



제4회 인천 실내&무도[武道]아시아경기대회
4th Asian Indoor & Martial Arts Games Incheon 2013



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The Korean Rules of Baduk (Go)



Article 1. Definition of Baduk

Baduk is a game in which two players compete on a board, by alternately playing one move at a time, according to the rules, at an intersection on the board, one player playing with black stones, his/her opponent playing with white stones, to see who can take larger territory. Player's territory is counted according to the Articles 8-1, 4-2 and 12-1.

Article 2. Baduk Equipment

1. Board

The Baduk board is marked by 19 horizontal and 19 vertical straight lines forming a grid with 361 intersections.

2. Stones

For official competitions, it is recommended to provide 181 black stones and 180 white stones for each set.

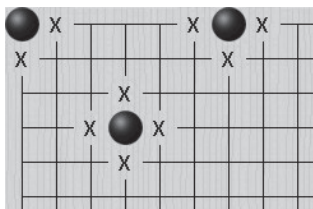
Article 3. Placement

1. Black plays the first move. (Hereafter, "Black" starting with a capital letter refers to the person playing with black stones, and "White" starting with a capital letter refers to the person playing with white stones.) In handicap games, Black puts handicap stones first at the assigned places on the board.
2. Black and White take turns placing one stone at a time at an intersection.
3. Once a stone is placed on the board, it cannot be moved to another place on the board.

Article 4. Liberty

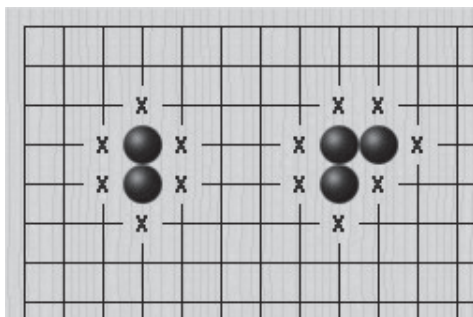
1. Liberty

An empty intersection immediately connected to a single stone or to a contiguous group of stones is called a liberty. An isolated stone has two liberties when placed at a corner, three liberties when placed at an edge, and four liberties otherwise as shown in Diagram 1.



<Diagram 1>

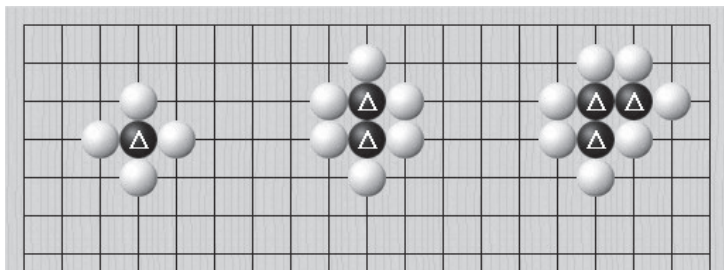
A contiguous group of stones is a group in which each stone is immediately connected to other stone(s) with the same color. The number of liberties of a contiguous group is the sum of liberties of each stone in the group.



<Diagram 2>

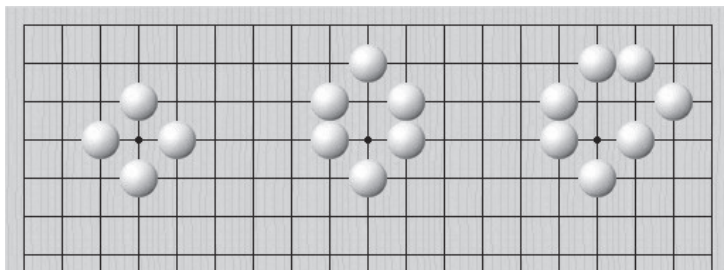
2. Capture/Removal

A stone or a contiguous group of stones is captured and removed from the board, if it loses all its liberties because of surrounding opponent's stones as in Diagram 1.



