

Vienna Open 2025 Tournament Rules

Main referee, pairing master: Damir Medak

Organizer, assisting referee: Mirta Medak

Staff: Mirta Medak, Anastasiya Tsyhanova, Jasna Medak

Organizing institution: Go Club "Go7"

An 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 the **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 **Super group**. The Super group will start with **1 additional MMS point** compared to the Top Group. The size of groups depends on how many players show up, but generally the Super group consists of the **top 8, 12 or 16 players** according to the EGD rating, and the Top group takes the next 8 players by rating.
- 1.3 Within a group, **fold pairing** will be used for the first two rounds. (e.g. with 8 players: 1-8, 7-2,..)
- 1.4 Tie breakers will be applied in the following order: **SOS, SOSOS, Direct Encounter**.
- 1.5 The pairing software used is **OpenGotha**.
- 1.6 **Super group players are not allowed to miss any round**. If a highly rated player is expected to miss a round, they will be placed below the McMahon bar.
- 1.7 If a Super group player knows they will miss a round in advance, they must announce it before the tournament starts.
- 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 every 2 missed rounds.
- 1.10 A forfeit win is counted as 1 MMS point. 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 **45min + 20sec per move, Fischer time**.
- 2.3 The clocks are DGT 2500. The clock makes a beep at the 10th, 5th, and a long beep during the 2nd to last and the last second.
- 2.4 At the beginning of the round, if a player doesn't show up, the referee starts the clock.
- 2.5 After the **30th minute has passed** and the player doesn't show up, they **lose** the game by forfeit.
- 2.6 At the end of the game, before counting, players should raise their hands. The referee or staff members will come and take a photo of the final position. The photo can be used as a proof of the real result if there is a mistake in counting.
- 2.7 The organizer will provide a paper kifu to each player. It is allowed to record the game only on the paper kifu, not on mobile phones, tablets, laptops, or with cameras.
- 2.8 For more detailed game rules, see Section 4.

3. BEHAVIOUR RULES

3.1. ELECTRONICS

- 3.1.1 Running AI or similar Go programs 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 place them 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 the opponent.
- 3.3.2 If a player is disturbed during the game, they have the right and responsibility to pause the clock and call a referee to resolve the situation. If a player abuses this rule and pauses the clock without reasonable cause, they risk being penalized, forfeiting the match, or being eliminated from the tournament.
- 3.3.3 If a player returns to their table and observes that the clock has been paused, they have 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, reporting the issues to the European Go Federation.
- 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.

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 Illegal moves, including suicide (self-capture), immediate recapture in a ko, or playing twice in a row, are prohibited and subject to penalties.
- 4.2.1 A **first illegal move** results in a **warning**.
A **second illegal move** by the same player during the tournament will result in **forfeiture of the current game**.
- 4.2.2 If an illegal move is made, it is the responsibility of the opponent to pause the clock immediately and call a referee.
- 4.2.3 If no player notices the illegal move and the game continues, and the error is discovered later, the player who notices it must pause the clock and inform the referee.
- 4.2.4 Resolution of suicide move (Self-Capture):
The referee will either: remove the clearly captured stones and issue a warning to both players, or in ambiguous situations (e.g., mutual captures), rule in favor of the player who noticed the infraction first, while still issuing a warning to both players.
- 4.2.5 Ko Violation (Immediate Recapture):
The referee will: award the capture to the player who noticed the violation first, remove the opponent's stone from the board, and allow the player to choose whether they wish to: keep the ko capture, or remain on move and play elsewhere

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4.2.6 Playing Twice in a Row:

The referee will: restore the correct game sequence, if possible, and issue a warning to the offending player.

If the game state cannot be corrected fairly, the referee may award the game to the opponent, especially if the double move led to a significant advantage.

4.2.7 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 referee may decide to replay the game with reduced time settings.

4.2.8 All rulings and decisions are made at the discretion of the tournament referee, whose judgment is final.

4.3 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 shall get a warning of the referee.

4.4 Moving a stone just placed on the board, from one intersection to another, after the cessation of tactile contact, shall be considered an illegal move and shall be penalized by a warning.

4.5 If White plays the first move instead of Black and this mistake is discovered within the first 20 moves, the game shall be restarted. If, at any point, it is found that the number of stones on the board is inconsistent with what is legally expected, and neither player can explain or prove the cause of the discrepancy, the game shall continue as it stands. In both cases, the final decision lies with the tournament referee.

4.6 Prisoners and stones used for extra playing time must be visible to the opponent for the entire duration of the game.

4.7 Resignation: a player may surrender the game by saying "I resign", placing two or more stones at the same time on the board, or placing two or more prisoners on the board.

4.8 A proven attempt to cheat by improperly claiming prisoners other than those legally captured during the match will result in forfeit of the match, exclusion from the tournament and other disciplinary sanctions to be decided by the respective national Go association and EGF.

4.9 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 respective national Go association and EGF.

- 4.10 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.
- 4.11 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.
- 4.12 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.
- 4.13 The position of the clock on the table is decided by the referee, or the player having white stones decides where to sit.
- 4.14 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.
- 4.15 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.
- 4.16 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.