



Fair-Play Guide for online Go tournaments

8th October 2023

Introduction

This Guide describes the methods for achieving more social contact and transparency in the official EGF competitions played online. For many years, games played online allowed the development of go - not only in the European go community - where live tournaments were not frequent or not possible. With the development of social networks and improvement of network speed and the hardware available in each household, the equipment necessary for the playing experience which is more and more like a live game became possible. The unfortunate period of a worldwide lock-down during the recent pandemics forced most pupils, students and teachers to learn and teach online.

Accessibility of external help, especially the usage of strong computer programs, frequently named “Artificial Intelligence Go (or Chess) Programs”, urges additional measures to assure monitored fair-play conditions in the official EGF (or FIDE) tournaments played online. As a first step in that direction, **EGF is declaring the use of a face-to-face video-link, accessible to both players (and arbiters or other officials defined by the event organizers in case of an appeal) mandatory for the Pandanet Go European Team Championships League A and European Youth Team Championships starting with the season 2023/2024.** The team captains are responsible for the timely informing all players about the conditions described in the rest of the document. Players who fail to comply with the regulations might lose games by forfeit.

In addition, EGF will nominate members of the Fair-Play Committee with an odd number of members. In case there is a formal request for checking an online game suspicious for cheating, the members of the Fair Play Committee shall analyze the game comparing the level of play with the nominal strength of the player. If most members of the Fair Play Committee conclude that there is cheating involved, the EGF Appeal Committee issues the penalty according to the General Regulations.

The Executive Board of the European Go Federation wants to stress once more that the new regulations are not motivated only by reducing the unwanted usage of external help. We want all players in official EGF online tournaments get more social contact, showing equal respect to the game playing it in the same way if it were a live event. Soon, we expect that these live

video streams of playing environments will be used to increase the popularity of our mind sport in the same way it is still happening in the chess world.

The Setup

Players need a quiet environment with a desk and desktop computer or a laptop. During the game, no other applications, especially go computer programs, books, joseki dictionaries should not be open in another window or on any other device. The camera integrated into the laptop or a web-camera connected with a desktop computer should show the face of the player at all times. It can be achieved by a mobile phone, but special care should be taken about battery charging.

The software necessary is the free version of Skype and a working Skype account (for minors, the account of a parent is necessary). It is important to remember:

1. **use the Skype Meeting,**
2. **share the link to the Skype Meeting with your opponent and the officials,**
3. **start recording.**

STEP 0: Before the tournament

Get familiar with the tools you will have to use to meet technical requirements. Before each game, players must start a **Skype meeting** with the opponent and **record** the video showing the face of the player. **Sound must be enabled.** If you use a smartphone for video call, connect it to a charger and test it before the tournament. **Do not forget to start recording.** Other participants will get the warning message. The video is stored on the Skype server, and it is available for 30 days after the game.

Check the Skype instructions about starting the meetings with “Meet Now”:

<https://support.skype.com/en/faq/FA34926/what-is-meet-now-and-how-do-i-use-it-in-skype>

and with the recording of Skype calls/meetings:

<https://support.skype.com/en/faq/FA12395/how-do-i-record-my-skype-calls>

If your go server account has not a previous game history, you should **play at least 5 games with your new account** before the begin of the tournament. It is a usual practice of organizers in Japan or Korea: new players get experience with the new account and organizers have some feedback.

STEP 1: Meet your opponent before the “challenge”

At the round start time, use the following procedure:

- 1) prepare video equipment and open the Skype meeting:
 - a. use the option “Meet Now” (the “camera” symbol in the top right corner)
 - b. give a name to the meeting (e.g. “FRA_GER_board_1” for the match and table number)
 - c. send the direct call to the skype contact or – even better – **send the link to the meeting to your opponent as a direct message on a Go server**
 - d. **in case of an appeal, share the link with the officials (arbiter)**

- 2) it is recommended to start the Skype recording 5 minutes before the game,

STEP 2: Play your game fairly!

Please play fairly. There should be **no use of external aids** such as AI software, joseki dictionaries or anything else of the like. We trust people to play fairly, but we also prepared severe anti-cheating measures with serious penalties for those who try to cheat.

It is **not acceptable to leave the field of view of the camera** without a good reason – please announce it politely to your opponent if necessary. Please, do not leave the playing desk while it is your move. In addition, **do not use headphones or other electronic devices while playing.**

Also, just like in the real game, do not ask for take-backs. Learn to think before you leave the stone on the board, just like in the real game.

Hint #1: Practice before the official game

We believe that all participants are familiar with all the “tools”: Go servers, video recording using Skype, setting an integrated or a web-camera, communicating with e-mail or messaging on a go server.

But, as they say **“practice makes perfect”**: try to play at least a few games using the “Fair-Play Setup” of the camera, with the recording of the Skype meeting. Check what happens if you or your opponent disconnect from the Go server.

It is recommended that the organizers of the EGF official events announce **a short online interactive workshop** for participants of an event, answering all questions about the proper setup of the playing environment.

Hint #2: Be ready on time

If players are not online before the scheduled start of the game, we cannot help them. Therefore, you should:

- **mind your time zone** (not everyone is using Central European Time),
- **prepare your equipment** for video recording at least 20 minutes before the game,
- **log-in to the Go Server** at least 10 minutes before the game,
- **open Skype,**
- **contact your opponent using the Go server messaging tool.**

Q&A:

What happens if my opponent doesn't arrive at the start time?

If your opponent doesn't accept your challenge (if you're Black), or doesn't challenge you (if you're White), at the game start time, then send a message to the organizer. Please note that if you don't show up for a round within 30 minutes of the start time, you may forfeit the game. Remember that it is unpolite to be late even for one minute.

Is "undo" allowed for misclicks?

We expect players to be honest and not to use "undo".

Avoid misclicks: on a server like OGS you can set your own profile to always ask for confirmation of a move. It slows you down a bit but significantly reduces the chance of a misclick. It's under "**Settings – Game preferences**" from the menu link on the top left hand corner of the screen (triple horizontal line).

The third option "**Live game submit mode**" has three choices:

- One click to move (standard but dangerous)
- Double click to move
- Submit-Move button

If worried about misclicks, select the last one: "**Submit-move button**"

What should I do if I become disconnected (Online Go Server)?

If you become disconnected, you can try:

- Refresh your browser window
- Restart your browser
- Restart your computer

What should I do if my opponent becomes disconnected (Online Go Server)?

If your opponent becomes disconnected, to prevent them losing the game if they can't get back into the game within a few minutes, please use the "**Pause game**" feature from the right-hand menu panel in the game so that you can wait for them to return.