World Othello Federation

**CONFEDERATIONS
OTHELLO
CHAMPIONSHIPS**

Tournament rules

CHANGE HISTORY

Date	Version	Change Description	Author
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07/04/2022	1.0	EOC rules	WOF Tournament TD
02/02/2023	1.0	Confederation Championship rules	WOF TC
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GLOSSARY OF TERMS AND ABREVIATIONS

Term/Abbreviation	Describtion
CC	Confederations Othello Championship
WOC	World Othello Championship
WOF	World Othello Federation
OCF	Othello ConFederation
BQ	Brightwell Quotient
MBS	Mixed Brightwell System
Papp	Official pairing system
FTD	

I. GENERAL RULES AND PLAYING CONDITIONS

1. Organization
The Confederation Othello Championship (CC) shall be held annually to determine the Confederations Champions.
The CC shall be organized under the responsibility of the local Othello Confederation (OCF), part of the World Othello Federation (WOF). The World Othello Federation Tournament Committee (WOF TC) are the body responsible for these rules.
All CC players tacitly agree to this set of rules.

2. Contestants

2.1. General formula

The CC is one tournament.
Every year an CC will be organized in different nations in the OCF area, location decided by the WOF TC and the local Othello Confederation tournament committee.

2.2. Confederation Othello Championship tournament

It is one CC organized per year.
The host and the dates of the CC tournament are decided by the WOF Tournament committee and the ConFederation in the area.
If necessary, a host and date can be modified before the tournament.
The selection should be done latest one week before the WOC. Latest date December 1st.
The nation allowed to organize the CC must me members of the WOF OCF. WOF member-list can be found at worldothello.org.

2.3. Tournament director

WOF TC and the local OCF TC select an CC Tournament director team.
WOF TC and the local OCF TC select an CC host federation.
The CC Tournament Director Team shall be responsible for the running of the tournament. The tournament director team can appoint assistants to help him with the various tasks needed to run the tournament.
The tournament director team is responsible that the CC is announced to OCF members in good time, that the results is sent to WOF rating committee and that the standings and information is sent to OCF.

2.4. Players

Any player who lives in the confederation area can register to play an CC tournament in agreement with the local federation that organizes it. CC is open for players who are citizens in the OCF countries. Non-OCF players cannot participate in the competition. Non-confederation players who have lived in the confederation at least 6 months the latest 12 months <u>before the date of the CC</u>, is allowed to play.
WOF Flag Players who are registered for the CC are allowed to attend to the CC.

3. Playing conditions

3.0 Budget
– The CC Tournament Direction get a budget by WOF TC.

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), with the exception of requesting a spectator to summon a tournament official to resolve a dispute. All cases of abuse shall be referred to the head tournament director who will exercise common sense judgement on what penalty (if any) is necessary.

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

3.4. Electronic devices
(as WOC) – No unapproved electronic devices (mobile phone, laptop, smartwatch…) should be used by the players under a game, in the tournament room. If present, they must be switched off or in a bag under the tabel.
If a device is on, and may disturb players, the player who own the device may lose the game. The CC TD will take a decision before next round starts.

3.5 Clearing the board
- To prevent noise in the playing room when games are in progress, players should not clear the board when their game is finished. All boards should be cleared and set up with the starting position between the rounds or just before the start of the games.

3.6. 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.

3.6. Live Othello
Mobile phones brought into the tournament room must be switched off. However, if the tournament director gives a person permission to be Live Othello crew (for example to broadcast Live Othello for the games), such person may use his/her smartphone, tablet or computer.

A player cannot refuse to play a TD decided game with Live Othello.

A player may be allowed to use his/her smart phone to broadcast his/her own game to Live Othello. If someone is interested in doing so, the player must inform the tournament director before the tournament starts.
Also, before each game, the player must ask whether his/her opponent agrees to broadcast the game to Live Othello or not. If the opponent denies, the game cannot be broadcasted to Live Othello by any of the two players.

A player who gets approval to Live Othello their games by both the tournament director and his/her opponent, can broadcast only his/her own games, cannot broadcast other players' games.
No other programs than Live Othello can be used.

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.
* It can be local differences. Some CC might be one day tournament depending at the numbers of attendant.

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, worldothello.org.

5. Semi-finals main CC
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. Categories

6.1 Categories
In CC several different categories can be organized. A category must have a minimum of 6 players to be called as a category. If a category does not have players enough, this

category can be merged with another category. Youth category do not need to be 6 players.

6.2. Different category
Categories can be rated based, or Youth, 50+, 60+, female, debutants.
The tournament direction decides category for each CC based at number of players.

6.3. Individual Final Ranking List for classes
Based at the players positions in the main tournaments standings, the players been rated in their classes.

6.2 Semi-finals and finals.
If the CC tournament directors decide that a class should have finals, or semi-finals and finals, those games is 1 game only. The draw-win system will be used for those games. The highest rated player in the semi-final and final chooses colour or draw-win.

7. 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. PRIZES TO THE WINNERS

1. WOC qualification
– The WOF TC decide before each CC circle start how many WOC qualification places each OCF get for their CC. At minimum the CC champion are WOC qualified.
The number of WOC qualification spots can differ from each OCF, depending at number of countries, players, rated players, activity and other reasons. WOF TC are responsible for the WOC qualifications.

2. The CC Champion
– The Confederation Champion are qualified to the coming WOC.

3. The CC Runner up and 3rd & 4th winners
– The winners get trophies and some gifts. IF WOC qualification are also for any of those players, this will be announced in good time before the tournament.

4. The CC Categories Winners
– The CC categories winners get Trophies and/or medallions. It can also be local gifts to players outside top three in categories.

VI. ENFORCEMENT OF THE RULES

1. Overview
(as WOC) – In order to enforce both the rules of Othello and the CC Rules, the tournament direction (and only they) 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 direction shall be final.

2. Penalties
(as WOC) – The tournament direction 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).

VII. 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 CC 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 decision from OCF TD committee, even if it could be modified by an WOF tournament committee decision.