitor who is authorized to point out irregularities during play and to require correction.

### SPECTATORS <sup>[1.6]</sup>

Spectators should remain silent during a match, except when asked by the director or both players during a dispute, and between games to point out an error in setup or a running game clock. Spectators observing other irregularities should immediately notify tournament staff. Signaling of any type between a spectator and a player is forbidden. A player may

request that the Director bar a spectator from watching their match.

### DEFINITIONS <sup>[1.7]</sup>

Some preferences are resolved when one of these terms appear within the rules:

Obligation: use is required, no player choice;  
Preference: either player may insist on use;  
Option: use only if both players agree.

### AIDS; OTHER EQUIPMENT <sup>[1.8]</sup>

Players shall not use aids of any type while a match is in progress, including breaks, except to keep score. Use of personal electronic devices is restricted to recording or clocking the match, scorekeeping, noise cancelling, and music-listening purposes. If in use, a player's clock must run while they take pictures, except during breaks. In Clocks Preference events, players shall not take pictures or have a match transcriber unless they use a clock. No player may self-transcribe unless they use a clock.

### START (RESUME) TIMES AND BREAKS <sup>[2.2]</sup>

Matches must begin (resume) at their scheduled time and take place in the tournament playing area. Unscheduled matches shall have a start time 10 minutes after both preceding matches have been completed. Unless a later start time is posted for a player's next match, they must have the Director's consent (or provide sign-out sheet information) before leaving the playing area for more than 10 minutes.

Each player is entitled to breaks between games, in general not to exceed 6 minutes per hour. Breaks during the first hour of any match should be limited to urgent need only.

The Director shall strictly assess penalty points against any player who fails to start or resume a match on time, or who takes excessive break time. A player shall be assessed one penalty point after causing a cumulative

match delay of 10 minutes, and one additional penalty point for every 5 minutes delay thereafter. A player shall be forfeited when the total penalty points assessed exceeds half the posted match length. Stricter policies may apply when times are posted in advance.

#### CHANGE OF EQUIPMENT <sup>[3.7]</sup>

The Director may change or impose equipment at any time, including clocks for slow play. Players may change equipment between games by mutual agreement.

#### PREFERENCE RESOLUTION <sup>[3.6,3.4]</sup>

Use of two dice is Preference over four dice.

Precedence for dice-randomizing device is: 1) lipped cups; 2) baffle box; 3) another device if first approved by the Director; 4) non-lipped cups. Players may agree to each use a different type of dice-randomizing device.

All other preference disputes, including but not limited to seating, direction of play, and choice of game equipment, shall be identified by the players before the start of any match and shall all be resolved in favor of the player obtaining the largest dice roll.

#### GAME CLOCKS <sup>[3.5]</sup>

In general, game clocks shall use a reserve time of two minutes times the match length and Simple Delay of 12 seconds per move (2/12). Game clocks are Preference for Open and other unlimited division events; Option for other skill divisions (2/15); Obligation for Doubles (3/15); Option otherwise.

#### VALID ROLLS; DICE LANDING ON CHECKERS <sup>[4.1.1-4]</sup>

Unless using another approved dice randomization device, dice shall be shaken vigorously in a cup and rolled freely on the right-hand side of the bar. The dice and other equipment must never be manipulated.

When using a baffle box, both dice are dropped simultaneously from a cup (Preference) or hand into the baffle box. The opening roll is decided either without the baffle box, or with each player selecting a different color die and either player dropping both dice through the box.

To be valid, a die must come to rest on the playing field or checkers on the same side of the bar as rolled. If the die is supported in any way by a vertical surface, balanced on its edge or corner, or descends below the top surface between the checkers on which it rests, then a re-roll is required.

#### END OF TURN <sup>[4.1.8]</sup>

When using a game clock, a player ends their turn by activating the opponent's time, even if the opponent can neither make a valid move nor double. If a player fails to activate the opponent's time, their lost reserve time shall be fully restored.

In an untimed game using two dice, players may use a non-expiring game clock (Preference) to end turns. Otherwise, a player ends their turn by tapping the bar.

When playing with four dice, players end their turn by picking up their dice. Without notice of *repositioning*, touching a die after making a legal move ends the turn.

#### PREMATURE ROLLS <sup>[4.1.7]</sup>

If the opponent rolls before the player has completed their turn, the player shall point out the premature roll and state their choice: requiring the roll to stand, or to be redone. They may revise and complete their move on that basis. A player who repeatedly fails to point out premature rolls may lose their option to require a premature roll to stand.

