European Gran Prix Rules

I.   GENERAL RULES AND PLAYING CONDITIONS

1.   Organization

The European Gran Prix (EGP) shall be held annually to determine the European Othello Champion. The EGP shall be organized under the responsibility of the European Council, part of the World Othello Federation (WOF). The European Council and the World Othello Federation are the body responsible for these rules.
All EGP players tacitly agree to this set of rules.

2.   Contestants

2.1.   General formula

The EGP is composed of a set of tournaments. Every tournament is organized in a different nations, according with the calendar decided at the beginning of the year by the European Council, and gives points to the players participants. The sum of the points, according with the following rules, determines the final ranking and the winner of the EGP

2.2.   EGP tournaments

The nations allowed to organize the tournaments are dived in two groups. Every nations of the first group is in couple with a nations of the second one. When the first nation organize the EGP tournament, the second rest. The couples are the following (in alphabetical order):

Set 1	Set 2
	Greece
Denmark	Germany
Italy	Spain
Netherlands	Belgium
Poland	Czech Republic
Sweden	Norway
United Kingdom	France

Greece, at the moment, is not in couple with another nation.

The dates of the EGP tournaments are decided before the start of the EGP by the European Council. If necessary a date can be modified before the tournament.

2.3.   Tournament director

The federation that host an EGP tournament shall select a tournament director. The tournament director shall be responsible for the running of the tournament, including the pairings process and adherence of players and spectators to the rules described herein, and shall be the arbiter of any disputes arising during the tournament. The tournament director can appoint assistants to help him with the various tasks needed to run the tournament, including the pairing process, live broadcasting of games…

2.4. Players

Every player can register an EGP tournament in agreement with the local federation that organizes it. Also non European players are admitted to regularly participate to the competition.

2.5. Points

Every tournament gives points for the EGP title to players according the position reached in the final ranking. The points are the following:

Positions	Points
1	200
2	140
3	90
4	60
5	40
6	30
7	20
8	15
9	10
10	5

In case of a draw in the final for the first place (1 victory for each and a draw), the two finalists will get the average of points correspondent to their positions.
In case of first equal in the tournament ranking, the players with the same number of points, from the 5th place, will get the average of points correspondent to their positions.

For the EGP title ranking only the best 4 (four) results are considered. In case of tie among more players, the number of victories or the number and quality of the best results will be considered to determine the highest position. In case there will still be a tie, the players are considered ex-aequo.

3. Playing conditions

3.1. Tournament room

(as WOC) – The host federation shall endeavor to provide the contestants with good playing conditions. The tournament room shall be quiet and well lit. (Indirect lighting is preferred because direct light reflects off the shiny surfaces of the playing discs, making it difficult to distinguish their color).

3.2. Consultation

(as WOC) – During the course of the game, a player may not consult any notes, use any unapproved electronic device, or exchange information of any kind with another person (with the exception of a tournament official or their opponent). All cases of abuse shall be referred to the tournament director who will exercise common sense judgment on what penalty (if any) is necessary.

3.3. Smoking

(as WOC) – It is strictly forbidden to smoke in the tournament room.

3.4. Mobile phones

(as WOC) – Mobile phones brought into the tournament room must be switched off. If someone forgets to do so and their phone happens to ring in the tournament room, they must not answer the call but must immediately switch the phone off.

3.5. Spectators

(as WOC) – Spectators are permitted in the tournament room at the discretion of the tournament director. Spectators and other contestants are permitted to observe a game in progress, but must not interfere in any way with the conduct of the game. In particular, observers must refrain from making any comments on the game, or in any way distracting the players or the table judge (in particular, use of flash photography is prohibited during the course of a game). However, if a spectator detects any irregularities in the game, he may mention them to the tournament director or one of his assistants.

At the tournament director's discretion, the tournament room and various games may be broadcast live (video, webcams, online). The tournament director should ensure that any broadcast or equipment does not disturb the players or interfere with the games.

