

BGA Team League Tournament Overview

This document describes the major features of the British Go Association League Tournament.

Purpose

The BGA Team League Tournament is a team-based tournament that will take place mainly via the Internet. The tournament is intended to allow players from different clubs across the country to play each other in a friendly tournament setting via the Internet.

Overview

The tournament consists of teams that play each other in a round-robin tournament within a number of leagues. Matches between teams are made up from games between individual team members, with the winning team gaining points towards their league standing. The winners of individual leagues are promoted at the end of each six-month season. The highest ranked team at the end of each season become the tournament champions.

The current league standings may be viewed at: <http://league.britgo.org>

Registration

Teams should be registered by the team captain; players should not attempt to join the league individually. The cost for entry to the league is £10 per six-month season, with an extra £5 cost for each non-BGA member in the team.

Players should ensure that they are registered with the KGS Go Server (<http://www.gokgs.com>), as this is the default location for games to take place.

Teams may register with the Online League Coordinators at: online-league@britgo.org

We currently only accept cheques for league registration, which may be sent to the online league coordinator. Address details will be emailed to team captains on submitting their registration. We will be making Paypal payments possible in the very near future.

League Structure

Each league consists of six teams that play a (single) round-robin tournament over the course of six months. Winning games gains a team points towards promotion, with the highest-ranked team in each league promoted at the end of the season. The lowest-ranked team in each league is demoted to the league below.

In the case that two teams have the same score at the end of a season, the team with the greatest number of individually won games in matches will be considered the winner. In the case that this still results in a drawn situation, the teams will play a tie-break match to decide the winner.

As the tournament may not neatly split into six-league teams, the lowest leagues may either gain additional teams or be run with a smaller number of teams. In this case, a slightly different schedule will be necessary. These leagues will be run on the principle that more

games are better, so leagues will be expanded where possible.

In the initial league setup, teams will be ordered according to the average of their team members' KGS ranks.

Team Setup

Teams are made up from between three and six players, with a designated team captain. The duties of the team captain are to arrange pairings between teams, to handle the tournament registration fees, to resolve disputes in arranging the details of games and to act as a point of contact for the team. Teams should also nominate a vice-captain to act as a secondary point of contact.

Teams should be made up from players who are geographically close, although they need not be members of a real-world club. In exceptional circumstances, if there are not enough local players to make up a team, players may request to make up more distributed teams or to join existing teams from other locations.

Players may only play in a single team per season, and are not permitted to transfer between teams during the course of a season. Players may migrate between teams after the end of each season. This is mainly of interest for local clubs that field more than one team.

Players in teams should be members of the British Go Association. Non-members are permitted to join the league at an extra cost of £5 per member. Players should register with a KGS username and rank, which should be kept up-to-date via the team captain. A form with the required information for registering a team is appended at the end of this document.

Match Setup

Matches between teams in each league are arranged to occur monthly in a round-robin tournament. A match consists of three games between members of the opposing teams.

Each team entering a match should designate, in order of strength, a first, second and third player. The corresponding players from each team will play each other. The colours for the game between first players should be assigned randomly, reversed for the second players, and repeated for the third players¹.

The team that wins two out of the three games in a match will gain one league point. If a team wins all three of their matches they will gain an additional point, making two in total.

Dates and Times

The league tournament will run twice yearly. The first season will run from October to March, the second from April to September.

Matches are scheduled for the first Wednesday of each month at 20:00. Players may arrange their games to take place at a different time, and captains may arrange the entire match to take place at a different time.

1 If Team A plays Team B, and the random draw between the teams' first players results in Team A taking black and Team B taking white, Team A's second player should take white against Team B's second player and Team A's third player should take black against Team B's third player.

Any alterations must be mutually agreed-upon by all involved parties. In the case of a dispute, the default times take precedence. Players should make every effort to arrange a mutually agreeable time to play. If two players cannot find a mutually agreeable time within six weeks of the default, the situation should be reported to the Online League Coordinator for adjudication. Typically, the player that could not make the default time will be ruled the loser, although exceptional circumstances will be taken into account.

Game Rules

Games in the league should take place on the KGS Go Server. Games will use the AGA ruleset, with 7.5 points of komi. The time limits for the games will be 30:00 minutes of main time, with 5 10-second byo-yomi periods.

With mutual agreement, games may be played offline or on other servers that offer similar time limits. The ruleset used should be as close as possible to the BGA's interpretation of AGA rules (<http://www.britgo.org/rules/bgainterpretation.html>).

It is emphasised that games are played with **no handicap**. In the spirit of the league, players in greatly mismatched games are encouraged to play friendly teaching games for the benefit of all.

Pairings and Reporting

The pairings for each match should be decided by the team captain in advance, without knowledge of the opposing team's pairing, and emailed to the Online League Coordinators at online-league@britgo.org, who will announce the pairings.

Team captains are strongly encouraged to ensure that all players in the team are allocated a fair number of games. At the very least, each team member should expect to play two games per season in a typical six-team league.

When a match has been played, the team captain of the winning team should email the Online League Coordinators with the names of the players involved in each pairing, the colour that they played, the result of the game and a link to the KGS archive link for the game if possible.

A form with the required information for reporting a game is appended to this document.

Disputes

In all cases, the default rules and conditions described in this document are preferred. Any alterations to these conditions must be agreed by both parties, although players are strongly encouraged to be considerate in the negotiation of new and mutually-acceptable conditions.

In the case of disputes between players, it is the responsibility of the team captains to attempt to resolve the situation. If team captains find themselves unable to resolve a situation, they may refer the dispute to the Online League Coordinators at online-league@britgo.org.

Conclusion

This document aims to provide an overview of the British Go Association League Tournament. The tournament is still in its early stages, and all details are subject to change. We welcome any suggestions for alterations, clarifications or improvements, or notice of any inconsistencies in this document.

Suggestions are welcomed by the Online League Coordinators at:

online-league@britgo.org

The league status will be continually updated at:

<http://league.britgo.org>

Team Registration

Please send the following information regarding your team to the Online League Coordinators at online-league@britgo.org:

(Items marked with a * are required.)

Team Name*

(Imagination is encouraged.)

Captain Name*

(Responsible for administration and payment.)

Captain Email*

(For contact and management of the team.)

Vice-Captain Name*

(Second point of contact.)

Vice-Captain Email*

Club or Location

(If applicable.)

Team Members*

(For each member, including the captain and vice-captain.)

Name*

Email*

KGS Username*

KGS Rank*

BGA Membership Status*

BGA Rank

Total Number of Team Members

(Including the captain and vice-captain.)

Total Number of Non-BGA Team Members

(At an extra cost of £5 per non-BGA member.)

Pairing

Please send the following details to online-league@britgo.org to allow us to make a match pairing for your team:

Team Name

Match Date

(The month in which the match is scheduled to be played.)

First Player

(Highest ranked, according to current KGS rank.)

Second Player

Third Player

(Weakest ranked, according to current KGS rank.)

Match Reporting

The captain of the winning team in a match should send the following details to online-league@britgo.org to allow us to record your team's results:

Winning Team

Losing Team

Games

(For each game played.)

White Player

Black Player

Date and Time

Winner (Black or White)

Result (For example, "White won by 12.5 points")

Link to KGS archive copy of game (Not required, but very much preferred.)

Overall Score

(For example "2-1".)