INTERNATIONAL
BACKGAMMON
FEDERATION

APPROVED
by the decision of the Presidium
of the International Association
"International Backgammon
Federation"
Protocol No. _____
dated __ 2026

INTERNATIONAL BACKGAMMON FEDERATION
TOURNAMENT RULES

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Article 1. General Provisions

1.1. Players participating in the competition must take their seats at their assigned table in the playing hall according to the round protocol (Appendix No. 1) 5 minutes before the official start of the match.
1.2. During the 5 minutes allocated before the start of the round, players must check the checker setup, the correctness of the time set on the tournament clocks, fill out the match scoresheet, and verify the presence of the dice. Players may perform trial dice rolls. Checker color and board side (direction of checker movement), in case of disagreement between players, may be determined before the start of the match by a roll of the dice. The right to choose is granted to the player who rolls the higher number.
1.3. A player who is late forfeits the right to the draw according to Article 1.2 and takes the available seat at the table.

Article 2. Tournament Systems

The following tournament systems are recognized:
2.1. Round-Robin System, in which each player (or pair) plays every other player (or pair) in one or more cycles.
2.2. Round-Robin System with Subgroups.
2.3. Swiss System ("selective pairing system"), where a predetermined number of rounds is set based on the number of players (pairs).
2.4. Swiss System with Elimination after a specified number of losses (N).
2.5. Single-Elimination System (knock-out system after the first loss).
2.6. Double-Elimination System (with upper and lower brackets).
2.7. Single-Elimination System with Re-entry.
2.8. Mixed System, where different tournament systems are applied at different stages.
2.9. "Storm" System, where players start with an equal initial rating set by the competition regulations, with the objective of achieving the highest rating by the end of the competition.

Article 3. Online Competition System (Remote play)

3.1. For competitions conducted using the "Internet" network, the systems specified in Article 2 of these Rules shall apply.
3.2. Remote competitions are held on a virtual backgammon board hosted on an online gaming platform.
3.3. The general rules of backgammon apply to remote competitions, subject to any specific adaptations outlined for this format.
3.4. Appeals regarding participants' actions that led to violations of the Rules or competition regulations must be submitted to the Appeals Committee electronically within 5 minutes after the match ends, but no later than the start of the next round.
3.5. Each game must be conducted with mandatory automatic move recording.
3.6. The panel of arbiters supervising remote play shall convene at a location designated by the competition organizer.
3.7. Players must comply with the technical requirements for equipment.
3.8. Equipment requirements are determined by the IBF.
3.9. Equipment may include a computer, monitor, tablet, devices necessary for communication between competition participants, input/output devices, and other technical means.
3.10. In addition to the operating system, competition-required software must be installed on gaming computers, as well as devices necessary for communication between participants.
3.11. Devices connected to the online gaming zone must not contain prohibited software. Furthermore, the player must provide the organizers with the ability to inspect devices for prohibited software.
3.12. During the competition, participants may use their own equipment (keyboard, mouse, microphone, mousepad) or equipment provided by the organizer.

Article 4. Player Conduct During Competitions

4.1. During a game, players are permitted to:
4.1.1 stop the clocks and consult the arbiter regarding the interpretation and application of the Rules;
4.1.2 call Deputy Chief Arbiter or Chief Arbiter in case of disagreement with a match arbiter's decision.
4.2. During a game, players are prohibited from:
4.2.1 communicating orally or in writing with anyone except the arbiter;
4.2.2 using reference materials;

4.2.3 leaving the board during their turn without the arbiter's permission, or leaving the playing area without the arbiter's permission;
4.2.4 playing while standing or standing up to roll the dice;
4.2.5 retracting a move after passing the turn (taking back a move).
4.2.6 distracting the opponent in any way, or asking for an opinion or advice about the game, whether intentionally or not;
4.2.7 distracting other players by interfering with their games;
4.2.8 analyzing ongoing or finished games in the playing hall;
4.2.9 engaging in any actions that disrupt the normal course of the competition;
4.2.10 making any notes during the match, except for the match scoresheet;
4.2.11 having any electronic devices in the playing area, let alone using them during play (telephones, smartphones, computers, tablets, players, headphones, smartwatches). In specific cases, the Chief Arbiter may decide to allow a player to have electronic devices on their person or to store them in a designated area.
4.2.12 to have one's own precision dice in the playing area.
4.2.13. consuming food at the table during the game. No items are allowed on the players' tables except for a closed water bottle with a capacity of no more than 0.5 liters.
4.3. Players who have finished their games are considered spectators.
4.4. Competition participants are required to handle the sports equipment provided by the organizers with care.
4.5. During a game, players must have a nameplate on their table, which is provided by the competition organizer during registration. A penalty, the amount of which is determined by the regulations, may be imposed for losing the nameplate.