II.   TOURNAMENT FORMAT

1.   Playing system

There will be two days of tournament play. The aim of the first day and the morning of the second day of competition is to play a qualification tournament, where four players are qualified for the finals to play in the afternoon of the second day: a final for the first place, played between the first two players of the final ranking, and a final for the third place, played between the third and the fourth player of the final ranking.
The final for the first place is a best of three-game match, the game for third place is a single match.

2.   Torunament system

The qualification tournament will be an unmodified Swiss system on 11 rounds.
See II.4 for further details.

3.   Individual Final Ranking List (IFRL)

At the end of the first two days of competition, the officials will draft the Individual Final Ranking List (IFRL) following the procedure set out below:

3.1.   Final list

The IFRL is the same as the provisional list with two modifications:

a) The four players qualified for the finals (see above) are ranked 1 to 4 in agreement to their respective order of finish in the provisional list.
b) Any players not ranked among the top four and having the same number of points are declared equal.

4.   Pairings when a Swiss system is used

In determining the pairings in a Swiss system, the following rules should be followed, in decreasing order of priority:

a) If an unmodified Swiss system is used, two players who have already played against each other cannot be paired together again. If a modified Swiss system is used, two players who have played against each other twice cannot be paired together.
b) The two players paired together should have the same number of points. If this is not possible, the difference should be minimal.
c) In a modified Swiss system, if possible, players who have already played against each other should not be paired together again.
d) Players should tend to play black and white the same number of times during the tournament. If this is not possible, the difference should be minimal.
e) A player who has already "floated up" should "float down", and a player who has already "floated down" should "float up".
f) Players should alternate colors from round to round.

5. Withdrawls

If a player withdraws from the tournament, he may not re-enter. In particular, he may not qualify for the finals. A player who has withdrawn will not be considered for the purposes of pairing rounds after his withdrawal, and instead a dummy player called "BYE" will be introduced into the pairing process. See also Appendix A for the effect of a withdrawn player on the calculation of the MBS.

III. FINALS

1. *Best of Three-Game final*

The higher-ranked player in the IFRL shall have choice of color for the first game of the match. Each player shall be awarded one point for each win and half a point for each draw in the match. Colors shall be reversed for the second game. If a player wins both the first and second game of a match, then that player shall be declared the winner and a third game shall not be played.

Choice of color for the third game, if necessary, shall be awarded to the player having the greater number of discs in the first two games. In the case of a tie, the higher ranked player in the IFRL shall have choice of color.

At the end of three games the player having more points in the match shall be declared the winner. If after three games the two players have the same number of points, the total number of discs in the three games shall be used to determine the winner. In case of a further tie the higher ranked player in the IFRL shall be declared the winner.

2. *Playoff for Third place*

The third and fourth players in the IFRL will play a single playoff game for third place. This game will be scheduled to start at the same time as the first game of the final. The higher ranked player in the IFRL shall have the choice of color or draw win (see IV.9).

IV. CONDUCT AND SCORING OF INDIVIDUAL GAMES

1. Time limits

Digital clocks will be used to time all tournament games. If not enough of them are available, analog clocks will be used in addition. During the qualification tournament each player shall have 25 minutes to complete all his moves in each game.

During the finals, each player shall have 30 minutes per game. If for any reason these time limits cannot be applied, games should never be played with less than 25 minutes for each player per game.

2. The judge table

(as WOC) – Whenever possible, the tournament director shall assign one of the tournament officials to be the table judge for a tournament game. The table judge shall be responsible for making a transcript of the game, broadcasting the game if applicable, observing the rules of Othello and ensuring the smooth running of the game.

Before the beginning of the game, the table judge shall make sure that both players have enough discs to complete the game. It is the official's duty to regulate the clock and place it on the right of the player with the black discs (unless both players agree to do otherwise). During the game, the table judge should attempt to make a transcript of the game without requiring the contestants to announce their moves. The record keeping process must never be allowed to interfere with the player's concentration.

