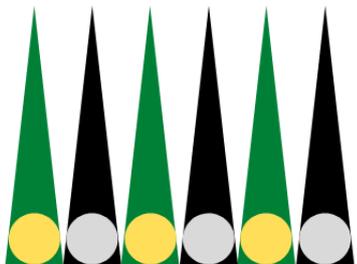




**handbook of  
LIVE TOURNAMENT PLAY  
for  
TOURNAMENT DIRECTORS  
and  
PLAYERS**



AUSTRALIA NEW ZEALAND  
BACKGAMMON FEDERATION



**Contents:**

**Live Tournament Rules ..... 2**

**Code of Ethics ..... 18**

**Player’s etiquette ..... 23**

**Spectator’s etiquette ..... 24**



# Tournament Rules

**For the purpose of these Rules, the relevant federation is the ANZBGF**

**Edition 2.1 (WBGF) – August 2023**

Copyright ©

**Ratified and adopted by the Australia New Zealand Backgammon  
Federation on the 1<sup>st</sup> of January, 2024**

## **1.PROPRIETIES**

|     |  |   |
|-----|--|---|
| 1.1 | Interpretation and scope .....   | 4 |
| 1.2 | Etiquette .....  | 4 |
| 1.3 | Staff .....  | 4 |
| 1.4 | Registration .....   | 5 |
| 1.5 | Official Languages .....   | 5 |
| 1.6 | Spectators .....   | 5 |
| 1.7 | General, recording, streaming, headphones, mobile phones, signalling and other forms of outside help ..... | 6 |
| 1.8 | Requirement for a Tournament Director to assist players with special challenges .....                      | 7 |

## **2. REGULATIONS**

|       |                                 |   |
|-------|---------------------------------|---|
| 2.1   | Place .....                     | 7 |
| 2.2   | Starting times and breaks ..... | 7 |
| 2.3   | Slow play .....                 | 8 |
| 2.4.1 | Random and valid dice .....     | 8 |

## **3. PREPARATION**

|     |                                      |    |
|-----|--------------------------------------|----|
| 3.1 | The board .....                      | 8  |
| 3.2 | Cups .....                           | 8  |
| 3.3 | The dice .....                       | 9  |
| 3.4 | Baffle box .....                     | 9  |
| 3.5 | Game clocks .....                    | 10 |
| 3.6 | Preferences .....                    | 11 |
| 3.7 | Change of equipment .....            | 11 |
| 3.8 | Board, streaming and recording ..... | 11 |

## **4.THE GAME**

|     |                              |    |
|-----|------------------------------|----|
| 4.1 | Dice and rolls .....         | 11 |
| 4.2 | Checkers and moves .....     | 13 |
| 4.3 | Game clocks .....            | 13 |
| 4.4 | Doubling cube .....          | 14 |
| 4.5 | Completion .....             | 15 |
| 4.6 | Reporting of results .....   | 16 |
| 4.7 | Score keeping .....          | 16 |
| 4.8 | Incorrect match length ..... | 16 |

## **5. DISPUTES**

|     |  |    |
|-----|--|----|
| 5.1 | Complaints .....   | 16 |
| 5.2 | Appeals .....  | 16 |
| 5.3 | Testimonies .....  | 17 |
| 5.4 | Reporting rights following official decisions .....                        | 17 |
| 5.5 | Reporting duties of the Tournament Director and the Ruling Committee ..... | 17 |

# **1. PROPRIETIES**

## **1.1 Interpretation and scope**

These tournament rules (the “**Rules**”) as approved by the relevant federation (the “**Federation**”) and as may be amended or restated from time to time, shall apply to all tournaments sanctioned or otherwise approved by the Federation (each a “**Tournament**” and together or generally “**Tournaments**”) and no rules other than these Rules may be used.

The Rules are a statement of generally accepted principles of best practice for the enjoyment of tournament backgammon by all participants. However, the Rules are not intended to cover every possible situation that might arise in the course of a Tournament and accordingly are no substitute for the Tournament Director’s judgement and discretion to determine the most appropriate resolution in any particular set of circumstances.

For the avoidance of doubt, in cases explicitly addressed by the Rules, the discretion of the Tournament Director is limited to making exceptions that are as narrowly tailored and as reasonably possible in order to deal with the specific situation at hand. The relevant Federation may regulate aspects of Tournaments left to the Tournament Director's discretion whether by way of a code of ethics, or otherwise, and in which case the Tournament Director’s discretion shall be so regulated.

Any references to players or opponents shall be deemed to include references to teams as appropriate.

For any Tournament, a Tournament Director must specify as far in advance as reasonably possible, a moves policy of either ‘*Legal Moves*’, as set out in section 4.2 (iii) or ‘*Responsible Moves*’, as set out in section 4.2(iii) to apply to such Tournament. If no such specification is made the default shall be that ‘*Legal Moves*’ apply.

## **1.2 Etiquette**

(i) GENERAL - Tournament directors and players are expected to behave in the spirit of the game which is to show generous sportsmanship, fair and considerate behaviour and to promptly point out and correct any violation of a mandatory rule unless the Rules explicitly permit such violation to be condoned.

Players must respect a request to limit conversation or distraction.

(ii) HANDLING OF EQUIPMENT - Players must handle the equipment in a suitable manner.

(iii) PENALTIES - A player in breach of section 1.2, subsections (i) to (ii) may be disqualified and excluded from the Tournament. In exceptional circumstances the player may be temporarily barred from future Tournaments. A Tournament Director in breach of section 1.2, subsection (i) may be barred from acting as a Federation approved Tournament Director.

## **1.3 Staff**

(i) TOURNAMENT DIRECTORS - Tournaments must be supervised by one or more skilled and impartial tournament directors (each a “**Tournament Director**”). References herein to Tournament Directors shall, where appropriate, be deemed to include any staff appointed to assist such Tournament Directors.

(ii) RULING COMMITTEE - A dispute ruling committee (the “**Ruling Committee**”) shall be formed as necessary pursuant to sections 5.1 or 5.2.

(a) If formed pursuant to section 5.1, the Ruling Committee shall comprise either three or five knowledgeable and impartial persons who are readily available, selected jointly by the players in dispute.

(b) If formed pursuant to section 5.2, the Ruling Committee shall comprise either three or five knowledgeable and impartial persons who are readily available, selected by the Tournament Director in their sole discretion. A Tournament Director connected to the Tournament is not permitted to be a member of a Ruling Committee.

