



ESC/WOSC Regulations

This document establishes a framework to be followed by organisation team of the European Shogi Championship / World Open Shogi Championship. It aims to cover most important requirements to fulfil. It has been setup by Federation of European Shogi Association (so named FESA) on the purpose to provide support to such organisation team.

While setting up its' project, organisational team may decide to offer more than what is described here, which is more than welcome. This document has therefore better to be considered as an « at least » approach.

Introduction

The European Shogi Championship / World Open Shogi Championship (named ESC/WOSC) is a major European yearly event organised by FESA. It is made of shogi tournaments of different formats, and side shogi-related events.

The ESC is designing the European Champion of Shogi among the 32 best European players taking part to the event.

The WOSC is a shogi tournament opened to any player willing to join this event.

All communication related to this event has to be in English, starting with regulations in place.

Tournaments setup

Playing material

Playing material used for the tournament is expected to follow standards usually noticed in international shogi events.

Pieces should display usual kanjis (no “exotic” writing) and be of size around 2.7 x 3 cm for the king / 2 x 2.7 cm for the pawn.

Board should be of neutral colour with squares of at least 3 x 3.5 cm each.

Citizen DIT or DGT 20xx clocks, offering byo-yomi with sound as feature are the clocks models agreed by FESA. Organiser is responsible for making sure all playing boards will be provided by such clocks, offering byo-yomi with sound as feature. A player may bring his own clock if it is a model approved by FESA. He may then replace the clock in place to his table if getting agreement for this from his opponent.

Playing rules

FESA is publishing an official set of rules online at <http://www.shogi.net/fesa> . These Game & Tournament rules have to be applied for this event.

Organiser has to make sure that every participant has been made aware of these rules during the registration process. Moreover, a printed version of these rules has to be displayed during the event on a location visible by everyone.



It is strongly recommended to the organizer to communicate verbally at the beginning of the tournament a list of basic rules defined by the regulation committee.

Games of ESC and WOSC are expected to be played in the same format, which should be of 45 mins + 40 sec. byo-yomi. If organisation team wish to use a different format than this one, it has to ask FESA for agreement.

Referee committee

A referee committee has to be defined in advance and communicated to all players before the start of the tournament. This committee is made of an odd amount of FESA referees (3 is a minimum), or at least of experienced people having shown in the past their knowledge in shogi and their experience in managing major shogi tournaments.

While referees may be allowed to play during the tournaments, at least one person should remain available at any time to receive players' complaints and react accordingly. This person has to be identified in public so that all tournament participants know him. In case of dispute, this person may call the referees committee at any time to solve the related issue. In that case, if referees are in a middle of a game, their clock is put on pause the time needed to solve the problem.

Decision of referee committee makes law for the tournament. Once decision has been taken by them, no further discussion should cover the subject of the claim anymore.

Once a solution has been found referees get 5 minutes break before starting again the clock in order to get back on focus.

