

Vienna Open 2026 Tournament Rules

Main referee, pairing master: Damir Medak (HGOS)

Main organizer, referee: Mirta Medak (ÖGV)

Organizing team: Anastasiya Tsyhanova (Go7), Jasna Medak (HGOS)

Organizing institution: Go Club "Go7"

An appeals committee consisting of three members and two reserves will be chosen before the start of the tournament.

1. GENERAL RULES

- 1.1 The tournament is played using the **MacMahon system**, consists of **5 rounds**, is **EGF A-class rated**, and is part of the EGF Grand Prix Cycle (Bonus C).
- 1.2 Players who are not registered in the European Go Database **must present their passports** upon registration.
- 1.3 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 the number of top-rated players participating, 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 4 or 8 players by rating.
- 1.4 Within a group, **fold pairing** will be used for the first two rounds. (e.g. with 8 players:1-8, 7-2,..)
- 1.5 Tie breakers will be applied in the following order: **SOS, SOSOS, Simple Direct Encounter**.
- 1.6 The pairing software used is **OpenGotha**.
- 1.7 **Super group and top group players are not permitted to miss any round**. If a highly rated player is expected to miss a round, they will be placed below the McMahon bar of the Top group.
- 1.8 If a Super group or Top group player knows in advance that they will miss a round, they must notify the organizers before the tournament starts.
- 1.9 Players below the Top Group who wish to skip a round must notify the referee **at least 30 minutes before the start of that round**; otherwise, they may forfeit the game.
- 1.10 A player who misses a round gets 0.5 MMS points per missed round.

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- 1.11 A forfeit win is counted as 1 MMS point. A forfeit loss will normally be rated; however, in cases of valid emergencies accepted by the referee, it may be excluded from rating.
- 1.12 By registering for and participating in the tournament, the player acknowledges that **photographs and video recordings may be taken during the event**. Such material may be used by the organizers for documentation, reporting, archival, and promotional purposes, including publication on websites, social media, and other media channels.
- 1.13 By registering for the tournament, **the player agrees to these tournament rules**.

2. GAME RULES

- 2.1 **Territory Scoring** will be used under the **Verbal European-Japanese Rules** with **6.5 komi** in even games and **Japanese fill-in counting**. In the event of a dispute regarding the interpretation of the rules, the decision of the main referee shall be final. ([EGF General Tournament Rules](#))
- 2.2 The time limit is **45min + 20sec per move, Fischer time**.
- 2.3 The clocks used are DGT 2500. The clock makes a beep at the 10th, 5th, and a continuous beep during the final two seconds. A few DGT 2010 clocks may be used on lower boards.
- 2.4 At the beginning of each round, if a player is not present, the referee starts the clock.
- 2.5 A player who has not arrived **within 30 minutes** of the scheduled start of the round loses 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 proof of the real result if there is a mistake in counting.
- 2.7 The organizer will provide a paper kifu to each player. **Recording the game is permitted only on the provided paper kifu**. Recording the game using mobile phones, tablets, laptops, cameras, or other electronic devices is prohibited.
- 2.8 For rules on special situations, see Section 4.

3. BEHAVIOUR RULES

3.1. ELECTRONICS

- 3.1.1 Running AI or similar Go programs on ongoing games is forbidden.

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- 3.1.2 Players are prohibited from using electronic devices during their games.
- 3.1.3 Players shall switch off their mobile phones and place them visibly on the table where they are playing. The first phone ringing during the tournament will result in a warning. A second phone ringing during the tournament will result in the loss of the game.
- 3.1.4 Players are prohibited from leaving the playing hall with any electronic device while their game is in progress.
- 3.1.5 Spectators and observers are requested not to use mobile phones, laptops, or other electronic devices within or immediately adjacent to the playing area during a round.

3.2 PLAYING HALLS

- 3.2.1 During a round, only tournament players, tournament referees, EGF officials whose presence has been announced in the tournament program, organizers, accredited press representatives, and medical personnel (in the event of a medical incident) may remain in the tournament halls.
- 3.2.2 Parents, guardians, legal representatives, coaches, instructors, and other observers may remain in the tournament halls during the **first 10 minutes of each round**. During this period, **persons other than the players may take photographs**.
- 3.2.3 Persons present in the playing halls shall not communicate with players, either verbally or by signs. They shall not disturb players by gestures, noise, bright lights, or any other distracting behavior, and shall not approach the game boards closely enough to interfere with the players.
- 3.2.4 Referees may require any person who does not respect the rules of order and silence to leave the playing area. The interpretation of whether these rules have been violated rests solely with the referees.

