



Fair-Play in Online Go

SEYGO Tour events held on the Online Go Server will have a clear “anti-cheating” policy.

First of all, we would like to remind everyone **that the game of Go has always been a highly spiritual activity, greatly respected by the many generations of players that practiced it.**

Go is a gift from the gods and thus the act of playing is fulfilled with reverence and uttermost respect for the game, for the opponent and most importantly for oneself.

The idea of cheating at a game that heightens our spirits so much is an abomination in itself.

Nevertheless, online activities have proven already that the temptation is there and some players just can't resist it.

So, before trying to use Artificial Intelligence (AI)-based computer programs (or any other aid) to cheat in online games, here are a few things that the player should know:

- For professional players and most high ranked amateur players, the level of a player in the range of 20 kyu - 5 dan is quite visible, as well as the mentality, limits and habits of the respective player.
- Using AI during games will immediately generate inconsistencies in the level of the player that are quite easy to identify. If the overall level of play is much higher than the ranking of the player the chance to identify such behavior is 99.99 %.
- We do have a team of high level players who are also very familiar with AI Go software. This team will carefully analyze any report of suspicious play.

There is a few cases to consider:

- A player uses AI most of the time and stops using it only when the win is secured: this is very easy to identify, player's chance of getting away with it is zero.
- A player tries to be smart and use AI only in difficult moments: this generates a very obvious discrepancy in the level of play with high chances of being caught.
- A player uses AI only few times during the game, in order to not attract attention: AI often proposes profound moves that are difficult to comprehend even for pro players. There is a high chance that a player that uses a move not fully understood will generate a worse position for that player, since often moves need the proper follow up in order to succeed.

From what was stated above it should be clear that the cheaters have a very low chance to pass unnoticed. It should be stated also that the intention here is not to stop players to play better, playing a few ranks higher than your current ranking is a very common occurrence that is actually quite welcome. What is considered to be cheating is a very high and unnatural jump from kyu or low dan level to pro level play. Also alternating between high level play and a player's current level play is a pretty obvious case of using AI.

We consider cheating at Go a degrading act and thus we simply don't want such players in our tournaments.

A player caught cheating will be:

- banned indefinitely from our tournaments,
- all games played by that player in our tournaments will be declared lost and reported as such to the European Go Database,
- any prizes or rewards won through cheating will be refunded by the player; refusal to do so will generate further punitive actions,
- while we will not publicly disgrace that player, the act of banning will be announced on the web site, making public disgrace unavoidable.

A ban decision will never be taken lightly, the organizers and a team of experts will analyze the case very carefully and only pronounce the ban when the verdict of cheating is 100% confirmed.

SEYGO Tour International Team

Please, send your questions and comments to seygotour2019@gmail.com!