Article 5. Late arrival or failure to appear for a game.

5.1. Announcements about the start of a round shall be made by the Chief Arbiter (or an arbiter) five minutes and one minute before the game begins. Countdown clocks may be used.
5.2. At the precisely scheduled time, regardless of whether all players are present in the playing hall, the arbiter shall announce the start of the round and start the clocks, including those of absent players.
To record the absence time of both players from the table, the arbiter starts the clock on the white side. If one of the players appears before the game time expires, the arbiter splits the elapsed time in half and, based on this, sets equal time for both players, simultaneously starting the clock of the player who was absent. From this

moment, players are prohibited from stopping the tournament clocks except in cases provided for by the Rules.
5.3. A player who is late starts the match with the current clock readings.
If a player fails to appear before the time allocated for the match has expired, they are forfeited.
Sanctions provided for by the Rules may be applied to a player who is late.

Article 6. Withdrawal or Exclusion of a Player from a Competition

6.1. If a player in a Round-Robin tournament misses one or two matches, the Chief Arbiter shall decide whether the player may continue in the competition.
6.2. If a player in a Round-Robin tournament has completed fewer than half of the scheduled matches and withdraws from the competition, the results remain in the tournament table for rating purposes but are excluded from the final standings.
6.3. If a player in a Round-Robin tournament has completed half or more of the scheduled matches and withdraws from the competition, the results remain in the tournament table and count toward the final standings.
6.4. The number of matches played includes both completed and uncompleted matches, the outcome of which must be determined by the competition's arbiters panel or an appointed committee.
6.5. If a player leaves the competition without a valid reason or refuses to play, the Chief Arbiter of the competition shall expel him by decision. If the competition system is single-elimination or Swiss, the player is eliminated from the competition as having lost the required number of matches. The results of the matches they played remain valid.
6.6. If prearranged play is confirmed, the players face disqualification. All matches involving those players in the given competition shall be annulled to the extent possible.

Article 7. Methods for Recording Tournament Results

7.1. Game results are recorded in the match scoresheet maintained by the players.
7.2. The winning player enters the result in the match scoresheet. The losing player verifies the accuracy of the entry. Each player updates his own score counter. At the end of the match, both players sign the match scoresheet.

7.3. During the game, the match scoresheet must remain openly visible on the table, allowing the arbiter to verify the entries at any time.
Arbiters monitor the accuracy of match result recordings in the final round protocol (Appendix No. 2).
7.4. Both players are responsible for the correct result recorded in the match protocol. The winner must submit the match scoresheet to the arbiter.
A player who fails to submit the scoresheet receives a warning. For repeated violation, the player receives a forfeit loss. The game is not considered completed if the match scoresheet is not submitted.
7.5. The score signed by the players in the protocol is final and cannot be changed without a decision by the Chief Arbiter.
If an incorrect result is recorded in the protocol and the pairing has already been made, correction is possible only by decision of the Arbiters panel.
The published pairing remains valid, and results may be adjusted only in exceptional cases by decision of the Arbiters panel.
7.6. The match scoresheet remains the property of the tournament organizer.
7.7. By decision of the Chief Arbiter, the responsibility for maintaining the match scoresheet may be assigned to the arbiters.

