



IBF Technical requirements for the competition venue and equipment

The playing hall is equipped with tables, chairs, and sports equipment (boards, sets of checkers, dice, doubling cubes, baffle boxes (or cups, if specified by the competition rules), and tournament clocks), provided by the competition organizers according to the number of players. Furthermore, the presence of reserve equipment (for example, no fewer than two spare tournament clocks) is necessary to be able to replace faulty items if needed.

Competition participants are required to handle the sports equipment provided by the organizers with care.

1.1. The playing hall must be:

1.1.1. Sufficiently spacious to freely accommodate all pairs competing in one round, with a minimum of two square meters per player.

1.1.2. Well-lit: with an illumination level of 300 - 500 lux on the tables and 150-200 lux on the floor.

1.1.3. Capable of maintaining a temperature of 18-24 degrees Celsius. The playing hall must have openable windows (vents) for ventilation or a forced-air ventilation system.

1.1.4. Free from constant noise.

1.1.5. Separated from spectators by posts with barrier tape.

1.1.6. Compliant with safety requirements, including fire safety and sanitary regulations applicable to public events, in accordance with the current legislation of the host country.

1.2. Tables and chairs for backgammon

1.2.1. For all competitions held under the auspices of the IBF, tables must have the following dimensions:

length: 110 cm \pm 15%;

width: 85 cm \pm 15%;

height: 74 cm.

Any change to these dimensions must be agreed upon with the IBF.

1.2.2. For children's and youth competitions, the length, width, and height of the tables may be adjusted depending on the age of the participants, subject to agreement with the IBF.

1.2.3. Chairs must be comfortable for the players. Any noise from moving the chairs must be minimized.

1.3. Backgammon Board

1.3.1. The playing board used in competitions must provide equal conditions for the players, as well as clear visibility of all elements for players, arbiters, and spectators. All design elements must not be distracting from the game.

1.3.2. The playing board may be manufactured from solid hardwood (maple, walnut), veneered plywood, or high-density MDF/HDF. The inner playing surface must be covered with a matte, non-absorbent material (such as felt or velour) to prevent glare and ensure clear visibility. The use of materials that create glare (smooth plastic, glossy varnish), as well as fragile or soft materials (glass, pine), is prohibited.

1.3.3. The board consists of 24 narrow triangles, which alternate in color (there are no specific requirements for the colors of the triangles, but they must be contrasting).

The backgammon board size is 75x55 cm (permissible size range from 70x50 cm to 80x60 cm). All other board parameters must comply with the dimensions specified in Appendix No. 1.

1.4. Backgammon Checkers

1.4.1. Checkers must be made of an opaque material that provides sufficient weight for stability.

1.4.2. A set consists of 30 checkers (15 dark and 15 light) of the same shape and size:

Checker diameter: 43 mm (acceptable range from 42 mm to 45 mm);

Checker height: 10 mm (acceptable range from 8 mm to 12 mm).

The height of the checker must be one-fourth (1/4) or one-fifth (1/5) of its diameter.

1.4.3. The colors must be contrasting, matte or semi-matte, without embossed patterns on the playing surface. The checkers must not be shiny, and their color must not blend in with the color of the playing board.

1.5. Baffle Box

The structure consists of four side walls and 4 crossbars:

Height of the sides: 250 mm (acceptable range from 150 mm to 260 mm);

Width of the sides: 12 mm (acceptable range from 10 mm to 12 mm);

Thickness of the material used in manufacturing: not less than 3 mm.

1.6. Dice

Professional six-sided plastic dice with precision-milled pips (indentations) must be used in competitions. The pips must be filled with paint that contrasts with the base color of the die. The dice must be calibrated to an accuracy of 0.05 mm, have rounded edges, and ensure a random result when rolled.

The recommended cube edge size is 14x14 mm (acceptable dimensions range from 12 mm to 25 mm).

1.7. Doubling Cube

The doubling cube must be a standard six-sided die, larger in size than the playing dice. Its faces must bear the numbers: 2, 4, 8, 16, 32, 64. The cube must be made of an opaque material that ensures clear visibility of the numbers. The numbers must be applied with contrasting paint or using an engraving method.

The recommended size is 20x20 mm (acceptable dimensions range from 15 mm to 30 mm).

1.8. Score sheets (Match Protocol)

1.8.1. The score sheet must contain the following information (Appendix No. 2):

- Name of the competition
- Round number
- Table (board) number
- Date of the round
- Last name of Player #1
- Last name of Player #2
- Final score
- Signatures of both players and the arbiter
- Number of games and space for recording game results

Dimensions of a Backgammon Board

The backgammon board (Figure No. 1)