<Diagram 3.1>

White captures black stones marked with ▲

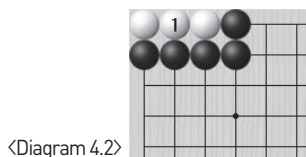
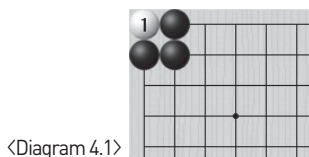


<Diagram 3.2>

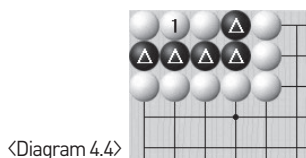
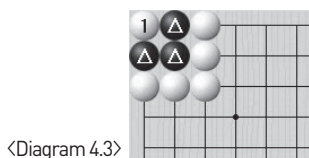
After removal

Article 5. Forbidden intersection

A player cannot place a stone at an intersection if that move results in no liberty for the stone. Such an intersection is called a “forbidden intersection”. But a player can place a stone at the intersection if it is a capturing move.



Forbidden intersection

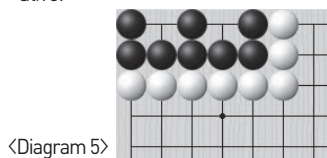


Capturing move

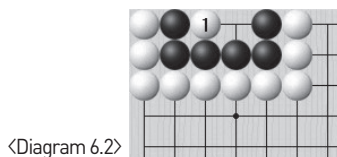
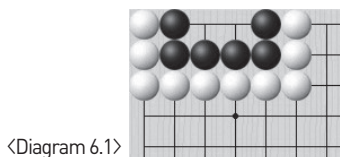
Article 6. Life and Death

All unremovable stones are alive stones and all removable stones are dead stones.

1. The contiguous group of black stones in the following diagram has two compartmentalized liberties, and White cannot place a stone at neither of these places. Therefore, this group is alive.

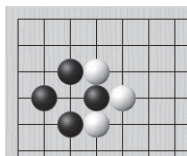


2. The contiguous group of black stones in the following diagram has also two liberties, but White can take away these liberties by filling in white stones. Therefore, this group can be captured. This group is called dead stones, even though it cannot be removed from the board as long as it has liberties. Such dead stones are removed from the board after the game is completed.

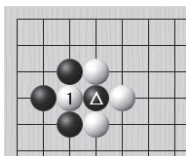


Article 7. Ko

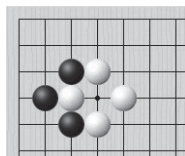
A shape in which the players can alternately capture and recapture one of opponent's stones is called "Ko". A player whose stone has been captured in a Ko cannot recapture the opponent's capturing stone without making a move somewhere else.



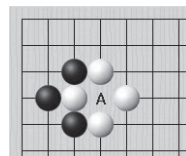
<Diagram 7.1>



<Diagram 7.2>



<Diagram 7.3>

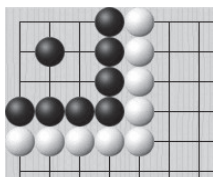


<Diagram 7.4>

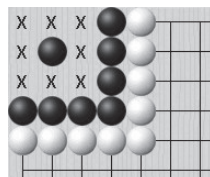
If White captures first, Black cannot recapture the capturing stone immediately.

Article 8. Territory and Neutral Point

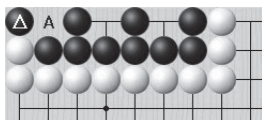
1. Territory consists of points surrounded by completely independent living groups. Each intersection is one point.



<Diagram 8.1>



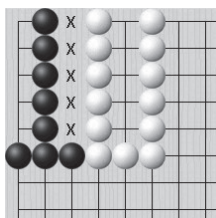
<Diagram 8.2>



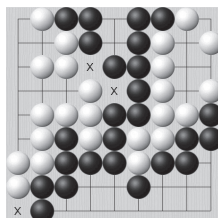
<Diagram 9>

The intersection A is not counted as a point because the black stone marked by ▲ can be captured.

2. Neutral Point(s) is(are) empty point(s) left between alive groups belonging to the two players as indicated by "X" marks in the following diagrams. Neutral points shall be filled alternately.