(iii) **MONITORS** - The Tournament Director may on their own initiative, or at the request of a player, appoint a monitor for any match. The monitor has the authority to draw attention to illegal actions and protect the players from questionable or unfair behaviour. The Tournament Director has the right to charge a fee from the player requesting the monitor, or otherwise from all involved players, when such monitor is appointed. For the avoidance of doubt, players by mutual agreement, may, without reference to the Tournament Director, appoint a monitor at their own cost.

#### **1.4 Registration**

(i) **APPROVAL** - All players that sign up for a Tournament must be approved by the Tournament Director. A player may be excluded at the sole discretion of the Tournament Director and although the Tournament Director may, there shall be no obligation to, provide an explanation of such decision to such player.

(ii) **ASSIGNMENT TO HIGHER FLIGHTS** - In Tournaments with more than one flight, a player may, at the sole discretion of the Tournament Director, be barred from a lower flight and offered a place in a higher flight.

(iii) **REPORT** - Where a Tournament Director refuses entry to a player in accordance with section 1.4, subsection (i), or places a player in a higher flight in accordance with section 1.4, subsection (ii), this fact must be reported to the Federation by the Tournament Director as soon as reasonably possible after the completion of the Tournament. The report must explain the reasons for the ruling.

#### **1.5 Official Languages**

The official languages (the “**Official Languages**”) of Tournaments shall be English and any official or predominant language of the country in which the Tournament is taking place. While a match is in progress players and spectators are not permitted to speak in any language other than the Official Languages. Repeated transgressions by a player or spectator in breach of this provision may result firstly in a warning, and subsequently in penalty points, disqualification or exclusion from the Tournament.

For the avoidance of doubt and notwithstanding anything to the contrary above, players on a team are permitted to speak with each other in a language other than the Official Languages.

#### **1.6 Spectators**

##### **(i) GENERAL**

(a) Spectators should generally observe Tournament backgammon as quietly and unobtrusively as reasonably possible, except when specifically requested to comment on any clarification by the Tournament Director or the players.

(b) Spectators must not direct attention to mistakes or illegal actions in a game, unless with the consent of the Tournament Director or the players involved have agreed so and have displayed a sign near the board indicating such.

(c) Spectators should not comment on a game which includes asking the score during a match.

(d) A spectator may, in between games, point out directly to the players as a matter of right, an error in the score, the setup of the board or any mistake as to clock activation and otherwise may discreetly alert the Tournament Director to any matters of concern.

(e) For the avoidance of doubt, a match annotator, unless also appointed as a monitor, shall be considered a spectator for the purposes of the Rules.

(ii) **SIGNALLING AND OTHER FORMS OF OUTSIDE HELP** - While a match is in progress, spectators are not permitted to signal or help the players in any way.

(iii) **PENALTIES** - Breach of section 1.6, subsections (i) to (ii) may result in expulsion of the spectators involved. In exceptional circumstances such spectators may be temporarily or permanently barred from participating in future Tournaments.

(iv) **REQUESTS** - A player may make a request with a supporting explanation to the Tournament Director that one or more spectators be barred from watching the match.

(v) **REPORTS** - Where a Tournament Director has expelled a spectator in accordance with section 1.6, subsection (iii), the fact must be reported to the Federation by the Tournament Director as soon as reasonably possible after the completion of the Tournament. The report must explain the reasons for the ruling.

### **1.7 General, recording, streaming, headphones, mobile phones, signalling and other forms of outside help**

(i) **GENERAL** - While a match is in progress, a player is not permitted to use electronic, mechanical, written, or other aids other than those necessary to keep score.

(ii) **RECORDING AND STREAMING** – Whether to record, stream or both, a match or any part thereof, including individual positions, a player is permitted the reasonable use of any equipment they reasonably deem necessary and appropriate, including position cards, computer, video or camera equipment (whether in the form of a mobile phone or otherwise). In matches played without the use of a game clock, position recording must be undertaken during the player's turn. In matches played with a game clock, position recording must be undertaken only during the player's own time or in between games.

(iii) **HEADPHONES** - While a match is in progress, a player is permitted the reasonable use of headphones.

(iv) **MOBILE PHONES** - While a match is in progress and apart from during a break or for recording purposes as otherwise specified herein or for the use of an app for recording the score, as a game clock or for some other reasonable use, a player is not permitted to use a mobile phone unless the opponent accepts this in each instance. The Tournament Director may revoke such acceptance at any time.

(v) **SIGNALLING AND OTHER FORMS OF OUTSIDE HELP** - When a match is in progress, players are not permitted to receive signals or help in any other way from spectators.

(vi) **PENALTIES** - Any breach of section 1.7, subsections (i) to (v) may result in a warning, penalty points, disqualification or expulsion of the player concerned. In exceptional circumstances the player may be temporarily or permanently barred from participation in future Tournaments.

(vii) **REQUESTS** - A player may make a request to the Tournament Director that a monitor be appointed for the remainder of the match in accordance with section 1.3, subsection (iii).

(viii) **REPORTS** - When a Tournament Director has disqualified and/or expelled a player in accordance with section 1.7, subsection (v), the fact must be reported to the Federation by the Tournament Director as soon as reasonably possible after the completion of the Tournament. The report must explain the reasons for the ruling.

### **1.8 Requirement for a Tournament Director to assist players with special challenges**

Where a player has a demonstrably special challenge, whether by way of physical or mental handicap, the Tournament Director must provide any necessary assistance or accommodation that can reasonably be provided, in order to minimise the impact of such challenge to the player.

## **2. REGULATIONS**

### **2.1 Place**

All matches must be played in the tournament area designated by the Tournament Director. A player may insist that a match is played in a non-smoking area.

### **2.2 Starting times and breaks**

(i) **STARTING TIMES** - All matches must begin at the scheduled times or as otherwise specified by the Tournament Director.

(ii) **BREAKS** - A player is entitled to a number of 5 minute breaks only in matches over 5 points in length as follows:

In matches of 7 to 11 points: one break

In matches of 13 to 17 points: two breaks

In matches of 19 to 23 points: three breaks

In matches to 25 points or more: four breaks

Breaks may only be taken in between games. Breaks may be taken consecutively. This may be done either by one player combining two or more of his permitted breaks or by both players combining their breaks. Any situation where a player leaves the board is considered to be a break unless doing so is a necessary part of the game. When playing best of three matches, breaks are only permitted between matches.

