

# **Rules of Weiqi (Go)**

2002

Approved by the Chinese Weiqi Association

# Index

## Chapter One

### Main Rules

1. Weiqi(go) equipment .....	1
2. General manner of play .....	2
3. Liberties of the stones .....	2
4. Capturing stones .....	3
5. Forbidden intersection .....	3
6. Forbidden repetition of the same shape on the whole board .....	4
7. Ending the game .....	4
8. Living stones and dead stones .....	5
9. Determining the winner .....	5

## Chapter Two

### Rules for Competition

10. Determining who plays black and who plays white .....	7
11. Compensation .....	7
12. Time constraints .....	8
13. Ending the game .....	11
14. Suspension of play and sealed move .....	12
15. Ethical behavior of players and discipline at the competition site .....	12
16. Player's rights and obligations .....	13

### **Chapter Three**

#### **Rules for Referees**

17. Play .....	17
18. Taking stones .....	20
19. Forbidden intersection .....	20
20. Forbidden repetitions of the same shape on the whole board .....	20
21. Ending the game .....	22
22. Timing .....	23
23. The rule of the competition site .....	26
24. Warning Punishment .....	28

### **Chapter Four**

#### **The Methods of Competition**

25. Types of tournaments .....	29
26. Tournament formats .....	31
27. Calculating the score .....	33
28. Player withdrawal .....	36

### **Chapter Five**

#### **Competition Organization and Other Things**

29. Competition Organization .....	39
30. Duties of the Chief Referee .....	39

31. Duties of the referee .....	40
32. Competition equipment .....	41
33. The rights of interpretation for this document, the Rules of Weiqi (Go), belong to the Chinese Weiqi Association. ....	42
34. If disagreements occur over the interpretation of the rules in this English version of the Rules of Weiqi (Go), the original Chinese version will be the ultimate authority. ....	42

## **Appendix**

### **Pairing Methods for Tournaments**

1. Single knock-out system .....	43
2. Double knock-out system .....	44
3. Round Robin system tournament .....	45
4. Round robin system with groups .....	45
5. Swiss pairing system .....	46
6. Swiss knock-out system .....	47
7. Duan promotion tournament score standard and Duan promotion standard .....	48

# Chapter One – Main Rules

## 1. Weiqi (Go) equipment

### 1.1 Weiqi (Go) board

The Weiqi (Go) board is marked by 19 horizontal and 19 vertical straight lines forming a grid with 361 intersections. These intersections are called “dian”.

The overall shape of the board is such that the horizontal lines are slightly shorter than the vertical lines. Typically, every grid rectangle on the board is 2.4 cm by 2.3 cm.

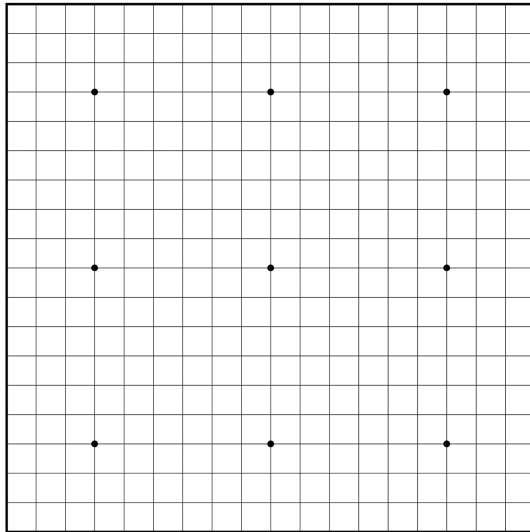


diagram 1

There are 9 intersections marked by small circles which are called “star” points. The star point at board center is called “tianyuan”. (See diagram 1)

## 1.2 Stones

Weiqi (Go) stones are made of two colors: black or white. The stones are shaped as flattened spheres. There should be enough stones available to play a complete game. For official tournament competition, there should be 180 black stones and 180 white stones.

## **2. General manner of play**

- 2.1 There are two players. One player uses the white stones, and the other player uses the black stones.
- 2.2 The board is empty at the beginning of the game.
- 2.3 Black plays first, White second, and they take turns placing one stone at a time at the intersections on the board.
- 2.4 Once a stone is played on the board, it cannot be moved to another place on the board.
- 2.5 It is each player's right to play a stone, but either side may also pass to give up the turn.

## **3. Liberties of the stones**

When a stone is placed on the board, an unoccupied neighboring intersection connected by a straight line is called a liberty.

If there are stones of the same color which are next to each other, occupying contiguous horizontal or vertical intersections, these stones are connected and form one indivisible unit.

If there is a stone of opposite color right next to a stone, the liberty at that intersection does not exist anymore. If a stone loses all of its liberties, it is captured and removed from the board.

#### **4. Capturing stones**

Removing stones with no liberties from the board is called capturing, i.e. “ti zi”. There are two methods of capturing stones:

- 4.1 When a stone is played which eliminates the last liberty of the opponent's stone or group, that stone or group should be immediately taken off the board.
- 4.2 After one player places a stone, and a situation occurs where the stones of both players become liberty-less, then the player who has just placed the stone takes the opponent's stones off the board.

#### **5. Forbidden intersection**

A player cannot place a stone on any intersection if that play results in no liberty for the stone and that play is not a capturing move. This intersection is called a “forbidden intersection”. For example, in diagram

2, all intersections marked with an 'A' are forbidden intersections.

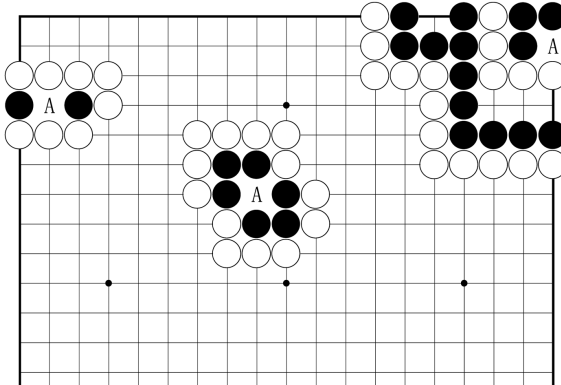


diagram 2

## 6. Forbidden repetition of the same shape on the whole board

It is forbidden to create a whole board shape which has appeared before. (A capturing move that creates a repeated board position is known as a Ko or Jie.)

## 7. Ending the game

- 7.1 A game is played until both parties agree that it is finished.
- 7.2 During the game, if one player resigns, the game is finished.
- 7.3 If both players pass one after the other, the game is finished.



## **8. Living stones and dead stones**

8.1 When the game is finished, by agreement of both parties, all un-removable stones are living stones.

8.2 When the game is finished, by agreement of both parties, all removable stones are dead stones.

## **9. Determining the winner**

When a game is completed, the winner is determined by the method of stone counting. After all dead stones are removed from the board, count either of the two players' living stones plus all unoccupied intersections which are surrounded by those living stones.