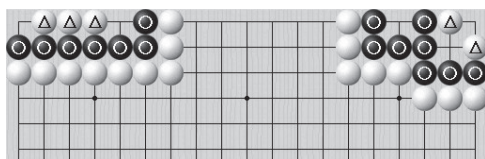
<Diagram 10>



<Diagram 11>

Article 9. Dual Life/Seki/Tie

Dual Life/Seki/Tie is a shape in which a group of black stones and a group of white stones are alive with one or more neutral points between them. Neither of these groups can capture the other because such an attempt will result in its own capturing. As stones with neutral points in dual life/seki/tie are not independently alive, the points they surround are not territory.



<Diagram 12>

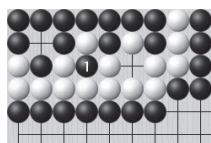
Article 10. Recreation of the same Configuration

Recreation of the same configuration is returning to the same configuration after a sequence of moves.

1. Recreation of the same configuration repeatable by both players

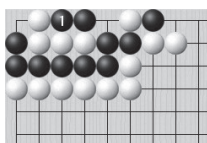
If both players agree, the game ends in a draw.

① Triple Ko



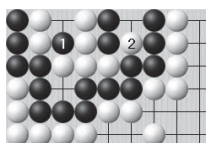
<Diagram 13>

② Eternal Life



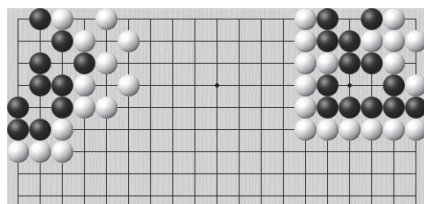
<Diagram 14>

③ Cyclic Ko

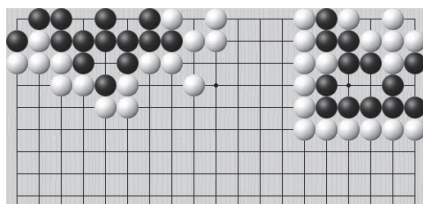


<Diagram 15>

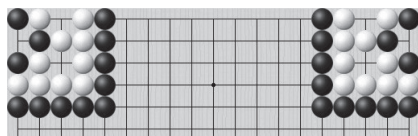
④ A pair of Double Ko



<Diagram 16>

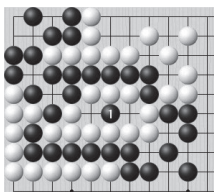


<Diagram 17>



<Diagram 18>

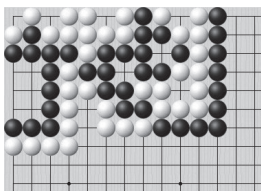
⑤ Three-Stone Eternal Life



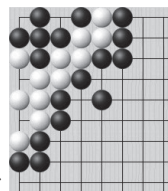
<Diagram 19>

2. Recreation of the same Configuration repeatable by one player only

In Diagram 20 and 21, only Black can recreate the same configuration, therefore, Black has an option of ending the game in a draw.



<Diagram 20>



<Diagram 21>

Article 11. Ending the Game

1. The first set of Passes

A player may find that making another move is not advantageous. If he/she chooses to skip a move, he/she should say "pass". If the opponent responds likewise by saying "pass", then, it constitutes the first set of passes.

2. Confirmation of the life and death of stones and territory after the first set of passes

After the first set of passes, the players decide which of the groups are alive and which are dead, with each position considered locally without regard to the whole board position.

3. The second set of Passes

After the confirmation of life and death of stones, a player may find there is no further move to make. In this case he/she should say "pass". If the opponent responds likewise by saying "pass", it constitutes the second set of passes. By this the game is completed.

Article 12. Scoring and Decision of Winner

1. After the completion of a game, each player removes opponent's dead stones from the board, and then he/she uses them as well as already captured stones for filling in the opponent's territory.

2. The player with the more points is the winner.



Competition Code of the 4th Asian Indoor & Martial Arts Games Incheon 2013

Article 1. Baduk (Go) Rules

According to the guideline of International Go Federation (IGF) and Asian Go Federation (AGF), the Baduk (Go) Rules of Korea Amateur Baduk Association (KABA) as revised in March 2013 will be applied at the 4th Asian Indoor & Martial Arts Games Incheon 2013.