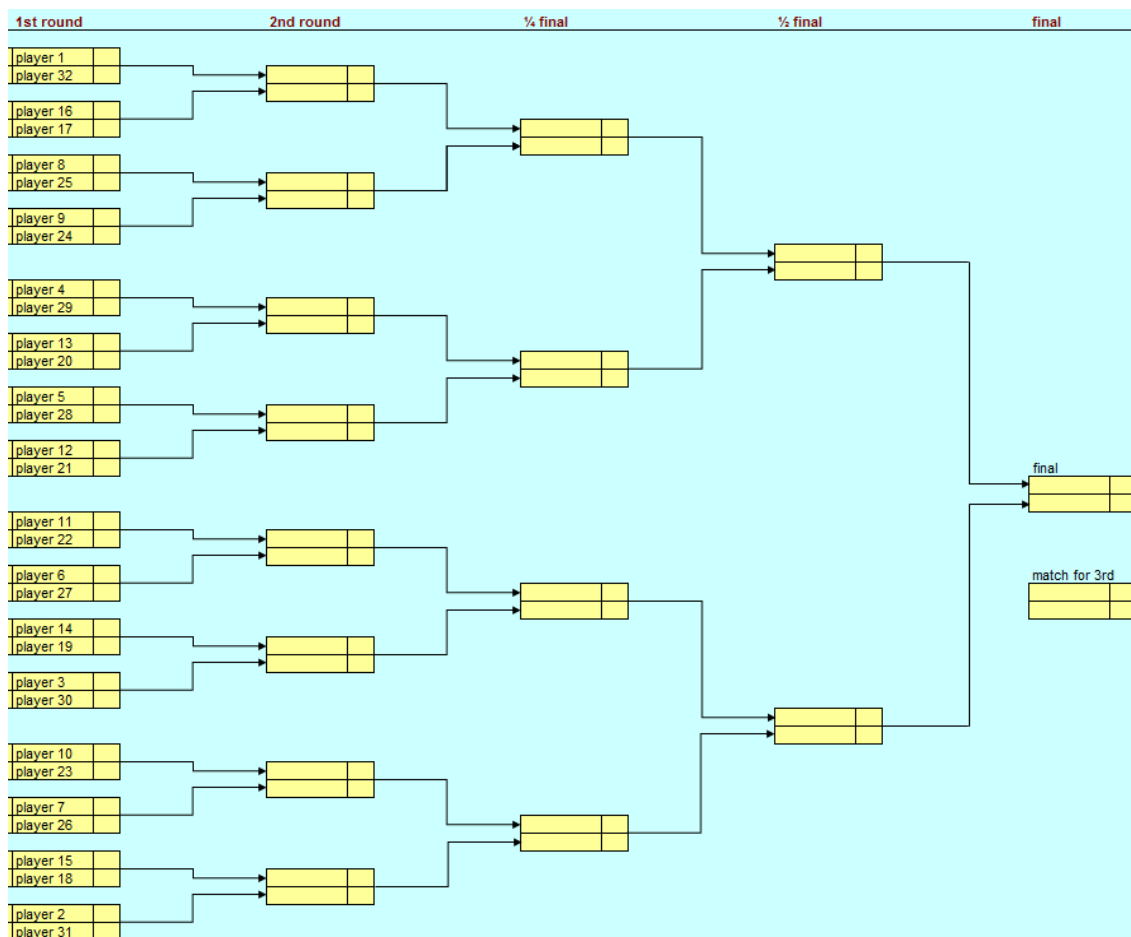
ESC

The ESC is a tournament based on a direct elimination system, dedicated to the 32 best European players taking part to the ESC/WOSC event:

- ***By « European player » is understood a shogi player duly registered to one of the FESA member organisation for the current year, whom citizenship is from a European country.***
- Only players having played at least 1 ELO-rated tournament within the last 2 years will be selected.
- The reference used to nominate these 32 players is the shogi pan-Atlantic ELO system list as it is published on the day 1 of the tournament.
- List of players will be reverse-sorted based on their ELO rating. In case 2 players have the same ELO, a draw will determine the order, including for place 32.



Pairings are defined as following:



The rounds of the ESC are played in parallel of the 5 first rounds of the WOSC.

Players being eliminated from ESC are immediately reintegrated to the WOSC players list, with their points earned so far, to take part of it at the following round. If WOSC is played under Mac Mahon system, ESC players entering it will automatically get the Mac Mahon point(s) of their ELO group.

WOSC

The WOSC is a 9 rounds tournament opened to any shogi player.

Pairings are defined according to **Swiss System or Mac Mahon system**, after common agreement between FESA and organisation team. Reference to define starting players order is the shogi pan-Atlantic ELO system list as it is published on the day 1 of the tournament.

In order to make the final standings, FESA requests the following tie-break criteria (in descending order):

- SOS (Buchholz) = sum of the opponents' scores;
- SOSOS = sum of the opponents' SOS;
- Median SOS = SOS minus the highest and the lowest score) [1];
- Mutual result.



In case of pairing software limits, or other type of constraints, other criteria may be preferred after agreement of FESA.

[1]: in case pairing software gives the opportunity to use it.

Blitz tournament

A Blitz tournament uses to be setup on the evening before the start of ESC/WOSC, opened to any player willing to join.

Format of the game is 5 to 7 rounds of 8 minutes with sudden death (no byo-yomi).

Pairings are defined according to Swiss System.

Team tournament

A Team tournament uses to be setup on the day before the start of ESC/WOSC, opened to teams of 3 players. These teams may be national teams, with 3 players from the same country organisation, or a mix of players having decided to play together.

Format of the game is to be decided by organisation team depending on the whole schedule. It has in any case to be properly communicated in the official invitation, knowing that only games of at least 20 mins + 40 sec byo-yomi or 30 mins + 30 sec byo-yomi can be taken in account for the ELO rating. Due to lack of opportunities to have people from different countries playing together at such a scale, it is recommended to rate the team tournament games, but it is up to organisation to decide to have these games rated or not. In any case, players have to be informed in advance if these games will indeed be rated or not.

Pairings are defined according to Swiss System. Organisation team is requested to avoid pairing of people from the same country, when possible.

A team is made of 3 players ordered according to their ELO ranking at the day of the tournament. Table 1 will be allocated to best of the 3 players, table 2 to the second best, and table 3 to the third player. No change of table order or player replacement can be executed once the tournament has been started.

Furigoma is executed by the player of table 1 having the highest rank of both table 1 opponents. Based on the result, sente and gote are defined for the three tables as following: if table 1 is sente, then table 2 is gote and table 3 is sente. If table 1 is gote, then 2 is sente and 3 is gote.