3.3 RULES OF CONDUCT FOR PLAYERS

- 3.3.1 During a game, players shall not communicate with each other except to greet one another at the beginning of the game, thank one another at the end of the game, or convey essential game-related information (such as whose turn it is, what the last move was, or technical matters concerning the clock). Players shall not make gestures or noises that may disturb their opponent or other participants, nor place objects on the table that may distract their opponent.

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- 3.3.2 If a player is disturbed during a game, they have both the right and the responsibility to pause the clock and call a referee to resolve the situation. A player who pauses the clock without reasonable cause may be subject to penalties, including warnings, loss of the game, or expulsion from the tournament.
- 3.3.3 If a player returns to the board and finds that the clock has been paused, they shall not restart the clock without the permission of a referee.
- 3.3.4 Any violation of the tournament rules may result in a **warning**. A **second warning** issued during the tournament shall result in the **loss of the current game**. Depending on the seriousness of the misconduct, the referees may impose stronger sanctions, including expulsion from the tournament and reporting the matter to the European Go Federation.
- 3.3.5 A player who disagrees with a decision of the tournament referees has the right to appeal within 30 minutes after the decision has been made. Appeals must be submitted in writing, signed by the player, and addressed to the Appeals Committee.
- 3.3.6 The Appeals Committee shall review the appeal and vote on whether to uphold or overturn the referee's decision. If a majority of the Appeals Committee votes to overturn the decision, the referee's decision shall be withdrawn. Otherwise, the referee's decision shall stand.

4. ADDITIONAL CLARIFICATION ABOUT SPECIAL SITUATIONS

- 4.1 Illegal moves, including suicide (self-capture), immediate recapture in a ko, and playing twice in succession, are prohibited and subject to penalties.
- 4.1.1 A **first illegal move** by a player during the tournament shall result in a **warning**.
A **second illegal move** by the same player during the tournament shall result in **the loss of the current game**.
- 4.1.2 If an illegal move is made, the opponent shall pause the clock immediately and call a referee.
- 4.1.3 In the event of an immediate ko recapture, the referee shall award the capture to the player who first noticed the violation, remove the illegally played stone from the board, and allow that player to choose either:
a) to keep the ko capture; or
b) to remain on move and play elsewhere.
- 4.2 In the event of a triple ko, the game shall be replayed using the remaining time on the clocks.

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- 4.3 Captured stones must remain visible to the opponent throughout the game.
- 4.4 A player may resign the game by clearly stating "I resign", by placing two stones simultaneously on the board, or by placing two prisoners on the board.
- 4.5 Any proven attempt to cheat by falsely claiming prisoners that were not legally captured during the game shall result in the loss of the game, exclusion from the tournament, and any additional disciplinary measures deemed appropriate by the relevant national Go association and the EGF.
- 4.6 During a game, players are prohibited from analysing their own game on another board or on any electronic device. Violation of this rule shall result in exclusion from the tournament and may lead to additional sanctions imposed by the relevant national Go association and the EGF.
- 4.7 Any attempt to influence a game in progress in a manner that suggests a move did not originate solely from the player making it may result in the exclusion of both the player and the influencing person from the tournament.
- 4.8 If the position of the stones is accidentally disturbed, the referee may
 - 1) require the players to restore the position under the referee's supervision;
 - 2) award the game by forfeit to the player who did not cause the disturbance.
- 4.9 The correct functioning and setting of the competition clocks are the responsibility of the referees. Players may report a clock malfunction at any time during the game, and the referee shall take appropriate corrective action.
- 4.10 The position of the clock on the table shall be determined by the referee. The player with the White stones chooses on which side of the board to sit.
- 4.11 During a game, a player may request a pause due to a personal emergency. The referee may pause the clock once for a maximum of 10 minutes, after which the game shall resume.
- 4.12 The suspension or postponement of a round may be ordered only by the Chief Referee and only in cases of force majeure, safety concerns, or significant unforeseen disturbances affecting play. When play resumes, players shall be granted 3 minutes to review the position before the clocks are restarted.
- 4.13 All rulings and decisions are made at the discretion of the main tournament referee and are binding on the players. Any challenge to such a decision may only be made through the formal appeal procedure described in Section 3.3.5.