**European inter-City Tournament, Paris 2019**

The European Inter-city Tournament held in Paris on May 31st (Day 1), June 1st (Day 2) and June 2nd (Day 3) 2019 is a backgammon competition for registered players which will consist of 4 concurrent and independent events :

* One team event of advanced level (called Team Event A)
* One team event of intermediate level (called Team Event B).

Those two team events will take place on Day 1 (see Appendix 1-Schedule).

* One individual event of advanced level (called Individual Event A)
* One individual event of intermediate level (called Individual Event B)

Those two individual events will take place on Day 2 and Day 3 (see Appendix 1-Schedule).

These events are independent. A given player can register in one level for the Team Event and in another level for the Individual Event.

These events will follow the EUBGF tournaments rules, including in particular the Crawford and legal moves rules :

<http://eubgf.eu/wp-content/uploads/2016/02/Tournament-Rules-EUBGF-Feb16.pdf>

The Organizing Committee is made of members of the Paris club who take part in the organization of the events.

The Tournament Director (TD) is **Didier James.**

The TD will be assisted in his rulings by a Ruling Committee composed by one of each city’s representatives.

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| **Paris (P)** | Ibrahima Guillard |
| **London (LDN)** | Raj Jansari |
| **Berlin (BLN)** | Dankwart Plattner |
| **Brussels (BXL)** | Guy Van Middelem |
| **Moscow (MSC)** | Eldar Gyul |

Should a player from any city be involved in a given issue, any representative from that city will step aside the Committee and will not take part in any related ruling.

**THE TEAM EVENTS :**

The team events are open to teams from Paris, London, Berlin, Brussels and Moscow.

Each of these teams will nominate a captain in charge of nominating the 5 players who will play in each match (please see below). This captain will also be the referent of the team with regard to the Organizing Committee.

In the event of difficulties for a city to gather 5 players, it will be possible for that team to either play with only 4 players (please see below) or to put together before the start of the tournament a team composed of a mix of players from different cities. One given player can only participate in ONE team.

It is possible to have a 6th player in each team to prevent issues of last-minute cancellations.

The two team events (A and B) are run concurrently and independently, the A teams play between themselves and the B teams between themselves.

**A Level :** The teams will play each other in a Round Robin Format, so each team will play each of the other teams once.

At the time where this document is being drafted Paris has presented two A teams (to answer positively to the marked interest of the Paris players for this competition).

In order to avoid any possibility of collusion the draw of the first round will be forced so that the two Paris A Teams and the two Paris B Teams meet each other in the first round.

When two cities meet,5 players from each city are paired randomly to play 5 individual simultaneous matches. These matches will be played to 7 pts.

In the interest of a smooth tournament time management the clocks will be set to 12 minutes in the time banks (instead of the 14 minutes recommended in the EUBGF rules) and 12 seconds delay.

It is possible for any team to present 6 players even though only 5 will play at each round. The registration for 6 players is the same amount for a 5-player team or a 6-player team (500 € in A and 250 in B).

**Important** : Should a team have only 4 players (or less), the rounds will be played with 4 players (or less) in 4 matches (or less) instead of 5 but the missing match(es) will be regarded as a forfeit for the under-staffed team.

For instance : when team 1 (4 players) meet team 2 (5 players), only 4 matches will be played, the fifth player of team 2 will be considered as the winner of his/her match by forfeit of the missing 5th player of team 1.

For each round, the team that wins 3 matches or more against its opponent city gains 1 point.

Whether the win is 4 to 1 or 3 to 2 will matter only for the tie-breaker. At the end of the tourney if several teams are tied, we will apply the following criteria:

1.     head-to-head results (e.g., if BLN and BXL are the only teams on 3 pts, then the tournament winner will be the winner of the BLN-BXL match);

2.     head-to-head individual match points difference (e.g., this applies if BLN, BXL and LDN are all on 2 points, and that they are all on 1 point when counting only the matches between themselves; if, say, BLN def. BXL 5-0, BXL def. LDN 3-2 and LDN def. BLN 3-2, then BLN is on +4, BXL on -4 and LDN on 0 => BLN is declared winner);

3.     individual match points difference taking all matches into account (i.e., including even those with the teams that end with fewer points) (e.g., this applies in the case above if, say, BLN def. BXL 3-2, BXL def. LDN 3-2 and LDN def. BLN 3-2, then all of BLN, BXL and LDN are on 0 pts difference among themselves; if, say, BLN is the only one to def. both PAR and MOS 5-0, then BLN is declared winner);

4. in case all criteria above still leave several teams tied, then the winner will be either drawn randomly or decided by team consultation events at the discretion of the Ruling Committee (excluding any representative of any city involved) and if time reasonably allows for it.