(iii) **EXCEPTIONS** - In certain circumstances the Tournament Director may make an exception to section 2.2, subsections (i) to (ii) if particular concerns to one or both players warrant this, if he deems the match to be of special significance or if he has devised an alternative break and/or time structure for the tournament or any particular match.

(iv) **PENALTIES** – Any breach of the rules for starting times and breaks may result in penalty points. If a player is not present and has not started the match 5 minutes after the starting time or after the end of the permitted break, one penalty point may be awarded. Subsequently a further penalty point may be awarded for each subsequent 5 minute delay. When a player has been awarded penalty points corresponding to more than half of the length of the match, such player shall be deemed to have won the match. As an alternative to penalty points, after a player has caused five minutes of delay, a Tournament Director may start such player’s game clock.

(v) **EMERGENCIES** – For the avoidance of doubt and notwithstanding anything to the contrary herein, if no breaks remain or are available, a player may tend to an emergency without penalty, except in the case of abuse of such right. The Tournament Director should be informed prior to such break or as soon as reasonably possible thereafter.

### **2.3 Slow play**

(i) **PENALTIES** – at any time, if the Tournament Director considers that a match is being played at an unreasonably slow pace, either or both of the following sanctions may be imposed:

(a) a warning shall be given that if slow play persists, penalty points may be awarded; or

(b) the remainder of the match shall be played using a game clock. See section 3.5, subsection (vi).

(ii) **REQUESTS** - A player may make a request to the Tournament Director that the remainder of the match is played using a game clock, or that a monitor is appointed to observe the match.

### **2.4 Random and valid dice**

(i) **PENALTIES** - If the Tournament Director considers a player to be in breach of section 4.1, subsection (i) or section 4.1, subsection (iv) (a), he may rule that the remainder of the match is to be played using a baffle box.

(ii) **REQUESTS** - A player may make a request to the Tournament Director that the remainder of the match is played using a baffle box provided that one is available, or that a match monitor is appointed.

## **3. PREPARATION**

### **3.1 The board**

Subject to availability, a player may insist that the board is designed for checkers of between 37 and 50 millimetres in diameter. If such a board is only available after the match has started, a player may insist that the board is replaced at that time. The board may only be replaced between games. All dice and doubling cubes not in use should be removed from the board before the start of the match.

### **3.2 Cups**

Subject to availability, a player may insist that cups with an interior lip are used in preference to those without an interior lip. If cups with an interior lip are not available at the start of a match, a player may insist that the cups in use are replaced as soon as lipped cups become available, even if this is during a game.

### 3.3 The dice

(i) **IN GENERAL** - If they are available a player may insist that precision dice are used in preference to other dice. If precision dice are not available at the start of a match, a player may insist that the dice in use are replaced as soon as precision dice become available even if this is during a game. Where available, four dice must be used except where the Tournament Director has specified that even without the use of game clocks, two dice may or must be used by the players. Where only two dice are available or have been selected, they may be used and in such cases, section 3.3, subsections (ii) and (iii) shall be interpreted accordingly.

(ii) **IN MATCHES PLAYED WITHOUT THE USE OF A GAME CLOCK** - The players must select four dice. These must be used for the entire match, except for situations as described in section 3.3, subsection (i) and section 3.7, subsection (i). Each player must use two dice.

(iii) **IN MATCHES PLAYED WITH THE USE OF A GAME CLOCK** - The players must select four dice. These must be used for the entire match, except for situations as described in section 3.3, subsection (i) and section 3.7, subsection (i). Only two dice are in use in each game. Four dice must be present at the board however, so that a change of dice is possible.

### 3.4 Baffle box

(i) **SITUATIONS** - The use of a baffle box by both players may occur as an option, preference, obligation, or imposition:

(a) **Option.** In any Tournament the players may choose to play the match using a baffle box if they are in agreement;

(b) **Preference.** A player may insist that the match is played using baffle box, if it is announced in the Tournament invitation that the Tournament, or part thereof, is to be held with a preference for baffle boxes;

(c) **Obligation.** Players shall be obliged to play the match using a baffle box, if it is announced in the Tournament invitation that the Tournament, or part thereof, is to be held with an obligation to use baffle boxes; and

(d) **Imposition.** In any Tournament the players are obliged to play the remainder of a match in progress using a baffle box, if a baffle box is available and the Tournament Director makes such a ruling in accordance with section 2.4, subsection (I).

(ii) **EXCEPTIONS** - In certain circumstances the Tournament Director may make an exception from section 3.4, subsection (i) (b) and (c), if special concerns to one or both players warrant such exception.

(iii) **CONSTRUCTION AND APPROVAL** - The baffle box must be properly constructed. If a player requests that the baffle box be approved by the Tournament Director, it must be approved before the match may be started or continued.

(iv) **PLACING.** - Where a baffle box is in use, it must be placed opposite the home boards of the players.

(v) **SINGLE PLAYER USE** – For the avoidance of doubt and notwithstanding anything to the contrary herein, a player is unilaterally permitted the reasonable use of a baffle box.

### 3.5 Game clocks

(i) SITUATIONS - The use of a game clock may occur as an option, preference, obligation, or imposition:

(a) Option. In any Tournament the players may choose to play the match using a game clock if they are in agreement;

(b) Preference. A player may insist that the match is played using a game clock provided that one is readily available) if it is announced in the Tournament invitation that the Tournament, or part thereof, is held with a preference for game clocks;

(c) Obligation. Players are obliged to play the match using game clocks if it is announced in the Tournament invitation that the Tournament, or part thereof, is held with an obligation for game clocks;

(d) Imposition. In any Tournament the players are obliged to play the remainder of a match in progress using a game clock, if a game clock is available and the Tournament Director makes such a ruling in accordance with section 2.3; and

(e) The Tournament Director may request that a match is played using a game clock at any time provided that a game clock is available.

(ii) EXCEPTIONS - In certain circumstances the Tournament Director may make an exception to section 3.5, subsection (i) (b) and (c), if special concerns to one or both players warrant such exception.

(iii) CONSTRUCTION AND APPROVAL - The game clock must be properly constructed. If a player requests that the game clock be approved by the Tournament Director, it must be approved before the match is started.

(iv) PLACING - If a game clock is in use, it must be placed on the same side as the home boards of the players.

