

Tournament Rules in International Championships 2009-02-09

This document was decided and sanctioned by Central Committee of RIF the 9th of February 2009, on behalf of the Extra General Assembly 2008 in May in Helsinki, § 9.

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1. Purpose

This document has the purpose of informing organizers of how to deal with different matters in international championship tournaments of renju as well as more generally inform about tournament rules regarding these tournaments. Considered as international championship tournaments in this document are:

- AT – Individual World Championship, Final
- QT – Individual World Championship, Qualification Tournament
- BT – Open Tournament at World Championships
- WT – Individual World Championship, Final for Women Tournament
- TWC – Team World Championship
- YWC – Youth World Championship
- EC – European Championship, Final
- ECQ – European Championship, Qualification Tournament
- ECB – Open Tournament at European Championships
- YEC – Youth European Championship

2. Description of tournament rules for all international championship tournaments

2.1 Before tournament

2.1.1 Information through Renju Newsletter and renju.net

Information should be published in Renju Newsletter and on renju.net at least 6 months before the tournament start, covering the following items (does not have to be completed 6 months before the tournament start, however as much as possible and then to be completed as soon as possible):

- Playing hall
- Staying possibilities and costs (hotels, youth hostels etc)
- Location of playing hall and staying places, and how the distance between them will be handled concerning transports etc
- Visa information according to below
- Tournament fee

2.1.2 Visa information

If there are nations that might need help with invitations or similar to get visas to the country where the tournament is held, the organizers must inform about what service they can provide. This information should be published at least six months prior to the tournament start.

2.1.3 National place

National Place belongs to the nation and its federation decides who gets the place. It is not possible for a country to sell or give away a national place in championships.

2.2 During tournament

2.2.1 Playing hall

The playing hall must be reasonably calm and isolated from disturbing elements. Silence should be kept in the playing hall during ongoing game/s. Spectators should be allowed into the playing hall to watch games, but must not disturb players. Smoking is not allowed in the playing hall.

2.2.2 Certified Referees

Within all international championship tournaments mentioned in this document there must be at least one responsible referee that has been certified by RIF.

2.2.3 Accommodation

Organizers should do their best to find good living conditions for the players during their stay, for reasonable prices.

2.2.4 Player's rules

Players have the right to

- Watch the ongoing games in the playing hall
- Move freely inside the playing hall
- Visit a resting area for smoking purpose
- Visit a resting area for fresh air
- Visit toilette
- Get drinking water, coffee and tea
- Bring reasonable amount of drinks, food and other refreshments into the playing hall

Players may not

- Make move before they have marked their opponent's move(s) on the blank
- Write down move(s) before it has been played on the board
- Push clock with other hand than the hand used to make the move
- Disturb each other during the games
- Leave the playing hall without permission from referee or referee appointed person
- Use any kind of external help, such as a database, internet, personal help etc during their games
- Talk to anyone during the game except the referee, referee appointed person, to person who has got special permission or the opponent when needed

2.2.5 Draw rule

If after ending of a participant time it is found out that his opponent has no theoretical opportunity of building either any winning five as black or five or overline as white, the game result is draw.

2.2.6 Information about the tournament

Organizers should provide information on renju.net as frequently as possible, including online service of played games.

2.3 After tournament

2.3.1 Publishing of played games on renju.net

Publishing of the games played should be finished on renju.net within two weeks after tournament end.

3. Notification of games

3.1 General notification rules

Game protocols are to be notified by the players during games. After each move the player should notify the move before playing the next move. It is not allowed to notify a move that has not been played.

In games without extra time per move (Fischer), or with extra time per move under 15 seconds, player does not need to continue notification when there is less than 5 minutes remaining on the clock of the player.

Notification of time should be done when the game has finished. The time that is to be notified is the time used for each player. For instance, if the time control is 60 min + 30 seconds Fischer, a player has 15 min left on the clock and the last move was 80, then the time is calculated this way: $60 - 15 + 80/2/2 = 65$ minutes.

Notifications, depending on opening rule, should include information according to below.