**B Level**

When these rules are written there will probably be 3 B teams competing.

Since the time allows for a team event of 5 encounters maximum, the B Teams will play each other B team twice (first leg and second leg) in 7-point matches just like in A level (12 min, 12 sec delay).

The team

**THE INDIVIDUAL EVENTS :**

The two individual events (A and B) are run concurrently and independently, “A players” play between themselves and “B players” between themselves.

The team events are open to players from the participating cities whether they played in the Team Events or not.

The Organizing Committee (Paris Club Staff) can limit the number of additional participants with regard to the capacity of the playing venue or for the good management of the tournaments. All players registered for the Team Events have their seats guaranteed for registering at the individual events.

The format will use 6 Swiss rounds for the first phase, pairing players as closely as possible on the same number of losses. Byes, if any, will be assigned randomly, except that a player cannot get more than one bye in the Swiss rounds. Players will be eliminated once they reach 4 losses. All other players will be involved in all of the 6 rounds (i.e., in case only one player would be on 0 loss after 5 rounds, he/she will play the 6th round).

After those six rounds are played, in order to avoid tie-breakers based on Buchholz and/or Berger scores, which can be seen as unfair, a minimum of 8 players will qualify, counting the players from the top goups (more wins) and qualifying entire groups down until a minimum of 8 players is selected for a single elimination bracket played on Day 3 (please see “Final Bracket” below). The non-qualified players will enter the Consolation.

In the interest of a smooth tournament time management the clocks will be set (for 7-pt matches) to 12 minutes in the time banks (instead of the 14 minutes recommended in the EUBGF rules) and 12 seconds delay.

**Final Bracket**

All qualified players will enter a straight elimination table in 4 rounds (i.e., first round, quarterfinals, semifinals and final).

If less than 16 players qualify, byes will be given in priority to players from the groups with the lowest number of losses – first, to the players with 0 loss, second, to the players with 1 loss. Within the same group the byes will be given on a random basis, except that players who did not get a bye in the Swiss rounds will have priority over players who got one. If the total number of players qualified allows to do so without having to organize an extra round of matches, the player(s) on 0 loss will be given a “super bye”, i.e., will enter directly at the semifinal stage.

Match length : 1/8 final, ¼ final and ½ final in 9 points (clocks at 16 min and 12 sec delay) pts. Final in 11 pts (clock at 20 min and 12 sec delay).

**Consolation**

The players will enter a single elimination bracket

Byes, if any, will be given in priority to the players from the groups with the lowest number of losses at the Swiss stage – first, to the players with 3 losses, second, if any, to the players with 4 losses. Within players of the same groups byes will be given randomly, except that players who did not get a bye in the Swiss rounds will have priority over players who got one.

Match Length: 5 points (clock set at 10 min and 12 sec delay), Final in 7 points (12 min and 12 sec delay).

**Registration and Prize distribution :**

Team Event :

A team : 500 €

B team : 250 €

100 % of the prize pool is paid out to the winning teams.

Should there be more than 4 teams competing in a given level, the winning team will receive 70 % of the prize pool, and the team ranking second will receive 30 %.

Should there be 4 teams or less competing in a given level, the winning team will receive 100 % of the prize pool.

Individual Events :

A individual event : 100 €

B individual event : 50 €

100 % of the prize pool is paid out following this scheme :

|  |  |
| --- | --- |
| Winner of the Individual Event | 45 % |
| Finalist | 20 % |
| 3rd / 4th | 10 % each |
| Winner of the consolation | 10 % |
| Finalist of the consolation | 5 % |

**Food and drinks forfaits :**

In order to have access to the venue for the tournaments, the manager offers a food and drinks forfeit of 35 € per player per day including :

* A meal per day (diner on Friday, and lunch on Saturday and Sunday)
* Unlimited soft drinks (warm and cold)
* Special rates on alcoholic beverages (2 € for a beer, 5 € for a hard drink).

**Trophies**

A unique 5 € fee will be asked to each participant in order to participate to the fabrication of the trophies.

**Annex 1 - Schedule**

