

Chu Shogi Cup 2023

Tournament Regulations

I. General

1. Tournament format. If there are 8 or fewer players, it's a round-robin. If there are at least 9 players, we play a 7-round Swiss.
2. Time control. Players each have 20 minutes of main time, with 30 seconds of **increment** added after each move played.
3. (Swiss) Each round is scheduled to last 7 days. All games in the current round must be played within this time.
4. (Round-robin) All the pairings will be announced at the same time to start the tournament. All games must be played within 6 weeks of this announcement.
5. Any game session that starts before the round is over shall not be considered late.

II. Scheduling

1. A round has begun, once the new pairings have been announced. Moderators will create new topics on the Chushogi WC club board for each game.
2. Players will be notified by the moderator(s) about their opponent on Lishogi. It is up to the players to negotiate a suitable time to play their game. This negotiation should be done in the game topic. Keep in mind that this is a slow-game format, so players should be ready to play **at least 4 hours**, although most games may end sooner.
3. To prevent confusion, please refer to all times in relation to UTC and in 24-hour format. For example, Eastern US time is currently UTC-4 and Central European time is currently UTC+2. If a time is provided without a UTC marker, it should be assumed to mean UTC+0.
4. A game is only officially scheduled, once both players have consented to a time in the game topic. Failure to schedule a game before the round ends will result in forfeit for at least one player, to be decided by the referee. If this happens, you are less likely to be forfeited, if you were more available and/or more active in negotiations.
5. A game can be rescheduled, if there are at least 24 hours before the scheduled game time, or if both players agree to it. In this case, the player who wants to reschedule is obliged to accept the other player's suggestions for new game times or else risks forfeiting.

III. Game Settings

1. Only games played with the proper settings qualify as tournament games. If a game is mistakenly started/played with improper settings, it is the responsibility of both players to notice and start a new game with proper settings.
2. The proper game settings are as follows: sente/gote must match what is announced for the game pairing; time control of 20 minutes plus 30 seconds of increment. Please make sure that increment is selected instead of byoyomi.
3. Once the game has ended (or has been adjourned), either player must post a URL link to the game in the game topic, before the round is over. If this is not done, the game will be considered unplayed.

IV. Absence from Game

1. A player is officially absent, if he is not ready to play within 20 minutes after the scheduled game time. If this happens, the present player must report this absence in the game topic and provide proof of absence through either email or Discord, such as a screenshot of the player being offline more than 20 minutes after the scheduled game time or a screenshot of the player being unresponsive at this time. Screenshots should include the local time. Alternatively, it may be enough proof, if spectators can confirm the player's absence.
2. If a pairing fails to play a game within the round, and the referee determines that a player was absent, the absent player receives a forfeit loss, and his opponent receives a win. If both players were absent, they both receive a forfeit loss.

V. Adjournment

1. If at least 400 moves have been played, either player has the right to declare adjournment (stop the game, to be continued at a later time) on their own turn to move.
2. To adjourn a game, a player must type in chat "I adjourn" (or something similar) and offer a draw. The other player must quickly accept the draw offer (or resign as a courtesy if clearly losing).
 1. This draw offer does **not** decide the game, but rather acts as a way to pause without either player being given a loss. Since the game is legally paused at the moment of the draw offer, even if a player's clock runs out of time in the adjournment process, the game cannot end this way.
 2. After the draw offer, both players must send a message to the arbiter with a URL link to the game. The adjourning player must also include

his next move ("sealed move") in this message, the first move to be played when the game continues.

1. The adjourning player must send his sealed move to the arbiter by the time his clock would normally have run out, **or** no more than 1 minute after the opponent has messaged the arbiter. Otherwise, he will be ruled to have lost on time.
3. The sealed move should be unambiguous and legal. Any style of notation is allowed, so long that it is easily understood.
 1. If the sealed move is illegal or nonsensical, the adjourning player automatically loses.
 2. If the sealed move is ambiguous, the arbiter will post it in the game topic once this has been noticed. The non-adjourning player may choose which interpretation of the sealed move the adjourning player must play, by posting in the game topic. If this decision is not posted in the game topic before the scheduled time to resume the game, then the adjourning player may choose an interpretation.
 3. When the game resumes, if the adjourning player fails to play the move he sent to the arbiter, then the adjourning player automatically loses the game.
4. If a player is absent at the 2nd game session, the rules in Section IV apply, except that the penalty is a normal loss instead of a forfeit loss.
5. For the 2nd game session, players each have 0 minutes of main time, with 30 seconds of **increment** added after each move played.
6. If the 2nd game session exceeds 3 hours of playing time, either player may stop the game by typing "stop the game" (or something similar) in the game chat and offering a draw. In this case, the arbiter must decide the game result.
7. A game can only be adjourned once.

VI. Draws

1. A draw may only be agreed to by both players, when there are not more than 20 pieces on the board. When there are more than 20 pieces on the board, any draw offers made are invalid, and accepting such a draw offer results in both players forfeiting the game. If a player offers a draw three times invalidly, that player forfeits the game.
2. If 150 consecutive moves are played without captures and without promotions, and no royals were attacked in the last 50 moves, then the game is automatically drawn.

VII. Repetition

1. It is illegal to pass on the move immediately after your opponent has passed.
2. It is illegal for a player to make the same position (same pieces on the board with same player to move) occur for a 3rd time, by playing a move that attacks

an enemy royal. Any repetition made by a player whose royal was attacked on the previous move is legal.

VIII. Point Summary

1. Players earn 1 point for each win, $\frac{1}{2}$ point for each draw, and 0 points for each loss.
2. (Swiss) If there is an odd number of players, those with a bye shall receive 1 point for that round. All players are guaranteed exactly one bye.
3. If a player forfeits at least 4 games, any games that player won shall count as draws.
4. Players who have an equal number of points shall have their placement decided by the following tie-break criteria (in order):
 1. Fewer forfeited games.
 2. Higher coefficient. This is calculated by multiplying points scored against an opponent by that opponent's overall score, and adding these together. Wins with gote count as 1.2 points. Draws with gote count as 0.6 points. The lowest-scoring opponent **is not** counted for a Swiss but **is** for a round-robin.
 3. Head-to-head result. Whoever scored the most points against the other tied players.
 4. By coin flip.