The unoccupied intersections between both players' living stones are divided by two, and each player is credited with half.

Half of the total intersections of the entire board is 180.5 which is the basic number. If one player's counted points are more than the basic number, that player is the winner. If the counted points equal to 180.5, the game is a tie. If the counted points are less than 180.5, then that player is the loser.

If the tournament uses compensation, then a different rule will be set to determine winning or losing.

## **Chapter Two - Rules for Competition**

### **10. Determining who plays black and who plays white**

The player who plays black is determined by tournament directors or by the players' drawing before the game. This determination should be made clear by the tournament rules.

Rules for drawing: the player with the higher rank scoops up several white stones and then hides them in his fist. The lower ranked player places one black stone on the board to indicate an odd number or places two stones to indicate an even number. Then, the higher ranked player reveals the stones in his fist. If the lower ranked player guessed even or odd correctly, he plays black. Otherwise, he plays white.

When the players' ranks are equal, then the senior player holds the white stones.

### **11. Compensation**

Official competition uses a compensation system. When the game is finished, black subtracts  $3\frac{3}{4}$  stones from his total count. For example, if black's total count is 185, then black wins by  $\frac{3}{4}$  stone. If black has 184, then black loses by  $\frac{1}{4}$  stone. If black has 184.5, then black wins by  $\frac{1}{4}$  stone.

## **12. Time constraints**

Controlled use of time constraints is one of the important elements to guarantee that a competition goes smoothly. When conditions allow it, all tournaments should use time constraints.

### **12.1 Clocks**

Audible electronic clocks are recommended. It is permissible to continue to use analog clocks. During an official competition, all clocks are placed on the right hand side of the player playing white. If the tournament rules allow for overtime counting by a person, using a stop watch is recommended. It is permissible to use other kinds of clocks for this purpose. In high level competitions where the time is controlled by professional referees, the type of clock and the location of the clock are decided by the organizer of the tournament.

### **12.2 Time Limits**

For any tournament, the organizers should always establish the basic time limits before the competition begins.

### **12.3 Overtime period**

The overtime period is a method for controlling the continuation of a game beyond basic time. In tournaments where overtime period is used after the basic time, the details should be clearly

explained before the tournament begins. It must be explained how many seconds will be allowed per move, and how many periods of these seconds will be allotted, for example, 10 periods of 60 seconds each period. In this kind of slow game competition, each move in overtime is made within 60 seconds. If the move is completed within 60 seconds, the player keeps all of the allotted overtime periods. If the move is completed after 60 seconds, 1 period is subtracted from the allotted overtime periods.

Overtime period counting is done by a referee. The method of counting 60 seconds is to announce: "30 seconds, 40 seconds, 50 seconds, 55 seconds, 58 seconds, 1 minute, you have x minutes left". For the last minute of overtime period, the counting method changes to: "30 seconds, 40 seconds, 50 seconds," and then clearly counting "1, 2, 3, 4, 5, 6, 7, 8, 9, 10". If the player places a stone at the same moment the referee says "10" or the player has not played yet, it is counted as one minute.

In fast game tournaments where overtime periods are 30 seconds, 20 seconds, 10 seconds or other lengths of time, the details of the overtime period should be decided based on the above principles before the tournament begins.

## 12.4 The sudden death system

Another method of imposing time limits on the game is the system of sudden death. In the system of sudden death, the game must be finished within the basic time limits. If a player runs out of time, the player loses the game.

For competitions using the system of sudden death, the basic time limits, the use of the clock and other specific rules must be determined before the competition begins. The following guidelines must be observed.

- (1) The clock is always placed on the right hand side of the person playing white.
- (2) The players must use the same hand to press the clock button and to place stones. It is not allowed to use one hand to place a stone while the other hand presses the clock button.
- (3) The clock continues to run when playing the dame points in the end game.
- (4) If one player gives up the competition on the board by giving up the right to play, then the clock may be stopped and all of the remaining moves belong to the player who did not give up. The boundary of each player's territory will be determined by the chief referee.
- (5) Using electronic clocks is recommended. When an analog clock is used, if the minute-hand and

second-hand reach “12” and the red flag drops, the player's time has expired.

- (6) When there is malfunction with the clock, the chief referee should decide, depending on the actual situation, to replace the clock. The chief referee should also explain the time remaining on the clock, or declare that one of the players has run out of time.
- (7) The chief referee has the right to stop abnormal plays intended to consume an opponent's time.

#### 12.5 The overtime system of allotted moves within a specified time

This overtime system is adopted from the Xiangqi and Chess competitions. After finishing the allotted basic time limits, each player has to finish a certain number of moves in a certain amount of time. For example, after entering overtime a player must make 15 moves within 10 minutes. If the player completes 15 moves within 10 minutes, the remaining time is added to the next time period.

### **13. Ending the game**

- 13.1 In addition to the game ending methods described in Chapter One, Rule 7, a game is also ended for situations of forfeit, judgments of loss or draw.
- 13.2 The following procedure ends a game: when

it is one player's turn, this player clearly and simply states "the game is over." The opponent responds by stating "the game is over", and then the game is finished.

#### **14. Suspension of play and sealed move**

In a competition allowing breaks, the suspension time during the break does not count as thinking time. When a break arrives, the referee should immediately order both players to leave the site and immediately stop the clock. The referee should restart the clock when the game resumes.

Competitions using the sealed move system should provide full details of their plans for execution.

#### **15. Ethical behavior of players and discipline at the competition site**

- 15.1 Participants may not play false moves. Participants must not conspire with their opponents to cheat, or to use other secretly agreed upon tricks.
- 15.2 Participants may not forfeit or leave the competition without a reason.
- 15.3 During the competition, participants may not intentionally distract their opponent.
- 15.4 During the competition and during breaks, participants may not discuss their current game

with other people; they may not consult sources of information related to their current game.

- 15.5 During the competition, it is forbidden for participants to discuss anything related to their current game or their team. If there is something that must be discussed, participants must request permission from the chief referee and speak only under a referee's observation. In normal situations, such discussions should not last more than two minutes.
- 15.6 The players should pay attention to proper language and keep their clothing and appearance presentable.
- 15.7 When players enter the competition area, they must turn off cell phones and beepers.
- 15.8 A player who smokes during the game must follow the applicable local laws and rules of the tournament.

## **16. Player's rights and obligations**

- 16.1 Participants should exercise self discipline, maintain professional ethical standards and follow the rules established by the tournament. Players should uphold and defend the tournament rules so that the competition will go smoothly. This is the duty and obligation of each player.
- 16.2 During overtime, each player has the right to



check the remaining time. When the overtime period is in the last minute and the referee does not announce the remaining time correctly, the player has the right to ask the referee to announce the time again, beginning from the moment where the referee made the mistake.

