AGA Tournament Rules – OK

The following are the minimum requirements for a tournament to qualify as an approved AGA tournament where players can earn Representative Points (RP).

1. Governance
    a. There shall be a Tournament Director (TD) who is responsible for running the event.
    b. The Tournament Director will appoint a Tournament Referee (TR) who will deal with all player disputes and clarification of the rules.
    c. A tournament is eligible for RP only if it has been so approved by the AGA Committee.
2. Disputes
    a. The TR is the final arbiter for any dispute between players in the tournament.
    b. The TR will collect information from all parties in the dispute and make a decision, that decision is final.
    c. Any attempt to dispute the TR's decision will result in the player being disqualified from the tournament.
3. Tournament, divisions and draw
    a. The TD will determine how the event will be held (a single division or multiple divisions)
    b. The TD will set the game conditions for each division – game conditions are the time limit, handicap and komi.
    c. The AGA rating and tournament software (AGATHA) should be used where possible to register players, make the draw and record the results.
    d. The TD must send the AGATHA results file to the AGA within 7 days of completion of the event.
    e. Where the TD elects to use a McMahon system the rules about handicaps across divisions must be clearly explained prior to the event and at the start of the tournament.
4. Time limits
    a. Both players in a game will have the same amount of time set on a clock
    b. Clocks are started at the direction of the TD.
    c. If a player fails to start the game within 15 minutes of the start of the round that player loses the game by default.
    d. The minimum duration for a game is 15 minutes plus 3 x 20 seconds byo yomi
    e. Where a game exceeds a reasonable duration, the TR will adjudicate and determine the result.
5. Moves and counting
    a. The tournament director will determine counting rules
    b. The rules of play and player conduct will be determined by the TR.
    c. A move consists of passing or resigning or placing a stone on the board and removing any prisoners.
    d. A stone must be placed on the board directly and the hand removed immediately

     e.   A player must press the clock with the same hand as the one placing the stone on the board.

     f.   Where a player is in byo yomi and a move captures a large group (more than 5 stones) the clock will be stopped when the stone is placed.

6.   Online events

     a.   All games must be public and played on a server when game scores can be accessed by the AGA Integrity Committee

     b.   The use of AI or any other resources or tools is absolutely forbidden, the AGA Integrity committee will review random games played during the event.

     c.   A player may refer their opponent to the TR if they believe AI was used during the game.

     d.   A player found to have used AI or other resources during a game will be penalised by the AGA Committee and may impact their chances of playing in future events and representation of Australia in International events.

     e.   Where possible participants should congregate in small groups or video record themselves while playing the game.

     f.   Undo is not allowed – once a move is played it cannot be taken back.

     g.   Players who leave the game for more than 10 minutes lose the game.