

European Grand Prix Othello tournament rules.



CHANGE HISTORY

Date	Version	Change Description	Author
01/02/2014	0.1	Base Version	Francesco Marconi
17/02/2014	1.0	English corrections and formatting updates	David Beck
02/12/2015	2.0	Rules for tournaments with less players & english correction	Francesco Marconi & Imre Leader
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GLOSSARY OF TERMS AND ABBREVIATIONS

Term/Abbreviation	Description
EGP	European Grand Prix
EOC	European Othello Championship
WOC	World Othello Championship
WOF	World Othello Federation
EOCF	European Othello Confederation
BQ	Brightwell Quotient
MBS	Mixed Brightwell System
Papp	Official pairing system

I. GENERAL RULES AND PLAYING CONDITIONS

1. Organization

The European Grand Prix (EGP) shall be held annually to determine the European Grand Prix Othello Winner. The EGP shall be organized under the responsibility of the European Council, part of the World Othello Federation (WOF). The European Council and the World Othello Federation are the bodies responsible for these rules.

All EGP players tacitly agree to this set of rules.

2. Contestants

2.1. General formula

The EGP is composed of a set of tournaments.

Every tournament is organized in a different nation, according with the calendar decided at the beginning of the year by the European Othello Federation EGP committee and gives points to the player's participants.

The sum of the points, according with the following rules, determines the final ranking and the winner of the EGP

2.2. EGP tournaments

It is four EGP organized per year.

The four hosts and the dates of the EGP tournaments are decided before the start of the EGP by the European Othello Confederation (EOCF) European Othello Grand Prix committee. If necessary, a host and date can be modified before the tournament.

The EOCF EOGP committee decide the four EGP hosts for each year. The selection should be done latest one week before the WOC. Latest date December 1st.

The nations allowed to organize the tournaments must be members of the WOF EOCF. WOF member-list can be found at worldothello.org.

2.3. Tournament director

The federation that hosts an EGP tournament shall select a tournament director.

The federation shall inform the EOCF who is Tournament director.

The tournament director shall be responsible for the running of the tournament, including the pairings process and adherence of players and spectators to the rules described herein, and shall be the arbiter of any disputes arising during the tournament. The tournament director can appoint assistants to help him with the various tasks needed to run the tournament, including the pairing process, live broadcasting of games etc...

The tournament director is responsible that the EGP is announced to EOCF members in good time, that the results is sent to WOF rating committee and that the standings and information is sent to EOCF.

2.4. Players

Any player can register to play an EGP tournament in agreement with the local federation that organizes it. Also, non-European players are encouraged to regularly participate in the competition.

2.5. Points

Every tournament awards points towards the EGP title to participating players according to the position they reach in the final ranking of the tournament.

Points are awarded as follows:

Positions	Points
<i>1</i>	<i>200</i>
<i>2</i>	<i>140</i>
<i>3</i>	<i>90</i>
<i>4</i>	<i>60</i>
<i>5</i>	<i>40</i>
<i>6</i>	<i>30</i>
<i>7</i>	<i>20</i>
<i>8</i>	<i>15</i>
<i>9</i>	<i>10</i>
<i>10</i>	<i>5</i>

Players with the same number of points, from 5th place and below, will get the average of points corresponding to their positions.

For the EGP title ranking only the best 3 (three) results are considered.

In case of a tie among several players, the best 4 (four) results, will be considered in that order until a winner is determined.

In case there is still a tie after considering all EGP, tournaments played during the year, the players will be considered equal.

3. Playing conditions

3.1. Tournament room

(as WOC) – The host federation shall endeavour to provide the contestants with good playing conditions. The tournament room shall be quiet and well lit. (Indirect lighting is preferred because direct light reflects off the shiny surfaces of the playing discs, making it difficult to distinguish their colour).

3.2. Consultation

(as WOC) – During the course of the game, a player may not consult any notes, use any unapproved electronic device, or exchange information of any kind with another person (with the exception of a tournament official or their opponent). All cases of abuse shall be referred to the tournament director who will exercise common sense judgment on what penalty (if any) is necessary.