#### CHECKER AND DICE HANDLING PROPRIETY <sup>[4.2]</sup>

A player should: move checkers clearly to a specific location, using one and the same hand throughout their turn; keep borne off checkers away from the playing surface; and announce the roll before repositioning dice. A player should not touch any checkers during the opponent's turn.

While testing possible plays, the player should offset moved checkers above their intended destination. Hit checkers should either be covered by the hitting checker or moved above the point on which they originated, rather than to the bar. The original position shall be restored before testing another play.

If a checker is explicitly hit but not moved to the bar, the play is illegal.

#### LEGAL MOVES <sup>[4.2.3]</sup>

Both players must promptly point out and correct all illegal plays noticed before the opponent has made a valid roll. Any illegality that is unrelated to the dice roll or the number of pips moved (for example, a player places their own checker on the bar), must be corrected if noticed before the offending player has made their next valid roll. Correction requires reverting to the original dice roll and position and resuming play

from there. Players may make later corrections by mutual agreement. Repeated illegal moves may result in tournament disqualification or other sanctions.

#### ERRORS IN STARTING POSITION <sup>[4.2.4]</sup>

An error in the starting position must be corrected if noticed before the fifth valid roll of the game, or by mutual agreement thereafter. Otherwise, the error must be corrected by moving all misplaced checkers to the point from which they were missing at the start of the game. A player starting with fewer than 15 checkers may still lose a gammon.

#### GAME CLOCK PROPRIETY AND EXPIRATION <sup>[4.3]</sup>

Game clocks should only be stopped in limited circumstances, most notably when a die falls on the floor, between games, and during a dispute. Players shall immediately announce and rectify any instance where the game clock has been set incorrectly, is not paused when it should be, or is running against the incorrect player. A player automatically loses the match when it is noticed that their reserve time has expired, unless they may then validly claim the game and match.

#### DOUBLING CUBE ACTIONS <sup>[4.4.3-5]</sup>

If a player touches the cube, or makes any statement or gesture that reasonably implies an intention to double, then they must double at that time, or on their next turn if not yet legal. Merely reaching for the cube does not by itself imply an intention to double. A player wishing to move the cube without doubling must first state that intent prior to handling the cube. Absent other evidence of intent, a take or pass occurs when the cube is placed down outside the playing field.

#### CRAWFORD RULE <sup>[4.4.6]</sup>

The doubling cube is removed from play for the first game after either player is exactly one point away from winning the match (the Crawford game). Any cube action during the Crawford game is null and void.

#### DEAD CUBES GENERALLY <sup>[4.4.9]</sup>

No player may double when they would win the match at its current value simply by winning the game, or pass a cube that would lose the match. Any such cube action is null and void.

#### COMPLETION <sup>[4.5]</sup>

All moves, games, and matches must be played to completion unless ended either by the pass of a valid

double, by the expiration of a player's game clock reserve time, or in non-contact positions by the resignation or valid claim of a single game, gammon, or backgammon. A resignation may be accepted even if continued play could result in a different outcome.

#### REPORTING RESULTS <sup>[4.6]</sup>

Both players are responsible for immediately reporting their match result to the Director or other designated staff, and verifying that the correct result has been posted on the Tournament draw sheet. Notify the Director immediately if an incorrect result is posted; it may be corrected even if the next match has started.

#### SCOREKEEPING <sup>[4.7]</sup>

Both players should keep their own running, written match score in addition to any scoreboard. In any scoring dispute, if only one player has so maintained a written score, then it shall take precedence absent any undisputed evidence to the contrary.

#### INCORRECT MATCH LENGTH <sup>[4.8]</sup>

Both players must verify the posted length of their match, and may not knowingly play to another score.

Upon discovery that the match length used is wrong, any game in progress shall be completed. The player having the higher score shall be declared the match winner if they have reached either the correct or wrong match length. If both players so qualify due to a tie, they shall play one more game to decide the match. Otherwise, the match shall continue to the correct match length. Clocks may be adjusted by the Director.

#### DISPUTES; LIMITED RIGHT OF APPEAL <sup>[5]</sup>

If a dispute arises, players shall pause the game clock and leave all game materials untouched until the Director arrives. An aggrieved player may promptly appeal any ruling and intended corrective action by the Director, except for disqualification or expulsion from the tournament area. The Director shall convene a ruling committee of qualified and disinterested players to independently consider evidence and argument, and vote to uphold, reverse, or modify the Director's ruling. The Director may then cast a vote, or decline to do so. An absolute majority of votes cast is required to change the Director's ruling.