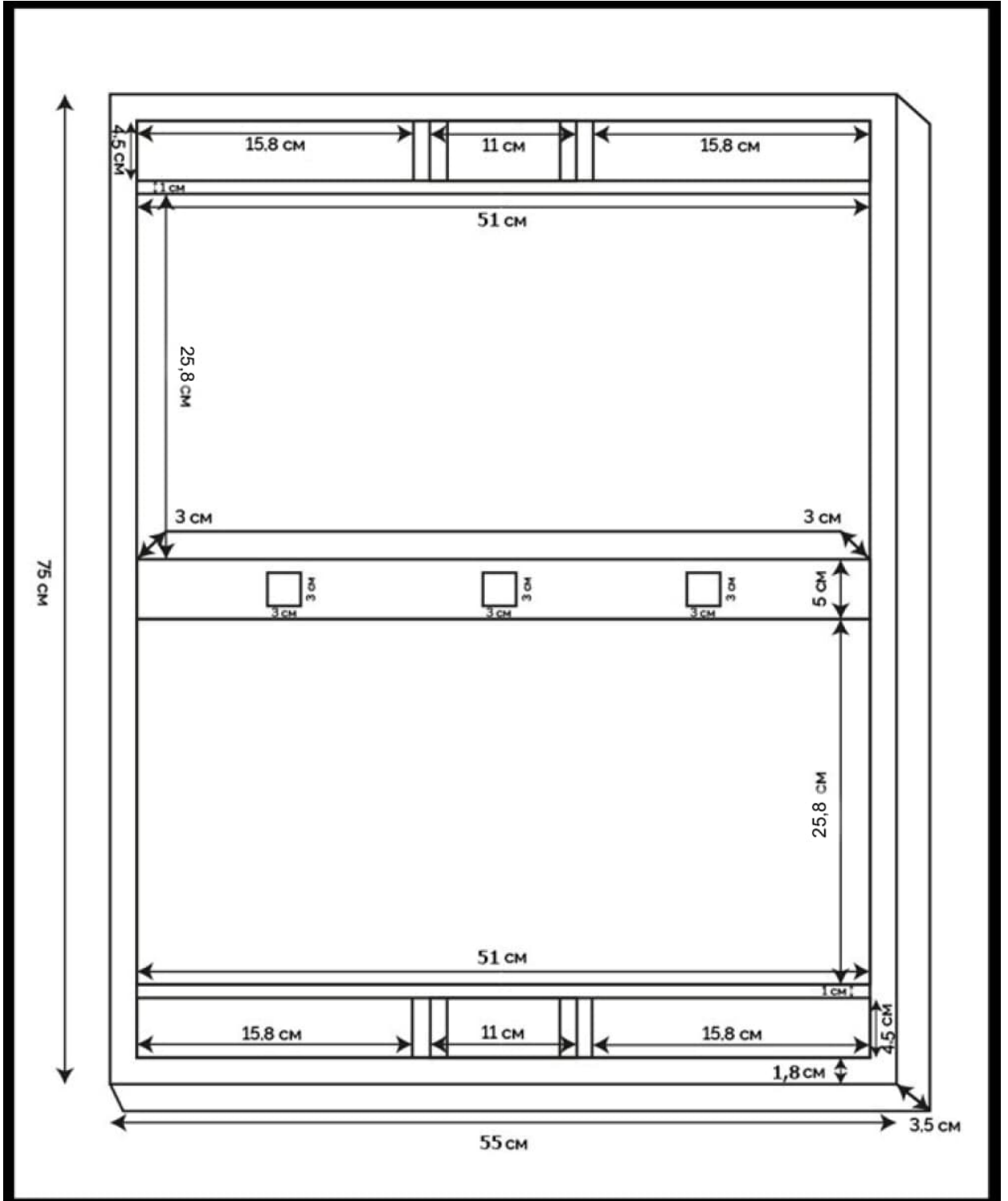


Figure No. 1. Dimensions of a Backgammon Board

The dimensions of the backgammon board are 75x55 cm (acceptable range from 70x50 cm to 80x60 cm);

Width of one playing field half: 25.8 cm (acceptable range from 25 cm to 28 cm);
the width must equal the sum of the diameters of 6 checkers;

Length of one playing field half: 51 cm (acceptable range from 47 cm to 55 cm);

Width of the outer rim: 1.8 cm (acceptable range from 1.5 cm to 2.5 cm);

Width of the inner partitions: 1 cm (acceptable range from 1 cm to 1.5 cm);

Height of the inner board rim: 3 cm (acceptable range from 2.5 cm to 3.5 cm);

Height of the outer board rim: 3.5 cm (acceptable range from 3 cm to 4 cm);

Width of the bar: 5 cm (acceptable range from 4.5 cm to 6 cm);

Width of the checker slot: 4.5 cm (acceptable range from 4.4 cm to 4.6 cm);

Length of the checker slot: 15.8 cm (acceptable range from 15 cm to 17 cm);

Optional: Distance between the slots for inserting the baffle box: 11 cm
(acceptable range from 10.5 cm to 11.5 cm);

Doubling cube hollow on the bar: 3x3 cm (acceptable range from 2.5 cm to 3.5 cm).

Match Protocol

name of the competition

« _____ » _____ 20____ г.		
Table No _____	Round No _____	Match to _____ points
Game №	Player/Pair 1 _____	Player/Pair 2 _____
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
Final Score		
Players' Signatures		
Arbiter's Signature		

Instructions for Completing the Match Protocol

1. Before the match begins, players shall complete the following fields: the round date, round number, table number, match length, and players' surnames.
2. Upon completion of each game, its result shall be recorded in the protocol cumulatively.
3. The player who won the game shall enter the result in the protocol. The losing player shall verify the accuracy of the recorded results.

4. The score entered in the protocol takes precedence over the match scoreboard.
5. Upon match completion, the final result shall be recorded in the protocol, and players shall sign the protocol.
The match winner shall submit the protocol to the arbiter, who shall sign it, after which the result is entered into the tournament table.
6. Any corrections (cross-outs) in the protocol must be certified by the arbiter's signature.
7. Information regarding dice replacements and disciplinary sanctions imposed on players shall be recorded by the arbiter on the reverse side of the protocol.