

AGA Girls Cup Rules and Regulations



Registration: tinyurl.com/y2use92f [CLOSED]

If you have any questions or concerns, please email youth@usgo.org.

Eligibility

- The AGA Girls Cup is a competition for young female players from the US, Canada, and Mexico. **Players must be under the age of 16 on or before the final Saturday, July 31st**, of the 2021 US Go Congress. Residence, but not citizenship, is required to compete in the event. Residence is defined as having lived in the US, Canada, or Mexico for at least six months prior to the start of the US Go Congress.
- All players must have a current AGA or CGA membership, or be a member of the Mexican Youth Go Community. **A 10k rating or higher from one of these three groups qualifies one to enter the AGA Girls Cup.** Players whose AGA rank is out of date, but have a KGS rank, may enter. These players must have at least ten rated games at a solid rank of 10 kyu or higher on KGS in order to qualify.

Prizes

- The top two finishers will be invited to play a best-of-three match for the title at the US Go Congress. The AGF will cover all reasonable expenses for each finalist to attend the finals including double-occupancy room, meal plan, banquet, player fee, and economy transportation to the congress. If a player is unable to attend the congress, her slot will be given to the player with the next highest finishing score. The champion will receive \$300, and the runner-up will receive \$200, courtesy of the American Go Foundation. Both finalists will receive a trophy. If there is no in-person USGC in 2021 due to the covid pandemic, the finals will be held at the 2022 USGC.
- **Players who complete all games in the tournament will be eligible for \$200 scholarships to the US Go Congress**, courtesy of the AGF. Players may only claim one \$200 Go Congress scholarship through tournament participation in the AGA Girls Cup, North American Kyu Championships, and/or the Redmond Cup. An additional **\$300** scholarship to the US Go Congress can also be earned through the [AGF Essay Scholarship](#).

The AGA Girls Cup Tournament and the Redmond Cup

- Eligible players may enter and compete in both events at the same time. If the finalists for the AGA Girls Cup are also finalists for the Redmond Cup, they will play in both finals at the US Go Congress. However, such players will receive only one free trip to the US Go Congress.

Schedule and Format

- The number of rounds will be based upon the number of players.
Registration ends March 17th. Play will commence March 22nd and continue through early/mid-June.
- Pairings and results, along with contact information for each player will be posted online (only visible to the Tournament Director (TD) and participants). Players will be notified of new pairings by email. **The winner should report the game result by filling out [this form](#).**
- **Each round will last two weeks.** Pairings will be posted on Mondays, and players will be given two weeks to complete the round. **Please do not attempt to arrange game times with the TD - contact your opponent, not the TD.**
- All games of a round must be completed by 11:59 pm on the final Sunday of the scheduled round. If the game is played on KGS, it is unnecessary to email the SGF to the TD. However, you are required to do so if the game is NOT played on KGS.
- Each player can request one bye during the tournament. Byes must be requested before the pairings are emailed for a given round. Player-requested byes are worth zero points towards a player's final record, and players with requested byes will not be considered in tiebreaker scenarios. Byes due to an odd number of players are worth 0.5 points towards a player's final record.
- This is a Swiss-style tournament, which means all players must play all rounds. Winners will be determined by best records at the end of the event. Tiebreakers will be determined by the head-to-head record if two tied players had played against each other. If a tie cannot be broken this way, there will be a playoff for tied players the week following the final round. This playoff will follow a different format depending on the number of tied players (see Appendix A).

Rules

- **MATCH SETTINGS**
 - All games are even, komi 7.5, AGA Rules. Let KGS choose for color.
 - Time limits are one hour basic time per player, with 5 periods of 30 seconds overtime.

- Games can be played on any server, but must be recorded in an SGF file. The default server for the event is KGS (<http://gokgs.com>), and a KGS ID is required for registration.

