



Tournament Rules

Edition 2.0 - 1 June 2001

1. PROPRIETIES

1.1 Interpretation

Tournament Rules cannot, and should not, regulate all possible situations that may arise in tournaments. The rules do not deprive the director's freedom of judgment or prevent the director from finding the solution dictated by fairness and compatibility with the circumstances of a particular case.

1.2. Scope

1. BACKGAMMON RULES. The backgammon rules acknowledged by the Danish Backgammon Federation apply in all tournaments approved by The Danish Backgammon Federation. The directors and/or players cannot use any other rules.

2. TOURNAMENT RULES. Tournament Rules apply in all tournaments approved by The Danish Backgammon Federation. The directors and/or players cannot use any other rules.

3. ETIQUETTE.

1) General. The directors and players are expected, in accordance with the spirit of the game, to show a high degree of courteous and considerate behaviour.

2) Handling of equipment. The players shall handle the equipment properly. Improper handling of the equipment may lead to the player's disqualification.

4. SANCTIONS. A player's violation of Articles 1.2.1-3 may lead to his/her disqualification and expulsion from the tournament premises. In special cases the implicated parties may receive a time limited ban from playing in future tournaments. A director's violation of Articles 1.2.1-3 may lead to him/her may receiving a time limited ban from directing future tournaments.

5. EXEMPTION. Exemption from Articles 1.2.1-2 may be obtained if the following three criteria are fulfilled: 1) the format of the tournament necessitates the employment of different rules; 2) permission has been acquired from The Danish Backgammon Federation; 3) the tournament invitation states the rules of the tournament.

1.3 Personnel

1. DIRECTORS. One or more knowledgeable and impartial directors direct the tournament.

2. **TOURNAMENT COMMITTEE.** A committee can be appointed as required according to Article 5.2. The committee shall consist of three or five knowledgeable and impartial backgammon players. No director connected to the tournament is allowed to be part of the committee.

3. **MONITORS.** The director may, on own initiative or at the request of a player, appoint a monitor to observe a match. The monitor shall have full powers to protect the players against irregularities. The director may demand that the players pay a fee when a monitor is appointed.

1.4 Entry

1. **ADMISSION.** All entries are subject to the approval of the director. Exclusion from participation in the tournament may be announced without informing the entrant of the reason.

2. **REASSIGNMENT.** Where more than one tournament division exists, an entrant may be restricted from playing in a lower division and reassigned to higher division.

3. **REPORT.** If the director has excluded an entrant from participation after Article 1.4.1 or has reassigned an entrant to a higher division after Article 1.4.2, the director shall, immediately after the conclusion of the tournament, report the incident to The Danish Backgammon Federation stating the grounds for the decision.

1.5 Language

The official tournament languages in international tournaments are English and Danish. In national tournaments the official tournament language is Danish. Speech in any other language will not be permitted between players and/or spectators while a match is in progress.

1.6 Spectators

1. **GENERAL.** Spectators shall remain silent while observing a match. Spectators have no right to draw attention to any misplays or comment on plays. However, spectators may report instances of cheating to the director.

2. **SIGNALLING AND OTHER HELP.** Once a match is in progress no spectator shall send signals or in any other way help the players.

3. **SANCTIONS.** Violation of Articles 1.6.1-2 may lead to the disqualification and expulsion of the spectator(s) in question. In exceptional instances the spectator will receive a time limited exclusion from tournaments.

4. **REQUEST.** A player may request that the director bar one or more spectators from viewing the match.

5. **REPORT.** If the director has disqualified and/or expelled a spectator after Article 1.6.3 the director shall, immediately after the conclusion of the tournament, report the incident to the Danish Backgammon Federation stating the grounds for the decision.

1.7 Aids, signalling and other help

1. **GENERAL.** Once a match is in progress, neither player may use electronical, mechanical, written nor any other aids, except those necessary to keep score.

2. **SIGNALLING AND OTHER HELP.** Once a match is in progress no player may receive signals or any other help from spectators.

3. SANCTIONS. Violation of Articles 1.7.1-2 may lead to the disqualification and expulsion of the player. In exceptional instances the player will receive a time limited exclusion from tournaments.

4. REQUEST. Any player may request the director to appoint a monitor to observe the rest of the match.

5. REPORT. If the director has disqualified and/or expelled a player after Article 1.7.3, the director shall, immediately after the conclusion of the tournament, report the incident to the Danish Backgammon Federation stating the grounds for the decision.

