

# MGA Tournament Procedures

## Three Weeks Before the Tournament

- Send out the tournament postcard to The Games People Play and MGA list email announcement.

## Before The Tournament

- Vacuum (This is optional, but nice to do)
- Set up the tables, chairs, boards, and stones. Each table gets boards, bowls, and stones for three games..
- Move and set up the chairs for the TD table.
- Get the latest TD list (<http://www.usgo.org/tdlistdata/tdlist.asp>).
- Download the MGA TD Software (<https://sourceforge.net/projects/mgatdirector>)
- Make sure you have enough copies of the AGA reporting sheets. Each sheet has a place to record five games. (<http://massgo.org/td/>)
- Make sure you have two AGA wall charts.<sup>1</sup>
- Provide pens for filling out AGA reporting sheets.

## Registration

Registration goes from 10:00-10:30 AM. The TD may start registration early, but must keep it open until at least 10:30 AM. Starting the registration early is a nice way to make the registration go more smoothly and reduce lines for registering players.

For each person registering you should check for them in the TD list from the AGA.

- Check their AGA number.
- Check their AGA rank.
- Check that they are current AGA members.

Enter all of this information into the TD software. Players must play at least as strong as their AGA rank. Players may enter stronger than their AGA rank. This is at the tournament director's discretion.

If the player was an AGA member but is no longer current record, their AGA ID, name, and renewal amount on a separate piece of paper. If the player is not an AGA member they must join. You will need to record their name, address, and email address as well as

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<sup>1</sup> The AGA wall charts are available from the cabinet in the teaching room. If there are less than two sheets left please create copies at a local copy shop. The receipt may be presented to the treasurer.

their membership amount. Players with no AGA number should be entered with a blank number. The software will assign them a temporary AGA number for the tournament.

<b>MGA Tournament Fee</b>	
\$15	For MGA members. Valid if they become new members that day.
\$20	For non-MGA members.

<b>AGA Membership Dues</b>	
\$5 for one day	Just a one day membership
\$15 for limited	AGA membership for one year
\$30 for full	AGA membership for one year plus the e-Journal and the yearbook.
\$10 for youth	Just like full, but for anyone under 18

Once all players have been registered you should save the tournament date and press the button to start the tournament and read the opening announcements.

## MGA Tournament Opening Announcement

Stand up in front of the players and read the following:

- Welcome etc.
- Rules:
  - The tournament is 4 rounds.
  - Japanese rules.
  - All games are handicapped.
  - Even games white gets 7.5 komi, handicap games white gets .5 komi.
  - 45 minutes per player per game with very fast overtime: 25 moves in 5 minutes.
  - Once you place a stone you may not move it.
  - Once you touch a stone you must play that stone. (Special MGA rule)
- We use AGA reporting sheets. Please make sure to report your results. Sign your name, and circle the winners AGA number. AGA numbers can be found on the wall chart.
- Please remain quiet while other people are playing.
- Please turn off all cell phones and pagers during the tournament.
- Please check your clocks before each round (the big hand should be on the 3)
- Lunch break is after the 2<sup>nd</sup> round. Please do not leave after the first round.
- We will announce the time for the lunch break at the start of the 2<sup>nd</sup> round.
- We have water for 10¢ and tea for 25¢.
- We have no janitorial service, so please clean up after yourself.
- There is no smoking in the building.

Once the announcements have been read you can read any additional announcements and then read the first round pairings.

## During the First Round

- Fill out the date and round number for the appropriate number of AGA reporting sheets.
- Fill out the AGA wall chart and place it on the wall.
- Count out the tournament proceeds and set aside \$100 for prizes.

## During the Remaining Rounds

- Make sure that all players sign in their games at the end of each round.
- Add new pairings to the wall chart at the beginning of each round.
- Update the software with winners and losers from each round.
- Announce the starting time of the third round at the beginning of the second round so people who finish early can go to lunch.

## Things That Can Go Wrong

**General note on disputes:** The TD's rulings are final and non-negotiable. The important thing is to keep the tournament running smoothly – do your best to make good decisions but don't agonize. Remember that people should be there to have fun.

**Problem:** A player does not know their rank.

**Solution:** This only applies for players that are not AGA members. If a player is an AGA member, you can look up their rank in the TD list. If a player does not know their AGA rank, you can ask them if they play online, ask them to play a quick game with someone there, or try to guess their rank based on how long they have been playing. In any case, it is just the TD's best guess.

**Problem:** A player shows up late.

**Solution:** Admitting a late arrival to the tournament is strictly at the discretion of the TD. Late arrivals are often only admitted if there is an odd number of players. The TD software allows new players to be added at any point during the tournament and will automatically set them as passing the rounds which have already been paired.

**Problem:** A player does not want to play at their AGA rank.

**Solution:** The AGA rule is that players can not play at a rank weaker than their AGA rank. For example, if a player has an AGA rank of 5 kyu then they cannot play as 7 kyu. Admitting players above their rank is at the discretion of the TD. Most rank changes are allowed, but some extreme examples have been forbidden in the past. All rank changes are at the TD's discretion. For example, younger player often advance very quickly and may make larger rank increases between each tournament.

**Problem:** The TD reports the wrong winner to the software.

**Solution:** Sometimes the TD will finish a round with the wrong person marked as winning a specific game. If the round with the bad game result is the previous round the TD can edit the same tournament record and make the change by hand. The easiest solution is to keep the pairing unchanged and just update the tournament record after the tournament is complete.

**Problem:** A player plays an illegal move.

**Solution:** It is the nature of Go that playing an illegal move is difficult, but it is not impossible. The two most common examples are “ko out of turn” and “move out of turn”. This occurs when a player takes a ko when they needed to play a move elsewhere first and when a player plays when it is not their turn at all respectively. According to Japanese rules playing an illegal move means the player automatically loses the game. According to AGA rules the player would simply forfeit the move and their opponent would get two moves in a row.

The ideal solution to this problem would be that the player's opponent would gently

remind the player that their move was illegal and the player would take the move back. This works well with the assumption that everyone is playing in good faith. However, if the opponent complains, then the TD must make a ruling. Unless there is a strong reason to believe that the player played the illegal move in order to purposely cheat, the move should just be taken back. If the TD has a strong belief that a player is playing in a way to purposely cheat, then the TD may require that the player forfeit their game.

**Problem:** A player tries to take a move back.

**Solution:** There are a couple of rules surrounding taking back a move. The general principle is that once a move is played it is final. A player may not keep their finger on a move while making up their mind. Sliding a stone into position is the only exception to this rule and is allowed only when placing the stone directly would be difficult. Sliding a stone into place should be the exception rather than the rule.

**Problem:** There is a complaint about the conduct of another player.

**Solution:** From time to time players will make complaints to the TD. Complaints range from valid to completely ridiculous. Handling complaints is at the discretion of the TD. If the complaint is reasonable, then the TD might ask a player to change their behavior. If the complaint is unreasonable, then the TD may tell the complainer that there is nothing that can be done. The important point is to keep the tournament running smoothly.

**Problem:** There is a dispute over the winner of a game.

**Solution:** The TD should determine a winner the best they can. When the TD makes this decision, it is final.