

# **Gotham Go League**

## **Rules and Regulations**

### Eligible Participants

The New York Go League is open to all players with stable Go ranks in the AGA, CGA, EGF, or an online rank at a credible server. Credible servers include, but are not limited to, KGS, TYGEM, and OGS. Individuals without a stable rank should contact the tournament director at: gothambaduk@gmail.com

### Format

The league will be a round robin tournament. The tournament will span over two months. Additionally, players who perform exceedingly well within their divisions may be given the chance to move up a division based on the circumstances of other players/divisions.

### Tentative Divisions

Each division will have around 6-8 players of similar strength. Ideally rank for each division will not be more than three ranks apart. The exact number of players per division will depend on the total number of participants.

In the event that participants cannot be evenly grouped into divisions of 6-8 people, I will do my best to group individuals with the closest rank.

### How to determine the winner of the league

Because this is a round robin format, the individual with the most wins in the group will be the winner of the division. In the event two players have the same number of games won/loss, there will be a run-off.

Games should be played once a week, but a player may choose to play more if your opponent accepts your challenge. If a player at the end of the week does not play their game and does not respond to messages from the tournament director or your opponent, then the match will be considered as a forfeit for the week. Please note there is Go congress on the week of July 30th – August 7th, so games will be paused that week. However if you still wish to play, please contact your opponent.

### Game Setting

All online games can be played in either OGS or KGS. All games will be on 19x19 boards with AGA rules (7.5 komi) with color being chosen randomly by the server. All games must also be played with time control settings of 20 minutes main time and 5 periods of 30 second byo-yomi. All matches will have zero handicaps. Player color will be decided by the computer.

Games may also be played in person if both players agree, also a timer must be used and the game must be recorded. The game unrecorded and without the use of timer will not count towards the league.

### Reporting Results

To report the results of a match, a google form will be sent out to report the result. You may also email [gothambaduk@gmail.com](mailto:gothambaduk@gmail.com) to notify the result. Please tell us which server you used and your Id name for that specific server when you email the results. At the beginning of the league, we will email everybody a spreadsheet for their pairings.

### Anti-Cheating Rules

To maintain the integrity of the players in the league, we will be enforcing anti-cheating rules:

1. The use of AI will not be permitted. Players who suspect that their opponent has used an AI against them should report directly to the tournament director at [gothambaduk@gmail.com](mailto:gothambaduk@gmail.com). We will inspect a player's games if multiple people report a suspicion that they are cheating.

If a tournament director finds that anyone is cheating /sandbagging, they have the right to move them to a different division or ban them from the league. We also reserve the right to place participants in higher divisions, when we determine that the rank which they entered with is not representative of their playing strength.

Prize: At the end of the league (since most of us live in the same city), we will hold a party/dinner . The winner ( top-place finisher for each individual league) will not have to pay.

## Registration and Schedule

The league is set to begin on June 25th with a registration deadline of June 22nd. To register, please fill out this form: <https://forms.gle/VD8JUtzPkKgL3Pn59>.

If you wish to join or drop out of the league once it has started, please contact us at [gothambaduk@gmail.com](mailto:gothambaduk@gmail.com) . (note that players who dropout will have to sign up again if they wish to participate in future months/iterations).

Once the league begins, we will send out a default schedule for matches over the course of the month. However players are allowed to schedule matches whenever they like, so long as the matches take place during the same week as the default schedule. Just make sure to contact your opponent before the default date of the match. If a player does not show up to their scheduled match, the player who is present should contact the tournament director immediately ( [gothambaduk@gmail.com](mailto:gothambaduk@gmail.com) ). Once a player has done so, it is up to the player to decide whether or not they want to win by default, or reschedule their match to some other time. We reserve the right to remove participants from the league if they forfeit more than 3 games.