

# 2<sup>nd</sup> AGA Pro Qualification Finals

## Official Rules and Regulations

### Version 2.3

### December 2013

## **1 Introduction**

### **1.1 Document Scope**

This document defines the rules and regulations to be applied to the AGA Pro Qualification Finals (APQF). These are derived from and extensions to the AGA Tournament Regulations and the Official AGA Rules of Go. The objective of this document is to clarify the application of the official AGA rules to the APQF and define the complete tournament structure for all participants.

### **1.2 Participants**

#### **1.2.1 Officials**

##### **1.2.1.1 Tournament Director**

The APQF Tournament Director (TD) shall be the main enforcer and arbiter of all the rules and regulations herein as per section III(B) of the AGA Tournament Regulations. Questions about procedures or disputes between participants must be brought to the TD's attention immediately for resolution.

In the event of an unusual situation or condition not (or insufficiently) covered by the rules below, the TD will resolve the situation in the best spirit of the rules, aiming at all times for as much fairness as the circumstances allow. The TD's resolution shall be final.

##### **1.2.1.2 Referee**

A Referee with existing professional standing will be available to assist with any questions of procedure and protocol and to assist with disputes. In the event that a matter of protocol or dispute cannot be decided by the TD, the Referee will step in for adjudication.

##### **1.2.1.3 Appeals Committee**

In general, the decisions of the TD and Referee are final. However, per section IV(C) of the AGA Tournament Regulations, the TD may assemble an appeals committee to assist in the event of significant protests or situation insufficiently handled under the current rules. To facilitate this, prior to the start of the tournament the TD will select individuals to act as an

appeals committee. The committee members will include at least one officer of the American Go Association and one credentialed professional player. This committee shall only be engaged in the event of formal dispute and the committee's decisions will be final and binding.

### **1.2.2 Eligibility**

Players and alternates must meet all the following requirements in order to participate in the APQF:

1. Each must be citizens of either the United States or Canada. A copy of proof of citizenship (birth certificate, front page of government-issued passport, naturalization documentation or similar) must be presented prior to participation in the APQF. These will be kept on file with the AGA Pro System Committee.
2. Each must have participated in certified qualifying rounds or been invited and passed the requirements for invitation.

### **1.2.3 Participation**

Except as noted below, players are expected to participate in all rounds of the APQF. Players are expected to be fully familiar with the game rules, tournament procedures and requirements and to abide by all regulations at all times. Failure to comply may result in disciplinary action, including removal from the competition and/or prohibition from future competition. Any questions or concerns regarding the rules and regulations should be brought to the TD prior to the start of the tournament. Any questions or concerns regarding the execution of a given tournament round must be presented to the TD prior to the start of the next round. Once a round has begun, the results of previous rounds are considered final.

## **2 Tournament Format**

The APQF shall be comprised of two events, the APQF Promotional League and the APQF Exhibition League.

### **2.1 General**

#### **2.1.1 Schedule**

The schedule for all the rounds is shown on the chart in Appendix A. Games will start PROMPTLY at the round start time. Each day has 2 rounds scheduled: one in the morning, one in the afternoon.

1. Player orientation will be Thursday evening, Jan. 2 at 8 PM. At that time the rules and regulations will be reviewed. Attendance is mandatory so that everyone is completely clear on any updates and corrections that may supersede this document.
2. The morning rounds will begin at **9:30 AM** and afternoon rounds will begin at **4:30 PM**. **THIS IS THE TIME THAT PLAY BEGINS**. Players should arrive at the playing room **5 minutes** prior to start time to ask questions and settle in.

3. Players arriving late will have twice the amount of time late subtracted from their main time.
4. If a player is 30 minutes late, the player forfeits the game.

### **2.1.2 Conduct**

The following are expectations for conduct throughout the tournament:

1. Players must be on time for all scheduled games.
2. No byes are permitted for any reason in the Promotional League. Non-participation in a round will result in removal from the competition. (There is more flexibility in the Exhibition League.)
3. Late arrival at any scheduled game 3 or more times may result in removal from the competition at the discretion of the officials.
4. Players will conduct themselves with decorum at all times. Excessive noise (rattling stones, continued muttering, etc.) may result in a warning from the TD. Continued disruption may result in forfeit. Any concerns or disputes must be brought to the Tournament Director's attention immediately.
5. During their games, players may not speak to anyone other than the Tournament Director. While there may be some leeway for unusual circumstances, in general once the first move has been played there is to be no verbal communication between the players except:
  - a) to clarify whose move it is,
  - b) to pass, and
  - c) to resign.
6. No reference materials, either hard copy or electronic, are permitted at any time during a game in progress. No consultation with anyone is permitted during the games. In the event of procedural questions, contact the TD.
7. No communication devices (computers, phones, etc.) may be used by players during a game in progress. This includes during any breaks. In the event of emergency, please contact the TD.
8. Game clocks will be started at the beginning of the round and may only be paused for:
  - a) meal break,
  - b) dispute resolution,
  - c) unexpected situation or disruption,
  - d) medical intervention, and
  - e) end of game counting.
9. Interference by spectators will not be permitted at any time. Please call for TD or referee to remove anyone causing a distraction.