2. REGULATIONS

2.1 Place

All matches shall be played in designated tournament areas. Any player may demand to play in a non-smoking area provided such an area is available.

2.2 Starting time and recess

1. STARTING TIME. Matches shall start promptly at the appointed times.

2. RECESS. Each player is entitled to a number of 5-minute recesses. In matches not exceeding 9 points in length: one recess. In matches of 11-13 points: two recesses. In matches of 15-19 points: three recesses. In matches exceeding 19 points: four recesses. The recess can only be held between games.

3. EXEMPTION. The director may, in special cases and after a specific assessment, grant an exemption from Articles 2.2.1-2 if specific circumstances relating to one or both players necessitate so. In matches of significant importance the director may make an exemption to Articles 2.2.1-2.

4. SANCTIONS. Violations of the rules on starting time and recess shall be penalized by points awarded to the opponent. The first penalty point will be awarded 5 minutes after the appointed starting time and accrue thereafter at the rate of 1 point for each 5 minute delay. When the penalty points amount to more than half of the number needed to win the match, the absent player will have then forfeited. To avoid penalties players should secure the director's consent when leaving the tournament site for more than 10 minutes. If a player is penalized for violating Article 2.2.1 and the match is played with a clock, the match is considered being in progress and time control is calculated after Article 3.5.6.

2.3 Slow play

1. SANCTION. If, in the director's opinion, a match is progressing at an unreasonable pace, the director may choose from the following sanctions:

1) The rest of the match is played using a clock.

2) Give a warning. If the unreasonable pace is maintained, the director may award penalty points.

2. REQUEST. Any player may request the director to assign a clock, or appoint a monitor.

2.4 Random and valid rolls

1. SANCTION. If, in the director's opinion, a player violates Articles 4.1.1 or 4.1.4.1, the director may decide that the rest of the match is played using a baffle box.

2. REQUEST. Any player may request the director to assign a baffle box, or appoint a monitor.

3. PRELIMINARIES

3.1 The backgammon board

Any player can demand that a backgammon board of a minimum of 44 cm * 55 cm (17.6 inches * 22 inches) and a maximum of 66 cm * 88 cm (26.4 inches * 35.2 inches) is used when available. If a backgammon board of such measurements is only available after the start of the match, any player can demand that the board is replaced.

3.2 The dice cups

Any player can demand that lipped (over unlipped) dice cups are used when available. If lipped dice cups are only available after the start of the match, any player can demand that the dice cups are replaced.

3.3 The Dice

1. GENERAL. Any player can demand that precision (over any other) dice are used when available. If precision dice are only available after the start of the match, any player can demand that the dice are replaced.

2. IN MATCHES PLAYED WITHOUT THE USE OF CLOCKS. The players select four dice. These shall be used throughout the match with exception of the instances described in Articles 3.3.1 and 3.7. Each player uses two dice.

3. IN MATCHES PLAYED WITH THE USE OF CLOCKS. The players select four dice. These shall be used throughout the match with exception of the instances described in Articles 3.3.1 and 3.7. Only two dice are used in every game. However, four dice shall be available so that dice change is possible.

3.4 Baffle box

1. USE. A baffle box may be applied in matches as an option, preference, obligation or penalty.

1) Option. In any tournament the players may, provided they are in agreement, choose to play the match using a baffle box.

2) Preference. Any player can demand that the match is played using a baffle box if the tournament invitation states that the tournament or part of the tournament is played with baffle box preference.

3) Obligation. The players are under an obligation to play the match using a baffle box if the tournament invitation states that the tournament or part of the tournament is played with baffle box obligation.

4) Penalty. In any tournament the players are under an obligation to finish the rest of the match using a baffle box if the director decides so according to Article 2.4.

2. EXEMPTION. The director may, in special cases and after a specific assessment, grant an exemption from Articles 3.4.1.2-3 if specific circumstances relating to one or both players necessitate so.

3. CONSTRUCTION AND APPROVAL. The baffle box shall be constructed properly. Any player can demand that the director, prior to the start of the match, approves the baffle box.

4. PLACEMENT. If a baffle box is used it shall be placed opposite the players' inner board.

3.5 Backgammon clock

1. USE. A clock may be applied in matches as an option, preference, obligation or penalty.

1) Option. In any tournament the players may, provided they are in agreement, choose to play the match using a clock.

