

The Rules of Pair Go

1. The game is played between male-female pairs. The two players in each pair are called partners.
2. Seating: The two partners sit beside each other, facing an opposing pair across the Go board.
3. Order of moves: The pairs play in the following order: ... -- Black female player -- White female player -- Black male player-- White male player -- ... This cycle is called the normal rotation. The players must always play in the normal rotation. The player who makes the first move of the game is as follows: In non-handicap games, the Black female player makes the first move. In games with a handicap of two stones or more, the White female player makes the first move.
4. Prohibition of exchanging information: During the game, partners must not communicate, give advice, or exchange other information by speech, gestures, mannerisms, or any other means except playing moves. Speaking is permitted, however, to confirm whose turn it is to play, or confer about resigning. Conferring about resigning is limited to the following: the player to move may ask for his or her partner's consent to resign; the partner may agree or not agree to resign.
5. Resignation: Resignation is announced by the player whose turn it is to move. The player's partner cannot retract the resignation.
6. Violations: **Rotation error:** If the wrong partner plays, causing a departure from normal rotation, this is called a rotation error. Rotation errors are handled as follows:
 - (1) A rotation error can be claimed only when the move just played was out of rotation.
 - (2) If the claimed rotation error was intentional, the game is forfeited immediately.
 - (3) If the claimed rotation error was unintentional, the next step is to verify which partner played the preceding move.
 - (4) If the preceding move was played in normal rotation, the game continues with a three-point penalty for the claimed rotation error. |
 - (5) If the preceding move was not played in normal rotation, the game continues without any penalty for the claimed rotation error.
 - (6) In either case, no moves are taken back and replayed. The last move played is regarded as having been played by the correct player. The next move must be played in normal rotation with the last move played.
 - (7) 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.

Example of rotation error and return to normal rotation: Black male player Normal rotation - White male player Normal rotation - Black female player Normal rotation - White female player Normal rotation - Black female player Rotation error. The error is claimed and a three point penalty is applied. White female player Return to normal rotation (the White female player normally plays after the Black female player). If the White male player played at this point, that would be a new rotation error. Black male player Normal rotation - White male player Normal rotation - Black female player Normal rotation - White female player Normal rotation

Special case of rotation error: If the same side plays two moves in a row, then the rotation error is removed from the board, the three point penalty assessed, and the game continues as above.

Illegal exchange of information: If illegal exchange of information between partners is observed to take place, the offending partners forfeit the game.

7. Other matters:

- (1) The game stops when there are two consecutive passes.
- (2) The word "agreement" means agreement of all four players.

(3) Pair Go Handicap Rules:

A. Handicap setting: Handicaps are set by the following point system: 7-dan=7; 6-dan=6; 5-dan=5; 4-dan=4; 3-dan=3; 2-dan=2; shodan=1; 1-kyu=0; 2-kyu=-1; 3-kyu=-2; 4-kyu=-3; 5-kyu=-4; 6-kyu=-5, etc. The handicap points of a pair are the total of the two partners' handicap points divided by two, with fractions rounded up.

B. Handicaps: The handicap in a game is determined from the difference in handicap points between the pairs. Jigo is won by White.

C. Pair Go Manners (1) Pair Go, like contract bridge, is an intellectual contest between ladies and gentlemen. Please avoid unmannerly speech, conduct, attitudes, or dress. (2) Be careful to avoid behavior or gestures that might give or seem to give your partner a hint concerning the next move. (3) Please refrain from trying to win on time when you have a lost game. (4) Smoking is not permitted during play at official Pair Go tournaments. (5) Partners must not leave their seats at the same time during a game at official Pair Go tournaments.

For more information, please visit the [Japan Pair Go Association](#).