- 16.3 For disruptive and rule-offending activities, players have the right to complain to the referee. When a player makes disruptive activity during the course of a game, complaint must be made immediately during the game. Complaints made after the game has finished have no effect.
- 16.4 A player has the right to request a recount before both sides officially agree to confirm the result of a game. Opponents have an obligation to work together in a friendly manner. After official confirmation of the game result by both players and by the attending referee, no one has the right to change the result.
- 16.5 During the game, when a player leaves their seat, the opponent may play a move in the player's absence. When the player returns, the opponent has an obligation to point out where the move was played.
- 16.6 When a game is finished, players have the obligation to clear the board and exit the main competition area according to the tournament

regulations.

- 16.7 Participants have the obligation to punctually participate in the opening ceremony, the closing ceremony, and other ceremonial, public and promotional events as scheduled by the tournament organizers.

## **Chapter Three – Rules for Referees**

### **17. Play**

- 17.1 In tournaments where it has been decided who is to play black and who is to play white, if the players begin the game using the wrong colors and the mistake is discovered before the 10th move has been completed (including the 10th move), it is permissible to correct the error. If the error is discovered after the 10th move, the error must not be corrected. After the game is completed, subsequent pairings should follow the original pairings.
- 17.2 During the course of play, if a player makes two moves in a row without the opponent saying “Pass”, the referee determines the second move to be invalid and issues a warning.
- 17.3 When a stone has been played and the player's hand is moved away from the stone, the right of play is complete. After completing the play, if the player takes the played stone back and plays it in a different place, this is called a take-back. After one side has conducted a take-back, the opponent's complaint to the referee becomes effective if this notification is made before the opponent plays the next move. Under such a situation, the referee should invalidate the take-

back, return the stone to its original position and issue a warning to the offender. If a player's stone falls onto the board accidentally, with the opponent's agreement the player is allowed to take the stone back and play it freely anywhere on the board. If the two players cannot agree, then the chief referee will make the judgment.

17.4 In competitions where clocks are used, the clock button must be pressed after a stone has been played. Pressing the clock button before a move or simultaneously with a move warrants a warning from the referee, and the clock status stays the same.

17.5 During the competition, if it is discovered that some previously played stones have been moved, these stones should be restored to their original position if both players agree. When it is not possible to determine the original location, the stones may be placed in a mutually agreed upon location. If the two players cannot agree, the Chief-Referee can make a judgment depending on the influence to the game by moving these stones. These judgments include:

- (1) placing the moved stones in a rational location;
- (2) declaring that the moved stones are effective;
- (3) declaring the game to be a draw;
- (4) restarting the game;

- (5) declaring both players lose.

In tournaments where computers are used for pairing, it is not possible to declare that both players lose because one cannot miss a score for computer pairing. In this situation it is allowed to do the pairing manually.

If there is proof that stones were intentionally moved, the referee should declare the guilty party who moved the stones to have lost the game.

- 17.6 During competition, if the board and stones become messy through no fault of either player, the game may be recreated. If both players agree on the recreation, then the competition may continue. However, if the players do not agree on the recreation, depending on the actual situation, the Chief Referee may make a judgment by:

- (1) declaring a draw;
- (2) restarting the game anew;
- (3) declaring both players lose.

For pairings when both players lose, follow Chapter 3 rule 17.5 number 5.

If one player unintentionally makes the board and stones messy, it is allowed to recreate the game and continue. If the game cannot be recreated, the one who made the mess loses the game.

## **18. Taking stones**

- 18.1 If a player plays a stone and removes an opponent's stone which still has liberties remaining, the referee issues a warning and the falsely captured stone is returned to its position on the board.
- 18.2 If a player plays a stone and does not remove an opponent's stone which has no liberties remaining, the referee issues a warning and the captured stone is removed from the board.
- 18.3 If a player incorrectly retakes a Ko before playing a Ko threat, the move is judged to be ineffective, the player loses one turn and the referee issues a warning.

## **19. Forbidden intersection**

A move played on a forbidden intersection is deemed invalid, and the offending player loses one turn.

## **20. Forbidden repetitions of the same shape on the whole board**

The only technical reason that obstructs the completion of a game is the repetition of the same shape on the whole board. In principle it should be prohibited.

- 20.1 It is forbidden to immediately play a Ko capture without first playing a Ko threat.
- 20.2 It is forbidden to play a false multiple rotational

Ko (black move A in Diagram 3 is a false Ko).

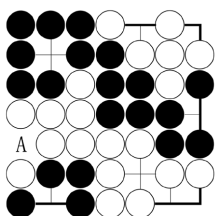


diagram 3

20.3 Triple Ko, quadruple Ko, eternal life Ko, two-stone Ko, etc., are rare repetitions of the same shape on the whole board which are in principle forbidden (see Diagram 4 for examples).

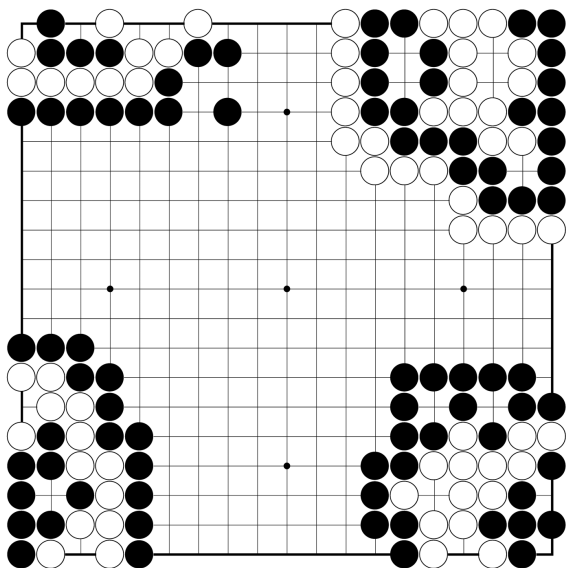


diagram 4

Depending on the type of tournament, it is possible to make alternative rules, for example: no result, tie or additional competition.

## 21. Ending the game

21.1 A player may say “Game is finished” during their turn and then pass. If the opponent does not agree that the game is finished, the opponent is allowed to continue play. If play continues, then the one who initially passed has the right to play again. The game continues until both players agree that the game is finished.

21.2 If both sides have agreed that the game is finished but there are still meaningful moves remaining on the board, then these points should be handled according to the rule of shuanghuo (dual life, commonly known as seki). (See A in diagram 5).