3.3. Smoking

(as WOC) – It is strictly forbidden to smoke in the tournament room.

3.4. Mobile phones

(as WOC) – Mobile phones brought into the tournament room must be switched off. If someone forgets to do so and their phone happens to ring in the tournament room, they must not answer the call but must immediately switch the phone off.

3.5. Spectators

(as WOC) – Spectators are permitted in the tournament room at the discretion of the tournament director. Spectators and other contestants are permitted to observe a game in progress but must not interfere in any way with the conduct of the game. Observers must refrain from making any comments on the game, or in any way distracting the players or the table judge (in particular, use of flash photography is prohibited during the course of a game). However, if a spectator detects any irregularities in the game, he may mention them to the tournament director or one of his assistants.

At the tournament director's discretion, the tournament room and various games may be broadcast live (video, webcams, online). The tournament director should ensure that any broadcast or equipment does not disturb the players or interfere with the games.

II. TOURNAMENT FORMAT

1. Playing system

There will be two days of tournament play.

The aim of the first day and the morning of the second day of competition is to play a qualification tournament, where four players are qualified for the finals to play in the afternoon of the second day: a final for the first place, played between the first two players of the final ranking, and a playoff for the third place, played between the third and the fourth player of the final ranking.

The final for the first place is a best of three-game match, the playoff for third place is a single match.

2. Tournament system

The tournament is structured such that two players qualify for a final and two more players for a playoff.

The exact procedure of the tournament system depends from the number of players as shown below:

Num. of Players	Tournament system
4 or less	The tournament is played with a triple Round robin; In the second Round Robin when players play each against the other, they swap colours with respect to their previous game against each other; At the end of the third round: the first two players in the IFRL are qualified for the final; the third and fourth players in the IFRL are qualified for the playoff.
5-6	The tournament is played with a double Round Robin; In the second Round Robin when players play each against the other, they swap colours with respect to their previous game against each other; At the end of the second round: the first two players in the IFRL are qualified for the final; the third and fourth players in the IFRL are qualified for the playoff.
7-8	The tournament is divided in two parts, Part One and Part Two, plus a final and a playoff; the Part One is played with a Round Robin system of 7 rounds; at the end a IFRL is generated; the Part Two of the tournament is played with a Swiss system of 4 rounds from the IFRL generated in Part One; in case two players play again in Part Two, they reverse their colours from the game they played in the Part One; at the end a new IFRL is generated; the first and the second players of the final IFRL of the Top List are qualified for the final; the third and fourth players of the final IFRL of the Top List are qualified for the playoff;
9-10	The tournament is played with a Round Robin of 9 rounds; the 4 top players in the IFRL will play semi-finals on two games (1st against 4th, 2nd against 3rd); the winners of the semi-finals go to

	the final; the losers go to the playoff; the 6 following players in the IFRL will play two games with a Swiss system and a new internal IFRL is generated; the points and the discs of the second IFRL are added the points of the first IFRL and a final IFRL is generated; the players of the list of 6 will always follow in the final ranking the first four players.
11-12	The tournament is played with a Round Robin of 11 rounds; the first two players in the IFRL are qualified for the final; the third and fourth players in the IFRL are qualified for the playoff.
12 or more	The tournament is played with an unmodified Swiss system; the first two players in the IFRL are qualified for the final; the third and fourth players in the list are qualified for the playoff.

