

# Belgian Individual Championship D2 2016

*BGFed.be*

## **1. Organizing Committee**

Tournament Director for 2016 is Guy Van Middellem; Alain Chif & Maurits Pino completes the Referee Committee.

## **2. Competition Format and Registration**

BIC 2016 has 2 divisions, with 8 players in the BIC D1 2016: Alain Chif, Geert Dooms, Sassan Kachanian, Michel Lamote, Luc Palmans, Walter Meuwis, Leonidas Sotiriadis, Zsolt Tasnadi.

To subscribe a player in D2, registration is needed before the 18<sup>th</sup> of December 2015 and the following information needs to be provided:

\* Name of player, e-mail, home phone or cell, address

The entry fee for 2016 is 10, - € per player. All players must be member of BGFed.be (10, - € for 1 year in 2016).

## **4. Calendar and schedule**

Because the number of registered players is yet unknown, the format will be decided later. But: if less than 9 players, 1 group; if more than 8 players, 2 groups (A & B). Round-robin in each group, every player plays against all the other opponents in his group (best-of-2 matches till 11, 1-1 or 2-0).

Assignment of players to the groups: draw based on BGFed.be ranking on the 18<sup>th</sup> of December 2015 with seeding rights.

Home and away matches will be sorted by draw. At home is normally around the city where the players live (*for De Weert: Brussels; for van Dijke: Antwerp*).

Players should be flexible in fixing a date and a venue. And: solidarity should prevail (*picking up someone at the bus or train station*) and we count on the goodwill of all the participants! (*Even if Van Middellem, D2, is playing at home against van Dijke, D2, he's ready to drive to Vlissingen!*) And most of the players can meet in Leuven or Brussels (before a club evening, for example). Home and away should not be taken too strictly. The most important thing is that appointments should be made sufficiently long in advance. Because backgammon is a social event, BGFed.be strongly recommends meeting before or during club evenings and tournaments in Antwerp, Brugge, Brussels, Gent, Hasselt, and Leuven.

A complete program will include all matches to be played in each group. Players will receive their individual program by mail including names, tel. numbers and e-mail addresses. Players should try to stick to the order of this program (though it's not a real necessity, as long as the imposed deadlines - see below - are respected). By making appointments, priority should go to the scheduled order of matches.

Deadlines are imposed to insure matches are played at a regular basis. **All matches in the round-robin should be finished by 30/09/2016!** All appointments should be confirmed by email, with a copy to the tournament director. The tournament director will follow the progress of the tournament closely; if needed, warning messages will be sent. These deadlines will only be guidelines to avoid having players who will start their program too lately.

## 5. Conditions of contest

BGFed.be supports 'live' backgammon play and organizes 'live' tournaments.

Clocks are in use (nearly mandatory). Playing with a clock cannot be refused by one player if the other requests it. The time control for a set to 11 points is Bronstein with 22 minutes bank time plus 12 seconds per move.

Annotation of matches in 2016: the use of a camera to record a match is strongly recommended. The owner of the camera must send the analysis to his opponent. Other common ways to annotate are in use (by pen or computer): the player who takes notes receives 12 seconds per move. BGFed.be counts on the goodwill of the participants - for example, the player who takes notes can ask to stop the clock to recover from notation mistakes.

The BIC will be played according to the rules of the World Backgammon Association.

Unlike matches in the 4 Cubes / tournaments / club evenings, where you have captains / referees / organizers who can handle eventual quarrels, in most cases the players of BIC matches will be on their own. BGFed.be counts on a very high level of gentleman's agreement.

BGFed.be cannot foresee all possible dispute scenarios but let's say that a slip of the mind (damned, I didn't see I could enter a checker from the bar to the six-point) is a mistake; a mechanical error (I really think the score is 8-8 even if the scoreboard mentions 9-8; this checker put on the bar has inadvertently fallen on the board) is not.

BGFed.be strongly dislikes illegal moves but in absence of a referee, the legal moves rule cannot be enforced. Still, we count on the goodwill of the players, especially if a match is annotated.

Anything not in the rules and requiring arbitration will be considered seriously by BGFed.be and the Referee Committee.

## **6. Results and Standings**

Ranking in each group based on the number of matches won, then eventually on the mutual encounters.

*Tie-breaking rules. By 'mutual encounters' is meant:*

*If 2 players have the same number of matches won: the winner of their mutual encounter (1 encounter) will rank the 2 players. In case of a draw in their mutual encounter and if the exact place is at stake, a play-off will be organized to determine the ranking of the 2 players (rules & regulations of this play-off will be decided by the Referee Committee).*

*If 3 players have the same number of matches won: the player with the most number of matches won in their mutual encounters (3 encounters) is ranked above the others, the player with the lowest number of matches won in their mutual encounters is ranked under the others.*

*In case of a tie between 3 players in the number of matches won in their mutual encounters (3 encounters) and if the exact place is at stake, play-offs will be organized to determine the ranking of the 3 players (rules & regulations of these play-offs will be decided by the Referee Committee).*

*In case of a tie between 2 players in the number of matches won in these mutual encounters, the mutual encounter (1 encounter) between these 2 players will rank the 2 players. In case of a draw in their mutual encounter and if the exact place is at stake, a play-off will be organized to determine the ranking of the 2 players (rules & regulations of this play-off will be decided by the Referee Committee).*

*If 4 or more players have the same number of matches won: the same rulings apply as above.*

If 1 group (max. 8 players):

Players ranked 1 to 3 in D2 at the end of the round-robin will qualify for D1 2017. Player ranked 1 is Champion of BIC D2 2016.

If 2 groups (more than 8 players):

Players ranked 1 in their D2 group at the end of the round-robin will qualify for D1 2017. And they will play a play-off (best-of-3 matches till 11, 2-0 or 2-1) against each other to determine the Champion of BIC D2 2016. Home or away privilege will be drawn.

Players ranked 2 in their D2 group at the end of the round-robin will play a play-off (best-of-3 matches till 11, 2-0 or 2-1) against each other to determine who will qualify for D1 2017. Home or away privilege will be drawn.

The Champion of BIC D2 2016 will play a play-off (best-of-3 matches till 13, 2-0 or 2-1) against the player ranked 3 in D1 2016 (to be played in October 2016, home privilege for the D1 player).

Winner of this play-off will play another play-off (best-of-3 matches till 13, 2-0 or 2-1) against player ranked 2 in D1 2016 at the end of the round-robin (to be played in November 2016, home privilege for the player ranked 2 in D1 2016).

Winner of this play-off will qualify for the BIC final in December 2016 (best-of-3 matches till 13, 2-0 or 2-1).

The BIC final is organized by BGFed.be (no home or away privilege in that case); winner of this final will be Belgian Individual Champion 2016.

A prize-giving ceremony will be held between 01/12 and 31/12/2016, immediately after the end of the final.

## **7. Sanctions**

If a player does not complete all matches in a given year without a valid reason, he or she will not have access to the BIC the next year.

We wish you a lot of fun with BIC in 2016!

For BGFed.be, the BIC committee, Guy Van Middeltem