Article 8. Code of Conduct for Tournament Participants

8.1. Players must adhere to generally accepted norms of behavior and show respect towards officials, arbiters, spectators, media representatives, and other tournament participants.
8.2. Players must refrain from making rude or offensive statements, gestures, or actions.
8.3. Every player must comply with all decisions of the arbiter. In cases of unethical behavior (verbal or physical insults towards players or officiating staff, as well as explicit threats against players or arbiters), the Chief Arbiter of the tournament shall decide on applying sanctions, up to and including the player's exclusion from the tournament without refund of the entry fee.
8.4. Tournament participants must uphold the principle of fair play.
8.5. Both players must assist the arbiter in any situation requiring game reconstruction.
8.6. No one may put pressure on Arbiters or alter decisions made by an Arbiter, except for the Arbiters panel or Appeals Committee. During competitions, Arbiters report to the Deputy Chief Arbiters, who in turn report to the Chief Arbiter of the competition.

Article 9. Attire Requirements and Advertising Placement

9.1. Requirements for participants' attire:
Men: shirt, polo shirt, jeans, trousers. Footwear: dress shoes; athletic shoes are permitted.
Women: blouse, polo shirt, skirt, dress, jeans, trousers. Footwear: dress shoes; athletic shoes are permitted.
The regulations may specify different attire.
Players' clothing must be clean, neat, and tidy.
9.2. The attire of all participants must not contain any markings, text, or symbol combinations that could be offensive.
9.3. Attire must not display any form of religious or political texts or images.
9.4. Tournament participants whose attire does not meet the established requirements will not be allowed to compete.
9.5. Advertising may be displayed on attire, provided it does not contradict the rules, moral and ethical norms, or the legislation of the country where the tournament is held.
9.6. Advertising for tobacco, alcohol, or narcotic substances involving players, as well as placement of such advertising on a participant's attire, is prohibited.

Article 10. Time Controls Used in Backgammon

10.1. The following time controls are used in backgammon:
10.1.1 In "Longgammon": 1,5-2 minutes * N + 5 - 45 seconds,
10.1.2 In "Longgammon Blitz":
for N=1: 30 seconds + 8 - 12 seconds,
for N=3: 1 minute + 8 - 12 seconds,
for N=5: 2 minutes + 8 - 12 seconds,
for N=7: 3 minutes + 8 - 12 seconds,
10.1.3 In "Backgammon": 2 minutes * N + 5 - 45 seconds,
10.1.4 In "Backgammon Blitz":
for N=1: 30 seconds + 8 - 12 seconds,
for N=3: 1 minute + 8 - 12 seconds,
for N=5: 2 minutes + 8 - 12 seconds,
for N=7: 3 minutes + 8 - 12 seconds,
10.1.5 In "Backgammon Doubles": 2.5 minutes * N + 5 - 45 seconds,
10.1.6 In "Sprintgammon ": 30 seconds * N + 5 - 45 seconds,
where N is the match length measured in points.

10.2. In matches up to 7 points or more, 5 minutes are added to the main time. In matches up to 5 points or fewer in the disciplines "Backgammon Blitz", "Longgammon Blitz", and "Sprintgammon", no time is added to the main time.

10.3. The competition regulations may establish match breaks according to the Rules. In such cases, no time is added to the main time.

Article 11. Methods for Determining the Competition Winner

11.1. The competition regulations shall establish the match length, i.e., the number of points required to win.

A match consists of games.

11.2. A player receives one point for winning a game.

In case of winning by a "gammon," the winner receives 2 points.

In the disciplines "Backgammon," "Backgammon Blitz," and "Sprintgammon," in case of winning by a "backgammon," the winner receives 3 points.

If the doubling cube is used, the winner's points are multiplied according to the rules of the game with the doubling cube.

11.3. The match result is recorded as follows:

win - 1 point;

loss - 0 points.

11.4. If a match did not actually take place and a loss is awarded due to no-show or lateness, a minus (-) is recorded instead of zero, and a plus (+) instead of one point. When calculating points for determining final placements, a plus is counted as one point, and a minus as zero. When calculating points for fulfilling rating norms and calculating player ratings, pluses are not counted.

Article 12. Competition Results

12.1. Based on the competition results, players are ranked according to the total number of points scored. First place is awarded to the player with the highest number of points, with subsequent places determined in descending order.

12.2. In case of a tie between two or more players, the ranking is determined by the following tie-break criteria:

1) tie-break system;

2) highest number of wins;

3) result of direct encounters between the tied players;

4) best result in matches against other players in order of their final ranking.

