

BIBA - British Isles Backgammon Association

1.0 Properties

1.1 Interpretation The Tournament Rules & Procedures cannot, and should not, regulate all possible situations that may arise during a game. No set of rules should deprive the Director of his freedom of judgement and prevent him from finding the solution dictated by fairness and compatible with the circumstances of a particular case.

X

1.2 Scope Except where otherwise specified, the commonly accepted rules of backgammon apply.

X

1.3 Staff The Director shall be Michael Crane or others appointed by him.

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1.4 Entries All entries are subject to the Director's approval.

X

1.5 Aids Once a match is in progress, neither player may use mechanical or written aids except to keep score, or record matches. Headphones can only be worn if opponent agrees.

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1.6 Language The official tournament language is English. Speech in any other language will not be permitted at any time between players and/or spectators whilst a match is in progress.

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1.7 Spectators Spectators should remain silent while observing a match. They have no right to draw attention to any misplays or comment on plays but have the right to report cheating to the Director (Rule 6.2). Players may request the Director to bar any spectator without reason. With proof of cheating or signaling between a player and spectator(s), all parties will be disqualified from the tournament, and banned from all the playing areas losing any claims to prizes etc.

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1.8 Match Recording 1.8 Match Recording: Players may record their own matches either with pen and paper or video camera as long as the method used is unobtrusive and does not interfere with the playing of the game. BIBA reserves the right to record matches of its choice.

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1.9 Code of Behaviour 1.9 Code of Behaviour: The organiser will not brook bad behaviour. Any player deemed guilty of such may be barred from the tournament losing all and any claims to prizes etc. ([6.3 Appeals](#))

X

2.0 Regulations

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2.1 Place All matches to be played in areas agreed by the Director. Any player missing from the main playing room when called out in the draw shall incur the first penalty point after an absence of 5 minutes from the start of the match unless they are absent with the Director's permission.

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2.2 Time Matches shall start promptly at the appointed time. Three 5-minute recesses only are allowed per 11-point match. Players must use their breaks at the same time.

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2.3 Penalty Points Penalty points will be awarded against latecomers and absentees at the rate of one per five minutes late, the first point being awarded 5 minutes after the appointed starting time. When the total of penalty points amount to more than 50% of the total points to win the match the absent player shall forfeit the match.

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2.4 Slow Play Players are expected to play at a reasonable pace. If, in the Director's opinion a match is not progressing at a reasonable pace a warning may be given. If slow play continues the Director can either award penalty points or issue clocks in accordance with BIBA [Clock Rules](#). The Director's decision is final.

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2.5 Monitors The Director may appoint a monitor to observe a match on his own initiative or at the request of any player. The Monitor shall have full powers to protect each player from an opponent's irregularities.

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3.0 Preliminaries

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3.1 Equipment Either player may demand that both use when available and approved by the Director, precision dice (over any others), and/or lipped cups or baffle boxes, 28" (max) wide boards. After the start of a match, equipment can only be changed by the Director. If playing space is restricted, boards greater than 28" wide may be barred from the main playing room.

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3.2 Preference If necessary, the direction of play, equipment, choice of checker colour and seat location shall be decided by the roll of the highest die prior to the commencement of play.

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3.3 Dice Either player may demand a mixing of the dice prior to the start of any game. The demanding player shakes and rolls all four dice then each selects a die in turn.

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4.0 Play Of The Game / Irregularities

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4.1 Random Rolls A legal roll consists of both dice being placed into the cup and shaken vigorously, side to side and up and down, before rolling simultaneously to the right of the bar. They are to be thrown from a discernible height and be seen to bounce and roll freely across the board.

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4.2 Valid Rolls Both dice must come to rest flat (not cocked) on the playing surface to the right of the bar; otherwise they must be rolled again. If any dice are projected off the board and subsequently land back on the board then the entire roll shall be

deemed invalid and both dice must be rolled again.

X

4.3 Moving Players should move clearly, using only one hand to play the checkers. Players shall re-enter any checker on the bar before moving any other checker. No player shall move any checkers during an opponent's turn. Deviations from proper moving procedure may result in an adverse ruling in cases of dispute.

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4.4 Checker Handling Checkers that have been hit must be kept on the bar pending re-entry. Checkers that have been borne off must be kept off the entire playing surface for the rest of the game. Failure to observe these procedures may result in an adverse ruling in any case of dispute or redress to an opponent harmed thereby.

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4.5 Lifting Dice Players conclude their turn by lifting either or both dice. With notice to the opponent the player may reposition the dice on the playing surface to facilitate the moving of checkers. After the player has lifted both of the dice the move can only be changed upon an opponent's demand to replay an illegal move.