21.3 After both sides have agreed that the game is

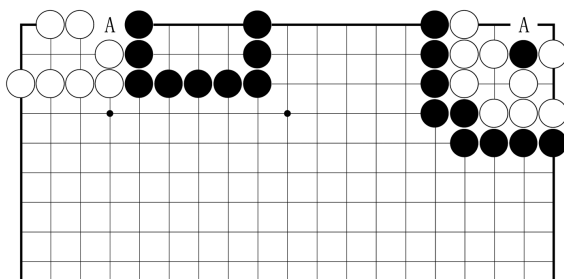


diagram 5

diagram 6



finished, even if one or both players discover that there are still effective moves, it is not allowed to resume play. (See diagram 6, moves like black A.)

- 21.4 Both players must agree about which stones are dead and which are alive. If there is disagreement, the game is resumed. The one who thinks the stones are dead plays first, and the argument is resolved by playing it out.

## **22. Timing**

- 22.1 When the tournament site is located separately from the accommodations, players cannot be late by more than one hour. If a player exceeds this time limit, this player is declared the loser. If a player is late but has not exceeded the one-hour limit, the amount of time that they are late will be doubled and then subtracted from their total playing time. If there is a break in the game, the clock is restarted at the end of the break and the time starts counting, whether or not the players have returned on time. A game forfeiture time limit is not set for returning late from the breaks.
- 22.2 If the tournament site and the accommodations are nearby or in the same general vicinity, players should not arrive more than fifteen minutes after the tournament starts. If they are more than fifteen minutes late, they forfeit their match and

are declared the loser. The remaining details are the same as in 22.1 above.

- 22.3 If both players are late, then rules 22.1 and 22.2 should be followed until both players are judged to lose. For the next round pairing, the rules set forth in Chapter 3 section 17.5 (5) should be followed.
- 22.4 For a tournament having no time limits or for lightning tournaments where the time limit is very short, if a player is late the overtime period should start in the absence of this player. If a player arrives during the overtime period the player is allowed to participate in the game. If the overtime period is finished, the player automatically loses the game.
- 22.5 If the game is in the last minute of overtime and the player does not complete a play before the time expires, in principle the player should be judged to have lost. But if the overtime player appeals to the referee, it is possible to consider this lack of a move as a pass. If it is judged by the referee as a pass, the game is allowed to continue, and the overtime counting continues as before.
- 22.6 Taking captured stones off of the board is part of a move. For a move involving taking stones, the clock can be pressed only after the

player removes the captured stones. A player breaking this rule is issued a warning by the referee but the clock is not changed. If removal of stones happens during overtime, it still must be considered as finishing the move and the overtime counting continues normally.

- 22.7 During overtime, if a player wants to leave the table during the opponent's thinking time, the player must get permission from the referee. Each player is limited to one such departure from the table during each game. In other situations, if a player leaves the table the overtime counting continues normally.
- 22.8 If it is discovered after the competition has started that the clock is not working correctly and the total clock error is more than 2 minutes per hour (inclusive), the clock should immediately be replaced and the time adjusted proportionately according to the amount of time that each player has already spent. If the clock error is less than 2 minutes per hour, the clock can be replaced without adjusting the time. Unilateral adjustments to a clock must be approved by the Chief Referee.
- 22.9 When a match enters a break, the referee should make a written record of the time used by each player, and verify that time record with both

players. When the match resumes, if the clock is discovered to not work correctly and the referee's written record of used time cannot be found, the players should equally split the time used before the break, and the referee should be educated and punished.

### **23. The rule of the competition site**

- 23.1 During a competition, when false moves or secret agreements are discovered and confirmed, it is possible to immediately declare the game a loss for one or both of the players. If the result of a game has already been declared and used for pairing for the next round, and even if the cheating behavior is discovered and confirmed after many rounds, it is still allowable to punish the behavior by canceling part or all of the results for one player or both players. If the circumstances are serious, it is allowable to punish by forbidding participation in future tournaments.
- 23.2 After registration for a tournament, if players withdraw from part or all of the tournament without proper reason, they are judged to lose the games they did not play, and it is allowable to punish them by forbidding participation in future competitions.

- 23.3 For the serious behavior of intentionally distracting the opponent or creating disorder at the tournament site, depending on the degree of severity it is allowed to give one warning or to declare the offender to have lost the game.
- 23.4 During the competition or break, if a player discusses their current game with other people or consults related information, depending on the degree of severity it is allowed to give one warning or to declare the offender to have lost the game.
- 23.5 For violating the rule set forth in Chapter 2 Number 15.5, depending on the degree of severity it is allowed to give one warning or to declare the offender to have lost the game.
- 23.6 Players who do not attend the opening or closing ceremonies, or other ceremonial, public or promotional events as scheduled by the tournament organizers, without a proper reason, will have their behaviors mentioned in a circulated document. Depending on the situation and the social implications, it is allowed to punish by reducing their prize money by one place and forbidding participation in the tournament.
- 23.7 At the tournament site, it is forbidden for the player's cell phones or beepers to make noise. The first offense warrants a warning. If it happens

a second time, the referee should declare the player to have lost the game. Players who look at a cell phone or beeper screen should, without exception, be judged to have lost the game. If players who have finished their game or players who are not actively engaged in the tournament use cell phones or beepers at the tournament site, their offending behaviors will be mentioned in a circulated document.

- 23.8 Players who smoke at a tournament that forbids smoking are issued a warning. If it happens a second time, they are declared the loser of the game.

#### **24. Warning punishment**

- 24.1 If a player has received one warning during a game, based on the original rule the player will be punished by subtracting one stone from the game score.
- 24.2 If a player has received two warnings during a game, the player is judged to have lost the game.

## **Chapter Four - The Methods of Competition**

### **25. Types of tournaments**

25.1 Individual tournaments.

25.2 Team tournaments.

More than two teams participate in team tournaments. Each team has an equal number of players who compete based on a format agreed upon before the tournament. This type of tournament is called a team tournament. Team tournament is an extension of individual play tournament and there are several different kinds: fixed participation with assigned-seating; fixed participation with changeable seating; impromptu roster; whole team rotating roster; and team member total score.

At present, the National Team Tournament is normally conducted using the system of fixed participation with assigned seating. Here, each team determines its players' table position using their rank and their recent published rating points. Once the table position has been decided, it may not be changed during the tournament. The Professional City League tournament currently uses the system of impromptu roster. In this case, the team coach decides which of the players are

going to play before each match. The player order can be changed and the table positions can also be freely altered.

In a tournament which allows substitute players, the details of using the substitute players are decided by the competition management department of the tournament.

### 25.3 Duan ranking and Duan Promotion tournaments

The Duan system ranks players' technical level. It has been established according to the Chinese rules of Physical Education Technical Evaluation in combination with the features unique to the game of Weiqi (Go).

