

## Rules and regulations,

### Online preliminary of the 6<sup>th</sup> Ricoh Cup Women's "Ouza" Shogi Championship

1. The Online Preliminary consists of 2 parts. The round-robin league played on February 27<sup>th</sup> ~ March 13<sup>th</sup>, and the finals played on Saturday, March 26<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 play the games at each specific time specified by the organizer. The final rank will be decided according to the total points the players have earned. (If one of the players know that she will not be available to play at the time specified, she can discuss with the opponent to change the schedule.)
  - 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, Not-played: 0 point
  - b. 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.
  - c. If the opponent appears late for the game by more than 15 minutes, you are allowed to declare a win-by-default. To report a win-by-default, the winner must report to the organizer. (Instead, you are allowed to wait longer than that, or to rearrange a new appointment with the opponent.)
  - d. When you know that you will not be available to play a game at the time specified by the organizer, please ~~contact the opponent immediately and start arranging the new appointment on e-mail basis. (All participants must agree that their e-mail address be disclosed to the opponents.)~~ **arrange a new appointment via the match table system of 81Dojo.**
  - e. ~~When communicating with the opponent about the schedule rearrangement,~~ info@81dojo.com ~~must be always put to CC. Without any CC, the organizer will not accept it as an official new appointment, thus the player cannot declare win-by-default even if the opponent is late for that appointment.~~

4. The game results will be recorded to the match table automatically. Therefore, the players must create a special tournament room "Ricoch-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, the result of the first game is always valid in this tournament, therefore playing a second game is prohibited in principle.)
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.