If, during the game, a player is left without discs, the table judge shall arrange for a sufficient number of discs to be transferred from the player's opponent. To do that he is allowed to stop the clocks for the time required.

If a tournament game does not have a table judge assigned to it, both players shall be responsible for taking a transcript of the game. If other assistance is required, either player may stop the clock and summon the tournament director, or a designated assistant.

3. Objects on the board

(as WOC) – No objects of any kind may be placed on the board with the exception of those Othello discs forming the position and the one Othello disc used by the player to carry out his move.

4. The move

(as WOC) – A player cannot make a move on his opponent's time. If a player does so, his opponent can summon the tournament director who shall do whatever is necessary (like adjusting time up or down for the players). If a player forgets to press his clock after his move, his opponent is allowed and encouraged to tell him to do so. No spectator, apart from the table judge, the tournament director or one of his assistants, can warn a player that he has forgotten to press his clock. If this happens, the tournament director should expel the spectator from the tournament room and can impose a penalty on the spectator as listed in section V.2.

A player commits himself to a move if he touches the board with his hand or with a disc, with the apparent intention of moving to a given square. In this case, provided the player has a legal move to that square, he must move to the first square he touches, and may not change his mind and move instead to a different square, even if his opponent authorises him to take back his move. The purpose of this rule is to prevent an indecisive player from distracting his opponent or obstructing his opponent's view of the board. A player shall not be bound by this rule, if in the opinion of the table judge, he touched the given square unintentionally.

Once a player has committed himself to a move, he is bound to turn over all of the captured discs. He must do this using one hand only, and then use the same hand to press his clock (even if his opponent passes afterwards). If, having played a move, a player forgets to press his clock, the table judge should tell him to do so.

A player must acknowledge that he has to pass by pressing his clock.

5. Illegal Moves

5.1. Procedure

(**as WOC**) – The table judge is present to enforce the rules of Othello. An error in the play of a move which has just been played but not yet answered may be brought to the attention of the table judge by either player, by the tournament director or by one of his assistants (but not by a spectator who shall summon the tournament director who will decide what to do). Once the table judge (or the tournament director, or one of his assistants) notices, or is informed of such an error, he shall adopt the following procedure:

a) Restart the clock of the player who committed the error.
b) Correct the error himself, and
c) Restart the clock of the player whose turn it is to move.

If no table judge is present at a table, an error in the play of a move which has just been played but not yet answered may be signalled by either player. The following procedure shall then be adopted :

a) Restart the clock of the player who committed the error.
b) Have that player correct the error, and
c) Restart the clock of the player whose turn it is to move.

5.2. Accepting the position

(**as WOC**) – Only the most recent move is subject to challenge. When a player commits himself to a new move, he tacitly accepts the board position as it is, and neither he nor any official can later seek to correct a previous error.

5.3. Unreadable position

(**as WOC**) – The players must play their moves and centre the discs so that the position is clearly readable. If, in the opinion of the table judge, the position becomes unreadable, he should take any action to correct it (including stopping the clocks and playing through the transcript). He may also invite the tournament director to impose some penalty on the offending player. If no table judge is present, either player can call the tournament director or one of his assistants if there is any dispute concerning the position.

6. Time Defaults

(as WOC) – A player forfeits the game unless he can make his final move, flip all the appropriate discs, and stop his clock before the flag on his clock falls. If a player's flag falls, he loses the game and his opponent is awarded a win regardless of the position of the board. Both players are given two extra minutes. The game is then continued with the true final score standing, save that the non-defaulting player is guaranteed at least a 33-31 win. If the defaulting player's flag falls a second time, the game is scored 64-0. If the flag of the non-defaulting player falls after having been given two extra minutes, the player who first defaulted loses the game with a 31-33 score.

