

2022 Young Lions Tournament

Rules and Regulations

Registration Form: [Here](#)

Eligibility

All players **18 years of age or younger** (or currently enrolled in high school), living in North America, are eligible to participate.

Ranks

To prevent issues with sandbagging (registering at a lower rank than one's actual level) or featherbagging (registering at a higher rank than one's actual level), we will verify the ranks of all participants according to the following procedure:

- ★ Players with a **stable rank** on a popular online Go server should provide us with the server they play most on, their rank on that server, and their username on that server. Accepted servers include KGS, OGS, IGS, Fox, Tygem, and WBaduk. There will be a space on the registration form to provide this information.
 - Using the Go rank conversion charts here (<https://idex.github.io/go-rank-survey/go-survey-results#A-table-of-rounded-mean-ranks>, <https://senseis.xmp.net/?RankWorldwideComparison>); we will adjust ranks to their equivalent KGS ranks.
- ★ Players with an **AGA rank** can also provide us with their AGA number on their registration form. We will use the above conversion chart to convert to an equivalent KGS rank.
- ★ Players who demonstrate significant improvement over the course of the tournament should continually update their ranks when their ranks change. **We reserve the right to adjust players' ranks when we believe a rank no longer accurately demonstrates a player's playing strength--changes like these will be rare and will be supported by a group of strong players, including professionals.**
- ★ Players without verified ranks may have their ranks adjusted at any time by us if we determine that they are playing at a higher or lower level than their rank indicates--**changes like these will be rare and will be supported by a group of strong players, including professionals.**

Schedule

Registration Deadline: Saturday, 11/5/2022, 11:59pm PST

The tournament will be held on **November 13** and **November 20**.

First round: 12pm EST (9am PST) on November 13th

Second round: 2pm EST (11am PST) on November 13th

Third round: 12pm EST (9am PST) on November 20th

Fourth round: 2pm EST (11am PST) on November 20th

Players must play in all four rounds unless given a bye.

Game Settings and Rules

All tournament games will be played in the AGHS Tournament Room on KGS.

Pairings will be released shortly after registration closes via email to those who registered.

All games are played on 19x19 with Japanese rules (6.5 komi).

Time limit: 30 minutes main time + 3x30 seconds byo-yomi.

There will be no handicap in all divisions.

The **winner** of a game will report the result using [this](#) form.

Rescheduling is allowed if both players agree.

Rescheduled round 1 game must be finished before the official round starts.

Rescheduled round 2 game must be finished before November 14th 11:59pm PST.

Rescheduled round 3 game must be finished before the official round starts

Rescheduled round 4 game must be finished before November 21st 11:59pm PST.

Failure to conform to these policies will result in a forfeit for both players.

If one player fails to respond to their opponent's rescheduling request, only they will be given a forfeit.

No one other than the TDs may speak to players during a game. Speaking to anyone else during the game will result in a penalty.

Players should also maintain sportsmanlike conduct throughout the tournament.

No video calls will be required. However, if one requests a video call, then the opponent must agree. Cheating of any form is strictly prohibited; if you feel your opponent has cheated in any way, email aghsregister@gmail.com AFTER the round. We will make the final decisions.

In the event of any other disputes, also immediately contact a TD. If you think the TD made an error, email aghsregister@gmail.com.

Forfeiting rule: **Players who are late to the game by more than 15 minutes will be considered as forfeiting.** If a player disconnects during the game, contact a TD immediately.

The TDs will be the final judges of all results.

Scoring

1 point is awarded for a win, 0.5 points for a bye, and 0 points for a loss. Tiebreakers will be broken in the following order:

1. Head-to-head result
2. SOS
3. SODOS

If players are still tied after these tiebreakers, they will share the same final standings.

Prizes

In order to be eligible for a prize, you must finish all your assigned games.