(v) SETTING THE GAME CLOCK - All matches played using game clocks must use the time delay method known as 'Simple Delay' and for the avoidance of doubt described as follows: each player is allotted a certain specified time per point of the match (match time). In addition to this each player is permitted a certain specified time delay per move before the match time commences (delay time). The delay time does not accumulate. In standard singles matches the match time is two (2) minutes and the delay time is twelve (12) seconds, or as otherwise specified by the Tournament Director. For doubles matches and any other non-standard matches, the Tournament Director shall specify the applicable match time and delay time. For the avoidance of doubt, the Tournament Director may, only in advance, devise an alternative break and/or time structure for the tournament or any particular match, including by dividing the reserve time into two banks and shall reset the clock to the second bank time after the first bank has been used.

(vi) TIME CONTROL - In a match played using game clocks in situations such as those referred to in section 3.5, subsection (i) (a) to (d) each player is allotted a certain number of minutes according to the length of the match. The number of minutes allotted is calculated as  $((RA+RB)/2)*\text{match time}$ , where RA is the number of points required for player A to win the match and RB is the number of points required for player B to win the match.

### 3.6 Preferences

If necessary, and provided that this does not contravene the imposed format or requirements of the tournament itself, preferences over the choice of game equipment shall be determined by the roll of dice, or as otherwise agreed by the parties concerned, before the start of the match.

### 3.7 Change of equipment

(i) IN GENERAL - The Tournament Director may change the equipment being used at any time. The players are only permitted to change the equipment in use in a match in progress if the equipment is defective or if they are in agreement or under the provisions of section 3.1, section 3.2 or section 3.3, subsection (i).

(ii) PARTICULARLY FOR GAME CLOCKS - A game clock with obvious errors must be replaced immediately. The Tournament Director shall set the time on the substitute game clock according to their best estimate.

### 3.8 Board, streaming and recording

The Tournament Director may, in his sole discretion and in any combination, require any match to be played on a particular board, to be streamed online, to be recorded in any reasonable manner, including by way of written notation or filming. Such decision is not liable to be appealed. For the avoidance of doubt, such recording shall be available to be published by the Tournament Director or the Federation in any manner they determine in their sole discretion.

## 4. THE GAME

### 4.1 Dice and rolls

(i) RANDOM DICE - The use of dice is a means of obtaining random numbers ranging from 1 to 6. Any other use of the dice is a breach of the rules and the spirit of backgammon.

(ii) HANDLING OF THE DICE – The dice may not be touched while they are live. The dice are deemed to be live where the turn in progress has not been completed. When necessary, a player may slide their own dice across the surface of the board to make room for moving their checkers.

(iii) CHANGE OF DICE - A player may demand that all four dice are mixed before any game of the match. In that case the player demanding the mixing must shake all four dice in a cup and roll them. The players then take turns selecting dice, starting with the player that did not demand such mixing.

(iv) VALID ROLLS -

(a) WITH THE USE OF A CUP.

Generally, all rolls must be made on the right-hand side of the bar. A valid roll consists of the dice being shaken vigorously, but not excessively, in a cup and then rolled in a single action out of the cup and across the playing surface of the board. As the dice are being rolled they should not touch the player's hand and the cup should not touch the board. The dice must roll freely and come to rest lying flat on the playing surface of the board to the roller's right of the bar. If this is not the case, or if any player has objected to the validity of the roll before either die has begun to settle, the roll is deemed invalid and must be retaken. If the opponent has given his permission, the dice may be rolled to the roller's left of the bar. Permission to roll to the left of the bar expires when the opponent withdraws such permission, the player begins to

roll to the right of the bar once again or when that particular game ends. For the avoidance of doubt, dice that do not lie flat due solely to inherent fluctuations of the surface of the board shall constitute a valid roll.

(b) WITH THE USE OF A BAFFLE BOX

A valid roll consists of the dice being dropped by hand or out of the cup into the baffle box. The dice must pass through the baffle box and come to rest lying flat on the playing surface of the half of the board adjacent to the baffle box. If this is not the case, the roll is deemed invalid and must be retaken. For the avoidance of doubt, dice that do not lie flat due solely to inherent fluctuations of the surface of the board shall constitute a valid roll.

On the opening roll, one player may drop both dice with each player assigned a colour or players may roll using cups.

(c) Notwithstanding anything to the contrary herein, where the Tournament Director has specified that '*dice on checkers*' is permitted, any die landing on the surface of one or more checkers shall not invalidate that roll provided that such die is not supported by a vertical surface or has descended into the gap between checkers. For the avoidance of doubt, the roll shall be valid even where such die does not lie flat due solely to inherent fluctuations on the surface or edge of the checker.

(v) PREMATURE ACTION

(a) WITHOUT THE USE OF A CLOCK

If a player rolls the dice before his opponent has finished his turn, the opponent must point out the premature roll and then state their choice whether to condone and permit the premature roll to stand or deem it to be invalid and require it to be retaken. A player that repeatedly fails to point out a premature roll may lose the option to deem it to be invalid. For the avoidance of doubt, any penalty assessed in such circumstances shall be in lieu of any loss of delay time from the premature picking up of dice.

(b) WITH THE USE OF A CLOCK

In matches played using a game clock. If his opponent picks up the dice before the player has ended his turn, then the player may pause the game clock and complete his turn before activating his opponent's time once again and his opponent shall forfeit the delay time on his next turn. In such circumstances, the player shall summon the Tournament Director to claim the time penalty, unless both players agree to accept it. On his next turn, his opponent shall wait until his delay time has expired before commencing his turn.

(vi) END OF TURN

(a) WITHOUT THE USE OF A CLOCK

In matches played without using a game clock a player ends his turn by lifting either or both of his dice. Where only two dice are being used by the players, they must agree in advance on a single method to indicate the end of a turn.

(b) WITH THE USE OF A CLOCK

In matches played using a game clock a player ends his turn by activating his opponent's time. If his opponent is not able to make a valid move or offer a valid double, the player must still end his turn by activating his opponent's time and wait for his opponent to activate the player's time.

## 4.2 Checkers and moves

(i) MOVES - Players must move clearly and use only one hand to move the checkers. Checkers on the bar must be re-entered into play before any other checker may be moved. Repeated transgressions by a player in breach of this provision may result firstly in a warning, and subsequently in penalty points.

(ii) HANDLING OF CHECKERS - A player should not touch his own checkers or his opponent's checkers during his opponent's turn. Checkers that have been hit must remain on the bar until they are able to be re-entered into the game in a legal manner. Checkers borne off must be kept away from the playing surface of the board until the end of the game. Repeated transgressions by a player in breach of this provision may result firstly in a warning, and subsequently in penalty points.