Professional players' ranking begins at 一 (one) Duan and progresses to 九 (nine) Duan, for a total of 9 classes; amateur players are ranked from 1 Duan to 7 Duan. The professional Duan ranking and amateur Duan ranking are two totally different rankings of technical levels. Professional players' rank is primarily established by participation in National Duan Ranking Promotion Tournaments. Professional ranking promotions use a specially set system (see appendices 4 and 5 on the score calculations and promotion standards). Amateur players' rank is mostly set by participation in provincial, city or county tournaments, as well as provincial, city



or county Duan ranking tournaments. Amateurs may also participate in large national tournaments which are approved by the government. If one scores highly enough, they can become amateur 6 Duan by ratification. The champions in specially sanctioned amateur championships can be given the title of amateur 7 Duan.

## **26. Tournament formats**

Depending on the number of participants and the length of a tournament, it is possible to conduct tournaments using different formats, as follows.

- 26.1 Knock-out tournament: single knock-out; double knock-out; and multiple knock-out. After losing a specified number of games the player is eliminated and out of the tournament.
- 26.2 Round robin tournament: single round robin; double round robin; and multiple round robins. This is a tournament system for individual participants or teams to play against all of the other individual participants or teams, one by one in a round robin fashion.
- 26.3 Swiss system tournament: pairings are made primarily by matching players with the same or similar scores. In this system, because the number of rounds may be increased or decreased according to the running of the tournament, the

tournament procedure is in between the knock-out and round robin.

- 26.4 Swiss system plus knock-out tournament: the tournament is based on the Swiss system combined with multiple knock-out. This method suits computer generated pairings, but attention must be paid to the proportion of the number of participants and the number of players knocked out in each round. You must keep the number of participants even throughout the tournament using this system.
- 26.5 Multiple game finals system: in some major tournaments, the champion and second place are decided by playing multiple games between them. The minimum number of multiple games is 3, with the winner winning 2 of the 3 games. The maximum number of games is 7, with the winner winning 4 of the 7 games.
- 26.6 SuperWeiqi (SuperGo) tournament: this is a team tournament. A winning player from one team is challenged by members of the other team until the player eventually loses a game and is eliminated. The new winner begins to receive challenges and this process continues until all members of one team are eliminated. The number of team members and their sequence of appearance are determined before the tournament.

## **27. Calculating the score**

### 27.1 Individual tournament.

The method of score: the result of each game is recorded in a table; the winner of a game gets 2 points; the loser gets 0 points; and in the case of a draw, each player gets 1 point. These are the individual accumulated points.

Determining place of competition:

- (1) In round robin tournaments, the player who accumulates the most points is in the lead. If the accumulated points are the same for two or more players, then the following sequence of rules should be used to determine places until the outcome is clear.
  - (A) For a given player, add the accumulated points of all defeated opponents; on top of that, add half the accumulated points of all the opponents that were tied (the final number is called winner's minor points). The player with the highest number is in the lead.
  - (B) The player who has the least number of warnings in the entire tournament is in the lead.
  - (C) If it is not allowed to share place, it is possible to use additional competitions or to draw lots in order to determine the places.
- (2) In tournaments using the Swiss system, the following two methods can be used to determine

places.

- (A) Compare total score: the player with the higher total score is in the lead. The formula for calculating the total score is:

$$\text{Total Score} = \text{IAP} + \left( \frac{\text{Sum of opponents' IAP}}{1/2 \text{ highest IAP}} - \text{Number of rounds} \right)$$

where IAP stands for individual accumulated points.

If the total scores are equal, then follow (B) or (C) in 27.1 (1) above to determine the places.

- (B) Determine the places by comparing the accumulated points. The player with the most accumulated points is in the lead. If the accumulated points are equal, compare (the sums of) their opponents' accumulated points to determine places. If the opponents' accumulated points are equal, then follow (B) or (C) in 27.1 (1) above.

## 27.2 Team tournaments.

The method of score: in a team tournament, each player's individual game score is calculated in the same manner as in the individual tournament. The team round score depends on comparing the individual game scores between the two teams. The team with the higher summed individual game score is the winner of the round and 2 points are noted for that round; the team with the

lower summed individual game score loses the round and 0 points are noted for the round. If the summed individual game score is the same between the two teams, then each team has one point noted for the round.

Determining the places:

- (1) In a round robin team tournament, the team that has the higher round score is in the lead. If the round score is the same, the team that has higher individual game score is in the lead. If the individual game score is the same, then compare the individual game scores of the players at each team's first table: the team with higher individual game scores at the first table is in the lead. If the scores at the first table are the same, then compare the scores of the second table, and so on. If everything is the same, it is allowed to share the place.
- (2) In a Swiss system team tournament, places depend on the total score or the total accumulated points. The way of calculating the total score is the same as in the individual Swiss system tournament. If the total score of the teams is the same, then follow the sequence used in the round robin tournament system to decide places.

### 27.3 Additional competition for breaking ties.

If a tournament does not allow the sharing of

places, it is possible to organize additional competitions. The details of additional competitions, including the number of games, time limits, and the number of players on each team, will be decided by the organization of the tournament beforehand.

## **28. Player withdrawal**

When players withdraw from a tournament, it will be handled as follows:

- 28.1 If players withdraw before the tournament has started, the pairings should be redone when time allows..
- 28.2 In a round robin system tournament, if players withdraw during the tournament and the number of games that they have played is less than half of the total rounds scheduled, then their tournament score becomes invalid. If the played number of games is more than half of the total rounds scheduled, then their tournament score is valid and the rest of the rounds will be handled as forfeits.
- 28.3 In the Swiss system tournament, if players withdraw during the tournament, the score they have already obtained is valid. After the withdrawal they will not be paired anymore.
- 28.4 In SuperWeiqi (SuperGo) or team tournaments, if

players withdraw their score is valid. Un-played games will be handled as forfeits.

## **Chapter Five - Competition Organization and Other Matters**

### **29. Competition organization**

Depending on the needs of a tournament, a related organization is established. This organization takes responsibility for the preparation of the tournament, handles problems during competition and does the final closing work after competition has ended.

The main preparation work of the tournament is:

- 29.1 Depending on the size and conditions of the tournament, the organization hires an appropriate number of referees and assigns the Chief Referee. If there are relatively many referees, it is possible to add a Vice Chief Referee.
- 29.2 Based on the number of registered players, the organization decides the method and the schedule of the tournament.
- 29.3 Prepare tournament site and equipment.

### **30. Duties of the Chief Referee**

- 30.1 The Chief Referee drafts additional rules for the tournament and presents them to the organization committee for approval and implementation.
- 30.2 The Chief Referee organizes the referees to study the rules and regulations of the current tournament, and organizes practice sessions.