3. Building of the Individual Final Ranking List (IFRL)

At the end of a round system, the officials will draft the Individual Final Ranking List (IFRL) following the procedure set out below:

- A list is first drawn up of players being arranged in order of number of points scored in the tournament;
- In case of tie, it shall be resolved by ranking the players in descending Mixed Brightwell System (MBS) (see appendix A);
- If two or more players are still tie, it shall be resolved by ranking the players in descending discount order;
- Further ties shall be resolved by any random equitable means (flip of an Othello disc, pulling numbered tokens from a closed bag, or similar);

Any players not qualified for the final or the playoff and having the same number of points are declared equal;

4. Pairings

4.1. for the Swiss system

The Swiss System is used when it is not the case each player will play all other players. In other words, if there are N players and there are to be fewer than N-1 rounds (N even) or fewer than N rounds (N odd). The following rules should be followed, in decreasing order of priority:

- a) Two players who have already played against each other cannot be paired together again.
- b) The two players paired together should have the same number of points. If this is not possible, the difference should be minimal.
- c) Players should tend to play black and white the same number of times during the tournament. If this is not possible, the difference should be minimal.
- d) A player who has already 'floated up' should 'float down', and a player who has already 'floated down' should 'float up'.
- e) Players should alternate colours from round to round.

4.2. for the Round Robin system

The Round Robin system is used when each player will play all other players. If there are N players, then this will take N-1 rounds (if N is even) or N rounds (if N is odd).

To implement this, if N is even: we imagine a large rectangular table, with N/2 chairs on each side. Initially, the players sit down (and each plays against the player opposite him). Thereafter, one 'reference' player stays fixed forever, while the other N-1 players 'rotate' as one circle of N-1 people.

If N is odd, we add a Bye and proceed as for N even.

4.3 Pairing system

It is preferred that the PAPP pairing system should be used. The PAPP pairing program and latest players-list can be downloaded at WOF website, worldtohello.org.

IF another pairing program must be used, the EOCF EGP committee must be informed before the tournament.

5. Semi-finals

Only in the case of a tournament with 10 or more players do the first four players play semi-finals to qualify for the final (the winners) or the playoff (the losers).

The semi-finals are according to the following rules:

The higher-ranked player in the IFRL shall have choice of colour for the first game of the match. Each player shall be awarded one point for each win and half a point for each draw in the match. Colours shall be reversed for the second game.

At the end of two games the player having more points in the match shall be declared the winner. If the two players have the same number of points, the total number of discs in the two games shall be used to determine the winner. In case of a further tie the higher ranked player in the IFRL shall be declared the winner.

6. Withdrawals

If a player withdraws from the tournament, he may not re-enter. In particular, he may not qualify for the finals. A player who has withdrawn will not be considered for the purposes of pairing rounds after his withdrawal, and instead a dummy player called "BYE"

will be introduced into the pairing process. See also Appendix A for the effect of a withdrawn player on the calculation of the MBS.

III. FINALS

1. Best of Three-Game final

The higher-ranked player in the IFRL shall have choice of colour for the first game of the match. Each player shall be awarded one point for each win and half a point for each draw in the match. Colours shall be reversed for the second game. If a player wins both the first and second game of a match, then that player shall be declared the winner and a third game shall not be played.

Choice of colour for the third game, if necessary, shall be awarded to the player having the greater number of discs in the first two games. In the case of a tie, the higher ranked player in the IFRL shall have choice of colour.

At the end of three games the player having more points in the match shall be declared the winner. If after three games the two players have the same number of points, the total number of discs in the three games shall be used to determine the winner. In case of a further tie the higher ranked player in the IFRL shall be declared the winner.

2. Playoff for Third place

The third and fourth players in the IFRL will play a single playoff game for third place. This game will be scheduled to start at the same time as the first game of the final. The higher ranked player in the IFRL shall have the choice of colour or draw win (see IV.9).

IV. CONDUCT AND SCORING OF INDIVIDUAL GAMES

1. Time limits

Digital clocks will be used to time all tournament games. If not enough of them are available, analogue clocks will be used in addition. During the qualification tournament each player shall have 25 minutes to complete all his moves in each game.

For the final and the playoff for third place, each player shall have 30 minutes per game. If for any reason these time limits cannot be applied, games should never be played with less than 25 minutes for each player per game.

2. The judge table

(as WOC) – Whenever possible, the tournament director shall assign one of the tournament officials to be the table judge for a tournament game. The table judge shall be responsible for making a transcript of the game, broadcasting the game if applicable, observing the rules of Othello and ensuring the smooth running of the game.

