

# REGULATIONS FOR 2008 WORLD MIND SPORTS GAMES

– GO –

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## **CHAPTER 1 GENERAL REGULATIONS**

### **ARTICLE 1 – GENERAL**

These Regulations define the organization, procedures, and guidelines of the Go competition in the 2008 World Mind Sports Games (heretofore referred to as WMSG, or the Games). The Games are under the auspices of the International Mind Sports Association (IMSA); and the Go events of the Games are in addition under the auspices of the International Go Federation (IGF). The Organizational Committee may issue additional regulations prior to the Games as necessary.

## **CHAPTER 2 ORGANIZATION**

### **ARTICLE 2 – THE ORGANIZATIONAL COMMITTEE**

The Go Organizational Committee is the organizer of the Go events in the Games. This Committee shall be established jointly by the WMSG Organizational Committee and the IGF with the following principal duties:

- Appointing the Chief Referee, the Deputy Chief Referee, and a number of Referees;
- Recruiting and appointing members of the Arbitration Committee;
- Hiring necessary operational personnel and establishing the operational offices;
- Drawing up the necessary Regulations and laying out the schedules of competition;
- Selecting appropriate venues and availing necessary equipment for the competition

### **ARTICLE 3 – OFFICE, OFFICIALS, AND THEIR DUTIES**

#### **A The Tournament Director**

The Tournament Director (TD) is appointed by IGF and serves as the Chairman of the Organizational Committee. The TD has the primary responsibility for the Go events of the Games and exercises the primary power over all decisions made on the procedures and guidelines of the competition. In addition, the TD has the authority to appoint and dismiss the Office Director, the Competition Officer, the Technical Officer, and the Chairman of the Arbitration Committee.

**B The Office Director**

The Tournament Office is the secretariat of the Go events. The Office Director is appointed by the TD and is responsible for

- Establishing the schedule of preparations for the competition and monitoring the progress;
- Handling the administration and human resource management;
- Conducting external liaison;
- Coordinating with the WMSG Organizational Committee to prepare and distribute the programs, manuals, result reports, and other publications;
- Coordinating with other departments in managing the player registration and the player files;
- Coordinating with other departments to recruit and train the tournament personnel.

**C The Competition Officer**

The Competition Officer is appointed by the TD and is responsible for

- Establishing the tournament schedule;
- Selecting Referees, the Chief Referee and the Deputy Chief Referee, submitting candidates to the Organizational Committee for approval;
- Coordinating the recruitment and training of volunteers for the competition;
- Providing necessary support for the Referees;
- Supervising the Chief Referee in examining and publishing competition results.

**D The Technical Officer**

The Technical Officer is appointed by the TD and is responsible for

- Scheduling and monitoring the technical operations;
- Determining and specifying the technical needs for the tournament, such as venue, equipment, electronic devices, and network and broadcasting equipment;
- Recruiting and training of competition technicians;
- Compiling and implementing the Technical Manual for the competition.

**E The Arbitration Committee**

The Arbitration Committee is made up of senior experts recommended by the participating organizations. A Chairman shall be selected and appointed by the TD to chair this Committee. The Arbitration Committee accepts appeals from all units and players in the competition, carries out the necessary investigation, and suggests actions to the TD regarding the appeals. In the case of wrongful judgments by the Referees and other staff members, the Arbitration Committee may issue disciplinary actions but shall not reverse competition results determined at the competition site.

## **ARTICLE 4 – REFEREES**

The team of referees, under the leadership of a Chief Referee, are responsible for keeping the tournament running according to the Rules and Regulations.

The **Chief Referee**, in consultation with the Deputy Chief Referee, is responsible for

- Drafting any necessary supplements to these Regulations and proposing them to the Organizational Committee for adoption;
- Organizing the Referees to study the Rule and Regulations and arranging for pre-tournament drills;
- Defining and distributing the duties to the Referees throughout the tournament;
- Hosting the drawing of tournament pairing (usually for the first round only), supervising the scheduling of matches and the reporting of results;
- Inspecting and certifying the equipment used for the tournaments;
- Handling problems reported by the Referees and making decisions regarding the disposition of these problems in a timely manner;
- Concurring or overruling the penalties proposed by the Referees;
- Announcing the outcomes of the competition;
- Exercising disqualification of any individual Referee;

In the absence of the Chief Referee, the **Deputy Chief Referee** shall assume all the above duties and powers.