Article 2. Competition Code

1. Basic Code

Refer to III. Technical Information, Baduk (Go) Sport Technical Handbook of the 4th Asian Indoor & Martial Arts Games Incheon 2013,

2. Additional Code

2.1. Compensation

When the game is finished, black subtracts 6.5 points from his/her total points.

2.2. Late Arrival

All players should not be late more than 15 minutes. If a player is late more than 15 minutes, this player is declared the loser. If a player is late less than 15 minutes, the amount of time that they are late will be doubled and then subtracted from their total given time.

2.3. Handling of drawn competition

Drawn competition shall be replayed within the remaining time.

3. Competition Rule for Mixed Pairs

Pair Go Rules of Japan Pair Go Association will be applied. Apart from the special rules of Pair Go, the Article 1 will be applied.

3.1. Pair Go

In principle the game is played between male-female pairs. The two players in each pair are called partners.

3.2. Seating

The two partners sit beside each other, facing an opposing pair across the Go board.

3.3. Order of moves

The pairs play in the following order:

● Black female player → ○ White female player → ● Black male player → ○ White male player → ……

This cycle is called the normal rotation.

The players must play always following the normal rotation.

3.4. Prohibition of exchanging information

During the game, partners must not communicate, give advice, or exchange other information by speech, gestures, mannerisms, or any other means except playing moves. Speaking is permitted, however, to confirm whose turn it is to play, or confer about resigning. Conferring about resigning is limited to the following: the player to move may ask for his or her partner's consent to resign; the partner may agree or not agree to resign.

3.5. Resignation

Resignation is announced by the player whose turn it is to move. The player's partner cannot retract the resignation.

3.6. Violations

● Rotation error

If a wrong partner plays, departing from the rotation, it is called a rotation error. Rotation errors are handled as follows:

- (1) A rotation error can be claimed only when the move just played was out of rotation.
- (2) If the claimed rotation error was intentional, the game is forfeited immediately.
- (3) If the claimed rotation error was unintentional, the next step is to verify which partner played the preceding move.
- (4) If the preceding move was played following the normal rotation, the game continues with a three-point penalty for the claimed rotation error.
- (5) If the preceding move was played not following the normal rotation, the game continues without any penalty for the claimed rotation error.
- (6) In either case, no moves are taken back and replayed. The last move played is regarded as having been played by the correct player. The next move must be played following the normal rotation with the last move played.
- (7) Whenever a rotation error is detected, the next player must return to the normal rotation. Failure to do so is regarded as a new rotation error.

〈Example of a rotation error and return to the normal rotation〉

↓	
● Black male player	Normal rotation
↓	
○ White male player	Normal rotation
↓	
● Black female player	Normal rotation
↓	
○ White female player	Normal rotation
↓	

● Black female player

Rotation error. The error is claimed and a three point penalty is applied.



○ White female player

Return to normal rotation (the White female player normally plays after the Black female player). If the White male player played at this point, that would be a new rotation error.



● Black male player

Normal rotation



○ White male player

Normal rotation



● Black female player

Normal rotation



○ White female player

Normal rotation



● Illegal exchange of information

If illegal exchange of information between partners is observed to take place, the game of the offending team can be forfeited.

Article 3. Ethics and discipline of players at the competition site

1. Players must not conspire with their opponents for cheating, or use other secretly agreed-upon tricks.
2. Players may not withdraw from the competition or leave the competition site without a permission.
3. During the competition, players should refrain from distracting their opponents.
4. During the competition, players shall not leave their seats and watch other competitions.
5. During the competition or breaks, players shall not discuss their current competition with other people. They may not get help from any information material related to their current competition.
6. The players should pay attention to proper language and keep their clothing and appearance presentable.
7. In the competition area, cellular phones should be turned off at all times.
8. Smoking is prohibited inside the competition area. Smokers must follow the applicable local laws and rules of the competition.