Before the beginning of the game, the table judge shall make sure that both players have enough discs to complete the game. It is the official's duty to regulate the clock and place it on the right of the player with the black discs (unless both players agree to do otherwise). During the game, the table judge should attempt to make a transcript of the game without requiring the contestants to announce their moves. The record keeping process must never be allowed to interfere with the player's concentration.

If, during the game, a player is left without discs, the table judge shall arrange for a sufficient number of discs to be transferred from the player's opponent. To do that he is allowed to stop the clocks for the time required.

If a tournament game does not have a table judge assigned to it, both players shall be responsible for taking a transcript of the game. If other assistance is required, either player may stop the clock and summon the tournament director, or a designated assistant.

3. Objects on the board

(as WOC) – No objects of any kind may be placed on the board with the exception of those Othello discs forming the position and the one Othello disc used by the player to carry out his move.

4. The move

(as WOC) – A player cannot make a move on his opponent's time. If a player does so, his opponent can summon the tournament director who shall do whatever is necessary (like adjusting time up or down for the players). If a player forgets to press his clock after his move, his opponent is allowed and encouraged to tell him to do so. No spectator, apart from the table judge, the tournament director or one of his assistants, can warn a player that he has forgotten to press his clock. If this happens, the tournament director should expel the spectator from the tournament room and can impose a penalty on the spectator as listed in section V.2.

A player commits himself to a move if he touches the board with his hand or with a disc, with the apparent intention of moving to a given square. In this case, provided the player has a legal move to that square, he must move to the first square he touches, and may

not change his mind and move instead to a different square, even if his opponent authorises him to take back his move. The purpose of this rule is to prevent an indecisive player from distracting his opponent or obstructing his opponent's view of the board. A player shall not be bound by this rule, if in the opinion of the table judge, he touched the given square unintentionally.

Once a player has committed himself to a move, he is bound to turn over all of the captured discs. He must do this using one hand only, and then use the same hand to press his clock (even if his opponent passes afterwards). If, having played a move, a player forgets to press his clock; the table judge should tell him to do so. A player must acknowledge that he has to pass by pressing his clock.

5. Illegal Moves

5.1. Procedure

(as WOC) – The table judge is present to enforce the rules of Othello. An error in the play of a move which has just been played but not yet answered may be brought to the attention of the table judge by either player, by the tournament director or by one of his assistants (but not by a spectator who shall summon the tournament director who will decide what to do). Once the table judge (or the tournament director, or one of his assistants) notices, or is informed of such an error, he shall adopt the following procedure:

- a) Restart the clock of the player who committed the error.
- b) Correct the error himself, and
- c) Restart the clock of the player whose turn it is to move.

If no table judge is present at a table, an error in the play of a move which has just been played but not yet answered may be signalled by either player. The following procedure shall then be adopted:

- a) Restart the clock of the player who committed the error.
- b) Have that player correct the error, and
- c) Restart the clock of the player whose turn it is to move.

5.2. Accepting the position

(as WOC) – Only the most recent move is subject to challenge. When a player commits himself to a new move, he tacitly accepts the board position as it is, and neither he nor any official can later seek to correct a previous error.

5.3. Unreadable position

(as WOC) – The players must play their moves and centre the discs so that the position is clearly readable. If, in the opinion of the table judge, the position becomes unreadable, he should take any action to correct it (including stopping the clocks and playing through the transcript). He may also invite the tournament director to impose some penalty on the offending player. If no table judge is present, either player can call the tournament director or one of his assistants if there is any dispute concerning the position.

6. Time Defaults

(as WOC) – A player forfeits the game unless he can make his final move, flip all the appropriate discs, and stop his clock before the flag on his clock falls. If a player's flag falls, he loses the game and his opponent is awarded a win regardless of the position of the board. Both players are given two extra minutes. The game is then continued with the true final score standing, save that the nondefaulting player is guaranteed at least a 33-31 win. If the defaulting player's flag falls a second time, the game is scored 64-0. If

the flag of the non-defaulting player falls after having been given two extra minutes, the player who first defaulted loses the game with a 31-33 score.