The **Referees** are responsible for

- Familiarizing themselves with the Rules and Regulations;
- Examining and ascertaining that all equipment is in good order prior to each match;
- Assisting in the scoring of each match, and certifying the result of the match;
- Executing all aspects of the Regulations; maintaining order of the tournament site; making timely responses to players' requests; handing out necessary penalties; and reporting major issues to the Chief Referee;
- Carrying out duties assigned by the Chief Referee in a timely and responsible manner;
- Avoiding interference with players during matches and never engaging in the discussions of games in progress.

The Referees should make certain that they do not disturb the players unnecessarily during progress of the competition.

## **CHAPTER 3 TOURNAMENT SPECIFICATIONS**

## ARTICLE 5 – TOURNAMENT MANAGEMENT

### A **Official languages**

The official languages for the Go competition in the 2008 WMSG are English and Chinese.

### B **Equipment**

The Chief Referee is responsible for certifying all the playing equipment. The official Go sets are the Ing-style Go sets provided by the Ing Chang-ki Weichi Educational Foundation. A player with recognized disability requiring alternative equipment shall notify the TD at least 7 days prior to the tournament.

### C **Drawing of opponents**

The drawing process should be fair, just, and open. The detailed process is listed in Appendix 2 of the Rules.

### D **Schedule**

The schedule of the tournament shall be fully published prior to the Games. The Chief Referee may adjust the schedule of each round based on exigencies or special circumstances.

## ARTICLE 6 – COLOR ASSIGNMENT

Assignment of color in the tournaments is carried out by computer assignment or by *Nigiri*.

In Swiss-system and round-robin tournaments, computer assignment is used; see Appendix 2 of the Rules. In knock-out tournaments, *nigiri* is used.

In team tournaments, the color is determined by carrying out *nigiri* between the players at the first table. Players at the 3<sup>rd</sup> and 5<sup>th</sup> table then play with the same color as the players at the 1<sup>st</sup> table; players at the 2<sup>nd</sup> and 4<sup>th</sup> tables play with the opposite color as the players at the 1<sup>st</sup> table.

*NIGIRI*: The older player will hold a group of white stones, the opponent will make a guess on the even or odd parity of their number by putting forth one (indicating odd) or two (indicating even) black stones. If the guess is correct, the guessing side shall choose the color; if wrong, the holding side shall choose the color.

After colors are assigned, if the players follow the wrong colors and the error is discovered

within the first 10 moves, the match shall restart. After the 10 moves, the match stands and continues without correction.

## **ARTICLE 7 – TIME CONTROL**

The **Basic Time** is 60 minutes for each side in all matches, except for Pair Go where it is 45 minutes. After the Basic Time expires, the player enters Overtime. In these Games, **Overtime** is conducted with **byo-yomi** of three segments of 30 seconds. That is, if a move in the Overtime period is played within 30 seconds, that player does not lose any time; each player has two chances to move past the 30-second limit and the third time results in losing the match by time.

Electronic clocks shall be used for monitoring both the Basic Time and the Overtime. The electronic clocks have voice options of Chinese or English. It is the responsibility of the players to familiarize themselves with the functions of the clock. The clock shall be placed at the White player's right-hand side. The clock may be pressed only after a move is complete. Simultaneous playing a move and pressing a clock is specifically prohibited.

In Overtime, a player may pause the clock temporarily in order to remove more than 2 dead stones.

Players shall not be late by more than 20 minutes after the commencement of each round. Lateness by less than 20 minutes shall be penalized by subtracting twice the amount from the player's clock. Beyond 20 minutes, the player is declared to have forfeited the game. In case of double forfeiture, both players are assigned losses.

When a player has to leave the table during Basic Time, the clock shall continue to run. After Overtime is started, the clock may be stopped ONCE for no more than five minutes, when a player requests to use the toilet facility.