2) Preference. Any player can demand that the match is played using a clock if the tournament invitation states that the tournament or part of the tournament is played with clock preference.

3) Obligation. The players are under an obligation to play the match using a clock if the tournament invitation states that the tournament or part of the tournament is played with clock obligation.

4) Penalty. In any tournament the players are under an obligation to finish the rest of the match using a clock if the director decides so according to Article 2.3.

2. EXEMPTION. The director may, in special cases and after a specific assessment, grant an exemption from Articles 3.5.1.2-3 if specific circumstances relating to one or both players necessitate so.

3. CONSTRUCTION AND APPROVAL. The clock shall be constructed properly. Any player can demand that the director, prior to the start of the match, approves the clock.

4. PLACEMENT. If a clock is used it shall be placed at the same side as the players' inner homeland.

5. ADJUSTMENT OF THE CLOCK

1) Analogue clocks. The clock is adjusted so the wing falls on the hour. In a 65-minute match the clock may be started at 04.55 so the flag falls at 06.00. In a 45-minute match the clock may be started at 05.15 so the flag falls at 06.00. Both players' clocks shall be adjusted to start at the same time.

2) Digital clocks. The clock is adjusted so time counts down to 0.00. In a 65 minute match the clock shall be started at 01.05 counting down to 00.00. Both players' clocks shall be adjusted to start at the same time.

6. TIME CONTROL. In matches played using a clock according to Articles 3.5.1.1-4 both players are awarded a number of minutes, depending on the match length, using the table below. In matches beyond what is described in the table the following formula is used to calculate the number of minutes each player is awarded where RA is the number of points the first player needs to win the match and RB is the number of points the other player needs to win the match: $((RA+RB)/2)*5+10$.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50	53	55
2		20	23	25	28	30	33	35	38	40	43	45	48	50	53	55	58
3			25	28	30	33	35	38	40	43	45	48	50	53	55	58	60
4				30	33	35	38	40	43	45	48	50	53	55	58	60	63
5					35	38	40	43	45	48	50	53	55	58	60	63	65
6						40	43	45	48	50	53	55	58	60	63	65	68
7							45	48	50	53	55	58	60	63	65	68	70
8								50	53	55	58	60	63	65	68	70	73
9									55	58	60	63	65	68	70	73	75
10										60	63	65	68	70	73	75	78
11											65	68	70	73	75	78	80
12												70	73	75	78	80	83
13													75	78	80	83	85
14														80	83	85	88
15															85	88	90
16																90	93
17																	95

Note: in the left column is shown the number of points the first player needs to win the match. In the top row is shown the number of points the second player needs to win the match. The table shows the number of minutes each player is awarded depending on the number of points the players need to win the match.

3.6 Preferences

If necessary, choice of seat location, the backgammon board, direction of play, choice of checkers, dice, baffle box and clock shall be decided by roll of the dice prior to the commencement of play.

3.7 Replacement of equipment

1. GENERAL. The director may replace equipment at any time. Players may only replace equipment if it is defective, if they agree on replacing equipment, or if the requirements of Articles 3.1, 3.2 or 3.3.1 are fulfilled.

2. SPECIFICS ON CLOCKS. A clock with obvious faults shall be replaced immediately. The director shall use his/her best judgement to determine the times on the new clock.

3.8 Notation and film recording

The director may, on own initiative or at the request of a player, appoint a third party to notate or film record the match.

4. PLAY OF THE GAME

4.1 Dice and rolls

1. RANDOM ROLLS. The dice are strictly a means of obtaining random numbers between 1 and 6. Any other use of the dice violates the rules and the spirit of backgammon.

2. HANDLING OF THE DICE. No player is allowed to touch the dice on the board. However, with notice to the opponent, a player may reposition the dice on the playing surface to make room for moving the checkers.

3. DICE CHANGE. Either player may demand a mixing of all four dice prior to the start of any game. In this case, the demanding player shakes the four dice together in one cup and rolls them out. Thereafter, the players in turn select a die with the non-demanding player selecting the first die.