3.2 RIF official opening rule

The following items should be included in the notification:

- Opening played (D1, I1, ...; 26 different openings are possible)
- Reverse(swap) or not (R/-)
- Which fifth move was removed

For instance the notification can look like this: I11; R; 5a=A

3.3 Soosõrv opening rule

The following items should be included in the notification:

- Opening played
- Reverses(swaps) or not (R/-, R/-; 1st possible after opening and 2nd possible after 4th move and declaration of number of fifth move/-s)
- How many fifth moves are played (1-4)
- Which fifth move/-s was/were removed

For instance the notification can look like this: I11; R; R; 4; 5a=A, 10, 12

For more clear understanding of who made what move in the game it is recommended to add the move numbers made by each player. For instance:

Player A (1,2,3)

Player B (4,5)

3.4 Taraguchi opening rule

The following items should be included in the notification:

- Opening played
- Reverse(swap) or not (R/-, 1st possible after first move)
- Reverse(swap) or not (R/-, 2nd possible after second move)
- Reverse(swap) or not (R/-, 3rd possible after third move)
- Reverse(swap) or not (R/-, 4th possible after fourth move) or five fifth alternative moves are made (meaning no swap)

If five fifth alternative moves were not played

- Reverse(swap) or not (R/-, 5th possible after fifth move)

If five fifth alternative moves were played:

- Which fifth moves were removed

For instance the notification can look as follows:

Without five fifth alternative moves: I11; R; -; R; -; R

With five fifth alternative moves: I11; R; -; R; -, 5a=A, 10, 12, 15

For more clear understanding of who made what move in the game it is recommended to add the move numbers made by each player. For instance:

Player A (1,3)

Player B (2,4,5)

3.5 Yamaguchi opening rule

The following items should be included in the notification:

- Opening played
- How many fifth moves are played (1-N)
- Reverse(swap) or not (R/-)
- Which fifth move/-s was/were removed

For instance the notification can look like this: I11; 3; R; 5a=A, 10

4. Additional specific tournament rules

4.1 Individual World Championships (AT)

Purpose: To determine the individual World Champion every second year.
When: To be played in July/August every odd year.
How: 12 players are playing Round Robin system in 11 rounds, maximum 2 rounds per day. Tie break rules according to appendix 2.

Who: The 12 players are selected from:

- World Champion from previous AT, personal place. If the World Champion cannot take part, the personal place will be changed to a national place. However, this national place will not add to the maximum of three places for a member country or to the maximum of one place for a non-member country mentioned below.
- Number 2-7 from previous AT, national places. A maximum of three national places for member countries and one national place for other countries. If there are more than these numbers of players from one nation, the place will go to number eight in AT and so on up to last place in AT. If all 6 national places cannot be given out because of too few nationalities of the AT players, the remaining place(s) goes to the next QT.
- The remaining places are decided by the international qualification tournament (QT) played just before AT. Also cancellations are filled by QT.
- The organizer has the right to one national place if the organizer has no place from above criteria. This place will reduce the number of players entering from QT.

Time control: Thinking time for each player is 2 hours and 15 min plus 30 seconds per move (Fischer). If organizer has strong reason (for instance playing hall can only be used until certain time in the evening), permission to use other time control can be given by RIF Sports Commission.

Additional rules: It is recommended to give AT-players free, or at least almost free, accommodation including food.

4.2 Qualification to Individual World Championships (QT)

Purpose: To determine 4 or more places to AT depending on places available according to AT regulations above.
When: To be played in July/August every odd year, just before the AT.
How: At least seven rounds Swiss system is used during three days. Maximum three games per day are played. Schedule and exact number of rounds should be discussed between organizer and RIF Sports Commission. Tie break rules according to appendix 2.

Who: All players who have the right to take part:

- The top 20 players on RIF official rating list by May 15, among players who have played at least 10 rated games since one year back, personal places.
- All players from previous AT have personal places in QT.
- The three first places from BT in previous World Championships two years earlier, personal places.
- All RIF member countries have the right to participate with up to 3 national places, minus the national place/-s used in AT.
- All non-RIF member countries have the right to participate with one national place, if the national place is not used in AT.
- Might be extra national places in QT for a nation which had more than maximum number of national places in AT. This/these place/s is/are translated to QT place/s.
- The organizing country has the right to make the number of participants even by adding one more player to the QT participation list.

Time control: At least 60 minutes per player and some kind of extra time (preferably 30 seconds per move, Fischer).

4.3 Open Tournament at World Championships (BT)

Purpose: To determine 3 personal places to next WCs QT.

When: To be played in July/August every odd year, at the same time as AT.

How: Nine rounds Swiss system is used. Tie break rules according to appendix 2.

Who: Open tournament. All players can take part.

Time control: At least 60 minutes per player and some kind of extra time (preferably 30 seconds per move, Fischer).

4.4 Individual Women World Championships (WT)

Purpose: To determine the individual Woman World Champion every second year.

When: To be played in July/August every odd year at the same time as AT.

How: According to tournament system in appendix 1. Tie break rules according to appendix 2.