- 30.3 The Chief Referee makes clear assignments to the referees. The Chief Referee has the authority to dismiss a referee who makes a serious mistake.
- 30.4 The Chief Referee directs the first round pairing of the tournament, and controls both the pairings and posting of scores.
- 30.5 The Chief Referee checks the tournament site, facilities and equipment.
- 30.6 The Chief Referee handles all of the problems which are reported by the referees in a timely manner, and deals with irregularities that take place during the tournament.
- 30.7 At the end of the tournament, the Chief Referee announces the winners and the places.
- 30.8 The Chief Referee summarizes the tournament and evaluates the performance of the referees.
- 30.9 The Chief Referee keeps order and maintains a positive atmosphere at the tournament site, and serves as a good role model.

### **31. Duties of the referee**

- 31.1 The referees should know the rules well and understand regulations. They must execute their assignments seriously, fairly and correctly.
- 31.2 The referees should firmly follow all the rules of tournament, keep order at the tournament site

and make fair judgments in response to rule breaking activities.

- 31.3 The referees complete all the assignments from the Chief Referee in a serious and timely manner.
- 31.4 The referees check equipment before the tournament. They do not make movements which disturb the players during their games, and do not discuss or talk about unfinished games.
- 31.5 The referees post game scores in a timely fashion. Important or difficult problems are reported to the Chief Referee promptly.

## **32. Competition equipment**

- 32.1 Weiqi (Go) board. The standard Weiqi (Go) board is in a slightly rectangular shape. The equidistant horizontal lines are 2.3 to 2.4 cm apart. The equidistant vertical lines are 2.45 to 2.55 cm apart. It is better to have a 2.5 cm width border around the outside edge of the board. The color of the Weiqi (Go) board should be light tan, with black lines. The thickness of tournament boards should be between 2.5 and 5.5 cm.
- 32.2 Stones. The standard Weiqi (Go) stones have a diameter between 2.25 and 2.35 cm with a thickness no more than 1 cm. The size and color of the stones used for a tournament must all be uniform. Different sizes or colors of stones must

not appear in the same tournament.

- 32.3 Clocks. A Weiqi (Go) competition clock has two clock faces and two buttons. The clock should be able to measure two events simultaneously and be able to stop both at the same time.
- 32.4 Stopwatches. Overtime periods use normal stopwatches. For local tournaments, it is allowed to use normal watches for this purpose.
- 32.5 Competition tables. For normal tournaments it is better to use tables which are 70 cm tall and 60 cm wide. In high class professional tournaments, depending on site conditions it is possible to use sofas with tea tables. It is best if the players feel comfortable when they play.

**33. The rights of interpretation of these rules belong to the Chinese Weiqi Association.**

**34. If disagreements occur over the interpretation of the rules in this English version of the Rules of Weiqi (Go), the original Chinese version will be the ultimate authority.**

# **Appendix. Pairing Methods for Tournaments**

## **1. Single knock-out system**

This method provides the fastest way to determine the winning places.

### 1.1 The number of rounds

At its simplest, a single knock-out tournament with 4 players requires 2 rounds. With each additional round, it is possible to double the number of participants.

### 1.2 Seeded players

The number of seeded players should be determined before the tournament begins, depending on the number of participants. The first and second seeded players in a professional tournament can be distinguished properly by their previous scores in the previous occurrence of the same tournament or by their latest rating points. For example, in a 32 participant tournament, there are 4 first seeded players and 4 second seeded players. Their places are determined by drawing. It is also possible to arrange the places of the 8 seeded players in proper order and put them evenly into each area following the principle of the snake-shaped drawing.

### 1.3 Byes

If there are a significant number of players who need to take a bye in the first round, the bye players should be put in each area evenly. The seeded or low numbered players should have first priority for the bye.

- 1.4 Determining who plays black and who plays white.  
Who plays black and who plays white will be decided before each game. See section 2.10 in the main rules.

See Table 1 for the drawing and rounds table for a 32 participant single knock-out tournament.

## **2. Double knock-out system**

In this system, a player loses the right to participate in the rest of tournament after losing 2 games.

- 2.1 The required number of rounds is somewhat more than in the single knock-out tournament.
- 2.2 Seeded players are set in the same way as in the single knock-out tournament.
- 2.3 In a double knock-out tournament, the maximum number of players should be 32. The tournament is divided into two areas: winner-area and loser-area. If a player in the winner-area loses a game, the player enters the loser-area to a fixed place.

See Table 2 for the drawing and the rounds table for a 16 participant double knock-out tournament.

### **3. Round robin system tournament**

In a round robin tournament each player plays all other players. If all players play each other once, it is called a single round robin tournament; if they play twice, it is called a double round robin tournament.

- 3.1 First, draw a number for each participant, then follow the order of the rounds table to play each other. In the rounds table, the number listed first plays black.
- 3.2 When the number of participants is odd, the last number will be the bye number.
- 3.3 This is the usual way to make a rounds table: connect the head and the tail, with the last number moving switching back and forth, close numbers playing each other, and the number listed first playing black.

See Table 3 for the rounds table of a round robin tournament.

### **4. Round robin system with groups**

Players in the tournament are divided into several groups. Depending on the number of players qualifying for the next round from each group, the number of seeded players are determined and uniformly distributed into each group following the principle of the snake shaped drawing. Players play a round robin within each group to select the qualifiers for the next

round.

## **5. Swiss pairing system**

This system is suitable when there are a large number of participants and a relatively short tournament duration. The winners can be determined reasonably accurately through this system. Since computer pairing has been introduced, this is a relatively convenient system that is often used.

### 5.1 Number of rounds

The total number of rounds is roughly twice the number of rounds needed in a single knock-out system. Depending on the duration of the tournament and the number of winners, it is possible to increase or decrease the rounds by 1 or 2.

### 5.2 Pairing

- (1) Every round, you have to pair everyone, or every team. The first round, assign each participant an ID number, by drawing. Then pair the first round by coupling 1 - 2, 3 - 4, etc., with the ID number listed first playing black.
- (2) Players will not play each other again if they were previously paired.
- (3) For each following round, first pair the players with the same accumulated points, and then pair the players with closely accumulated points.

- (4) Group players by the number of their accumulated points, from high to low. Within each group, for odd rounds, pair players with the smaller ID-numbers in front (thus playing black); for even rounds, pair players with the larger ID-numbers in front. The pairing is combined with consideration on balancing the number of times a player has already played black or white.
- 5.3 When the paired players have each played the same number of times as black or white, then the lower numbered player plays black for odd rounds while the higher numbered player plays black for even rounds.

## **6. Swiss knock-out system**

Based on Swiss pairing combined with knock-out pairing, this system is suitable when there are a large number of participants. Using this system, the winner places are determined relatively accurately. For example, in a tournament where there are more than 70 players, after 5 rounds, in each of the following rounds, 2 to 4 players with the lowest accumulated points are knocked out and eliminated from the tournament. In the last round, the number of remaining players should be about half of the total number of participants.

