

RENGO TOURNAMENT - RULES

Rounds:

There will be 4 rounds.

Time Limits:

20 minutes sudden death.

Team Grade:

Each team is given a grade defined by the average of the team player's grades and possibly modified by the RenGo organiser.

Komi:

The komi is $7\frac{1}{2}$ for equally graded teams.
Choose Black by Nigiri.

Handicap:

Black wins Jigo. Handicap is Grade difference.
Larger sized team gains handicap stones equal to difference in team size.

Results:

The onus is on the winner to record the result. Failure to do so may result in a loss.

Style:

Each team contains between 2 to 4 players and each team elects a team leader responsible for pressing the clock.

Players in each team take turns in clockwise order. Playing out of turn is penalised by 2 stones.

If a player forgets to play, the team leader can remind the player with: "Please play NOW!"

The pairing is McMahon, aiming for high handicaps to start, reducing for each round. Japanese Verbal rules of play apply.

The Clock:

If you capture more than three stones, you may stop the clock while removing prisoners.

Disputes:

The RenGo Tournament Organiser's decision is final.