● VIDEO CALL

- Players are required to have an active video call open with each other while they are playing. This is to ensure the integrity of the tournament and reduce the possibility of AI assistance during play. If one player wishes to use a video call, the other player **must comply**. If both players agree to not use a video call, then it will not be required for that round, but neither player can retroactively make a claim for suspected AI use. Skype can be downloaded [here](#) and used for this purpose. If you need help installing or operating Skype, please contact the TD. If players agree to use a different video call software (Messenger, Discord, Zoom, etc.), that is also permissible, but Skype will be the required default video communication software.

- **The camera setup when video calling your opponent should capture the following:**

- Face
- Hands
- Computer screen (it should be angled such that one can see its entirety; the game along with the video call should be the only item(s) on your screen at any time)
- Surrounding desktop space



- Players should also not be wearing any non-medical electronic devices (headphones, watches, etc.) while playing games. If you have a multi-monitor setup, your setup should capture all of the monitors in their entirety, and the secondary monitor(s) may only have the video call active for the duration of the game.
- During games, players are not to communicate with any outside parties (parents or other people) unless there is a non-game-related emergency. If a player notices his or her opponent communicating with an outside party about the game or any other suspicious activity, please stop the game (exit without resigning) and notify the TD.

● SCHEDULING MATCHES

- It is the player's responsibility to find a time at which you and your opponent can agree to meet. Please be sure to mention and understand time zones so there are no confusions. If you are unable to arrange a time to play within the first week of a round after repeated efforts, contact the TD by e-mailing youth@usgo.org. If a player does not communicate or is unable to play the scheduled round, the TD will

take appropriate action, which may include requiring a match on a certain date or declaring forfeits. Players are expected to communicate with each other in good faith and to play all of their games. **The grace period for a scheduled game is 30 minutes, after which the present player may choose to win by forfeit or reschedule the game for a later date. Players with more than one forfeit due to player negligence will be dropped from the tournament.**

- **MISCELLANEOUS RULES**

- Time may not be added to either player's clock during the game.
- Undos may be requested for misclicks, but granting them is up to player discretion.
- In case of a dispute during a game, save the sgf record and notify the TD immediately.
- In case of a loss of internet access where the disconnected player does not immediately return and resume the game, the TD will adjudicate the result.
- Players are on their honor to not use any AI assistance during matches. If there is any suspicion, the Tournament Director will review the game in question and may send the game to the AGA National Tournament Coordinator for review. Anyone caught cheating will be immediately disqualified and permanently banned from participating in the AGA Girls Cup.

Appendix A

All tiebreaker games in formats involving more than 2 players will be played with 30 minutes main time instead of 1 hour.

2 players: Head-to-head result. If players are still tied, there will be a one-round playoff between them.

3 players where the tie cannot be broken by head-to-head result:

- *Stage 1: Round Robin* (3 games total)
 - Tied players all play against each other. Head-to-head-to-head scores are compared at the conclusion, and whoever has the most wins between the three tied players advances to the Finals. If players are still tied, proceed to Stage 2.
- *Stage 2: Single-Elimination* (2 games total)
 - The player with the highest SOS from the regular tournament is seeded into round 2. The two remaining players play each other, and the winner plays the seeded player to decide who advances to the Finals.

4 players: The format for a 4-way tie will be similar to that of a 3-way tie.

- *Stage 1: Round Robin* (3 games total)
 - Tied players all play against each other. Whoever has the most wins among the tied players advances to the Finals. If any players are still tied and it can't be broken by head-to-head results, proceed to Stage 2.
- *Stage 2: Single-Elimination playoff* (1-2 games total)
 - If only 2 players are tied for one finalist spot, there will be a one-round playoff between them. If 3 players are tied for one finalist spot, the player with the highest SOS from the regular tournament is seeded into round 2. The two remaining players play each other, and the winner plays the seeded player to decide who advances to the Finals.

5 players: Should a 5-way tie occur, head-to-head results can't be used clearly to determine winners, and running a partial round-robin between tied players would take too many rounds.

Gauntlet (4 games total)

Tied players are seeded based on SOS (and SODOS if SOS is tied). The 5th seeded player will play the 4th seeded player, and the winner will play the 3rd seeded player, and so on. The final winner will advance to the Finals.