



ANZBGF RULES FOR ONLINE TOURNAMENTS

1. Interpretation and scope

These online tournament rules are approved by the AUSTRALIAN NEW ZEALAND BACKGAMMON FEDERATION and as such may be amended periodically. They shall be incorporated as an addendum to the ANZBGF Tournament Rules and the ANZBGF Code of Conduct to all online tournaments endorsed by the ANZBGF.

The Rules are a statement of generally accepted principles of best practice. They are not intended to cover every possible situation that might arise in the course of a Tournament and accordingly the Tournament Director's judgement and discretion will be used to determine the most appropriate resolution in any particular set of circumstances.

2. Tournament Director's Role

RESPONSIBILITY OF TOURNAMENT DIRECTOR

A Tournament Director is appointed for each tournament. The Tournament Director will ensure that the 'Rules for Online Tournaments' will be followed. The Tournament Director is responsible for the overall management of the tournament and scheduling of the matches. This includes, but is not limited to: match parameters, pip count setting, clock setting and server ratings.

The Tournament Director can nominate one or more Tournament Assistants for the purpose of managing the tournament.

AUTHORITY OF TOURNAMENT DIRECTOR

The Tournament Director has full authority to resolve all disputes and may, where a situation presents itself, modify or depart from the published rules to resolve situations that may compromise the integrity of an event. This may be necessary in the case of unanticipated situations, peculiarities pertaining to online backgammon play or where a variation would be manifestly fairer to a large number of players.

SOLE DISCRETION OF TOURNAMENT DIRECTOR

All players that sign up for a Tournament must be approved by the Tournament Director. A player may be denied entry at the sole discretion of the Tournament Director. The Tournament Director shall be under no obligation to provide an explanation for their decision to deny entry to a player.

3. Game server and connectivity

The Tournament matches will be played on a specified backgammon server as designated by the Tournament Director. It will facilitate the electronic recording of matches.

It is the player's responsibility to ensure that they are registered and able to play on the relevant server.

If a server disconnection occurs, matches must be resumed within 15 minutes if at all possible. If this does not happen, the Tournament Director must be notified who will then reschedule the resumption. If a match is played with time control and a player loses on time, then the result is final. In all cases the player's themselves are responsible for solving problems and disputes, if necessary with reference to the Tournament Director.

Players are responsible for their computer, internet connection and any other technology designated for used in each event. Any assistance or accommodation to the players' connectivity must be requested prior to the beginning of the event.

4. Scheduling

It is the responsibility of players to arrange a suitable and mutually convenient starting time once a match has been announced by the Tournament Director.

The Tournament Director may specify a deadline for completion of each round or match. The match must be completed and the result reported to the Tournament Director before the deadline.

In certain circumstances the Tournament Director may make an exception if particular concerns to one or both players warrant this. This may include, but is not limited to technical issues being experienced with the online platform or its client software or if it is deemed the match is of special significance.

5. Breaks

Each player is entitled to breaks between games, in general not to exceed 6 minutes per hour elapsed since the start or resume time. Breaks during the first such hour should be limited to urgent need only. The Director shall strictly assess penalty points against any player who fails to start or resume a match on time, or who takes excessive break time. A player shall be assessed one penalty point after causing a cumulative match delay of 10 minutes, and one additional penalty point for every 5 minutes delay thereafter.

6. Forfeits

The Tournament Director may award a forfeit against a player under any of the following conditions:

- a. The player fails to make or acknowledge contact with his opponent prior to the deadline for the match.
- b. The player fails to be online at the appropriate time for the match to be played on one occasion without reasonable justification.
- c. The player fails to be online at the appropriate time for a match rearranged as a result of a previous failure by that player, for any reason.
- d. The player fails to complete the match on one occasion without reasonable justification.

- e. The player fails to complete the match, for a match rearranged as a result of a previous failure by that player, for any reason.
- f. The player fails to acknowledge contact with the Tournament Director, should the Tournament Director make enquiries as to the state of the match.