## **ARTICLE 8 – PLAYING**

### **A Commencement of play**

Players shall be seated according to the placement of the name cards. The Chief Referee or his designee shall explain time allowances, overtime methods, and the operation of clocks prior to the commencement of the first round. Afterwards, the play commences. At this moment, the White player shall press the clock to start the game. If the White player is absent, it is the Referee's responsibility to press the clock.

**B Moves**

A move is considered completed after the a stone is placed on an intersection of the board and is no longer touched by the player or has been on the intersection for more than one second. The move may not be changed after that.

A pass play is indicated by placing a stone near the opponent's side of the clock and pressing the clock.

**ARTICLE 9 – CONCLUSION OF PLAY**

**A End of game**

When one player considers that the board has no more contestable points, he may pass his move. The opponent may agree by passing, then the game stops; or the opponent may disagree and continue to play; the game then continues until both players pass.

After the game stops, the players shall acknowledge the life-and-death status of all stones on the board and the ownership of all 361 points on the board, under the supervision of a Referee. For example, if both sides agree a group of stones are dead, these stones may now be moved off the board. If an agreement on the whole board is reached, the game ends. If either side has any disagreement, the playing resumes in the original order until there are two passes and the game comes to an end. In this case, all stones on the board are considered alive.

**B Counting of points**

Once the game ends, the game is scored with the “fill-In” method, under the supervision of a Referee; see Section 7 of the Go Rules. The details of the scoring method are included in Appendix 1. The Referee checks the result, confirming the compensation and the final score, according to Section 6 of the Go Rules. Both players then consent to the score by signing the scoring slip. Once signed, the score becomes effective and final.

If either player disagrees with the score, he may contest it with the Referee who shall act as the first arbiter. If the player does not agree with the Referee, he may contest it with the Chief Referee or the Deputy Chief Referee, whose decision is final. Further disagreement shall be raised with the Arbitration Committee but will not alter the on-site results; see Article 14.

**C Resignation**

Either player may offer to resign at any time during the game in one of three ways:

- verbally resigning using a language that both sides understand; or
- stopping the clock and notify the Referee; or
- placing two stones on the board simultaneously.

## **ARTICLE 10 – PLAYERS’ ETIQUETTE**

Go is a game steeped in tradition, courtesy, and respect for the opponent. During each match, the players shall conduct themselves under the following guidelines.

- Exercise discipline, maintain order, observe civility in both language and action, dress properly, respect the opponent, follow the direction of the Referee, and attend the opening and closing ceremonies and other activities required of the players.
- Observe sportsmanship and conform to the participating requirements. Cheating behaviors such as intentionally altering the positions on the board, falsifying games, etc, are strictly forbidden. Once having entered a match, the player shall not quit the competition without proper reason.
- Smoking is forbidden in the playing area.
- Cellular phones and other electronic communication tools shall be turned off at the venue.
- During a match, players should limit their talking to offering resignation and calling for help from the Referee. Necessary conversations may be approved by the Referee and conducted under his supervision.
- Using external reference materials is forbidden.
- During a match, players shall not do anything to interfere with his opponent’s thinking and playing.
- If one side is absent when a play is made, the opponent has the obligation to point to the move when the absent player returns.
- After the game ends and the scoring is finished, the players should clear out the board, return the stones to the containers, and leave the playing area quickly.

## **CHAPTER 4 INCIDENTS AND PENALTIES**

### **ARTICLE 11 – SETTLEMENT OF INCIDENTS**

Minor incidents are best resolved in an amicable and cooperative spirit between the players, based on factual account of the incidents, so that the game may continue.

When more serious incidents happen and the players cannot agree to a settlement, or when a player detects a possible violation of the Regulations or Rules, the help of a

Referee should be requested. Players gesture to the Referee by raising his hand. The Referee investigates what happened and issues appropriate remedy or penalty; in more serious cases, the Referee shall report to the Chief Referee for adjudication.

Incidents must be promptly reported for action. If a player has played his move after his opponent appears to have made a violation, the play continues as if the incident had not occurred.

Accidents during matches should be investigated by a Referee, who in turn reports to the Chief Referee for disposition. If a Referee is not around when an accident happens, the players should not disturb the board and the nearby area and quickly find and notify a Referee. Reporting the accident is the responsibility of the players and the officials on site. No other people shall interfere with the

Some of the specific examples of incidents are listed below, together with the normal methods of handling such incidents.