(iii) ILLEGAL MOVES – Players must point out all illegal checker moves. Correction of an illegal checker move requires reverting to the original dice roll and position and resuming play from there. Where a policy of 'Legal Moves' has been set for a Tournament: all illegal moves must be corrected if noticed before the opponent has made a valid roll. Where a policy of 'Responsible Moves' has been set for a Tournament: if an illegal checker move occurs, the opponent must either require it to be corrected or to stand. For the avoidance of doubt, no other type of infraction may be condoned.

(iv) ERRORS IN THE STARTING POSITION - If an error in the starting position is noticed after the player starting the game has commenced his second turn by making a valid roll or offering a valid double, the starting position is valid in spite of the error. An error noticed before the player starting the game has commenced his second turn by making a valid roll or offering a valid double must be corrected in accordance with the correct starting position. For the avoidance of doubt, a player starting with fewer than 15 checkers may still lose a gammon or backgammon. Notwithstanding anything to the contrary herein, if all involved players agree, an error in starting position may be corrected later in the game than as otherwise stated above.

(v) CHECKER SHUFFLING - Players should not, in an uncontrolled manner, shuffle their checkers back and forth across the board in order to test new positions. Players should slightly offset checkers being moved to test a position. Repeated transgressions by a player in breach of this provision may result firstly in a warning, and subsequently in penalty points.

## 4.3 Game clocks

(i) HANDLING OF THE GAME CLOCK – during a game, players must activate the game clock with the same hand used for moving the checkers. Repeated transgressions by a player in breach of this provision may result firstly in a warning, and subsequently in penalty points.

(ii) PAUSING THE GAME CLOCK - Pausing the game clock is only permitted in the following seven situations:

(a) when a game has been played to conclusion;

(b) during breaks. If one or both players are leaving the game table, both players must note down the times on the game clock on their scorecards. If the players have not noted the times on the game clock and the game clock has been activated during the break, the Tournament Director must be called immediately. The Tournament Director shall then set the time on the game clock according to his best estimate;

(c) when any dispute arises between the players or when the Tournament Director requests it;

(d) when a player has picked up the dice before the opponent has ended his turn in accordance with section 4.1, subsection (v) (b);

(e) when a player has picked up the dice and activated his opponent's time;

(f) when an illegal move is noticed; and

(g) when a player believes that the game is settled. If his opponent concurs, the players note down the result of the game and the next game may be started. If his opponent disagrees, the game clock is restarted if it has been paused and the game is played to conclusion.

(iii) **TIME HAS RUN OUT** - Time is deemed to have run out when one of the players, or the Tournament Director, realises that it has run out and declares the fact. If the time of one of the players has run out the Tournament Director must be notified. The player whose time has run out has lost the match. Notwithstanding anything to the contrary herein and for the avoidance of doubt, where time runs out for a player who is otherwise guaranteed to win the match, such player shall be declared the winner of the match.

(iv) **MISTAKE AS TO CLOCK ACTIVATION** - Where a player notices (or in the opinion of the Tournament Director it is obvious that he has or should have noticed) that his opponent has made a mistake such that his opponent's time is active without him being aware of it then the player is under a duty to inform his opponent of the fact. Failure to do so may result in a warning to such player, penalty points against such player, loss of the game by such player, loss of the match by such player or disqualification from the Tournament of such player. In exceptional circumstances the player involved may be temporarily or permanently barred from future Tournaments. Whenever time is mistakenly lost by a player, they shall have the right to restoration of a reasonable estimation of the time so lost.

(v) **INVALID ROLLS** - Notwithstanding anything to the contrary herein, where an invalid roll occurs and in order not to adversely prejudice the player on roll, either player may pause the clock and/or restart the delay time as he reasonably deems appropriate. Where there is disagreement as to the validity of the roll, the clock may be paused by either player until the disagreement is resolved.

(vi) **CLOCK SET INCORRECTLY** - Players must immediately announce and rectify any instance where the game clock has been set incorrectly.

#### **4.4 Doubling cube**

(i) **PLACING OF THE DOUBLING CUBE** - It is the responsibility of both players to ensure that at the start of each game the doubling cube is placed in the centre between the two players with the '1' or '64' facing up. If the doubling cube has not been placed in the centre, it must be placed in the centre as soon as the players notice the error. An exception to this is the Crawford game, when the doubling cube should be removed from the board entirely.

(ii) **DOUBLING** - The players may use the doubling cube only on their turn. It must be used before any attempt to roll the dice however, and therefore cannot be used after an invalid roll. A player must double by turning the doubling cube and placing it on the board, so that the cube is showing the doubling level directly above the previous level (the physical act) and saying the words "I double" or the like (the verbal act). In matches played using a game clock, the player must also activate his opponent's time. For the avoidance of doubt and notwithstanding anything to the contrary above, either: (i) the verbal act or the physical act on their own; or (ii) the demonstration of an intention to double including pointing at, touching or picking up the doubling cube, but not merely reaching for the cube, shall be deemed a valid double.

(iii) ACCEPTING/PASSING A DOUBLE - Players should generally accept a double by moving the doubling cube to their side of the board (the physical act) and saying “I take” or the like (the verbal act). The doubling cube must then be placed within the limits of the board, visible to both players, on the side of the player being doubled. The double is generally passed by centring the doubling cube with the ‘1’ or ‘64’ facing up (the physical act) and saying “I pass” or the like (the verbal act). In matches played using a game clock, where a player is accepting the double he must also activate his opponent’s time. In matches played using a game clock, where a player is passing the double he should also pause the game clock. For the avoidance of doubt and notwithstanding anything to the contrary above, either: (i) the verbal act or the physical act on their own; or

(ii) the demonstration of an intention to either take or pass the double shall commit the player to such action and in this regard, actions such as pausing the clock, destroying the position or scoring the game shall be deemed to be passing the double.

(iv) CRAWFORD RULE - The Crawford rule applies to all matches. In the first game in which one of the players is exactly one point away from winning the match (the Crawford game), neither of the players may use the doubling cube which shall either be physically removed from the board or be deemed as being inaccessible. Any cube action during the Crawford game is void and any corrective action necessary to give effect to this shall be taken retroactively.

(v) PREMATURE ACTION – For the avoidance of doubt, if a player doubles before the end of the opponent’s turn, the double stands if it is otherwise valid. The opponent is then entitled to finish his turn knowing that the opponent will be doubling.

