

European Go Congress 2025 (EGC 2025)

Pair Go Rules

I. General rules

- 1.1. Pair Go Rules are binding directly at the Pair Go Tournament played during the European Go Congress 2025 (EGC 2025).
- 1.2. Territory Scoring Verbal European-Japanese Rules apply with komi 6.5 and Japanese fill-in counting.
- 1.3. For matters not regulated in the Pair Go Rules the EGC 2025 Tournament Rules apply.
- 1.4. EGC 2025 Anti-cheating Rules apply with no exception.

II. Pair Go specific rules

- 2.1. Games are played between teams consisting of a male and a female. The members of a team are called partners.
- 2.2. For pairings (and handicap, that can be applied for the last group or groups) requirements a grade of a team is calculated on a basis of the average rating of both partners.
- 2.3. The teams face each other across the Go board, with the partners sitting side by side. Female players face each other and male players face each other.
- 2.4. The team playing White has the right to decide where to place the tournament clock.
- 2.5. To avoid unnecessary disturbance, each partner in a pair has its own Go bowl. It is also advised that the player sitting by the clock presses the clock after a move is played.
- 2.6. The order of moves (rotation) is as follows: female playing Black, female playing White, male playing Black, male playing White, and so on.
- 2.7. During a game, the partners must not convey any information to each other by any means, with the exception of point 2.8 below. Verbal consultation, gestures, signs and so on are strictly forbidden. In any case such an exchange of information will result in losing the game by forfeit. In any doubt the chief referee should be consulted to take the final decision.
- 2.8. The only exceptions to the above rule are:
 - a) reminding the partner to press the clock, according to point 2.5;
 - b) asking the partner about the order of moves (rotation), i.e.: „is it my turn to move or yours?“;
 - c) asking the partner, but only by the player whose turn is to make a move, whether the partner agrees to resign; an answer to such a question has to be as short as possible („yes“, „agree“, or „no“, „do not agree“) with no other comment or advice.

- 2.9. Only the player whose turn is to make a move can declare a resignation, and such a declaration is final and cannot be contested.
- 2.10. As a consequence of point 2.7 above, at no time during the game both players could leave the table at the same time – at least one partner of the team has to be present there.
- 2.11. Players may neutralise a clock according to the point 7.9 of the EGC 2025 Tournament Rules, with the exception of letter d) – it means that a clock cannot be neutralised for a bathroom break, even at the last 5 minutes of time, as it would give a partner an advantage of additional thinking time exceeding the time allowance. Therefore the clock may be neutralised in the following cases only:
 - a) for removal of three or more stones,
 - b) when a rotation error has been just detected,
 - c) when a referee is to be consulted,
 - d) at the end of game, before the counting begins.

III. Rotation errors

- 3.1. When one of the partners in a team makes a move in the wrong order that diverge from a normal rotation, this is called a rotation error.
- 3.2. A rotation error can only be claimed when the move just played was out of rotation.
- 3.3. If the rotation error looks like an intentional one, or has been repeated several times, a referee should be consulted. If the referee confirms such suspicions, the chief referee may decide the game lost by forfeit and such a decision cannot be contested.
- 3.4. If the rotation error was not intentional, and was not preceded by the rotation error of the opposite team, a three-point penalty is levied (three penalty stones are added as prisoners) and the game is resumed in a new order, as a continuation of that new order of moves.
- 3.5. If the rotation error was not intentional, and was preceded directly by the rotation error of the opposite team, no penalty is levied, and the game is resumed in a new order, as a continuation of that new order of moves.
- 3.6. However, when the second non intentional rotation error is made by a team in a row, a new three-point penalty is levied and such an error can be contested as an intentional one, according to the procedure described in point 3.3 above.
- 3.7. When such a third rotation error is made in a row, it is qualified automatically as an intentional error and the game is lost by forfeit.
- 3.8. In either case, no moves are taken back or replaced. The last move played is regarded as correct, and the player who played it becomes the starting point for resuming normal rotation.

IV. Tournament system, thinking time and late appearance

- 4.1. Groups of 16 teams will be arranged according to the rating of the teams, with the possible exception described in the next point. In the preliminary stage each group will play down to 4 teams, according to the knockout chart displayed before the tournament.
- 4.2. Depending on the number of teams, the last group may consist of 16 to 31 players. If the number of teams in that last group will be greater than 16, another system of pairing may be applied for designating 4 teams.
- 4.3. Thinking time per team is 25 minutes + 10s bonus Fischer time.
- 4.4. All the pairs are expected to be present at their tables in playing rooms no later than 5 minutes before the time scheduled for starting the round. Accepted late appearance is 15 minutes.
- 4.5. If even one partner of the team is late more than the allowed time, that team loses the game by default, and is excluded from all the next rounds in that tournament.

V. Pairing and results

- 5.1. Pairings will be posted before the start of the tournament and will be updated after each round.
- 5.2. Results will be published in the same way as the results of other tournaments.

Approved by the Chief Referee of the Pair Go Tournament

Pascal Müller

In agreement with the Chief Referee of the European Go Congress 2025

Krzysztof Grabowski