

44TH WORLD CHAMPIONSHIP

CLOCK RULES

3.5 Game clocks

1. SITUATIONS. Backgammon matches with the use of a game clock may occur as an option, preference, obligation or penalty.
 1. *Option*: In any tournament, the players may choose to play the match using a game clock if both parties agree to it.
 2. *Preference*: A player can demand that the match is played using a game clock, if it is announced in the tournament invitation, that the tournament, or parts thereof, is held with a preference for game clocks.
 3. *Obligation*: Players are obligated to play the match using game clocks, if it is announced in the tournament invitation, that the tournament, or parts thereof, is held with an obligation for game clocks.
 4. *Penalty*: In any tournament, the players are obligated to play the remainder of a match in progress using a game clock, if the tournament director makes such a ruling in accordance with § 2.3.
 5. The tournament director can request that a match is played using a game clock at any time.
2. EXEMPTIONS. In special cases, the tournament director may make exemptions from § 3.5, subsection 1 no. 2-3, if special concerns to one or both players warrant this.
3. CONSTRUCTION AND APPROVAL. The game clock must be properly constructed. If a player demands for the game clock to be approved by the tournament director, it must be approved before the match can be started.
4. PLACING. If a game clock is in use, it must by default be placed on the same side as the home boards of the players. If both players agree to put it on the other side this is acceptable.
5. SETTING THE GAME CLOCK. All matches played using game clocks must use Bronstein time. Each player is allotted 2 minutes per point of the match (match time). In addition to this, each player is allowed 15 seconds delay before the match time commences (delay time). The 15 seconds of delay time cannot be accumulated.
6. TIME CONTROL. In a match played using game clocks in situations such as those referred to in § 3.5, subsection 1, no. 1-4 each player is allotted a certain number of minutes according to the length of the match. The number of minutes allotted is calculated as $(RA+RB)/2$, where RA is the number of points lacking for player A to win the match and RB is the number of points lacking for player B to win the match.
7. **Clocks are REQUIRED in the Championship Division at 2m/15s settings, and by mutual agreement in the Intermediate Division. Clocks are also required in the Monte Carlo Open Open Division, Super Jackpot, Doubles, & Speedgammon.**