(vi) DOUBLES TO WRONG LEVELS – If a player validly doubles or accepts or passes a double but at a wrong level, the double or acceptance or pass is still valid, but the level of the doubling cube must be corrected, so that it is consistent with the level of a correct double.

(vii) DOUBLING WHEN THE CUBE IS DEAD – If a player holds a cube at a level that would be sufficient for that player to win the match, the doubling cube is deemed to be ‘dead’ meaning that it is no longer available for further cube action by such player. If in these circumstances the player mistakenly doubles such cube action is void and any corrective action necessary to give effect to this shall be taken retroactively.

(viii) AUTOMATIC DOUBLES, BEAVERS AND THE JACOBY RULE - for the avoidance of doubt, automatic doubles, beavers and the Jacoby Rule are strictly money game concepts only and accordingly are not permitted in tournament backgammon.

(ix) DISPUTES AS TO VALUE OF A DOUBLING CUBE – players should endeavour to ensure on an ongoing basis that the positioning and value of the doubling cube is correct. In case of dispute, the general presumption shall be that such positioning and value are correct and it will be for the player disputing this to demonstrate otherwise.

## 4.5 Completion

All games and matches must be played to completion unless brought to an end by the pass of a double or, if the match is played using a game clock, by a player running out of time. However if no contact remains or it is otherwise impossible for any other result to occur, a player may accept the loss of a single game, a gammon or backgammon, as appropriate. Otherwise, the players are not permitted to agree on the outcome of points, of a game or a match. All matches must be played to the correctly specified number of points. Breach of this rule may result in disqualification of one or both players. In exceptional circumstances the players involved may be temporarily or permanently barred from future Federation approved Tournaments.

Subject to the foregoing, where, prior to the completion of a game, a player unilaterally resets or begins to reset the board, the original position reached must be reconstructed by the players and in the case of any disagreement in doing so by the players, the reasonable recollection of the opponent shall be deemed conclusive.

#### **4.6 Reporting of results**

Both the winners and the losers of a match shall bear responsibility for reporting the result of the match to the Tournament Director as soon as reasonably possible after the end of the match. The Tournament Director shall verify the result and announce it on the Tournament board. If an incorrect result has been announced it may be corrected as long as the correction is made within a reasonable time even if any players have started a subsequent match in the Tournament.

#### **4.7 Score keeping**

Both players are encouraged to keep an ongoing record of the score of the match and announce to each other the score of the match before each game. Before the start of a Crawford game, the players must announce the fact that it is the Crawford game to each other. Scoreboards must be used if the Tournament Director demands it but in such case the players should still endeavour to also keep the score on individual score-sheets. In case of dispute, the score-sheet of the trailing player in the match shall be deemed conclusive, providing it is clear and unambiguous. If only one player has kept a score-sheet then in the case of dispute such score-sheet shall be deemed conclusive. For the avoidance of doubt, all scoring errors must be corrected when noticed, even if previously agreed by both players.

#### **4.8 Incorrect match length**

Where a match has been played and concluded to an incorrect match length such result shall stand. Otherwise, where a match is being played to an incorrect match length, any game in progress shall not be affected but the match length shall be corrected at the beginning of the next game if possible. If the match is concluded to the incorrect score as a result of such game in progress then a correction is not deemed possible and such result shall stand. A proposed correction to the match length is also not deemed possible where the correct match length is shorter than the incorrect match length and such proposed correction would result in a concluded match. In such circumstances the match shall continue to conclusion to the incorrect match length and such result shall stand.

### **5. DISPUTES**

#### **5.1 Complaints**

If a dispute arises as between players, they must leave dice, checkers, doubling cube, scorecards and all other relevant items untouched, while calling for the Tournament Director to settle the dispute. If one of the players is also a Tournament Director, the dispute must be settled by another Tournament Director attached to the Tournament. If no other Tournament Director is attached to the Tournament, the dispute must be resolved by a Ruling Committee.

#### **5.2 Appeals**

The decision of the Tournament Director may be appealed, but such appeal must be requested as soon as reasonably possible. Following such request, a Ruling Committee must be formed and the appeal dealt with as soon as reasonably possible. The Ruling Committee may, by a simple majority, either

uphold the original decision, reverse it or pronounce an alternative decision. The decision of the Ruling Committee shall be final.

### **5.3 Testimonies**

The Tournament Director and/or the Ruling Committee may request any available information, including from any person, which they deem necessary in their sole discretion and such information may not be unreasonably withheld with any failure in this regard potentially leading to separate sanctions. A player involved in the dispute in any direct way shall be entitled to make relevant representations to the Tournament Director and/or the Ruling Committee. Spectators may not make any representations except at the request of the Tournament Director and/or the Ruling Committee.

### **5.4 Reporting rights following official decisions**

Any person may report any decision of the Tournament Director or the Ruling Committee to the Federation, according to established guidelines, solely in order for a principle ruling to be made and a precedent on the matter to be established in order to provide assistance or guidance in resolving any future disputes that may arise. For the avoidance of doubt such a principle ruling shall not alter or otherwise affect in any way the actual decision of the Tournament Director or Ruling Committee to which it relates. The Federation may impose sanctions by authority of the current Tournament Rules or otherwise.

### **5.5 Reporting duties of the Tournament Director and the Ruling Committee**

- (i) Any decision in a dispute must be reported to the Federation as soon as reasonably possible after the completion of the Tournament. The report must contain a description of the matter in dispute and the reasons for the ruling.
- (ii) All match results must be reported to the Federation and/or input into any relevant database or ranking system as necessary as soon as reasonably possible after the completion of the Tournament.

# **ANZBGF Code of Ethics**

## **Contents:**

- 1. Introduction**
- 2. Breach of Ethics**
- 3. Sanctions**
- 4. Administrative Procedures**

**Ethics Committee- Procedural Rules**

## 1. INTRODUCTION

**1.1** The game and concept of backgammon assumes that everyone involved and concerned observes existing rules and regulations and attaches the greatest importance to fair play and good sportsmanship.

**1.2** It is impossible to define exactly and in all circumstances the standard of conduct expected from all parties involved in ANZBGF tournaments and events, or to list all sets which would amount to a breach of the Code of Ethics and lead to disciplinary sanctions. In most cases commonsense will tell the participants the standards of behaviour that are required. If any participant in an ANZBGF event has any doubt as to the conduct which is expected of him or her, the ANZBGF officials present should be contacted or the local organiser who has been put in charge of the event.

