

## **ABT Online! Rules**

**Interpretation and Scope** - In case of a dispute or inquiry, participants must be truthful and forthcoming when questioned by the tournament director (Director), who shall determine the most appropriate course of action in circumstances not expressly addressed by the Rules. Based on the circumstances of a particular case, the Director may find the solution as dictated by fairness or make narrowly tailored exceptions. The Director may impose penalties for serious or repeated rule violations or for unacceptable behavior. Both players must promptly point out any violation of a mandatory rule and must correct it unless the Rules explicitly allow the opponent to condone the infraction.

**Etiquette** - Tournament staff and players must engage in good sportsmanship and fair play and comply with the Standards of Ethical Practice for live tournaments (<http://usbgf.org/standards-of-ethical-practice/>). Players should speak and play in a clear and unambiguous manner and avoid the appearance of impropriety or they will be at a disadvantage if a ruling is needed. Players must respect a request to limit conversation or distraction.

**Language** - Only English or other official tournament language may be spoken by players and spectators while a match is in progress.

**Spectators** - Spectators must not communicate with players during a match, except when asked by the Director or both players during a dispute. Spectators observing other irregularities should immediately notify tournament staff. Signaling between a spectator and a player is forbidden. A player may request that the Director bar a spectator from watching their match.

**Online Tournament Technology** - Players are responsible for their computer, internet connection, and all other technologies to be used for each event. Any assistance or accommodations to this technology must be requested prior to the start of the tournament. The directors will do their best to assist with technology during the event. The continuity of the event will take precedence over the individual. Participants may have to resign if a technology issue prevents them from finishing the match.

**Default Site: Gridgammon** - The default backgammon site is gridgammon. Either player may insist that matches be played on Gridgammon, with the exception of the Speedgammon event, which must be played at backgammongalaxy.com using the "speed" clock setting.

**Optional Sites** - Backgammon Galaxy, Backgammon Studio Heroes, Safe Harbor Games, Gammonsites may all be used by mutual agreement. PR feedback or other assistance available on alternative sites must not be turned on. Pip count and point numbering are always allowed and encouraged.

**Match Completion & Resignation** - All moves, games, and matches must be played to completion unless ended either by the pass of a valid double, by the expiration of a player's game clock reserve time, or in non-contact positions by the resignation or valid claim of a single game, gammon, or backgammon. A resignation may be accepted even if continued play could result in a different outcome. Positions that can only result in a single outcome (gin positions) must be resolved for their proper value.

**Correcting A Match Score** - Should the need arise to correct the score of a match (incorrect resignation, software failure, etc.), the players must do so before continuing the match. Score corrections can be accomplished on Gridgammon by resigning a game and selecting the proper number of points to resign. Other sites may require using the cube to resign the proper number of points, or restarting the match entirely. Contact the director if these situations arise.

**Scorekeeping** - Both players should keep their own running, written match score. In any scoring dispute, if only one player has so maintained a written score, then it shall take precedence absent any undisputed evidence to the contrary.

**Reporting Results** - Both players are responsible for immediately reporting their match result and verifying that the correct result has been posted on the Tournament draw sheet. Notify the Director immediately if an incorrect result is posted; it may be corrected even if the next match has started.

**Match Transcript** - Match winners are required to send the match transcript to the director upon completion.

**Playing Aids; Other Equipment** - Players must 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. **Pip count and point numbering should be turned on.** Players may not use or reference backgammon materials or software during matches, including breaks. This includes, but is not limited to, match equity tables, reference positions, doubling cube take points, doubling cube gammon values, eXtreme Gammon, GNU, Snowie, Jellyfish, or other backgammon notes/books.

**Start Time & Breaks** - Players are expected to be available to play their matches no later than the posted start time for each round. If your opponent is not ready, please contact the director for further guidance. Ensure that you have your phone, email, and zoom available to communicate with the director. Players are entitled to take a 5 to 10-minute break between matches.

**Technical Issues** - Contact the director immediately if you are having technical difficulties. If you are unable to maintain a stable connection to the playing site or have other technical issues that prevent you from finishing a match, you may have to forfeit.

**Incorrect Match Length** - Both players must verify the posted length of their match and must not knowingly play to another score. Upon discovery that the match length used is wrong, any game in progress shall be completed. The player having the higher score shall be declared the match winner if they have reached either the correct or wrong match length. If both players so qualify due to a tie, they shall play one more game to decide the match. Otherwise, the match shall continue to the correct match length. Clocks may be adjusted by the Director.

**Disputes; Limited Right of Appeal** - If a dispute arises, players should pause play and contact the Director immediately. An aggrieved player may promptly appeal any ruling and intended corrective action by the Director, except for disqualification or expulsion from the tournament area. The Director shall convene a ruling committee of qualified and disinterested players to

independently consider evidence and argument, and vote 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.

**Skill Review** - Any players that produce PR results <5 and/or significantly outperform their known live skill level may be asked to demonstrate their skill level by playing live or monitored matches, giving references, etc. By registering and playing the event you agree to participate in this review and understand that being asked to prove your skill level is not an accusation or assumption that foul play has occurred. In addition, any players that do not participate in the review procedures will not be paid prizes, receive ABT Online! points or be allowed to play in additional online events.