The principle of the knock-out is:



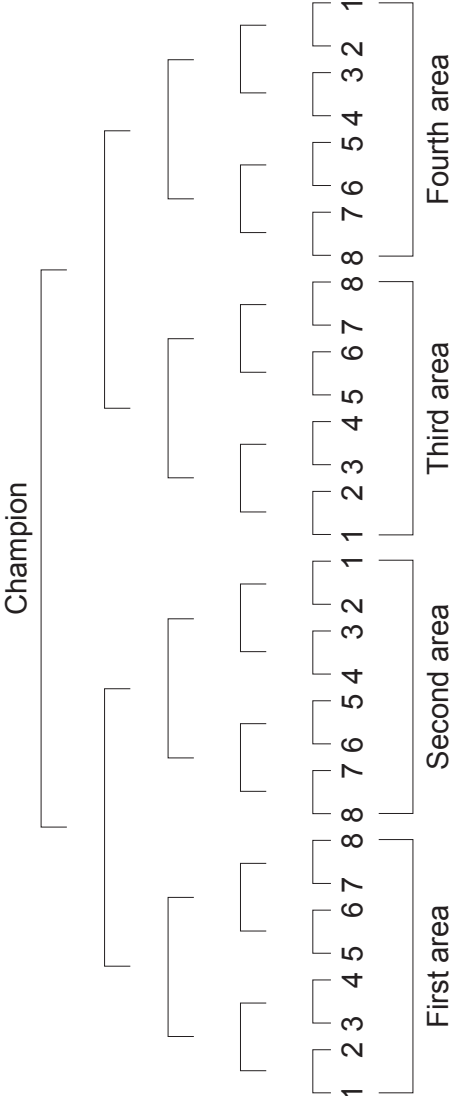
- (1) Knock out the players with the lowest accumulated points.
- (2) When the accumulated points are the same, compare their opponents' accumulated points and knock out the players with less accumulated opponents' points.
- (3) If it is still not possible to determine, draw to decide who is out.

**7. Duan promotion tournament score standard (Table 4)**

**Duan promotion standard (Table 5)**

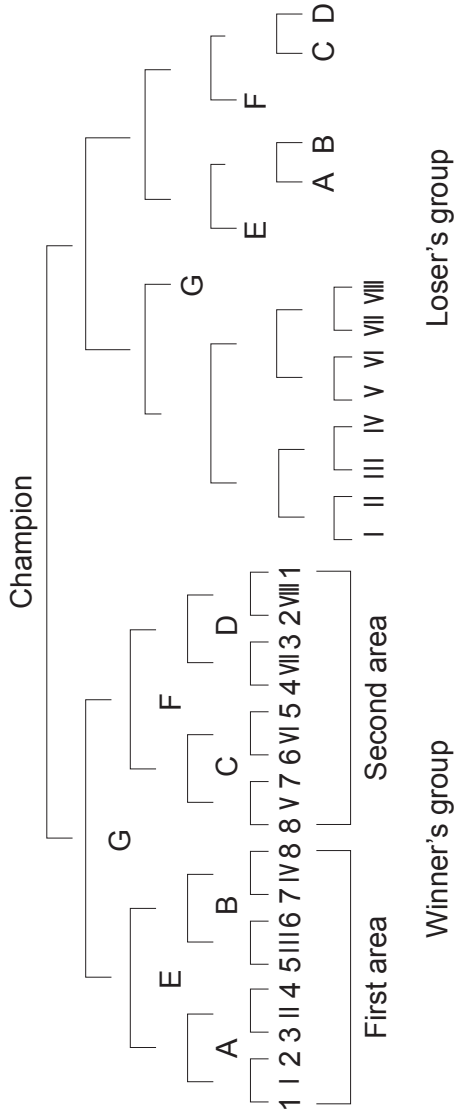
Translated by: Guo Juan 5p  
Edited by: Bob Bacon and Hong Guo  
Proofread by: Thomas Hsiang  
Assisted by: Bob Felice, Rich Chalmers,  
Becci Torrey and Ian Davis

**Pairing and rounds table of 32 participant single knock-out system (Table 1)**



Note: The first area and the second area are called the upper half area, the third and the fourth area are called the lower half area. Number 1 in each area is the first seeded player, number 8 is the second seeded player. When there is a need for two players to take a bye, number 2 in the first area and in the fourth area are the bye numbers.

## Pairing and the rounds table of 16 participant double knock-out system (Table 2)



Note: The first area and the second area in the winners group are called the upper half area and the lower half area. This is the basis of the first round drawing. Number 1 is the first seeded player, number 8 is the second seeded player. The symbols in the boxes are the assigned places of the losers in the loser group. When there is a need for two players to take a bye, number 2 is the bye number.

## Round Robin tournament rounds table (table 3)

### 3 or 4 participants

Rds	Players	
1	1 — (4)	2 — 3
2	(4) — 3	1 — 2
3	2 — (4)	3 — 1

### 5 or 6 participants

Rds	Players		
1	1 — (6)	2 — 5	3 — 4
2	(6) — 4	5 — 3	1 — 2
3	2 — (6)	3 — 1	4 — 5
4	(6) — 5	1 — 4	2 — 3
5	3 — (6)	4 — 2	5 — 1

### 7 or 8 participants

Rds	Players			
1	1 — (8)	2 — 7	3 — 6	4 — 5
2	(8) — 5	6 — 4	7 — 3	1 — 2
3	2 — (8)	3 — 1	4 — 7	5 — 6
4	(8) — 6	7 — 5	1 — 4	2 — 3
5	3 — (8)	4 — 2	5 — 1	6 — 7
6	(8) — 7	1 — 6	2 — 5	3 — 4
7	4 — (8)	5 — 3	6 — 2	7 — 1

## 9 or 10 participants

Rds	Players				
1	1 — (10)	2 — 9	3 — 8	4 — 7	5 — 6
2	(10) — 6	7 — 5	8 — 4	9 — 3	1 — 2
3	2 — (10)	3 — 1	4 — 9	5 — 8	6 — 7
4	(10) — 7	8 — 6	9 — 5	1 — 4	2 — 3
5	3 — (10)	4 — 2	5 — 1	6 — 9	7 — 8
6	(10) — 8	9 — 7	1 — 6	2 — 5	3 — 4
7	4 — (10)	5 — 3	6 — 2	7 — 1	8 — 9
8	(10) — 9	1 — 8	2 — 7	3 — 6	4 — 5
9	5 — (10)	6 — 4	7 — 3	8 — 2	9 — 1