**1.3** Disputes arising during a game or tournament shall be resolved in accordance with the rules of play in existence at the time and with the tournament regulations.

**1.4** This Code of Ethics is applicable to: ANZBGF office bearers, delegates and counsellors, affiliated organisations, organisers, sponsors, and all competitors in ANZBGF registered tournaments.

**1.5** This Code of Ethics shall govern what action may be taken against any person (meaning either an individual or organisation) who deliberately or through gross negligence violates the rules and regulations of the game or neglects to observe the precepts of fair play.

**1.6** ANZBGF has the right to not accept a complaint if it is a purely local dispute where there has been no attempt at resolution or unless it directly involves an ANZBGF Committee member or an ANZBGF endorsed tournament.

**1.7** ANZBGF will establish an Ethics Committee for the purposes of this Code.

## 2. BREACH OF ETHICS

The Code of Ethics shall be breached by a person or organisation:

**2.1** Who directly or indirectly offers, or attempts to offer, or accepts any consideration or bribe with a view of influencing the result in a game of backgammon or election into ANZBGF office.

**2.2** Who in other respects acts contrary to this Code. Of particular importance in this respect are the following:

**2.2.1** Fraudulence in the administration of any ANZBGF office that affects other federations.

**2.2.2** Office bearers who through their behaviour no longer inspire the necessary confidence or have in other ways become unworthy of trust.

**2.2.3** Organisers, tournament directors, arbiters or other officials who fail to perform their functions in an impartial and responsible manner.

**2.2.4** Failure to comply with normally accepted standards of courtesy and backgammon etiquette. Misbehaviour of a personal nature which is generally unacceptable by normal social standards.

**2.2.5** Cheating or attempts at cheating during games and tournaments. Violent, threatening or other unseemly behaviour during or in connection with a backgammon event.

**2.2.6** Players withdrawing from a tournament without valid reason or without informing the tournament arbiter.

**2.2.7** Gross or repeated violations of ANZBGF Rules of Backgammon or other approved tournament rules.

**2.2.8** In any top level tournament, players, delegations or teams should comply with a “smart casual” dress code. Delegations includes both a player’s seconds and any other individual who the player allows to conduct business on behalf of the player. Players are responsible for the actions of acknowledged members of their delegations.

**2.2.9** Players or members of their delegations must not make unjustified accusations toward other players, officials or sponsors. All protests must be referred directly to the arbiter or the Technical Director of the tournament.

**2.2.10** In addition, disciplinary action in accordance with this Code of Ethics will be taken in cases of occurrences which cause the game of backgammon or ANZBGF to appear in an unfavourable light and in this way damage its reputation.

**2.2.11** Any conduct likely to injure or discredit the reputation of ANZBGF, its events, organisers, participants or sponsors.

### **3. SANCTIONS**

**3.1** Breaches of the ANZBGF Code of Ethics shall be sanctioned whether acts of commission or omission, whether they have been committed deliberately or negligently, whether the breach constitutes an act or attempted act, and whether the parties acted as principle, participant, accomplice or instigator, aiding or abetting.

**3.2** Breaches of the ANZBGF Code of Ethics are punishable by one or more of the following sanctions:

- warning;
- reprimand;
- return of awards;
- revocations of titles and sports results;
- ban on taking part in an ANZBGF backgammon competition or related activity, as a player, arbiter, organiser or representative;
- temporary or permanent exclusion from membership or office.

**3.3** If a sanction is imposed, the Ethics Committee may examine whether there are grounds to totally or partially suspend the enforcement of the sanction if the relevant circumstances allow it, in particular the previous record of the person sanctioned. By suspending enforcement of the sanction, the Ethics Committee may subject the person sanctioned to a probationary period of anything from six months up to two years. If the person benefiting from a suspended sanction commits another breach during the probationary period, the suspension shall automatically be revoked and the original sanction completely applied and added to the sanction imposed for the new breach.

**3.4** The sanction may be imposed by taking into account all relevant factors in the case, including the offender’s age, assistance and cooperation, the motive, the circumstances and the degree of the offender’s guilt.

**3.5** The Ethics Committee shall decide the scope and duration of any sanction.

**3.6** Sanctions may be limited to a geographical area or to one or more specific categories of competitions or events (starting date).

**3.7** Unless otherwise specified, the sanction may be increased as deemed appropriate if a

breach has been repeated.

**3.8** Where more than one breach has been committed, the sanction shall be based on the most serious breach, and increased as appropriate depending on the specific circumstances.

**3.9** The Ethics Committee may (immediately) take provisional measures (eg provisional sanctions) if a breach of the Code of Ethics appears to have been committed and a decision on the main issue may not be taken early enough. The Ethics Committee may also issue provisional measures for preventing interference with the establishment of the truth. Provisional measures may be valid for a maximum of 75 days. In exceptional circumstances, the provisional measures may be extended by the Ethics Committee for an additional period not to exceed 45 days. The duration of provisional sanctions shall be taken into account in the final decision.

## **4. ADMINISTRATIVE PROCEDURES**

**4.1** Breach of the regulations of this code by any ANZBGF official shall be reported to the ANZBGF President.

**4.2** Breach of the regulations of this code by any person shall be reported to and decided by the ANZBGF Ethics Committee.

**4.3** The proceedings shall be recorded in writing. Grounds must be given for any decisions taken and these must also be in writing.

**4.4** Appeals against a decision taken by any ANZBGF official can be submitted to the ANZBGF Ethics Committee.

**4.5** Any decisions made by the Ethics Committee may be the object of appeal arbitration proceedings in accordance with the World Backgammon Federation Ethics Committee.

**4.6** The time limit for appeal is twenty-one days following the communication of the decision concerning appeal. Any recourse to ordinary courts is excluded.

## **ETHICS COMMITTEE – PROCEDURAL RULES**

### **Register of Cases**

Any complaints and reports concerning violations of the ANZBGF Code of Ethics shall be addressed to the ANZBGF Ethics Committee (hereafter called the “EC”) through the ANZBGF President. The ANZBGF President will transmit a copy to the Chair of the EC. A Register of the cases of the EC will be maintained by ANZBGF.

### **Language**

The working language of the EC is English. The EC shall, at the request of any party, authorise a language other than English to be used by the parties involved. In that occurrence, the EC may order any or all of the parties to bear all or part of the translation and interpreting costs. The EC may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

### **Notifications and Communications**

Any notifications and communications that the EC intends for the parties shall be made through the ANZBGF President. All communications that the parties intend for the EC shall be made through the ANZBGF President.

