

## **Rules and regulations,**

### **Online preliminary of the 4<sup>th</sup> Ricoh Cup Women's "Ouza" Shogi Championship**

1. The Online Preliminary consists of 2 parts. The round-robin league played on March 22<sup>nd</sup>~30<sup>th</sup>, and the finals played on Sunday, April 6<sup>th</sup>. The 2 top players in the round-robin part can go to the finals, and the final winner becomes the guest player to the 1<sup>st</sup> Qualify Round held in Japan.
2. Participants will receive a special 81Dojo account issued by the organizer, and are requested to use this account to play games on EARTH server of 81Dojo.
3. In the round-robin league, the players are requested to finish as many games as possible within the tournament period (until March 30<sup>th</sup>), trying to find the opponents online. The final rank will be decided according to the total points the players have earned by the time the tournament period ends.
  - a. Points for each game are as follows --> Win: 3 points, Loss: 1 point, Draw: 2 points, Win-by-default: 3 points, Loss-by-default: 0 point
  - b. The deadline for finishing the games is UTC 24:00 on March 30<sup>th</sup>.
  - c. For the games that have not been played when the period ends, 0 point is given to both players. However, if one of the players has finished considerably more games than the opponent (This criterion will be determined after the total number of players is known), the game is considered as a win-by-default for the player who finished more games.
  - d. "Recommended time windows" are specified for the players to try to login and stay online in 81Dojo. Players are requested to gather in these time windows as much as possible, in order to be able to finish the games efficiently. (For the games between two regions with a large time difference, a time slot on weekends will be specified, where both players can probably be online. For the games within the same region, the recommended time slots are basically the evening time on weekdays.)
  - e. The players are allowed to finish games even outside the recommended time windows, if they happen to see each other online. They are also allowed to make an appointment with each other to meet online at a specific time, provided that they report the appointment to the organizer. In this case, if a player is late in the arrival by 10 minutes, the opponent can claim a win-by-default. (Claiming of win-by-default is possible only if the appointment was reported to the organizer beforehand.)
  - f. If 2 players have the same point, the rank will be decided in the following order.
    - i. The winner of the game between the 2 players is ranked higher.

- ii. If the game between the 2 players was a draw or has not been played, the sum of the points of all the opponents whom each player won against will be compared.
  - iii. If the above is still the same, the player who finished more games is ranked higher.
  - iv. If the above is still the same, a rematch should be played between these players.
- 4. The game results will be recorded to the match table automatically. Therefore, the players must create a special tournament room "RicoH-Cup" for the games. (How to do this will be explained later to the participants.) If a second game is played against the same opponent by mistake, it must be reported to the organizer. (The automatic recording system reads the latest game. However, a second game is prohibited in this tournament, and thus the result of the first game is always valid.)
- 5. The number of leagues in the round-robin part will be 1 or 2, depending on the number of participants. If it is 1, the 2 top players go to the finals. If 2, the top player of each league goes to the finals.
- 6. Thinking time is "20 minutes plus 30-second byoyomi" for the round-robin part, and "40 minutes plus 60-second byoyomi" for the finals.
- 7. A draw game by "sennichite" (repetition rule) is 2 points for each player in the round-robin part, and is resolved with a rematch in the finals.
- 8. The rules during the game follow the rules of 81Dojo.
  - a. Illegal moves such as "nifu" (two pawns in a file), leaving the own king in check, "iki-dokoro-no nai koma" (non-movable piece), "renzoku-oute-no sennichite" (perpetual check), "uchi-fu-zume" (pawn-drop mate) result in an immediate loss of the game.
  - b. 27-point Declaration system is used for mutual "nyu-gyoku" (King Entering) situation.
  - c. When a player is disconnected during the game, the other player must not use "Declare win" button in this tournament. If the disconnected player cannot come back to the game within 5 minutes, the game is automatically a win for the remaining player.
  - d. If the remaining player also disconnects before the disconnected opponent comes back, the game is a draw.
- 9. Other issues that occur besides these regulations will be left to the chief referee to make decision, and the players must always follow this decision.