4. LEGAL ROLLS - INITIATING OF TURN.

1) In matches played without the use of baffle box. A legal roll consists of shaking the dice thoroughly in a dice cup, and then tossing them out of the dice cup without the dice touching the player's hand or the dice cup touching the playing surface, allowing them to bounce and roll freely. Both dice shall come to rest flat (not cocked) on the playing surface to the right of the bar, otherwise both dice shall be re-rolled. The player is allowed to roll to the left of the bar provided the opponent gives permission. When a player has been allowed to roll to the left of the bar, the player may only roll to the right of the bar once the player has notified the opponent. The permission to roll to the left of the bar ends when the player has notified the opponent that the player will roll to the right of the bar or when the game has finished.

2) In matches played with the use of baffle box. A legal roll consists of shaking the dice thoroughly in a dice cup and then tossing them out of the dice cup through the baffle box without the dice touching the player's hand. Both dice shall come to rest flat (not cocked) on the playing surface closest to the baffle box, otherwise both dice shall be re-rolled

5. PREMATURE ACTION.

1) General. If a player rolls before the opponent has completed his/her turn, the player shall only reroll if the opponent demands so.

2) In matches played with the use of clocks. If the player collects the dice before the opponent's turn is finished, the player will receive a 30 second penalty. A claim of penalty is put forward by the opponent, after having finished his/her move, by stopping the clock and presenting the facts to the player. When the player has accepted the facts the penalty is executed by the opponent starting the player's clock. After 30 seconds the player may initiate his/her turn.

6. COMPLETING A TURN.

1) In matches played without the use of clocks. Players conclude their turn by lifting either or both dice.

2) In matches played with the use of clocks. The player ends the turn by hitting the clock. The player shall also end the turn by hitting the clock if the opponent cannot legally move or double. The dice shall not be collected since the opponent shall use them. If the dice are collected anyway, and the opponent's clock has been started, the opponent may stop the clock and complete the next turn, roll or double, with a stopped clock.

4.2 Checkers and checker move

1. CHECKER MOVE. The player shall move clearly, using one hand only to play the checkers. The player shall re-enter any checker on the bar before moving any other checker.

2. HANDLING OF CHECKERS. No player should touch any checkers during an opponent's turn. Checkers that have been hit shall remain on the bar until they have been brought into play legally. Checkers that have been removed from the board shall stay off the board for the rest of the game.

3. ILLEGAL MOVES.

1) General. Upon drawing attention to the opponent's illegal move the player may accept it or demand that it is played legally.

2) Accept/replay of illegal moves in matches played without the use of clocks. The player accepts an illegal move by rolling the dice or turning the cube. The player demands an illegal move replayed by presenting the facts to the opponent. When the opponent has accepted the facts, the opponent shall relocate the dice on the board showing the correct value and replay the move.

3) Accept/replay of illegal moves in matches played with the use of clocks. The player accepts an illegal move by rolling the dice or turning the cube. The player demands an illegal move replayed by stopping the clock and presenting the facts to the opponent. When the opponent has accepted the facts, the player shall restart the clock and the opponent shall replay the move.

4. ERROR IN SETUP. If an incorrect starting position is detected after the starting player initiates his/her second turn, the setup becomes official despite the error. Players starting with less than fifteen checkers can still be gammoned or backgammoned. If the error is detected prior to the starting player's second turn, the setup shall, as far as possible, be brought in accordance with the correct setup.

4.3 The Clock

1. HANDLING OF THE CLOCK. The players shall hit the clock with the same hand used to move the checkers.

2. STOPPING OF THE CLOCK. Stopping the clock is only permitted in the following eight situations.

1) When the game is over.

2) During breaks. Both players shall write down the times on the clock onto the scorecard if one or both players leave the playing table.

3) If a die falls to the floor.

4) If the director is summoned.

5) If the opponent has picked up the dice before the player has finished the turn as described in Article 4.1.5.2.

6) If the opponent has picked up the dice and started the player's clock as described in Article 4.1.6.2.

7) If a player demands that an illegal move or presumed illegal move is played legally as described in Article 4.2.3.3.

8) If a player believes that the game is decided. If the opponent agrees, the players record the score and the next game starts. If the opponent disagrees the director is summoned to decide the dispute. If the opponent is found to be right, the opponent is awarded five extra minutes on the clock, the clock is restarted and play is continued.

3. TIME EXPIRATION

1) A player's time has expired when one of the players or the director notice so. If a player's time expires, the clock is stopped and the director is summoned. If both players' time has expired and it is impossible to decide which player's time expired first, the rest of the match is played without the clock.