Article 4. Player's rights and obligations

1. Players should observe the competition code, ethics and discipline of players at the competition site.
2. **Overtime / Byoyomi**
During overtime, players have the right to make inquiry of the remaining time with the timer. In case of using automatic-timer clocks, players shall check the remaining time by themselves.
3. When disruptive or rule-offending acts occur during the competition, players should file complaints to the referee immediately. Complaints filed after the completion of the competition will have no effect.
4. A player has the right to request a recounting before agreeing to confirm the result of a competition. The opponent has an obligation to cooperate in a friendly manner. The official confirmation of the competition results by both players and by the attending referee is final.
5. During the competition, a player may leave his/her seat only after playing his/her move with the permission of the referee. The player may play a move during his/her opponent's absence. When the opponent returns, the player is obliged to point out where the move was played.
6. Players should obey the decision of referees. In case of an objection, players shall appeal to the Competition Organizer.
7. When a competition is finished, players are recommended to have the board and stones in proper place and exit the main competition area as soon as possible.
8. Players and team officials have the obligation to participate in the opening ceremony, the closing ceremony, and other ceremonial, public and promotional events as scheduled by the competition organizers.

Article 5. Code for referee's proceeding of competition and judgment

1. **Placement**
 - 1.1. During the course of a competition, if a player makes two moves in a row without the opponent saying "Pass", the referee should declare that guilty party has lost the competition.
 - 1.2. When a stone touches the board during a move, it is considered that the placement is already made. If the player takes the played stone back, the opponent's complaint to the referee becomes effective. Under such a situation, the referee should have the stone back to the original place and issue a warning to the offender.
 - 1.3. If a player drops a stone onto the board accidentally during a move, with the opponent's consent the player is allowed to take the stone back and play it freely anywhere on the board. If the opponent does not consent the referee will make the judgment.
 - 1.4. In competitions where automatic-timer clocks are used, the clock button must be pressed after a stone has been placed. The referee should issue a warning, if a player presses the

clock simultaneously with a move. The referee should forfeit the competition, if a player presses the clock before making a move.

- 1.5. Taking captured stones off the board is part of a move. During a move involving taking stones, the clock can be pressed only after removing all the captured stones. The breaking of this rule will result in a warning by the referee. In case the removal of stones happens during overtime and many captured stones to be removed from the board, the timer clock can be stopped temporarily during the removal.
- 1.6. During the competition, when it is discovered that one previously played stone has been moved, it could be that either the stone should be replaced to its original position or play can proceed as it is, if both players agree. If the two players cannot agree, the referee can make one of the following decisions:
 - (1) placing the moved stones in the original location;
 - (2) declaring that the moved stones are valid;
 - (3) declaring that the competition is a draw or that the game should be played anew, or that both players have lost.If there is a proof that stones were intentionally moved by one party, the referee should declare that the guilty party has lost the competition.
- 1.7. During competition, if the board and stones become messed up without any fault of either player, competition may continue with the baduk board situation recreated. However, if the baduk board situation can not be recreated, the referee may make a decision by:
 - (1) declaring a draw;
 - (2) restarting the competition anew;
 - (3) declaring that both players have lost the game.

2. Capture

- 2.1 When capturing stones, if a player fails to remove all the captured stones which have no liberties remaining, the referee issues a warning and the remaining stones should be removed from the board.
- 2.2. If a player removes an opponent's stone which still has liberties remaining, the referee issues a warning and the mistakenly removed stone should be replaced to its position on the board.

3. Ko

It is forbidden to immediately play a Ko capture without first playing a Ko threat. If a player mistakenly retakes a Ko before playing a Ko threat, the move is invalid and the referee issues a warning. The offender loses one turn as a result.

4. Forbidden intersection

If a player places a stone at a forbidden intersection, that move is invalid and the referee issues a warning to the offender. The offender loses one turn.

5. Timing

1. When a player leaves the table before entering overtime, regular time counting will be made up to the time limit.
2. During overtime/byoyomi, if a player wants to leave the table during the opponent's turn, he/she must get permission from the referee. Each player is limited to one such a leave from the table during each competition. The timer clock can be stopped temporarily during a leave.

6. Ending the competition

If there are disputes after the Second set of Passes, they should be resolved by the referee.

7. Cumulative warning

Referees shall keep a record of warnings issued. If a player has received two warnings during a competition (game), the player is judged to have lost the competition.