A When a clock is found to be malfunctioning or to produce errors, a new clock shall be used. The Referee may choose to adjust the players' times to compensate for the errors.

B If a player neglects to press the clock and the clock continues to run on that player's time, the player may punch the clock when the error is discovered; but the timekeeping shall not be changed. If the negligent player has been in overtime when the error takes place and causes the player to lose on time, the result stands.

C If a player causes the board position to be disturbed, a Referee shall supervise the restoration of the board position based on the facts available and giving preference to the opponent's views. If the board position cannot be restored, the offending player shall be declared to have forfeited the game.

D If the board position is disturbed by factors not attributable to either player, the Referee shall supervise the restoration of the board position. If the board position cannot be restored, a new match shall be arranged.

E If a player believes that a stone (or stones) has been moved, the Referee may decide that: i) the stones should be moved back, ii) the allegedly misplaced stones are valid, iii) the match is a draw or a new match shall be played.

F If a player drops a stone (or stones) off the board by accident, it is not considered

a move and the player may replace the stone. If it cannot be determined whether the stone is dropped accidentally or intentionally, the Chief Referee shall intercede and adjudicate.

## **ARTICLE 12 – PENALTIES**

I A player who commits the following violations shall receive one warning for the violation and shall have his move annulled and passed onto the opponent:

- A Taking a ko without playing a ko threat first.
- B Playing at a forbidden point.

II A player who commits the following violations shall receive one warning for the violation and have his move corrected:

- A Playing two consecutive moves without a pass from his opponent.
- B Capturing opponent's stone(s) that still has liberties.
- C Forgetting to capture opponent's stone(s) that no longer has liberties.
- D Moving a stone after it has been completed as a move. See Article 8B for the definition of a completed move.
- E Intentionally altering the board position during the game.

III A player who commits the following violations shall receive one warning:

- A Disturbing his opponent in a blatant manner.
- B Smoking in the playing area.
- C Talking with others about the game or using reference materials during the game.
- D Having his cellular phone or other electronic devices beep during the game.
- E Viewing electronic devices that have visual communications on screens.
- F Pressing the clock prior to or simultaneously with playing a move.
- G Using the clock improperly so as to cause erroneous alarms.
- H Playing out of rotation in Pair Go matches.
- I Other actions that the Referee deems deserving of a warning.

For each warning, a player receives a flag or token at his board. Two warnings in a game result in loss of the game. In addition, two points of penalty are assessed and will be subtracted from the player's score at the end of the game. (For Pair Go, three points are assessed for each rotation error, see Appendix 3; also, errors accumulate without necessarily resulting in loss or forfeiture of the match).

Refusing penalty and warning and/or refusing to continue play shall result in the Chief Referee stopping the play and declaring a loss by the player.

### **ARTICLE 13 – DISCIPLINARY PENALTIES**

The following actions constitute disciplinary violations and shall incur severe penalties.

A Rigging games or making deals to fix the games shall result in double losses by the two sides, once the facts are established. This penalty is retroactive and shall apply even if the offenses were discovered after the games. The offending player(s) may be suspended if the violations are deemed blatant;

B Using falsified qualification or identification to enter the Games shall result in disqualification and expulsion when such violations are discovered;

C Failing to participate in a game that the player is assigned to play or failing to attend the opening and/or closing ceremonies without permission shall be assessed disciplinary penalty.

Disciplinary penalty may include publicizing the violations and the players' identity; cancellation of prizes, bonuses, and game fees; and the assessment of fines.

### **ARTICLE 14 – APPEALS AND ARBITRATION**

Players should accept the adjudications and penalties given by the Referees. During the investigation phase, the players have the right to fully explain themselves and the Referees are obligated to take all such statements into consideration. Adjudications and penalties given by the Chief Referee are considered final decisions on site. Further appeals to the Arbitration Committee may be made by the players or their team officials; however, the decisions on site regarding the outcomes of the games shall not be changed except for procedural or disciplinary reasons.

***These Regulations are used in the First World Mind Sports Games to be held in Beijing, China, in October 2008. The right of interpretation of these Regulations rests with the International Go Federation.***