### **Representation and Assistance**

The parties may be represented or assisted by persons of their choice. The names, addresses, telephone and facsimile numbers, email addresses of the persons representing the parties shall be communicated to the ANZBGF President.

### **Intervention**

If any other person has an interest in a case submitted to the competence of EC, it may submit to the EC.

### **Rights of the Parties**

Each person charged with a violation of the ANZBGF Code of Ethics has the right to be informed in writing (whether by letter, email or otherwise) of the pending case before the final decision of the EC and has the right to present to the EC memorials and documents in support of his/her/their position. Each party has the right, within the limits provided by article 8, to ask to appear in front of the EC in an oral hearing.

### **Submissions of Documents and Written Procedure**

The Chair of the EC will fix a term, normally at least 20 days, for the submission of memorials and documents, failing which no further documents will be accepted by the EC. This term may be prolonged, if requested. When this term expires, the EC may decide upon the case. Documents may be submitted by email. The EC may acquire documents and statements from ANZBGF arbiters, players, organisers, tournament directors.

### **Hearing**

The procedure before the EC comprises an oral hearing only if the EC deems it appropriate and necessary. Each party is responsible for all the costs directly or indirectly associated with their presence. If a party asks for a hearing and the EC deems it not necessary, the party insisting on having the hearing will be required to pay for ANZBGF expenses and for the expenses of the other parties, in the event they lose the case. An appropriate amount of money to cover these expenses must be posted with the ANZBGF President prior to the hearing. The Chair of the EC shall issue directions relating to the hearing and, in particular, he shall set the hearing date. The hearing shall be public, unless the EC decides otherwise. The Chair of the EC shall conduct the hearing and ensure that the statements made are concise and limited to the subject of the case. The EC may exceptionally authorise the hearing of witnesses and experts, even via tele- or videoconference. Minutes shall be made at each hearing.

### **Judgement**

The deliberations of the EC shall be taken in private and remain secret. Any questions shall be decided by the majority of the members present. The quorum for the judgement shall be of at least three members. In the event of an equality of votes, the Chair of the EC shall have the right to cast the decisive vote. The judgement shall state in a written form the reasons on which it is based. It shall contain the names of the members of the EC who have taken part in the decision. If the judgement does not represent in whole or in part the unanimous opinion of the members of the EC who heard the matter, any dissenting member shall be entitled to deliver a separate opinion. A written copy of the judgement of the EC shall be delivered to each party (by letter, email or otherwise) no later than twenty days after the judgement.

*"Good etiquette makes for good backgammon..." Oswald Jacoby*

## **PLAYER'S ETIQUETTE**

From 'Tournament Rules' ANZBGF 1/1/24

### **1.2 Etiquette**

(i) **GENERAL** - Tournament directors and players are expected to behave in the spirit of the game which is to show generous sportsmanship, fair and considerate behaviour and to promptly point out and correct any violation of a mandatory rule unless the Rules explicitly permit such violation to be condoned. Players must respect a request to limit conversation or distraction.

(ii) **HANDLING OF EQUIPMENT** - Players must handle the equipment in a suitable manner.

(iii) **PENALTIES** - A player in breach of section 1.2, subsections (i) to (ii) may be disqualified and excluded from the Tournament. In exceptional circumstances the player may be temporarily barred from future Tournaments. A Tournament Director in breach of section 1.2, subsection (i) may be barred from acting as a Federation approved Tournament Director.

1. **Always greet and part with your opponent in a friendly manner.**
2. **Do not call your opponent's bad rolls, your own good one's or complain about the rolls or luck.**
3. **Do not make an exclamation when your opponent gets a really bad roll and do not rejoice when you get a really good one.**
4. **Do not point out your opponent's luck or lucky rolls during or after a match.**
5. **Both parties should keep score. Announce the score or acknowledge your opponent's announcement of the score after each game. A Crawford game should be announced at the start and the cube taken off the board.**
6. **Do not roll until your opponent has clearly picked up their dice.**
7. **Be quiet and still while your opponent is thinking or playing.**
8. **Do not rattle your dice when it's not your turn to play.**
9. **When doubling, place the cube gently in the centre, and say double. Don't flip, roll, or toss it to them.**
10. **Do not engage in conversations with kibitzers or people at the next table.**

*"Good etiquette makes for good backgammon..." Oswald Jacoby*

## **SPECTATOR'S ETIQUETTE**

From 'Tournament Rules' ANZBGF 1/1/24

### **1.6 Spectators**

(i) **GENERAL** - Spectators should generally observe Tournament backgammon as quietly and unobtrusively as reasonably possible, except when specifically requested to comment on any clarification by the Tournament Director or the players. Spectators must not direct attention to mistakes or illegal actions in a game, unless with the consent of the Tournament Director, the players involved have agreed otherwise and have displayed a sign near the board indicating the same, nor should they comment on a game which includes asking the score during a match. However, a spectator may, in between games, point out directly to the players as a matter of right, an error in the score, the set up of the board or any mistake as to clock activation and otherwise may discreetly alert the Tournament Director to any matters of concern. For the avoidance of doubt, a match annotator, unless also appointed as a monitor, shall be considered a spectator for the purposes of the Rules.

(ii) **SIGNALLING AND OTHER FORMS OF OUTSIDE HELP** - While a match is in progress, spectators are not permitted to signal or help the players in any way.

(iii) **PENALTIES** - Breach of section 1.6, subsections (i) to (ii) may result in expulsion of the spectators involved. In exceptional circumstances such spectators may be temporarily or permanently barred from participating in future Tournaments

(iv) **REQUESTS** - A player may make a request with a supporting explanation to the Tournament Director that one or more spectators be barred from watching the match.

(v) **REPORTS** - Where a Tournament Director has expelled a spectator in accordance with section 1.6, subsection (iii), the fact must be reported to the Federation by the Tournament Director as soon as reasonably possible after the completion of the Tournament. The report must explain the reasons for the ruling.

1. **Do not cheer or openly support a player.**
2. **Be quiet. Do not make an exclamation if a joker is rolled or a move is misplayed.**
3. **If there is a dispute amongst the players and an opinion is sought from a player, do not offer your opinion or make any remarks unless you are asked to by the Tournament Director.**
4. **Do not partake in behaviour that may be distracting to the players.**
5. **Do not walk up to a game and ask the score or make an obvious point of looking at the score sheet.**

intentionally left blank