

# Rules of Go (Weiqi)

## For World Mind Sports Games 2008

### Appendix 3

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#### Pair Go Regulations

Pair-go games are conducted between two pairs of players, each pair made up of one male and one female player. As such, special rules apply.

#### Seating

The pairs are seated with the male players facing each other and the female players facing each other. Players from the same pair sit on the same side of the table.

#### Playing set

Ing-style Go sets are used, with an additional container provided to each side. The players from each side distribute the stones approximately equally into their containers. Players on the same team may give stones to their partner at any time during the game as necessary. At the beginning of each match, the players must ascertain that the total number of stones for each side is 180.

#### Playing color

The female players carry out *nigiri* to determine colors.

#### Playing order

The playing order is female B, female W, male B, male W; this is known as the normal rotation. In the game, the two sides must follow the normal rotation in sequential cycles.

#### Clock control

The clock is placed at the right-hand side of the White pair. One player from each side seated next the clock controls the clock. White side decides whether female or male player is seated next to the clock.

## **Consultation**

Consultation between the players is prohibited during the game, except in determining which player is next to play, in reminding the player to press the clock, or in confirming resignation.

## **Resignation**

The player who has the next turn may offer resignation. His/her teammate may confirm this offer, but may not offer resignation.

## **Playing out-of-rotation**

If the wrong partner plays, causing a departure from the normal rotation, this is called a rotation error. The following procedure shall be followed when handling a rotation error.

- A rotation error can be claimed only when the move just played was out of rotation.
- If the claimed rotation error was intentional, the game is forfeited immediately.
- If the claimed rotation error was unintentional, the next step is to verify which partner played the preceding move.
- If the preceding move was played in normal rotation the game continues with a 3 point penalty for the error.
- If the preceding move was not played in normal rotation, the game continues without penalty for the error.
- In either case, no moves are taken back and replayed. The last move played is regarded as valid, as if played by the correct player. The next move is then played in the normal rotation.
- Whenever a rotation error is detected, the next player must return to normal rotation. Failure to do so is regarded as a new rotation error.

Each time a rotation error is detected, a Referee shall be summoned. If a penalty is assessed, the offending side is given a token or a flag to indicate the penalty. While the penalty is assessed and the playing order is sorted out, the clock may be stopped by the players and resumed by the Referee.

At the end of the game, the number of penalty tokens is tallied to determine the total penalty points for both sides, which are in turn subtracted from their scores. In the case of repeated out-of-order plays or suspected intentional out-of-order plays, the opponent has the right to alert a Referee for possible further action, including declaration of forfeiture.

## **Other violations**

Inappropriate exchanges between the partners shall be brought to the attention of the Referee who, in serious cases, may declare forfeiture of the game.