

1st AGA-Tygemgo Pro Finals

Official Rules and Regulations

Version 1.2

July 2012

1 Introduction

1.1 Document Scope

This document defines the rules and regulations to be applied to the AGA-Tygemgo Pro Finals (ATPF). 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 ATPF and define the complete tournament structure for all participants.

1.2 Participants

1.2.1 Officials

1.2.1.1 Tournament Director

The ATPF 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.

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 ATPF:

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

2.1 General

2.1.1 Schedule

The schedule for all the rounds is given in Appendix C. Games will start PROMPTLY at the round start time. Most days will have 2 rounds, one AM and one PM.

1. First round (Sunday) convenes at 8:30 AM for announcements and rules clarification. Play will begin at 9 AM.
2. The AM rounds will begin at 9 AM and PM rounds will begin at 4 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 late 20 minutes, they forfeit their 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. Non-participation in a round will result in removal from the competition.
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 time. 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 game, players may not speak to anyone other than the Tournament Director. While there may be some leeway given 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 question, 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) medical intervention, and
 - d) 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.
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 at any time or offer any further commentary or opinion on the game in progress.
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 time.
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. No flash photography is permitted in the main playing area while games are in progress.

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).
3. Time control: 1:30 main time with 5 periods of 40 seconds overtime. The clocks are not stopped except when needed for meal breaks. The player whose move it is will seal their move with the TD until play resumes. The board will be covered during breaks and neither player may view the board or game record during this time.
4. 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.
5. 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.
6. **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.
7. 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 ATPF Promotional League

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

2.2.1 Players

The ATPF Promotional League will consist of 16 players. A minimum of 2 additional eligible alternates should be present at the start but they will participate in the Promotional League only in the event that one or more of the scheduled 16 players are unavailable or unable to participate in the first round.

2.2.2 Format

The ATPF Promotional League will be run as a 16-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 16 (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 or a Best-of-Three (Bo3) competition, as given in the chart.

2.2.2.3 Matches

Each match is considered independent of prior play. The balancing of the players seeks to prevent repeat pairings as much as possible, but there is the possibility in the second bracket for this to occur. The determination of who moves on is solely determined by the winner of the current match (single game or Bo3).

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 two players being promoted to the rank of Professional 1 Dan and two players selected as seeds into next year's ATPF Promotional League.

2.3 ATPF Exhibition League

The ATPF Exhibition League is a 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, but highly recommended.

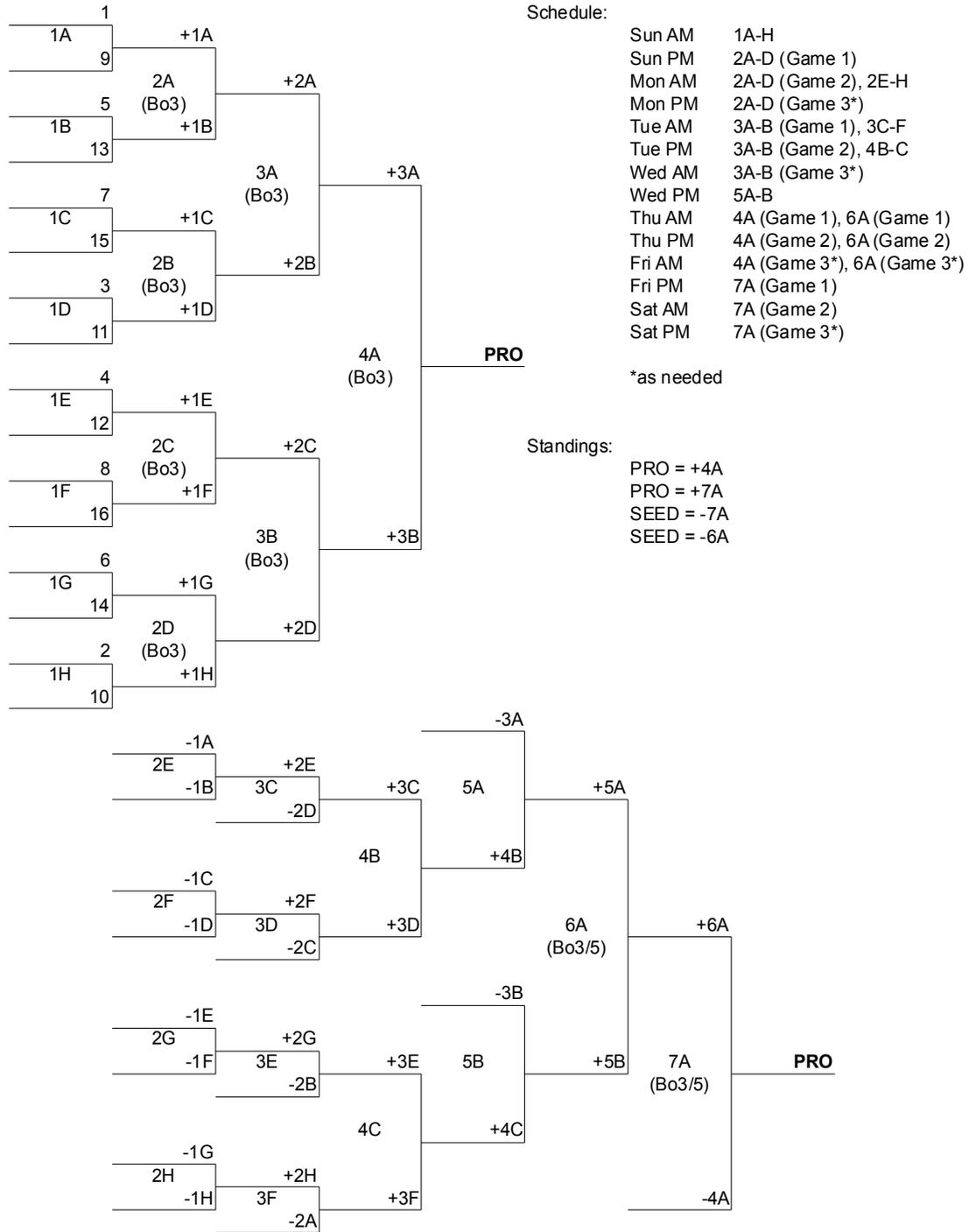
2.3.1 Players

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 ATPF 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.

3 Appendix A: ATPF Promotional League Chart



Players should arrive for Sunday AM game at 8:30 for announcements and rules.
 AM Games will start at 9 AM.
 PM Games will start at 4 PM.

4 Appendix B: ATPF Exhibition League Chart

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

Round 1, Sun. AM: Alternates

Round 2, Sun. PM: (same, colors reversed if only 2 players)

Round 3, Mon. PM: Adding -2E, -2F, -2G, 2H

Round 4, Tue. PM: Adding -3C, -3D, -3E, -3F

Round 5, Wed. PM: Adding -4B, -4C

Round 6, Thurs. AM: Adding -5A, -5B

Round 7, Fri. AM

Round 8, Sat. AM

Players should arrive for Sunday AM game at 8:30 for announcements and rules.

AM Games will start at 9 AM.

PM Games will start at 4 PM.