10. Games are considered concluded only when:

- a) one player has resigned and this is understood by the other player, or
- b) counting is completed and BOTH players agree on the result, and
- c) the result has been reported to the Tournament Director.

### **2.1.3 Spectators**

Every effort will be made to keep spectators out of the way of all players during game play. It is not permitted to speak to spectators at any time during play, even if they attempt to initiate the conversation. Direct them to or alert the TD as needed to remove distractions.

**CELL PHONES ARE NOT PERMITTED IN THE GAME ROOM. Any sound created by such will result in removal from the playing area.**

### **2.1.4 Game Recorders and Reporters**

Game Recorders may be assigned to any or all games during this tournament. While it is understood that recording and reporting on the games is important to entertain and inform Go fans, the primary purpose of this event is the selection of professional players. To this end, all spectators, but especially those who may have some form of interaction with the players during the games, must observe these guidelines and restrictions.

#### ***2.1.4.1 Recorder Guidelines***

Game Recorders using electronic devices for recording or broadcasting games must observe the following rules:

1. No interaction with the players during a game in progress is permitted in any form and at any time. Do not attempt to help with anything except by direction of the TD.
2. If a player asks a question, or asks to see something on the game record, please call for the Tournament Director.
3. Game recorders may not have any software running during the games other than that needed for recording or broadcast. Access to Go on-line reference materials is especially prohibited.
4. Recorders may not use software to work out possible lines of play during active games, including hovering cursors over the board. They should also avoid anticipating cursors over expected areas of play, except when rapid play makes expediency necessary.
5. Broadcasting games on Go servers is permitted, but no chat windows may be visible at any time. This includes commentary on the game itself. Recorders may not read anything being said about the game in progress or offer any further commentary or opinion during the game.
6. Some descriptive commentary may be entered but ONLY if it can be done without violating rule 4. Recorders are NOT to be answering general questions about the game or typing anything beyond the transmission of the moves.

### **2.1.4.2 Reporting guidelines**

Reporters, photographers and videographers are permitted within the playing area, but must follow these guidelines at all times:

1. All observers must maintain a respectful distance from the players during the games. Leaning on tables or crowding the player space is not permitted. If boundaries have been marked off, they must be respected at all times.
2. No observer may speak with a player at any time during an active game. No interviews, questions, notes or directed comments of any kind are permitted, including during meal breaks.
3. Games adjourned for lunch or dinner breaks will be covered and may not be viewed by anyone during break time.
4. Flash photography is permitted in the main playing area only during the first 15 minutes of each round: 9:30am-9:45am for the morning rounds, 4:30pm-4:45pm for the afternoon rounds. Flash photography will again be permitted after all games of the round are complete.

### **2.1.5 Game Rules**

The following outlines the **AGA Professional Rules** to be used in the Promotional and Exhibition Leagues:

1. All games will be played by official AGA rules, except as noted below, which take precedence over published rules.
2. All games will be played even (no handicap) with 7.5 points komi. In all single-game matches color will be decided by nigiri.
3. **Time control:** 1:30 main time with 5 periods of 40 seconds overtime.
4. **Clocks:** The clocks are not paused except when needed for meal breaks or other conditions as stated above.
  - a) In the event of an unusual situation or disruption (such as a dropped stone disturbing the board) the players should pause the clock immediately and summon the TD for resolution. To avoid further confusion, please do NOT attempt to repair the situation without the TD present.
  - b) It is the players' responsibility to be aware of the time remaining, whose clock is running, and general operability of the clocks during the games. If anything appears to be malfunctioning before or during a game, please bring it to the attention of the TD immediately.
  - c) A forfeit by time may not be questioned because the player forgot to press the clock or failed to realize the clock did not recognize the press. Players should allot time to verify the clock function in byo-yomi.

