



Rating of Internet Games

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There is an increasing amount of Go being played on the Internet. As a national Go Association we want to continue to be relevant to these new players. We would also like to bring the rating systems more into alignment, or at least make it easier for us to establish what the differences are.

We wish to have some online tournaments dedicated to our membership and at the same time to include these games into the European Go Database (EGD). This will allow players who cannot afford to get to tournaments to have an EGD rating and also give them more reason to join our Associations.

[It should be noted that Chess and Bridge Ratings appear to be restricted to members of National Associations and that only members of the American Go Association appear on the AGA rating system. We think this would be a good idea for European Go, but also that the implementation for the EGD would be very complicated. So we're not proposing this, but it might be a worthwhile discussion in the future.]

Currently the EGD formally doesn't allow online games to be rated, but the Pandanet European Go Team Championship (PGETC) is already recognised as a Class C event (with one half of the weight of the same time limits for non-Internet games). So the concept of allowing online games to be included is already agreed. We just need to agree when and how other events should be allowed.

We are proposing initially a new Category (Class IB with similar time limits to class B) with a rating weight of 0.25, (one third of the weight of games in class B tournaments). However, we are suggesting that for games to be included in the EGD, there should be much more stringent regulations for play than for face to face tournaments.

Our specific proposal is that:

a new category (class IB) with a rating weight of 0.25 be set up in the EGD for tournaments that satisfy the following conditions:

- the tournament must be organised by an EGF member
- all players must register their online handles before the tournament starts
- all players must be members of the EGF member organising the tournament
- all games in the tournament are to be rated
- self-paired games are not allowed (pairings are determined by the organisers)
- games to be played on approved servers (say Pandanet, KGS and Wbaduk as an initial set)
- game records must be provided to the tournament organisers if games are not public
- time limits to be: Basic Time minimum of 40 minutes with Adjusted Time minimum of 50 minutes (same as Class B - PGETC time limits are the same as Class A)

These regulations are prescriptive, since this is an initial proposal. In time we may want to relax

some of these conditions as we gain experience.

We have not included any proposal to totally eliminate possible fraud for someone impersonating another one. We think that the availability of game records and the requirements for registering handles and membership should essentially limit this possibility.

One important point that we wish to be discussed further at this time is that of allowing members of an EGF member to play in another EGF member's online tournament. There is currently no easy way of determining whether someone is a member of another EGF member and we would not want to burden EGF members with having to provide this information to potentially many tournament organisers during the year.

We have no definite and easy solution to this problem, but we might want to rely on people entering to say which member they belong to and then the tournament organisers checking afterwards, say once a year, on the accuracy of this. We suspect that this would show almost everyone was obeying the rules. We could evaluate this after a trial period of a year or so to see whether our assumption is correct.

***Jon Diamond
President***