DOUBLE FORFEITS – The Tournament Director may award a forfeit against both players under any of the following conditions:

- a. Neither player has made contact with the other prior to the deadline for the match.
- b. The match remains uncompleted without reasonable justification from either player.
- c. Both players fail to acknowledge contact with the Tournament Director, should the Tournament Director make enquiries as to the state of the match.

7. Language

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

8. Reporting of results

Match results must be reported to the Tournament Director via email, by the winner, as soon as practicable. The match log should be attached. The losing player may, but is not required to also submit the match result. Misreported results must be pointed out to the Tournament Director as soon as noticed so that they may be corrected.

It is illegal to 'give' a win to another player if the match has not been played. Unplayed matches may not be reported.

If either player cannot play their match prior to the deadline, they must notify the tournament director of this as soon as possible.

9. Etiquette

Players are expected to play their matches in a cordial and sporting manner. Abusive comments, comments about the opponent's luck or other derogatory comments will not be tolerated either in the lobby, at the table or in emails. Repeated occurrences of such behaviour may lead to a suspension. Further occurrences may result in a permanent ban from online events.

All matches must be played in compliance with the rules of the game site. If players violate the site's rules they may be disqualified from ANZBGF sanctioned tournaments.

10. Spectators

To accommodate transparency and mutual respect, all matches must be played openly. Furthermore, all participants in the tournament shall be allowed to watch all the tournament matches. Therefore during tournament matches there shall be no blocking of on-lookers or witnesses. On-lookers are not permitted to engage with either player.

11. Recording

The Tournament Director may require any match played to be streamed online or to be recorded automatically by the client software of the online server. Such decision is not liable to be appealed. For the avoidance of doubt, such recordings shall be available to be published by the Tournament Director or the ANZBGF in any manner they determine, at their sole discretion.

12. Playing Aids

A player will not use any aids during a match, including breaks, except to keep score. Use of personal electronic devices is restricted to playing the match, communicating with the opponent and scorekeeping. A player may not use or reference backgammon material or software during matches, including breaks. This includes, but is not limited to human consultation, match equity tables, reference positions, doubling cube take points, doubling cube gammon values, eXtreme Gammon, GNU, or other backgammon notes or books.

Players found violating this rule may be permanently excluded from ANZBGF tournaments and will lose all their titles and ratings. The Backgammon Server will also be notified.

13. Skill review

The ANZBGF or the Tournament Director may elect to retain a professional service to help protect the integrity of online tournaments.

A player may be asked to demonstrate their skill level by playing live and monitored matches if:

- a) They produce a consistent PR result of less than 5 and/or significantly outperform their demonstrated live play results and/or
- b) If a report of suspicious play is received from a professional service.

By registering and playing in a sanctioned ANZBGF online tournament, players agree to participate in this review and understand that being asked to prove their skill level is not an accusation and does not create an assumption of foul play.

The format of the live and monitored matches shall be determined by the ANZBGF Ethics Committee or the Tournament Director. The ANZBGF Ethics Committee or the Tournament Director may analyse the live and monitored matches in any way they deem fit. The services of a professional service may be used to review and compare the level of play in the live and monitored matches with the level of play achieved online.

If the player refuses to play live and monitored matches following a request from the ANZBGF Ethics Committee or the Tournament Director, or if there is a significant difference between the skill level achieved online and the skill level demonstrated in the live and monitored matches, then the ANZBGF may recommend to Tournament Directors that the player in question not be allowed to enter future online tournaments.

The ANZBGF may also refuse to count any rating points earned during the online tournament in question.

14. Disputes

All disputes should be immediately brought to the attention of the Tournament Director.

An aggrieved player may promptly appeal any ruling by the Director, except for disqualification or expulsion from the tournament. The Director shall convene a ruling committee of qualified and disinterested players to independently consider the matter. A vote will be held to uphold, reverse or modify the Director's ruling. The Director may then cast a vote or decline to do so. An absolute majority of votes cast is required to change the Director's ruling.