



Online Tournament Directive

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Validity Start Date		Version	
Validity Check Date		Replaced version /document	



1. Objectives

The objective of this directive is to govern the quality of the Online Tournaments that will be included in the TGOD Playoff System and act as a guidance for all other online tournaments as well.

This directive is a supplementary directive of the current Playoff Directive “TGOD_Y_03 Playoff Yönergesi”

2. Validity Areas to

This guideline will be valid for all tournaments to be held in Turkey that will be included in the play-off system.

3. Concepts and Definitions

In these guidelines the following definitions & abbreviations will be used

Society: Turkey Go Players Association (TGOD)

Board of Directors: Turkey Go Players' Association Board of Directors, (“YK”)

Tournament: Any tournament in the TGOD calendar qualifying for TGOD Playoff system

Tournament Organizing Committee: The person and/or tem responsible for the tournament organization

Player: The players participating in the tournament

Top Group: Refers to the group with the highest McMahon score in tournaments held with the McMahon tournament matchmaking system.

Top Group Players: Player participating in the tournament and in the Top Group.

Referee: Person(s) who will oversee the general operation of the tournament and especially the Upper Group matches during the tournament.

Appeals and Game Evaluation Board: The team responsible for the relevant objections and evaluation of the games in case of conflict situations related to the games.

GoR (Go Rating): Player's level in the European Go Database (EGD)

Tournament Platform: The platform where the online tournament will be held.



The tournaments will be held only on the KGS Go Server, in the KGS Turkish Chamber and using the KGS Tournament System.

Associations and Tournament Organizers requesting to use the system will be informed by the experts assigned by the Board.

KGS Account Name:KGS in This is the account name that the player must obtain for this tournament system.

The players' accounts previously received from KGS will not be used in this tournament system, unless they meet the following criteria.

The player has to take the account name "name-surname". KGS does not allow more than 10 letters. You need to edit your username accordingly. For example; ErenKurter, ErenKurte, ErenKurt, ErenKur, ErenKu, ErenK

Player is responsible for bringing the level of the account to the level declared on the tournament registration page before registering the tournament. Games played on the KGS Tournament Interface do not affect the account level.

4. Responsibilities and Implementation

The Organization team and the players are responsible for complying with all the rules stated in this directive for any and all tournaments that give playoff points.

4.1. Rules and Match Procedure

4.1.1. As in standard tournaments and in accordance with the spirit of the Go game, it is expected of players not to use any written Go material (book, joseki dictionary, death-life problem, etc.) during the match, not to receive written or verbal help from another player, and also not to use any intelligent Go programs.

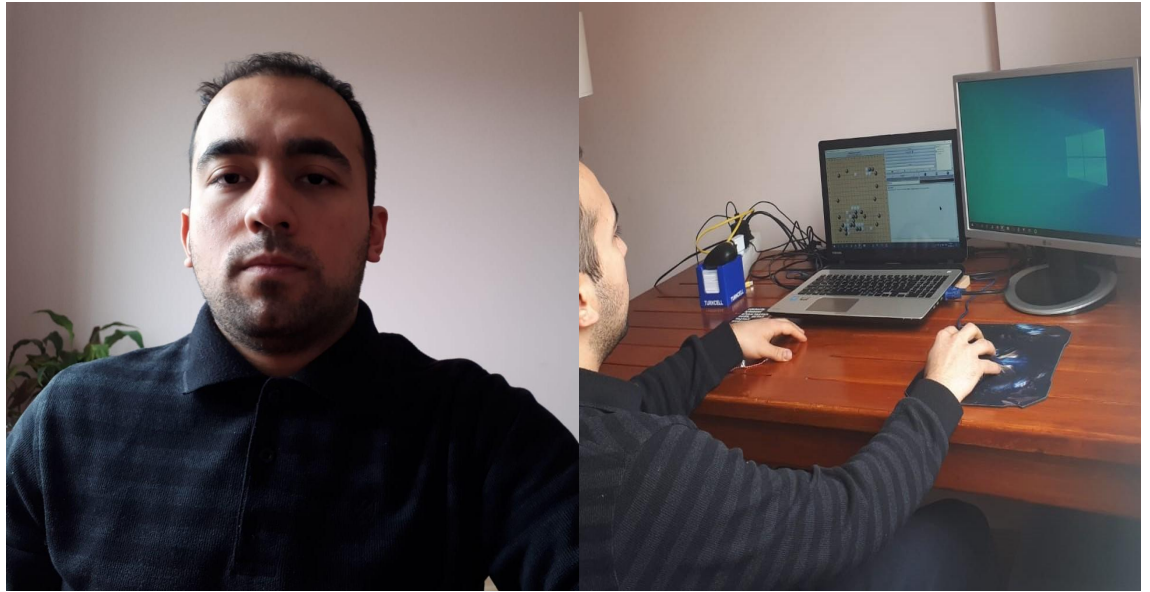
If any support / assistance is detected during or after the match or in case of doubt, the Appeals and Game Evaluation Board will evaluate the situation, and if it detects any of the above-mentioned illegal situations, the sanctions may include, but are not limited to player being dismissed from the tournament by the Board and the player being banned from entering any tournaments organized by the Organizer and Supporter associations for a limited time or indefinitely.