5. **Meal breaks:** As needed to comply with availability, the TD will announce when breaks for meals may be taken. The TD may ask if players are prepared for a break or the players may raise a hand to request one. The process for adjournment is as follows:
  - a) Breaks for lunch in the morning games are set for 12 Noon to 1 PM.
  - b) Breaks for dinner in the afternoon games are set for 7 PM to 8:00 PM.
  - c) At the TD's discretion there may be some leeway
  - d) The players may agree not to break and continue playing through. However if either one of the players wishes to break, then there will be a break.
  - e) The TD will observe the players until the player whose move it is indicates readiness to play. During that time the opponent's time and prisoners for both sides are recorded.
  - f) When the player is ready to move, the clock is stopped and the time recorded. At that time, the opponent will verify the times, prisoner counts and time to resume. The opponent then leaves the room.
  - g) The player whose move it is will seal their move with the TD. The board will be covered during the break and neither player may view the board or game record during this time.
  - h) Any game recording in progress must be put away during the break and made available to no one except the TD and referee.
  - i) Absolutely no talking about the games, use of electronic equipment, reference materials, etc., will be permitted by players during a break.
  - j) If players return prior to the resume time and wish to continue, they may do so at the discretion of the TD.
  - k) No games may resume without TD present.
  - l) If players are more than 5 minutes late for a resume time, the TD may continue the game and resume clocks even if one or both players are not present.
6. Japanese-style counting will be used for ALL games. The only exception will be in the event of dispute over prisoners when the TD may call for Chinese counting.
7. Players are presumed to understand the use of the "pass stone" in AGA Tournament games and play accordingly. Players are to fill in all dame as appropriate with this rule.
8. **Illegal moves:** Any illegal move, such as retaking a ko out of turn or playing two moves in a row will result in an immediate FORFEIT.
9. Players choosing to resign should make their decision clear and unambiguous. After resigning, please ensure that the opponent has clearly understood the intention. Resignation may be indicated by either:
  - a) placing 2 stones simultaneously on the board, or
  - b) saying clearly, "I resign".

## **2.2 APQF Promotional League**

The APQF Promotional League is the tournament used to select players to be certified as American Professionals as well as seeds for the next year's APQF.

### **2.2.1 Players**

The APQF Promotional League will consist of 8 players. Additional eligible alternates may be invited but they will participate in the Promotional League only in the event that one or more of the scheduled players are unavailable or unable to participate in the first round.

### **2.2.2 Format**

The APQF Promotional League will be run as a 8-player Modified Double Elimination as described below.

#### **2.2.2.1 Seeding**

Players will be seeded into the tournament by their AGA or equivalent rankings. Players will be listed in order from 1 (highest rank) to 8 (lowest rank) with best estimates made for unranked or non-AGA rankings. Seeds from prior years must be interspersed per their ranks and are NOT automatically placed at the top of the list. Every attempt will be made to create a fair and accurate dispersal of players into the initial order. This list will be published prior to the event and any disputes must be made prior to the first round of play.

#### **2.2.2.2 Pairings**

Appendix A shows the pairing chart for the Promotional League. Players are promoted based on the results of MATCHES with opponents. A match may consist of either a Single Game (SG), a Best-of-Three (Bo3), or Best-of-Five (Bo5) competition, as given in the chart.

#### **2.2.2.3 Matches**

The balancing of the players seeks to prevent repeat pairings as much as possible, but it may happen. Type of match depends on whether or not this is a repeat match and is designed to avoid having tied head-to-head records.

1. Any undesignated match is single game.
2. Game 4A (semi-finals) is a Bo3 match.
3. Games 4B and 5A are either an SG or a Bo3 match. If the players have not played previously in the event, then the match is an SG. If the players have previously played an SG, then the match is a Bo3 with the result of the earlier SG counting as the first game of the match.
4. Game 6A (finals) is either a Bo3 or Bo5 match.
  - a) If the players have not previously met, the match is a Bo3.
  - b) If the players have previously met for an SG, the match is a Bo3 with the result of

the earlier SG counting as the first game of the match.

- c) If the players have previously met for a Bo3, the match is a Bo5 with the results of the Bo3 counting as the first 2 or 3 games of the match.
5. In all single-game matches color is decided by nigiri. In longer matchers (Bo3 or Bo5) the color for odd-numbered games (1, 3, 5) is decided by nigiri; the color for even-numbered games (2, 4) is the reverse of the previous game, even if the game is seeded from another match.
6. Any questions or concerns about the match structure must be raised with the TD prior to the first round of play.

#### **2.2.2.4 Standings**

The chart in Appendix A shows the progress through the tournament and the positions won at the end. The results of the Promotional League will result in one player promoted to the rank of Professional 1 Dan and two players selected as seeds into next year's APQF Promotional League.

### **2.3 APQF Exhibition League**

The APQF Exhibition League is an informal side tournament for additional invited players, Promotional League alternates and players who have been removed from consideration in the Promotional League. Participation in the Exhibition League is optional.