- 2) The first time a player's time has expired, the opponent is awarded two points. If this means that the opponent wins the match, the match is over and the game ends. Exception: if a player's time has expired but the player is certain to win the match no matter what is rolled, the player wins the match.
- 3) If the match is not decided after Article 4.3.3.2 both players will receive another five minutes on the clock. The game continues thereafter.
- 4) The second and further times a player's time has expired, the opponent is awarded one point. If this means that the opponent wins the match, the match is over and the game ends. Exception: if a player's time has expired but the player is certain to win the match no matter what is rolled, the player wins the match.
- 5) If the match is not decided after Article 4.3.3.4 both players will receive another five minutes on the clock. The game continues thereafter.
- 6) A time penalty does not change the status of the game. If penalty points bring a player's score within one point of winning the match, the game does not transpose into a Crawford game.

4.4 The doubling cube

1. CUBE SETUP. It is the responsibility of both players to see that the doubling cube begins each game centred with the '1' or '64' side face up. Exception: the cube shall be removed during a Crawford game.

2. DOUBLING. Players may double when it is their turn, but only before rolling the dice and not after an invalid roll. To offer a double the player turns the cube to the next doubling level and places it on the board saying 'I double' or words to that effect. In matches played with a clock the player shall in addition hit the clock so the opponent can consider the double in own time. Care should be exercised when handling the cube as the opponent might interpret either verbal or physical acts as cube actions.

3. ACCEPTING/REJECTING A DOUBLE. To take a double, the player first draws the cube toward him- or herself while saying 'take' or words to that effect, and then places the cube on his/her side of the board visible to both players. To reject the double, the player says 'pass' or words to that effect. In matches played with a clock the players shall, in addition, stop the clock. Thereafter, the players enter the score and reset the board. Care should be exercised when handling the cube as the opponent might interpret either verbal or physical acts as cube actions.

4. CRAWFORD RULE. The Crawford rule applies to all matches. When a player reaches match point the cube cannot be used for that one game. If a player doubles, the double is cancelled. In subsequent games the cube can be used again.

5. PREMATURE ACTION. If the opponent doubles before the player has finished his/her turn, the double shall stand if otherwise valid. The player may complete his/her turn with the knowledge of the premature double.

6. DOUBLING TO THE WRONG LEVEL. If a player doubles or accepts/rejects a double at the wrong level, the double or acceptance/rejection of the double is valid, but the level of the cube shall be brought in accordance with what would have been a correct double or acceptance/rejection.

4.5 Completion

All games and matches shall be played to completion, unless ended by the pass of a double. In no-contact positions the player may concede the game as a single game, gammon or backgammon loss. The players shall not, except as mentioned above, settle the outcome of points, games or matches. All matches shall be played to the appointed length.

4.6 Score result

Immediately after the end of the match the winner shall report the final score to the director. The director verifies the result and makes it public on the tournament board. If an incorrect result has been made public it may still be corrected if done within reasonable time and if none of the players have started a subsequent match in the tournament.

4.7 Keeping score

Each player shall keep a running match score and announce the score at the start of every game. Before the Crawford game the players shall announce the game's status as a Crawford game.

5. CONTENTIONS

5.1. Disputes

If a dispute arises both players shall leave dice, checkers, cube and score-sheet etc unchanged while the director is summoned. If one of the players is a director, another director shall resolve the dispute. If no other director is affiliated to the tournament, the dispute shall be resolved according to Article 5.2.

5.2. Appeals

The player may appeal the director's ruling, but this shall be done promptly while timely redress may still be obtained. A committee shall immediately resolve an appeal. The committee may overturn the director's ruling by majority decision. This exhausts the player's right to appeal

5.3 Non-compliance with Tournament Rules

Non-compliance with Tournament Rules may result in an adverse ruling.

5.4 Testimony

The director and the committee are under obligation to obtain relevant testimony and arguments. Any player may argue issues of fact or rule. Spectators, except to report cheating, may testify only at the director's request.

5.5 The player's right to report

The player, following stipulated guidelines, may report the ruling of the committee to The Danish Backgammon Federation, which will make a principal ruling. Further, The Danish Backgammon Federation may, if covered by Tournament Rules or other rules, impose sanctions.

5.6 The duty of the director and the committee to report

The director and committee shall report any ruling of the committee to The Danish Backgammon Federation immediately after the conclusion of the tournament along with a description of the incident and the basis of the ruling.