4.1.2. During the matches in the Upper Group (players who are likely to play with the Upper Group players and the Upper Group players), the players are required to make an audio connection with a live camera connection at 2 different angles to show themselves and the screens they play their matches. This video and audio will be stored by the referees until there is no suspicion of fraud in the

tournament. In addition, the referees will follow up to 8 players at the same time in these connections and at least 2 referees will take part in the tournament process. The information of the platforms listed below must be specified on the registration page.

- Discord on the computer for Front Camera and Microphone, and
- Google Meet on the phone / computer for Rear Cameras.

Camera connection sample image is given below;



- 4.1.3. Players are not allowed to leave the camera view left during the match. Breaks are allowed only when the referees approve and the breaks can not exceed 5 minutes each and at most 3 times per match.
- 4.1.4. In case of internet and / or camera connection problems, the connection should be re-established within 10 minutes at the most, the time continues in the process where there is no connection, but the player who is disconnected from the camera cannot make a move. If the disconnected player is not connected within 10 minutes, he will be deemed to have forfeited his match.
- 4.1.5. It is forbidden to use accessories that can be used to communicate, such as headphones, and accessories such as hats and sunglasses that will prevent the player from being seen clearly during the match. The environment where the matches are held should be a quiet area as there will be an audio connection during the matches. When deemed necessary, the referees may request to stop the game and change the angle of view of the camera connection, or even to show the entire area where the players join the tournament. The players are obliged to follow the referee's instructions.



- 4.1.6. If any player does not follow the rules and the instructions of the referees, they are deemed to have forfeited their match. The Appeals and Game Evaluation Board is authorized to resolve disputes on this issue.
- 4.1.7. Tournaments will not have any pre-registration process. The application made from the registration pages of the tournaments will be accepted as the final registration notice. The tournament registration system will be closed 72 hours before the tournament start time, after the registration is closed, new registration will not be received in any way.
- 4.1.8. In the tournaments, the players who have the possibility to play with the players of the Upper Group together with the players of the Upper Group must participate in the online meeting platforms in accordance with the above-mentioned rules. Players who are likely to play with the Upper Group and Upper Group players will be announced on the relevant tournament page within 24 hours / (48 hours before the tournament start time) after the closing of the tournament registration process. This announcement will be made at the latest 36 hours before the start of the first tour of the tournament.
- 4.1.9. It is the responsibility of the players who have declared to participate in the online tournament to join in the KGS system and the Discord and Google Meet meeting platforms. Participants must connect to the meeting platform and the KGS platform at most 10 minutes before the relevant tour time. Participants who have not attended the meeting platforms despite the tour start time are considered to have forfeited their match.
- 4.1.10. By default, Upper Group players and the players who are likely to be in the Upper Group state that will enter all matches from the start of the tournament. A player who is not in the group of players who are likely to be in the Upper Group and / or the Upper Group always reserves the right not to participate in the rounds, however, all responsibility for indicating their right not to participate in the matches through the KGS system is strictly and strictly on the player. The players must sign on the KGS system that they will not participate in the match until 5 minutes before the start of the round. If the players do not enter their matches without stating on the system that they will not participate in the tour, they may face the sanctions specified in Article 3.1 (dismissal from the relevant tournament, taking away the right to participate in the tournaments of the Organizer and Supporting Associations, etc.) and sanctions to be deemed appropriate by TGOD, including but not limited to these.
- 4.1.11. Matches will be played on a 19x19 board according to Japanese counting rules and time criteria stated below;

Tournament Class	Min. Number of Tours	Min. Main Time (minutes)	Min. Total Time (minutes)	Japanese Byo-yomi (seconds)
1	5	45	60	3 x 30
2	5	40	30	3 x 20
3	4	30	25	3 x 20

TGOD TOURNAMENT CLASSIFICATION Directive is exactly valid, except for the periods specified above.

Total time (TS) is calculated as follows;

TS = main time + Japanese byo-yomi equivalent to 45 moves.

4.2. Other Matters

- 4.2.1. Players likely to be in the Top Group and the Top Group players will sign a Waiver and forward it to the Organizing Committee. During the registration process, everyone participating in the tournament must accept the following waivers
- "I have read, understood and accepted the Tournament Rules and guidelines in all its content" and
 - "I declare that I have read, understood and accepted the Disclaimer in all its content in case it is possible that I will be in the Top Group"
- 4.3. Throughout the tournament, players will act in accordance with the spirit of the Go game, the general tournament rules and the general rules of the KGS.
- 4.4. Tournament results will be entered into the database within the criteria defined by EGD.
- 4.5. The organization team must have the KGS logo on the tournament page, posters and any visual content. If this article is not implemented, all sanctions may be imposed by the Board.
- 4.6. Additional requests made by the Board or in agreement with the Board, by the Tournament Organization Committee, will be accepted as a



complementary element of this directive and the players are responsible for fulfilling their requirements.

- 4.7. Registered players are deemed to have read and understood this directive and undertake to act in line with their requirements throughout the tournament.
- 4.8. YK reserves the right to make changes in this directive if it deems necessary.

5. Changes No

No changes. Checked.

6. Replaced Documents

Version 1.0

7. Accompanying Applicable / Related Documents

8. Appendix