

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. Player behaviour and disputes
 - a. Players must respect their opponent and not engage in any form of abuse.
 - b. The TR is the final arbiter for any dispute between players in the tournament.
 - c. The TR will collect information from all parties in the dispute and make a decision, that decision is final.
 - d. 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. Accusations of cheating of any sort must not be made in any public forum including any game chat window. Such behaviour will result in disqualification from the event.
 - e. A player found to have used AI or other resources during a game will be penalised by the event organisers and the AGA Committee which may impact their chances of playing in future events and representation of Australia in International events.
 - f. Where possible participants should congregate in small groups or video record themselves while playing the game.
 - g. Undo is not allowed – once a move is played it cannot be taken back.
 - h. Players who leave the game for more than 10 minutes lose the game.