Article 6. The rule of the competition site

1. During a competition, a serious wrongdoing or misconduct is discovered and confirmed, the referee can declare the forfeit of competition for one player or both players. If the result of a competition has already been declared and used for pairing for the next round, and even if such a wrongdoing or misconduct is discovered and confirmed after many rounds, the referee may punish the offender by canceling a part or the entirety of the results of the player or both players. If the circumstances are grave, the referee may rule to forbid the player from participating in future competitions.
2. After the registration for a competition, if players withdraw from a part or all of the competition without a proper reason, the referee may forfeit the competitions they withdrew from. Furthermore, the referee may rule to forbid him/her from participating in future competitions.
3. For the serious misconduct of intentionally distracting the opponent or creating disorder at the competition site, depending on the severity of the offense, the referee can issue a warning or declare the offender to have lost the competition.
4. During the competition, players shall not discuss their current competition with other people. They shall not get help from any information material related to their current competition. Depending on the severity of the offense, the referee can issue a warning
5. Players have the obligation to attend the opening and closing ceremonies, and other ceremonial, public or promotional events as scheduled by the competition organizers. Failure to participate without a proper reason will result in reduction of prize money and prohibition from participating in future competitions.
6. At the competition site, it is forbidden to use cellular phones. The first offense warrants a warning. If it happens for the second time, the referee should declare the player to have lost the competition.
7. Players who violate the smoking regulation at a competition site are subject to issuance of a warning.

Article 7. Interpretation of Rules

If a disagreement occurs over the interpretation of the rules in the English version of Korean Rules of Baduk (Go) and Competition Code of the 4th Asian Indoor & Martial Arts Games Incheon 2013, the original Korean version shall have the ultimate authority.



Duties of the Technical Delegate and Referees in Incheon 2013 the 4th Asian Indoor & Martial Arts Games Baduk (Go) Competition

Article 1. Duties of Technical Delegate

1. The Technical Delegate should aim for smooth conduct of Incheon 2013 the 4th Asian Indoor & Martial Arts Games. As a special representative of Asia Baduk (Go) Federation, Technical Delegate is accredited as the highest technical official of Go event to assume overall responsibility for competition work.
2. The Technical Delegate has authority and power for the final decision of appointment and dismissal of arbitrators, the Chief Referee and Referees.

Article 2. Duties of the Chief Referee

1. Organize training sessions for referees to make them familiar with the competition rules and regulations, supplementary provisions, and to arrange pre-competition drills.
2. Define and distribute the duties of the referees throughout the tournament.
3. Maintain discipline and promote good sportsmanship.
4. Handle problems reported by the referees and make decisions regarding the disposition of these problems in a timely manner.
5. Concur with or overrule the penalties proposed by the referees.
6. Make recommendations for disqualification on any referee who grossly neglects their duty.
7. In the absence of the referees, shall assume all the above duties and powers.

Article 3. Duties of Referees

1. All referees should judge impartially on behalf of the Organizing Committee of the 4th Asian Indoor & Martial Arts Games, without being favorable to the countries or regions they belong to.
2. All referees should familiarize themselves with competition rules and regulations, Technical Delegate's guidelines, supplementary provisions.
3. All referees should conduct duties in a fair and accurate manner in accordance with the all rules and regulations. They should maintain discipline and make necessary measures to violations of rules, regulations and codes of conduct.
4. All referees should familiarize themselves with operation of equipment used in competitions, examine and ascertain that all equipment is in good order prior to each competition.
5. All referees should avoid interference with players during matches and engagement in the discussions of games in progress.
6. All referees should maintain discipline and promote good sportsmanship at the competition site.
7. Carry out duties assigned by the Chief Referee in a timely and responsible manner and report major issues to the Chief Referee.
8. All referees should write sum-up report after competition and submit it to the Chief Referee



The 4th Asian Indoor & Martial Arts Games Arbitration Committee (Jury of Appeal) Rule of Baduk (Go)