Who: All member countries have the right to be represented by 5 players, and non members with one player. The current Woman World Champion has personal place, and the 2nd and 3rd places from last WT have generated additional National places.

Time control: Thinking time is 2 hours or slightly more per player, without control moves. Some kind of extra time (preferably 30 seconds per move, Fischer) is used.

4.5 Team World Championships (TWC)

- Purpose:** To determine the World Champion team every second year.
When: To be played in April/May every even year.
How: According to tournament system in appendix 1. One team has four players plus maximum two reserve players.

Tie break rules:

1. Number of game points
2. Team match points
3. Buchholz coefficient (calculated on game points)
4. Berger coefficient (calculated on game points)
5. Personal match between teams
6. Result of 1st table
7. Result of 2nd table
8. Result of 3rd table
9. If all criteria are the same, the teams will share the places, except when precise determination of places is required - in that case an extra game with 20 minutes per player is played between the 1st table players (in case of 2 involved teams). If the extra matches are to be played between 3 or more involved teams with same tie break criteria, the referee will decide the time limit of the games between the 1st table players. If the tie was not broken, there will be additional matches played between the 1st table players until the tie is broken. The referee decides the time limit for those matches.

Who: Below, the teams that are allowed to take part:

- The previous TWC winner generates one country team place.
- One team from each country.
- The organizing country has the right to participate with one extra team regardless of how many teams they have from above.

Time control: Thinking time for each player is 2 hours and 15 min plus 30 seconds per move (Fischer). If organizer has strong reason (for instance playing hall can only be used until certain time in the evening), permission to use other time control can be given by RIF Sports Commission.

Additional rule 1: Players may talk to their team captain about strategy regarding offering or accepting draw in their ongoing game. However, this conversation must be done in English. In cases when a player cannot use English, the referee can make an exception.

Additional rule 2: When two players from the same team are copying moves from opponents resulting in the situation that the opponents are really playing versus each other is regarded as “copying of moves”. When this kind of copying of moves happens a team captain can claim that

one of the games will be continued in a separate playing hall without access for other players than the moved players.

4.6 Youth World Championships (YWC) and Youth European Championships (YEC)

Purpose: To determine the individual Youth World Champions / European Champions every second year.
When: To be played in July/August every even year (YWC) / odd year (YEC).
How: In 6 different groups:

- Group A: Boys, who are at least 18 years old or will become 18 years old during the same year when the competition is held and not more than 23 years old. If player becomes 24 years old during the same year when the competition is held, he cannot participate.
- Group B: Boys, who are at least 13 years old or will become 13 years old during the same year when the competition is held and not more than 17 years old. If player becomes 18 years old during the same year as when the competition is held he can only participate in group A.
- Group C: Boys, who are younger than 13 years old. If player become 13 years old during the same year when the competition is held, he can only participate in group B.
- Group D: Girls, who are at least 18 years old or will become 18 years old during the same year when the competition is held and not more than 23 years old. If player becomes 24 years old during the same year when the competition is held, she cannot participate.
- Group E: Girls, who are at least 13 years old or will become 13 years old during the same year as when the competition is held, and not more than 17 years old. If a player, who becomes 18 years old during the same year as when the competition is held she can participate in group D.
- Group F: Girls, who are younger than 13 years old. If player become 13 years old during the same year as when the competition is held she can participate in group E.

Player can play in other group only when he/she is the only representative of his/her group or by special permission from RIF Youth Commission.

Tournament system is used according to appendix 1. Tie break rules according to appendix 2.

Who:

- All RIF member countries have the right to participate with 5 players in each group. The organising country has the right to increase limits to 10 players per country (but the limit must be the same for all RIF member countries).

- All other nations have the right to participate with 2 players in each group. The organising country has the right to increase other countries limits to 10 players per country (but the limit must be the same for all other countries).
- The organising country has the right to participate with 10 players in each group.

Time control: At least 60 minutes per player and some kind of extra time (preferably 30 seconds per move, Fischer).

4.7 European Championships (EC)

Purpose: To determine the European Champion every second year.

When: To be played every even year.

How: According to tournament system in appendix 1. Tie break rules according to appendix 2.

Who:

- The top 15 places of previous EC ensure National Places.
- In addition to above mentioned 15 places, every RIF member country will have two extra places, and a non RIF member one extra place.
- The five best from the European Championship Qualification (ECQ) will get Personal Places in the EC.
- The 1st place from previous ECB has Personal Place.

Time control: Thinking time for each player is 2 hours or slightly more plus 30 seconds per move (Fischer), or similar.

