

Rules for 2009 USYGC Finals

Tournament Format

1. The finals of the USYGC in each age division will be held as a six-round Swiss tournament, with seeding determined by AGA ratings. In cases where the tournament does not permit a sixth round to be paired, the event will finish after five games.
2. Games will be played on the KGS Go Server in the AGA Tournaments room.
3. Games will be played Ing rules, which are implemented on KGS as New Zealand rules. The Tournament Director will manually count games with a sufficiently small margin of victory. The manual recount will be definitive if it differs from the online count.
4. Time controls will be 60 minutes main time per player with an overtime of 5 periods of 30 seconds.
5. Colors will be assigned using the KGS *nigiri* system.
6. Final placement will be determined using the Ing tiebreak system.

Player Obligations

Players are expected to:

1. Comply with all instructions from the tournament director, both before and during the tournament
2. Play and complete all games of the tournament. Players that withdraw midway through a tournament may be prevented from entering future USYGC events.
3. Arrive promptly for scheduled games. Following Ing rules, players will forfeit their game if they arrive late by more than 1/6 of their basic time allowance (10 minutes).
4. Be able to set up a game on the KGS Go Server with the appropriate time controls, komi, rule and color settings. A tutorial to the basic KGS system may be found at: <http://www.usgo.org/tournaments/KGSTutorial/>.
5. Ensure that their equipment (electronic and otherwise) is available and working properly prior to the start of each game.

Players may use a physical go set to keep track of their game. The board position must reflect the current state of the game and may not be used for analysis of hypothetical variations.

Players are entirely responsible for both their moves and their network connections. Undos for misclicks will not be granted. Games will not be delayed or rescheduled unless network connections constitute a severe technical disruption affecting several players (see below).

Players should provide the tournament director with the KGS account name that will be used during the tournament and a phone number that he/she may be reached at during the games.

Other Information

In case of severe technical disruptions (e.g., server malfunction), the tournament director may reschedule some or all of the remaining rounds, at his sole discretion. In all other matters the tournament director has complete discretion on the operation of the event.