Article 1. Appeal and Protest

1. Baduk (Go) players may make a protest against the judgments made by referees (including the Chief Referee) during the competition for a review.
2. If a protest is not accepted by the referees, players may file an appeal to the Arbitration Committee. The appeal must be submitted in written form within 15 minutes after the referees' decision; otherwise, it is invalid.
3. The complainant can request an appeal form from referees or the Arbitration Committee and fill it carefully according to the facts. Signatures of either team leaders or coaches from regions or countries where complainants belong to are required in the appeal form. (Please refer to appendix for the form) The complainant must remit US\$500 as deposit to the Arbitration Committee. The appeal that does not meet the requirement mentioned above is invalid.
4. If the appeal is won, the deposit of US\$500 will be returned. If the appeal is rejected, the deposit shall accrue to the Organizing Committee for disposition.
5. The appeal form should be written either in English or Korean.

Article 2. Rules of the Arbitration Committee

1. The Arbitration Committee is the only legitimate body to receive appeals. The Committee will be established at the Head Quarters of the Baduk (Go) event.
2. The Arbitration Committee consists of 3 members, who are the representative from Korea, China and Japan respectively. One of them is designated as the liaison officer
3. When dealing with appeals, the Arbitration Committee should abide by the 4th Asian Indoor & Martial Arts Games Baduk (Go) competition rules, Technical Official's Guide and relevant supplementary provisions, and exercise its power in just and impartial manner.
4. As for decisions made by the referee, the Arbitration Committee has the right to uphold or commute part of the decision or overrule it.

5. In the process of dealing with appeals, any opinions from the committee members and decisions that are not final and definite should not be revealed to the outside by any arbitrators.
6. When decision is already made and put into effect, for teams or individuals that continue to disregard the decision, the Arbitration Committee may recommend to Technical Delegate to issue punishment of a warning or public reprimand. In case of serious disobedience disqualification from Asian Indoor & Martial Arts Games could be requested to OCA

Article 3. Procedure of arbitration

1. Any member of the Arbitration Committee has the right to receive appeals.
2. Arbitrators, after receiving an appeal form, shall entrust it immediately to the liaison of the Arbitration Committee to decide how to deal with the case, and the committee's decisions should be made within half an hour in principle so as to avoid affecting other competitions or victory ceremonies and etc.
3. The Arbitration Committee should investigate the appeal form in accordance with the procedure and decide its validity.
4. Based on the appeal form as well as the report by the referee on this matter, the Arbitration Committee should conduct necessary investigation and convene a meeting for discussion. (Persons concerned may be called up for inquiries.)
5. Any parties involved with an appeal are obliged to sincerely answer the questions from the Arbitration Committee as required.
6. The Committee convenes with more than 2 members present, makes decision with majority of members in favor. In case of tie vote, the matter should be referred to Technical Delegate for him to decide. The committee decision is final and effective immediately.
7. The arbitration Committee shall notify the parties concerned about the ruling in a written form.
8. The ruling of the Arbitration Committee is final; all parties involved should obey unconditionally without further appealing.

▶▶▶ Appeal Form ◀◀◀

Date of appeal : _____ Time (accurate to the minute) : _____

Name of complainant : _____ Signature of complainant : _____

NOC of complaint : _____ Signature of team leader or coach : _____

Name of opponent : _____ NOC : _____

Referee's judge result : _____

Witness (one or two) : _____

Name : _____ Signature : _____

Telephone : _____ NOC : _____

Name : _____ Signature : _____

Telephone : _____ NOC : _____

Specific Location: _____

Time : _____

Other people concerned : _____

Specific description of appeal (the other side of the paper can be used to draw charts if necessary)

▶▶▶ Decision ◀◀◀

The following is completed by the Arbitration Committee:

☐ US\$500 has been paid

Time for receipt of the appeal : _____

Signature for accepting the decision of arbitration : _____

N O C : _____

Supplementary description of complaint's NOC for appealing in the hearing : _____

The description by opponent : _____

Testimony of Witness : _____

Advice of the referee : _____

Arbitration committee's description of the case : _____

Members of the Arbitration Committee : _____

Final decision of arbitration : _____

Appeal fee : collected refund (please circle the answer)

Amount of refund : _____ Time of refund : _____

Signature of delegate of the

Arbitration Committee

Jul. _____, 2013

