



U.S. Backgammon Federation Tournament Rules Options



Tournament directors have options by which they may deviate from the standard USBGF Tournament Rules, provided that notice of each such rule variance to be employed is provided as follows:

- On the tournament’s annual application for ABT participation filed with the USBGF;
- In the tournament brochure as well as on the tournament website;
- Announced prior to the start of play for the main event and also prior to the start of play for any major side event scheduled to begin play prior to the main event;
- A “Rule Variances” sheet is posted near the draw sheets, stating applicable options in effect. However, options specific to a single event may instead be written on that event’s draw sheet (e.g. clock setting).

Due to space constraints in brochures, Directors having a tournament website may alternatively place the following statement in their brochure, referring to the correct URL on their website as an alternative to enumerating all rule variances:

“USBGF Rules variations are in effect. See details at: {tournament website URL}”

Rules for which options apply are listed along with the alternatives that may be chosen and the language that should be used (or similar) when providing notice.

There are three categories for which options apply: Rules, Preferences and Parameters.

Rules state what is right and what is wrong.

Preferences are the choices or lack of choices that may be available to players for different aspects of equipment, and manner of play. The preference mode determines the way in which differences in preference between players is resolved.

Parameters are specific numbers that may appear within the rules. Parameter options will indicate what alternative values or ranges of values may be used.

Rule Options

Dice Landing on Checkers

Rule: Dice that land on top of checkers are generally valid rolls.

Option: “No dice on checkers: A die landing on top of a checker is not a valid roll.”

Legal Moves

Rule: Any illegal play must be corrected if noticed by either player.

Option: “Responsible moves: The non-offending player may choose to condone an illegal move, or require its correction”.

Preference Options

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

Obligation: use is required, no player choice;

Preference: either player may insist on use;

Option: use only if both players agree.

The rules state the term that is applicable by default, if no other option is selected by the Tournament Director.

The table below lists the various aspects for which a preference is applicable, the default mode term as defined by the Rules, and the alternative mode option(s) that may be adopted. To exercise a preference option, please state the aspect and the mode, for example: “Use two dice over four dice: Obligation”. The relevant mode definitions may also be specified if space permits. Where a generic skill division or event type is listed, please use the name that actually applies for your event, or convey the option within any section of text specific to that event.

Aspect	Default Mode	Optional Modes
Clocks – Skill #1 (Open, Championship, Masters, etc.)	Preference	Obligation
Clocks – Skill #2 (Intermediate, Advanced, Limited, etc.)	Option	Preference, Obligation
Clocks – Doubles	Obligation	(None)
Clocks – All other	Option	Preference, Obligation
Use two dice over four dice	Preference	Obligation
Use non-expiring game clock over tapping to end turn	Preference	Obligation
Use baffle box over rolling from cups	Option	Preference
Use cups with baffle box over hands	Preference	Option, Obligation

Parameter Options

Start Times, Breaks and Penalties

In order to ensure the smooth flow of a tournament event, a Director may impose tighter restrictions on allowable delays in starting or resuming the match or due to excessive break time, the frequency at which penalties are assessed, or the penalties imposed. The Director has complete discretion to tighten these parameters, however players shall always have at least 5 minutes grace time after a scheduled match start or resume time before any penalty may be assessed. A director altering the default parameters governing penalties for match delay shall clearly describe any such change.

Clock Settings

Options on clock settings should be announced by specifying the reserve time in minutes and the per-move delay time in seconds.

When specifying the reserve time as minutes per point of match length:

"{Event}: Clocks @ {Reserve}/{Delay}" - for example: "Open Main: Clocks @ 2/13"

When specifying the reserve time as total minutes for the entire match:

"{Event}: Clocks @ {Reserve} total/{Delay}" - for example: "Doubles: Clocks @ 18 total/18"

The table below lists the default clock settings that apply as well as the minimum and maximum values that may be established by directors as alternative options. Note that clock settings in side events other than the major standard divisional jackpots (e.g. Masters and Limited Jackpots) are entirely at director discretion. If altering default clock settings in Doubles, it is recommended that if the delay time is increased, that the reserve time be reduced, and vice versa. A director wishing to express reserve time as total minutes per match may and is encouraged to round total time up or down to the nearest minute to simplify clock programming. Be aware when changing defaults that increasing reserve time caps the additional time that a match can consume, whereas increasing delay time does not cap the additional time that a match can consume. This is the reason for a 3/15 default in Doubles instead of 2.5/18.

Event	Default	Reserve time	Delay time
Clocks – Skill #1 (Open, etc.)	2/12	2 – 2.5	Obligation
Clocks – Other Skill (Advanced, Novice, etc.)	2/15	2 - 3	Preference, Obligation
Clocks – Doubles	3/15	2.5 – 3.5	18 - 12
Clocks – All other	Option	(any)	(any)