7. Defective Clock

(as WOC) – If, in the course of the game, the clock in use is found to be defective, the table judge, or the players, if no table judge is present, shall summon the tournament director, who will take whatever action he deems appropriate.

8. Scoring

(as WOC) – At the end of the game, if both players have completed their moves in the allowed time, the winner is the player with the greater number of discs of his colour on the board at the end. The official score of the game will be determined by counting up the discs of each colour on the board, counting empty squares for the winner. In the event of a draw, the score will always be 32-32. If one player defaults, the scoring is carried out as in IV.6 above.

A player should not resign a game before it is finished, if he does, the official score shall be 64-0 in favour of his opponent. Once a game is finished, both players should sign a transcript sheet thereby showing they agree on the final score and hand it to a tournament official.

9. Choice of Colour or Draw Win

(as WOC) – When a player has the option to choose his colour for the game or a draw win he has the choice of either:

a) Deciding the colour himself and if the game is a draw his opponent shall be declared the winner.

   or

b) Allowing his opponent to choose his colour and being declared the winner in the case of a draw.

When a player can choose his colour for a game, he must announce his choice to the tournament director and his opponent at least five minutes before the start of the game.

V. ENFORCEMENT OF THE RULES

1. Overview

 (as WOC) – In order to enforce both the rules of Othello and the World Championship Rules, the tournament director (and only he/she) may impose penalties on a player or on a spectator. In imposing penalties, the tournament director should adjust the severity of the penalty to the severity of the offence and never penalize a non-offending player.

The decision of the tournament director shall be final.

2. Penalties

(as WOC) – The tournament director may impose the following penalties on a player or on a spectator:

a) Removing time from an offending player's clock and/or giving additional time to his opponent's clock.
b) Changing the final score of a game to the benefit of the offending player's opponent.
c) Declaring the game to be a draw or awarding the game to the offending player's opponent.
d) Expelling temporarily or definitively from the tournament room a player or a spectator.
e) Expelling a player from the tournament (who shall afterwards be treated as having withdrawn).

VI. APPENDIX a – The Mixed Brightwell System (MBS)

1. Overview

 (as WOC) – The Mixed Brightwell System (MBS) is a method of breaking ties in Othello tournaments run with the Swiss system. It is also applicable to Round Robin tournaments, where it is equivalent to disc-count. Essentially this system is a combination of Strength-of-Opposition and disc-count.

2. The Constant C

 (as WOC) – MBS depends on a constant C, which is a weighting for the relative importance of Strength-of-Opposition and disc-count. For a EGP tournament, assuming that it is run either as a Round Robin or as a 11 rounds Swiss system, C will be set equal to 6.

3. The Brightwell Quotient (BQ)

(as WOC) – After the end of the tournament, the tournament officials will evaluate, for each player involved in a tie, the BQ. This is calculated as follows:

a) If any of the player's opponents have withdrawn in the course of the tournament, ignore any such games for the moment. Also, if a player has been paired against "BYE" (or has not played a round), leave out such a game.
b) Calculate the total number of discs scored by the player in all games not covered by a) and add C times the sum of points scored in the tournament by all of the player's opponents, except those who have withdrawn.
c) For each game against an opponent who has withdrawn, and each bye received (or unplayed round), add 32 plus (C times the player's own tournament score) to the result calculated in b). The number resulting is the player's BQ.

4. Resolving Ties

(as WOC) – If two or more players have the same number of points in the tournament, ties shall be resolved by ranking the players in descending BQ order. If two or more players have the same number of points and the same BQ, ties shall be resolved by ranking the players in descending disc-count order. Further ties shall be resolved by any random equitable means (flip of an Othello disc, pulling numbered tokens from a closed bag,...).

VII. APPENDIX b – This set of rules

The paragraphs that begin with **"(as WOC)"** in this set of rules, are copied from the WOC regulation and follows it without any need of vote of the EGP council, even if it could be modified by an EGP council vote.