

# **European Go Federation**

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## **EGF Youth Teams Cup**

### **Overview**

- EGF Youth Teams Cup is organized by the European Go Federation as the qualification tournament for world youth teams events, which invite EGF to nominate youth teams.
- EGF Youth Teams Cup is played as a live tournament, immediately after European Youth Go Championships (EYGC). The tournament is hosted by the organizer of EYGC, with an appointed referee and the appeals committee according to the EGF Tournament Rules.
- Only national teams of countries who are members of the EGF can participate.
- Each national go organization can nominate one team. The deadline for registration of players and the team captain is 30 days before the competition.

### **Teams**

- Teams are national teams. Their name is the name of the country they represent.
- Teams are open for amateur players younger than 18 on 1st January of the corresponding year.
- Each team consists of 3 players with 1 (optional) reserve player. All players must be citizens of the country they represent.
- The players of a team must be ordered (from 1 to 4) according to the rating (GoR) in the European Go Database available before the beginning of the tournament. The strongest player gets number one.
- The teams are ordered by average rating (GoR) of the best 3 players of the team. The strongest team gets number one.

### **Team Captain**

- The national go organization nominates the team captain.
- The team captain represents the team in all cases. The captain need not be a member of the team but must be a citizen of the country he or she represents.

## Tournament System

- The EGF Youth Teams Cup is played as a direct knockout tournament with finals and small finals at the end, clearly defining the top four places as the priority list for nominations for world youth team events in a particular year.
- If the number of teams is 4, the tournament is played as a 2-round knockout: 1-4, 2-3, winners playing the finals, losers playing the small finals (defining 3<sup>rd</sup> place).
- If the number of teams is 8, the tournament is played as a 3-round knockout: 1-8, 7-2, 3-6, 5-4, winners playing the semifinals according to rules of the previous paragraph, losers playing the matches for places 5-8.
- If the number of teams is between 5 and 7, the first round is played as the qualification for the semi-finals, with the top-seeded team(s) waiting for the winners. For example, in case of 6 teams: 1 and 2 are “free” in Round 1, matches 3-6 and 5-4 define winners to play semifinals (Round 2), losers play a match for place 5.
- If the number of teams is larger than 8, an additional round is necessary to determine the group of 8. Games in such a round can be played with faster time controls.

## Match Rules

- Each match is played with alternate colors on three boards. The color on Board 1 of the top pairing is defined by nigiri in the first round. Other pairings alternate colors on Board 1. In the next round, the color for each team is alternated with the color from the previous round (balancing). If two teams had the same color history, the color on Board 1 is defined by nigiri.
- Team captain is submitting any change of team composition to the referee at least 30 minutes before the start of the round.
- The team winning at least 2 games wins the match.

## Game Rules

- Games are played without handicap, according to Chinese rules with the EGF rules for removing captured stones. Komi is set to 7.5 points.
- The time setting is 60 minutes of basic time with 3 times 30 seconds byoyomi. If clocks with the Fischer increment are used, 45 minutes of basic time with 15 seconds increment for each move shall be used.
- The tournament will be rated as Class A in the European Go Database.

## Date/Validity

- This ruleset is coming into force after approval of the EGF Executive Committee on February 5<sup>th</sup>, 2026.