#### **2.3.1 Players**

The initial seeding into the Exhibition League will be those alternates who were not needed to fill in positions in the Promotional League and other invited players. As players are eliminated from the Promotional League they are automatically invited to play in the next round of the Exhibition League.

#### **2.3.2 Format**

The APQF Exhibition League will be in the format of a semi-Swiss (players with like records will be paired as much as possible). As players exit the Promotional League, they enter the Exhibition League with their existing MATCH win/loss record. Players will be added to the League per Appendix B. Some flexibility of pairing, byes, and/or format may be necessary at the discretion of the TD, depending on the number of participants.



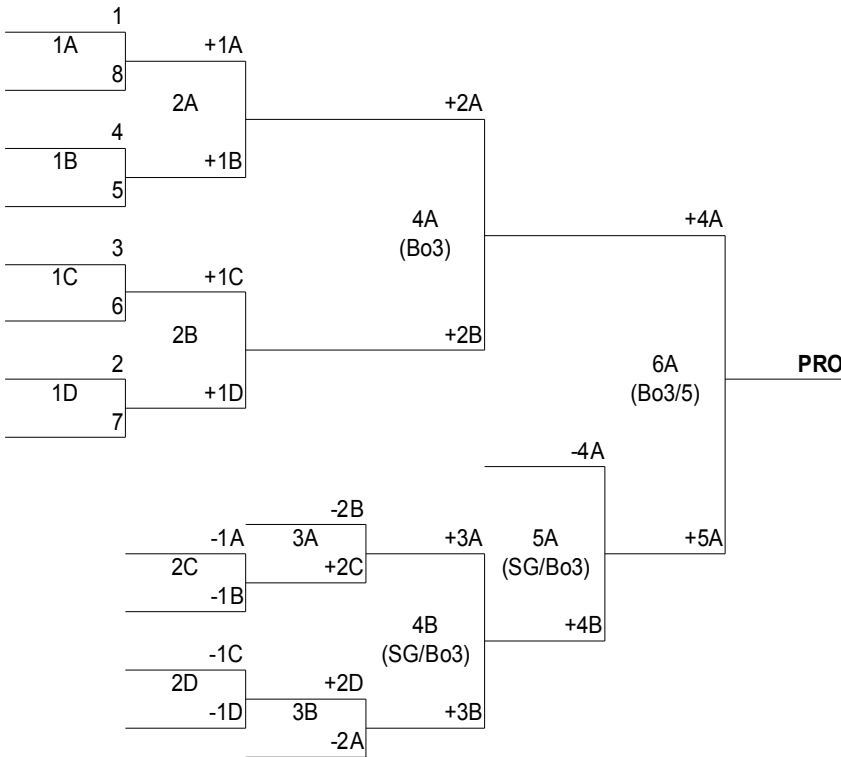
### 3 Appendix A: APQF Promotional League Chart

Players should arrive by Thursday evening (Jan 2) for orientation at 8pm for announcements and rules.

Morning games will start at 9:30 AM.

Evening games will start at 4:30 PM.

#### 2013 AGA Pro Qualification Finals - Promotional League



Schedule:

Fri, 1/3, morning	1A-D
Fri, 1/3, evening	2A-D
Sat, 1/4, morning	3A-B, 4A (Game 1)
Sat, 1/4, evening	4A (Game 2), 4B (Game 1)
Sun, 1/5, morning	4A (Game 3*), 4B (Game 2*)
Sun, 1/5, evening	5A (Game 1)
Mon, 1/6, morning	5A (Game 2*)
Mon, 1/6, evening	6A (Game 1)
Tue, 1/7, morning	6A (Game 2*)
Tue, 1/7, evening	6A (Game 3*)

\*if needed

PRO = +6A  
 SEED = -6A  
 SEED = -5A

## **4 Appendix B: APQF Exhibition League Chart**

This lists the rounds for the Exhibition League and who is participating.

Round 1, Fri, 1/3, morning: Alternates and Invitees

Round 2, Fri, 1/3, evening: (same)

Round 3, Sat, 1/4, morning: Adding -2C, -2D

Round 4, Sat, 1/4, evening: Adding -3A, -3B

Round 5, Sun, 1/5, morning: (same or adding -4B)

Round 6, Sun, 1/5, evening: (same or adding -4B)

Round 7, Mon, 1/6, morning: (same or adding -5A)

Round 8, Mon, 1/6, evening: (same or adding -5A)

Players should arrive for Thursday, Jan. 2, orientation at 8pm for announcements and rules.

Morning games will start at 9:30 AM.

Evening games will start at 4:30 PM.

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