

Main referee, pairing master: Damir Medak

Organizer, assisting referee: Mirta Medak

Staff: Mirta Medak, Florian Scholz

Organizing institution: Go Club "Go7"

Appeals committee will be chosen before the first round starts. It will consist of 3 people.

1. TOURNAMENT SYSTEM

- 1.1. The tournament is played using [MacMahon system](#), has 5 rounds, and is EGF A-class rated.
- 1.2. Following recommendations for large tournaments, there will be a top group and a supergroup. Supergroup has 1 more MMS point than the top group. This will depend on how many players show up, but generally the supergroup will consist of first top-rated 8 players, and the top group of the next 8 players.
- 1.3. Within a group, fold pairing will be performed. (1-8, 2-7,..)
- 1.4. The tie breakers are the in the following order: **SOS, SOSOS, Direct Encounter**
- 1.5. The pairing program used is OpenGotha.
- 1.6. **Top and supergroup players cannot miss any round.** If it happens that a high rated player must miss a round, they will be paired under McMahon bar.
- 1.7. If a top/super group player knows they will miss a round before the tournament starts, they must announce it.
- 1.8. Lower group players in a position to skip a round must notify the competition referee at least 30 minutes before the start of that round, otherwise they may forfeit the match.
- 1.9. A player who misses a round gets 1 MMS point for 2 missed rounds.
- 1.10. A forfeit win is counted as 1 MMS. Only in case of valid emergencies, the forfeit loss won't be rated.

2. GAME RULES

- 2.1. *Territory Scoring* Verbal European-Japanese Rules with 6.5 komi for even games and Japanese fill-in counting. White wins ties in handicap games with integer komi. Arbitration decides interpretation disagreements. ([EGF General Tournament Rules](#))
- 2.2. Time limit is 1h of basic time + 3x30 seconds Japanese byoyomi.
- 2.3. The first 8 boards play with the byoyomi clocks that articulate the byoyomi in English language. The next 30 boards play with DGT 2500 clocks. The rest will play with DGT 1005 byoyomi clocks. The DGT clocks make a sound on each byoyomi multiple times. The number of byoyomi periods left is visible on the clock: "2" means you have 3 periods left, "0" means you are in your last period.
- 2.4. At the beginning of the round, if a player doesn't show up, the referee starts the clock.
- 2.5. **Soft limit of being late is 15 minutes.** After 15th minute has passed (at this point the player who is late will have 45 minutes on the clock), the player who is late loses 2 minutes of their time per further passed minute.

- 2.6. **The hard limit is 30 minutes.** After 30th minute has passed and the player doesn't show up, they **lost the game** by forfeit.
- 2.7. At the end of the game, before counting, raise your hand. The referee or staff members will come and take a photo of the position. The photo can be used as a proof of the real result if there is a mistake in counting.
- 2.8. The organizer will provide a paper kifufu to each player. It is allowed to **record the game only on the paper kifufu**, not on mobile phones, tablets, laptops.
- 2.9. For more detailed game rules, look at the section 4

3. BEHAVIOUR RULES

3.1. ELECTRONICS

- 3.1.1. Running AI on ongoing games is forbidden.
- 3.1.2. Using electronic devices during the round is forbidden for the players.
- 3.1.3. Players shall turn off their mobile phones and put it on the table where they are playing. 1st phone ringing will result in a warning, while the **2nd phone ringing results in loss of the game.**
- 3.1.4. It is forbidden for players to leave the playing hall with an electronic device while playing.
- 3.1.5. Observers are asked not to use mobile phones and laptops in and next to the playing area during the round.

3.2. PLAYING HALLS

- 3.2.1. Only: tournament players, tournament referees, EGF officials whose presence has been announced in the tournament program, organizers, press, medical personnel (in case of medical incidents) may be present in the main tournament hall during the round.
- 3.2.2. Observers: parents, guardians, legal representatives, coaches and instructors of the players and other persons have the right to be present in the main playing hall during the first 10 minutes after the start of each round. During this 10 minute period, anyone (other than players) is allowed to use photographic or recording devices.
- 3.2.3. In the side playing hall, observers are allowed to be present, but not to use photo/recording devices.
- 3.2.4. Persons present in the playing rooms shall not address the players (verbally or by signs), shall not disturb the players by gestures, noises or bright lights, shall not get too close to the game board. The referees have the right to send people who do not respect the rules of order and quiet outside the playing area. It is up to the referees to interpret whether they did not respect the rules.

3.3. RULES OF CONDUCT FOR PLAYERS

- 3.3.1. During the game, players will not address each other, except to greet each other at the beginning, thank you at the end, or to convey critical information (who is on the move, what was the last move, technical issues such as sound activation or clock reset, etc.). They shall also not make gestures or sounds that may disturb the opponent or other participants, or place objects on the contest table that may disturb.