## 11 or 12 participants

Rds	Players					
1	1 — (12)	2 — 11	3 — 10	4 — 9	5 — 8	6 — 7
2	(12) — 7	8 — 6	9 — 5	10 — 4	11 — 3	1 — 2
3	2 — (12)	3 — 1	4 — 11	5 — 10	6 — 9	7 — 8
4	(12) — 8	9 — 7	10 — 6	11 — 5	1 — 4	2 — 3
5	3 — (12)	4 — 2	5 — 1	6 — 11	7 — 10	8 — 9
6	(12) — 9	10 — 8	11 — 7	1 — 6	2 — 5	3 — 4
7	4 — (12)	5 — 3	6 — 2	7 — 1	8 — 11	9 — 10
8	(12) — 10	11 — 9	1 — 8	2 — 7	3 — 6	4 — 5
9	5 — (12)	6 — 4	7 — 3	8 — 2	9 — 1	10 — 11
10	(12) — 11	1 — 10	2 — 9	3 — 8	4 — 7	5 — 6
11	6 — (12)	7 — 5	8 — 4	9 — 3	10 — 2	11 — 1

## 13 or 14 participants

Rds	Players												
	1	2	3	4	5	6	7	8	9	10	11	12	13
1	1	2	3	4	5	6	7	8	9	10	11	12	13
2	(14)	9	10	11	12	13	1	2	3	4	5	6	7
3	2	3	4	5	6	7	8	9	10	11	12	13	14
4	(14)	10	11	12	13	1	2	3	4	5	6	7	8
5	3	4	5	6	7	8	9	10	11	12	13	14	1
6	(14)	11	12	13	1	2	3	4	5	6	7	8	9
7	4	5	6	7	8	9	10	11	12	13	14	1	2
8	(14)	12	13	1	2	3	4	5	6	7	8	9	10
9	5	6	7	8	9	10	11	12	13	14	1	2	3
10	(14)	13	1	2	3	4	5	6	7	8	9	10	11
11	6	7	8	9	10	11	12	13	14	1	2	3	4
12	(14)	1	2	3	4	5	6	7	8	9	10	11	12
13	7	8	9	10	11	12	13	14	1	2	3	4	5

## 15 or 16 participants

Rds	Players														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	(16)	10	11	12	13	14	15	16	1	2	3	4	5	6	7
3	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4	(16)	11	12	13	14	15	16	1	2	3	4	5	6	7	8
5	3	4	5	6	7	8	9	10	11	12	13	14	15	16	1
6	(16)	12	13	14	15	16	1	2	3	4	5	6	7	8	9
7	4	5	6	7	8	9	10	11	12	13	14	15	16	1	2
8	(16)	13	14	15	16	1	2	3	4	5	6	7	8	9	10
9	5	6	7	8	9	10	11	12	13	14	15	16	1	2	3
10	(16)	14	15	16	1	2	3	4	5	6	7	8	9	10	11
11	6	7	8	9	10	11	12	13	14	15	16	1	2	3	4
12	(16)	15	16	1	2	3	4	5	6	7	8	9	10	11	12
13	7	8	9	10	11	12	13	14	15	16	1	2	3	4	5
14	(16)	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	8	9	10	11	12	13	14	15	16	1	2	3	4	5	6





## 19 or 20 participants

Rds	Players																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	(20)	2	(19)	3	(18)	4	(17)	5	(16)	6	(15)	7	(14)	8	(13)	9	(12)	10	(11)
2	(20)	11	12	(10)	13	(9)	14	(8)	15	(7)	16	(6)	17	(5)	18	(4)	19	(3)	1	(2)
3	2	(20)	3	(19)	4	(18)	5	(17)	6	(16)	7	(15)	8	(14)	9	(13)	10	(12)	11	(11)
4	(20)	12	13	(11)	14	(10)	15	(9)	16	(8)	17	(7)	18	(6)	19	(5)	1	(4)	2	(3)
5	3	(20)	4	(19)	5	(18)	6	(17)	7	(16)	8	(15)	9	(14)	10	(13)	11	(12)	12	(13)
6	(20)	13	14	(12)	15	(11)	16	(10)	17	(9)	18	(8)	19	(7)	1	(6)	2	(5)	3	(4)
7	4	(20)	5	(19)	6	(18)	7	(17)	8	(16)	9	(15)	10	(14)	11	(13)	12	(12)	13	(14)
8	(20)	14	15	(13)	16	(12)	17	(11)	18	(10)	19	(9)	1	(8)	2	(7)	3	(6)	4	(5)
9	5	(20)	6	(19)	7	(18)	8	(17)	9	(16)	10	(15)	11	(14)	12	(13)	13	(16)	14	(15)
10	(20)	15	16	(14)	17	(13)	18	(12)	19	(11)	1	(10)	2	(9)	3	(8)	4	(7)	5	(6)
11	6	(20)	7	(19)	8	(18)	9	(17)	10	(16)	11	(15)	12	(14)	13	(13)	14	(17)	15	(16)
12	(20)	16	17	(15)	18	(14)	19	(13)	1	(12)	2	(11)	3	(10)	4	(9)	5	(8)	6	(7)
13	7	(20)	8	(19)	9	(18)	10	(17)	11	(16)	12	(15)	13	(14)	14	(13)	15	(18)	16	(17)
14	(20)	17	18	(16)	19	(15)	1	(14)	2	(13)	3	(12)	4	(11)	5	(10)	6	(9)	7	(8)
15	8	(20)	9	(19)	10	(18)	11	(17)	12	(16)	13	(15)	14	(14)	15	(13)	16	(19)	17	(18)
16	(20)	18	19	(17)	1	(16)	2	(15)	3	(14)	4	(13)	5	(12)	6	(11)	7	(10)	8	(9)
17	9	(20)	10	(19)	11	(18)	12	(17)	13	(16)	14	(15)	15	(14)	16	(13)	17	(11)	18	(19)
18	(20)	19	1	(18)	2	(17)	3	(16)	4	(15)	5	(14)	6	(13)	7	(12)	8	(11)	9	(10)
19	10	(20)	11	(19)	12	(18)	13	(17)	14	(16)	15	(15)	16	(14)	17	(13)	18	(2)	19	(1)

## Duan promotion tournament score standard

(Table 4, black Compensates  $3\frac{3}{4}$  stones)

Duan difference		Results			
		Score	Win	Tie	lose
Same Duan ranking			90	60	30
One Duan difference	Higher		85	55	25
	Lower		95	65	35
Two Duan difference	Higher		80	50	20
	Lower		100	70	40
Three Duan difference	Higher		75	45	15
	Lower		105	75	45

## Duan promotion standard (Table 5)

Duan ranking	Average points			
	Duty games	75	70	67.5
First Duan		above 8	above 12	above 16
Two Duan		above 10	above 14	above 18
Three Duan		above 12	above 16	above 20
Four Duan		above 14	above 18	above 22
Five Duan		above 16	above 20	above 24
Six Duan		above 18	above 22	above 26
Seven Duan		above 20	above 24	above 28
Eight Duan		above 22	above 26	above 30