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4.6 Premature Action All premature actions, (dice rolls or cube action), shall stand if otherwise valid. An opponent, who has yet to complete his turn or act upon the cube, may then do so with the foreknowledge of the premature roller's dice throw or cube action.

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4.7 Error In Set-Up An incorrect starting position must be corrected prior to the fifth roll of the game. The set-up thereafter becomes official. Players starting with less than fifteen checkers can still be gammoned or backgammoned.

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4.8 Illegal Moves Upon drawing attention to an illegal move the player may condone it or demand that the full roll be played legally. An illegal move is condoned by the opponent rolling their own dice or turning the cube.

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4.9 Completion Games must be rolled to completion unless ended by a pass of a double or redouble, or conceded as single game, gammon or backgammon losses where it is mathematically impossible for an opponent to win or save a gammon or backgammon. Any player may seek to, or offer to, concede only after completing their turn. To accept a concession, opponent says "accept" and resets the board for a new game. To reject a concession, opponent says "reject" and summons the Director to adjudicate. Non-adherence may lead to disqualification of one or both players, and result in the loss of all and any claims to prize money etc.

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5.0 Scoring / Doubling

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5.1 Keeping Score Each player shall keep a running match score and compare it with the opponent's at the start of each game. It must clearly show each point won and be openly displayed for the opponent to check and verify. In the event of a scoring dispute the player not keeping score in accordance of the above will be at a disadvantage.

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5.2 Cube Set-Up It is the responsibility of both players to ensure that the cube is in the middle of the board and that the "64" face is showing at the start of every game. In the event of a dispute, current position and level of the cube will strongly affect the Director's ruling. The cube should be removed during the Crawford game only. ([5.5 Crawford Rule](#))

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5.3 Cube Rules Gammons and backgammons shall count at all times. It is not necessary to double an opponent first to win a gammon or backgammon. Beavering is not allowed. Automatic doubles are not allowed.

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5.4 Cube Handling Players may only double when it is their turn to roll and must do so before rolling, (cocked dice are deemed "rolling" dice). To offer a double or redouble move the cube towards the opponent at the higher level saying clearly, "double" or similar. To take, draw the cube towards oneself and say, "take" or

similar, placing the cube on your side of the board. Both players should ensure that the correct level is displayed. To reject the cube one says, "pass" or "drop" and the game is concluded. Care should be exercised when handling the cube as either verbal or physical acts might be interpreted as cube actions by an opponent.

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5.5 Crawford Rule The Crawford Rule will apply to all matches. When a player reaches match point, the cube cannot be used by either player for that one game and should be removed from the board for this one game only. Use of the cube will not be recognised if any player doubles during the Crawford game. Spectators must report any such use to the Director. In any subsequent games the cube should be replaced on the board and can be used prior to any legal throw, except the opening roll. ([5.2 Cube SetUp](#)).

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5.6 Score Result The final score should be reported to the Director or someone appointed by him, by the winner immediately upon completion of the match. It is the winner's responsibility to check that the correct result is recorded and posted. In the eventuality of an incorrect result being posted, this may only be corrected if neither player has started playing the next round.

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5.7 Swiss Tie Breaker In Swiss format events the tie-break for positions will be the average ranking score of your opponents. However, the tie-breaker for those players on most wins (typically 1st to 3rd place) will be head-to-head encounters first, and then average ranking scores if needed. If an opponent fails to play all six matches the average won't be affected by their dropping out. Players that drop out before completing the required six rounds will have their position decided by dividing their opponents' ranking scores by six instead of the actual number of matches played.

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6.0 Contentions

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6.1 Disputes When a dispute arises, both players must leave dice, checkers, cube and score-sheet unchanged while the Director is summoned. Violations in this area by either player are most serious and create a presumption in favour of the opponent.

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6.2 Testimony Any player may argue issues of fact or rule. Spectators, except to report cheating, testify only at the Director's request. Spectators are required to report any suspected cheating, collusion or faulty equipment directly to a tournament official and not to the players involved.

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6.3 Appeals A player may appeal against the Director's ruling but must do so promptly, while timely redress may be obtained. To resolve an appeal, the Director shall convene a committee of three knowledgeable and disinterested players who shall hear the testimony from any witnesses, and all relevant arguments from both parties as reported by the Director; and may overturn the Director's ruling by a unanimous vote. In order to ensure a fair decision the two players involved will be kept secret from the committee to prevent a biased opinion. The committee's decision is final and thus exhausts the right to appeal.