7. Defective Clock

(as WOC) – If, in the course of the game, the clock in use is found to be defective, the table judge, or the players, if no table judge is present, shall summon the tournament director, who will take whatever action he deems appropriate.

8. Scoring

(as WOC) – At the end of the game, if both players have completed their moves in the allowed time, the winner is the player with the greater number of discs of his colour on the board at the end. The official score of the game will be determined by counting up the discs of each colour on the board, counting empty squares for the winner. In the event of a draw, the score will always be 32- 32. If one player defaults, the scoring is carried out as in IV.6 above. A player should not resign a game before it is finished, if he does, the official score shall be 64-0 in favour of his opponent. Once a game is finished, both players should sign a transcript sheet thereby showing they agree on the final score and hand it to a tournament official.

9. Choice of Colour or Draw Win

(as WOC) – When a player has the option to choose his colour for the game or a draw win he has the choice of either: a) Deciding the colour himself and if the game is a draw his opponent shall be declared the winner. or b) Allowing his opponent to choose his colour and being declared the winner in the case of a draw. When a player can choose his colour for a game, he must announce his choice to the tournament director and his opponent at least five minutes before the start of the game.

V. ENFORCEMENT OF THE RULES

1. Overview

(as WOC) – In order to enforce both the rules of Othello and the EGP Rules, the tournament director (and only he/she) may impose penalties on a player or on a spectator. In imposing penalties, the tournament director should adjust the severity of the penalty to the severity of the offence and never penalize a non-offending player. The decision of the tournament director shall be final.

2. Penalties

(as WOC) – The tournament director may impose the following penalties on a player or on a spectator:

- a) Removing time from an offending player's clock and/or giving additional time to his opponent's clock.
- b) Changing the final score of a game to the benefit of the offending player's opponent.
- c) Declaring the game to be a draw or awarding the game to the offending player's opponent.
- d) Expelling temporarily or definitively from the tournament room a player or a spectator.
- e) Expelling a player from the tournament (who shall afterwards be treated as having withdrawn).

VI. APPENDIX a – The Mixed Brightwell System (MBS)

1. Overview

(as WOC) – The Mixed Brightwell System (MBS) is a method of breaking ties in Othello tournaments run with the Swiss system. It is also applicable to Round Robin tournaments, where it is equivalent to disc-count. Essentially this system is a combination of Strength-of-Opposition and disc-count.

2. The Constant C

(as WOC) – MBS depends on a constant C, which is a weighting for the relative importance of Strength-of-Opposition and disc-count. For an EGP tournament, assuming that it is run either as a Round Robin or as an 11 round Swiss system, C will be set equal to 6.

3. The Brightwell Quotient (BQ)

(as WOC) – After the end of the tournament, the tournament officials will evaluate, for each player involved in a tie, the BQ. This is calculated as follows:

- a) If any of the player's opponents have withdrawn in the course of the tournament, ignore any such games for the moment. Also, if a player has been paired against "BYE" (or has not played a round), leave out such a game.
- b) Calculate the total number of discs scored by the player in all games not covered by a) and add C times the sum of points scored in the tournament by all of the player's opponents, except those who have withdrawn.
- c) For each game against an opponent who has withdrawn, and each bye received (or unplayed round), add 32 plus (C times the player's own tournament score) to the result calculated in b). The number resulting is the player's BQ.

4. Resolving Ties

(as WOC) – If two or more players have the same number of points in the tournament, ties shall be resolved by ranking the players in descending BQ order. If two or more players have the same number of points and the same BQ, ties shall be resolved by ranking the players in descending discount order. Further ties shall be resolved by any random equitable means (flip of an Othello disc, pulling numbered tokens from a closed bag,...).

VII. APPENDIX b – This set of rules

The paragraphs that begin with “(as WOC)” in this set of rules, are copied from the WOC regulation and follows it without any need of vote of the EGP council, even if it could be modified by an EGP council vote.