4.8 European Championship Qualification (ECQ)

Purpose: To determine 5 personal places to EC.

When: To be played just before EC.

How: Swiss system (maximum 7 rounds) or Round robin. It depends on the number of players. Tie break rules according to appendix 2.

Who: Qualification Tournament is free for everyone.

Time control: At least 60 minutes per player and some kind of extra time (preferably 30 seconds per move).

4.9 Open Tournament at European Championships (ECB)

Purpose: To determine 1 personal place to next EC.

When: To be played at the same time as EC.

How: Tournament system according to appendix 1. Tie break rules according to appendix 2.

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Who: Open tournament. All players can take part.

Time control: At least 60 minutes per player and some kind of extra time (preferably 30 seconds per move, Fischer).

5. Interpretation and follow up of international championship tournament rules

If anything about these rules is unclear for the organizer(s), RIF Sports Commission should be contacted for clarification. The Sports Commission has the right and the obligation to interpret above international championship tournament rules.

The organizer is obliged to follow these rules and also responsible towards RIF to fulfil this duty. RIF Sports Commission has the task to evaluate if mistakes have been made, and if necessary report to Central Committee and the RIF President. As the executive power within RIF between General Assemblies they have the possibility to perform suitable action.

Appendix 1 – Tournament systems depending on number of participants

Below system is used for the tournaments where mentioned above in chapter 4.

Below tournament system variants are used depending on number of participants or participating teams. European championships can choose from either of below systems depending on available number of rounds in the tournament (in that case “team” is to be interpreted as “player”).

Individual Championships:

1. 2 players - match with 8 games [8 rounds]
2. 3 players - 4 times Round Robin (RR) [$3*4=12$ rounds]
3. 4 players - 3 times RR [$3*3=9$ rounds]
4. 5 or 6 players - 2 times RR [$5*2=10$ rounds]
5. 7 or 8 players – RR and then 2 groups RR (1-4 and 5-8). Points from playing versus each other are brought to the second RR. Three more rounds are played with opposite colors [10 rounds]
6. 9 - 10 players – RR [9 rounds]
7. 11-12 players – RR [11 rounds]
8. 13-15 players - 7 rounds Swiss, after that 8 best will play 4 rounds Swiss (from scratch), place 9 and below will play according to system decided by referee [$7+4=11$ rounds]
9. 16-20 players - 9 rounds Swiss [9 rounds]
10. 21 or more players - 11 rounds Swiss [11 rounds]

Team World Championships:

1. 2 teams - match with 8 games [8 rounds]
2. 3 teams - 3 times RR [$3*3=9$ rounds]
3. 4 teams - 2 times RR and 2 rounds finals (1st vs. 2nd and 3rd vs. 4th) [$3*2+2=8$ rounds]
4. 5 or 6 teams - 2 times RR [$5*2=10$ rounds]
5. 7 or 8 teams – RR and then 2 groups RR (1-4 and 5-8). Points from playing versus each other are brought to the second RR. Three more rounds are played with opposite colors [10 rounds]
6. 9 - 10 teams – RR [9 rounds]
7. 11-12 teams – 2 groups RR and then 2 rounds semifinals 1st from group 1 vs. 2nd from group 2, 2nd from group 1 vs. 1st from group 2, 3rd from group one vs. 4th from group 2 and so on, and then 2 rounds finals [$5+2+2=9$ rounds]
8. 13-20 teams - 7 rounds Swiss and 2 rounds finals 1st vs. 2nd, 3rd vs. 4th and so on [$7+2=9$ rounds]
- 21 or more teams - 9 rounds Swiss [9 rounds]

Appendix 2 – Tie-break rules

Round Robin system

1. Number of game points
2. Berger coefficient
3. Personal match between the players
4. Number of wins
5. If all criteria are the same, the players share the places, except when precise determination of places is required - in that case an extra match with 20 minutes per player is played (in case of 2 involved players). If the extra matches are to be played between 3 or more involved players with same tie break criteria, the referee will decide the time limit. If the tie was not broken, there will be additional matches played until the tie is broken. The referee decides the time limit for those matches.

Swiss system

1. Number of game points
2. Buchholz coefficient
3. Berger coefficient
4. Personal match between the players
5. Number of wins
6. If all criteria are the same, the players share the places, except when precise determination of places is required - in that case an extra match with 20 minutes per player is played (in case of 2 involved players). If the extra matches are to be played between 3 or more involved players with same tie break criteria, the referee will decide the time limit. If the tie was not broken, there will be additional matches played until the tie is broken. The referee decides the time limit for those matches.