12.3. The priority order for applying the tie-break criteria is determined by the competition regulations.

12.4. Tie-break systems shall be specified in the competition regulations.

Article 13. Protests. Appeals Committee

13.1. A player has the right to appeal a decision of the Chief Arbiter to the Appeals Committee.

13.2. In the event of a dispute, the Chief Arbiter shall make every reasonable effort to resolve it.

13.3. An Appeals Committee shall be established at competitions to promptly resolve contentious (disputed) situations arising during the competition that have not been settled by agreement of the parties, and to consider appeals by players or their representatives against decisions of the Chief Arbiter of the competition. The Appeals Committee is appointed by the organizer in consultation with the Chief Arbiter of the competition.

13.4. The Appeals Committee shall consist of a chairperson, two or more members, and two reserve members. Arbiters officiating in the competition may not be members of the Appeals Committee reviewing the contentious (disputed) situation.

13.5. If the chairperson or a member of the Appeals Committee is presumed to have a personal interest in the matters under consideration, they must be replaced by a reserve member of the Appeals Committee.

13.6. The Appeals Committee must consist of an odd number of voting members. Individuals under the age of 21 cannot serve as members of the Appeals Committee.

13.7. All appeals and decisions regarding contentious (disputed) situations must be submitted in writing, including supporting or refuting evidence.

13.8. The Appeals Committee shall independently determine the location and format for hearing appeals (video conference, in-person meeting, and email correspondence).

13.9. Members of the Appeals Committee must maintain the confidentiality of the appeal until the decision is publicly announced and may only consult with their colleagues during the appeal process. The Chair of the Appeals Committee has the right to request additional witness statements from involved parties, provided this does not impose an undue burden on them.

13.10. The Appeals Committee's decisions shall be communicated in writing:

1) via email to the appellant and all parties involved in the dispute;

2) publicly, by publication on the competition website or information board.

13.11. The decisions of the Appeals Committee are final.

13.12. An appeal against a decision of the Chief Arbiter (or Deputy Chief Arbiter, if acting as Chief Arbiter) must be submitted in writing by the player or a representative to the Chair of the Appeals Committee, with mandatory reference to the specific clauses of the Rules or competition regulations believed to have been violated.

13.13. Protests regarding participants' actions that led to violations of the Rules or competition regulations must be submitted to the Appeals Committee in writing within 10 minutes after the match ends, but no later than the start of the next round.

13.14. The procedure for filing an appeal is defined in the competition regulations. The decision of the Appeals Committee is final and not subject to further appeal.

Article 14. Competition Results Tables

14.1. The results of players (pairs) in each round shall be recorded in the results table (Appendix No. 2).

14.2. The Chief Arbiter's competition report shall be prepared in accordance with Appendix No. 3.

Appendix No. 1

Round Protocol

Competition Title: _____

Participant Group (Gender): _____
Discipline: _____
Competition Venue: _____
Round No. _____
Date: "__" _____ 20_
Round Start Time: _____ Round End Time: _____

Table No.	Player 1	Player 2	Result

Chief Arbiter _____ _____
(Signature) (Signature Decryption)

Appendix No. 2

Final Protocol

_____

competition title

№	Last Name, First Name	Year of Birth	Title	Country/City	Matches	Wins	Loses	Rounds Missed	Final Place
1									
2									
3									
4									
5									

Chief Arbiter _____ _____

(Signature) (Signature Decryption)

Chief Secretary _____ _____

(Signature) (Signature Decryption)

«____» _____ 20__ г.

Appendix No. 3

Chief Arbiter's Report on Backgammon Competition

Backgammon Competition Report

_____

1. Dates of the competition:
2. Venue:
3. Competition results:

Place	Player Last Name, First Name	Country	Remarks

4. Conclusions and proposals of the Chief Arbiter (comments) regarding the preparation and conduct of the competition (attach additional pages if necessary):

   _____
   _____
   _____
   _____
   _____

5. Appendices:
   1) Full list of the arbiter's panel with their assigned competition duties (arbiter category, country, city)
   2) Composition of the Appeals Committee (AC)
   3) Regulations, rules, and schedule of events
   4) List of Players Eligible for Direct Titles Based on Tournament Results
   5) Competition protocols (results), signed by the Chief Arbiter

Chief Arbiter _____ _____
(Signature) (Signature Decryption)
«____» _____ 20__ г.