- 3.3.2. If a player is disturbed during the game, they have the right and responsibility to pause the thinking time and call a referee to resolve the situation. If a player abuses this rule and pauses the thinking time without reasonable cause, they risk being penalized, forfeiting the match, or being eliminated from the tournament.
- 3.3.3. If a player returns to his table and observes that the thinking time has been paused, he has no right to restart the thinking time without the consent of a referee.
- 3.3.4. Any violation of the rules will be **penalized by a warning, the second warning forfeiting the game**. Depending on the seriousness of the misconduct, the referees may decide to eliminate the player from the tournament, and the Disciplinary Committee of EGF may impose other sanctions.
- 3.3.5. If a player disagrees with the decision made by the tournament referees, they have the right to appeal (to appeal means to describe the dissatisfaction, written or printed, with signature, addressed to the Appeals Committee). The Appeals Committee chosen at the start of the tournament shall hold a meeting to discuss the matter raised and vote on whether or not it agrees with the referee's decision. If the majority of the Appeals Committee votes against the decision of the referee, then the referee's decision is withdrawn. If the majority of the Appeal Committee votes in favor, then the referee's decision stands. As appropriate, the Disciplinary Committee or EGF may penalize the referees.

4. DETAILED GAME RULES

- 4.1. A move is the placing of a stone on the board at a free intersection point once tactile contact with that stone has ceased, or the announcement of a pass.
- 4.2. Impossible moves (suicide, immediate capture in ko) will be penalized with a warning, and a second warning will be considered a lost game. If a player makes an impossible move, it is the responsibility of the player's opponent to pause the thinking time and call a referee. If, following an impossible move, no player noticed and did not pause the thinking time, and they continued to play the game, and one of the players noticed the impossible move later, the following procedure is followed: The player who noticed the impossible move is responsible for pausing the thinking time and calling the referee (here we have two cases: suicide or ko): in the case of suicide (self-capture), the arbiter will either pick up the clearly captured stones from the game board and give a warning to both players, or decide in favor of the player who noticed the situation first in the case of two or more groups capturing each other, warning both players. In the case of a ko in which players capture each other, the arbiter will decide in favor of the player who noticed the situation first and pick up his opponent's stone from the game board, giving the player a choice: either he shall be considered to have just captured the ko, or he shall be considered to be on the move and may choose to close the ko or play elsewhere.
- 4.3. If it cannot be decided who was first to notice the impossible move, and the players cannot reconstruct the position and cannot agree on the life or death of the stones on the board, then the arbiter may decide to replay the game.

- 4.4. If it cannot be decided where one of the players wanted to make a move as a result of a stone not being placed correctly, on a point of intersection, but on a line, between two points, or between lines (in "square"), and tactile contact with the stone has ceased, that player risks losing the game at the decision of the arbiter. Alternatively, the referee may decide to return the misplaced stone to the player to repeat the move, the player will be penalized with a warning, and the second warning will be considered a forfeit.
- 4.5. Moving a stone just placed on the board, from one intersection to another, after the cessation of tactile contact, shall be considered as an illegal move and shall be penalized by forfeit of the game by decision of the referee.
- 4.6. If white has played the first move illegally (instead of black) and the players have not played more than 20 moves, they shall restart the match. If, by counting the stones on the board, it is concluded that one of the players has more or fewer stones on the board than is legally required, without anyone being able to prove why the number of stones is incorrect, the game shall be continued.
- 4.7. Prisoners and stones used for extra playing time must be visible to the opponent for the entire duration of the game.
- 4.8. The player who places 2 consecutive stones automatically loses.
- 4.9. Resignation: a player may surrender the game by saying "I resign", placing two or more stones at the same time on the game board, or placing one or more prisoners on the game board.
- 4.10. A proven attempt to cheat by improperly claiming prisoners other than those legally captured during the match will result in forfeiture of the match, exclusion from the tournament and other disciplinary sanctions to be decided by the Ethics and Disciplinary Committee.
- 4.11. While the match is in progress, players are forbidden to study their own game on another board, or on any electronic device, the sanction being elimination from the tournament and other sanctions by the Disciplinary Committee.
- 4.12. Any influencing of a game in progress (which substantiates the accusation that the move does not morally belong to the player who made it) can be sanctioned by removal from the tournament of both the player and the influencer.
- 4.13. In case the position of the stones is accidentally disturbed, the referee has the following options: 1. To rearrange the stones, obliging the playing partners to restore the position in good agreement; 2. To award a forfeit win to the player who did not disturb the position of the stones.
- 4.14. The proper functioning and setting of the competition clock is the responsibility of the referees; players may complain about the malfunctioning of the clock at any time during the game, the referee shall remedy the situation.
- 4.15. The position of the clock on the table is decided by the referee, or the white player.
- 4.16. During the match, the player has the right to notify the floor referee of any personal emergency and to have the referee put the competition clock in "pause" mode once for a maximum of 10 minutes, after which the clock will be restarted by the referee.
- 4.17. If one of the players runs out of thinking time before the current move is placed on the board, that player will lose the game.
- 4.18. Postponement and resumption of the round: the interruption and postponement of the round shall be decided by the main referee exclusively for reasons of force

majeure concerning the general or individual safety of the players or the interruption of the round for unforeseen reasons (e.g. loud noise). When the round is resumed, the referee will allow the players 3 minutes to recapitulate their position before restarting the clocks.