Other tournaments

Additional tournaments may be setup aside from the main event. In case of shogi tournament, usual rules are expected to be followed. In any case, definition and schedule of these additional events need to be properly communicated in advance so that all participants have the same chance to take part to it, if wished.



Communication

FESA main communication channels are:

- FESA list (<https://groups.yahoo.com/neo/groups/FESA/info>), where representatives of every FESA country are member of,
- Shogi-L (<https://groups.google.com/forum/#!forum/shogi-l>), which remains the main email-based international shogi communication channel,
- Shogi Hub website (<http://shogihub.com>), which is a portal willing to gather all information about shogi within the world.

When it is requested to share information within this document, it is expected this one to be -at least- published on these different channels.

Usage of additional channels like Social Media or a dedicated website is of course welcome.

Time plan

It is required to the organisation team to provide effective communication around its' event in order to provide a minimum of information to an expected participant in due time.

Project schedule

ESC/WOSC uses to be organised during the summer holidays period (July/August) for a duration of at least 3 days. In order to give the chance to all expected participants to setup their own agenda according to this event, it is required to communicate information as following:

- January: Official invitation including date, location, registration fee and any specific registration requirement.
- April: Registration opened to participants. This may be offered through a website, or on email basis if preferred. A list of registered players should be regularly updated.
- June: Final organisational information like meeting points, exact schedule, location maps etc. should be communicated to all registered participants and shared.
- Aug./Sept.: Tournaments results have to be published and communicated to FESA rating officer at the latest 5 days after the end of the event so that rating can be calculated and communicated in maximum one month after the event.

Event planning

ESC/WOSC exact planning has to be defined by organisation team. Still, there are some habits regarding this event that FESA recommends to follow:

ESC/WOSC main tournament will be held on a Friday/Saturday/Sunday period. At least 2 hours should be dedicated to each round; 2.5 hours may give some room to potential long-lasting games.

Blitz tournament uses to be planned on the evening of the Thursday before the ESC/WOSC main event. An early dinner will allow to start this tournament early enough.

Team tournament uses to be held during the Thursday before the ESC/WOSC main event.



Example of possible schedule:

Thursday

09.00 – 18.00 Registration, accommodation
10.00 – 13.00 Team tournament rounds 1 & 2
13.00 – 14.00 Lunch
14.00 – 18.30 Team tournament rounds 3, 4 & 5
18.30 – 19.30 Dinner
19.30 – 22.30 Blitz tournament

Friday

09.00 – 09.30 Welcome / Tournament rules
09.30 – 12.00 Round 1 ESC/WOSC
12.00 – 13.00 Lunch
13.00 – 15.30 Round 2 ESC/WOSC
15.30 – 18.00 Round 3 ESC/WOSC
19.00 – 22.00 Social event (if any)

Saturday

09.30 – 12.00 Semi-finals ESC, round 4 WOSC
12.00 – 13.00 Lunch
13.00 – 15.30 ESC final & playoff, round 5 WOSC
15.30 – 18.00 WOSC round 6
18.00 – 20.30 WOSC round 7
20.30 – 21.30 Dinner
21.30 – 23.00 FESA Board Meeting

Sunday

09.30 – 12.00 Round 8 WOSC
12.00 – 13.00 Lunch
13.00 – 15.30 Round 9 WOSC
16.00 – 17.00 Results & Prize giving

Accommodation

It is not expected from organisation team to provide accommodation for ESC/WOSC participants. Nevertheless, it is expected to provide a list of possible hosting location, fitting to different budget levels, in the neighbourhood of the tournament venue.

Any negotiation executed with hosting facilitator leading to discounted conditions is of course more than welcome. Still, if such offering is subject of any specific condition to fulfil, these conditions have to be clearly communicated from start to avoid any misunderstanding with registered players at later stage.

Accommodation options have to be clearly communicated to players at the same time registration is opened.



Finance

The event has to be self-financed. As a consequence, it is expected that any cost generated for the proper setup of the event should actually be covered either by sponsorship or by registration fee.

Event finance should be subject of a basic accounting reflecting the different incomes and outcomes with their related proof of payments (receipt, bills, etc.). This accounting will be transparent and submitted to FESA treasurer for control.

It is not expected that organisation team is generating exaggerated benefit from the event since aim is to open the event to as many players as possible by making the registration as low as possible. A final balance close to 0 would therefore be preferred. Usual registration fee for ESC/WOSC is 25 Euros. Side events may be subject of additional fees of smaller amount.

Prices have to be properly communicated from the beginning. It is required to avoid later additional cost not properly explained from start to participants. In general, transparency should be the keyword of any financial matter.

ESC / WOSC should be organized by shogi-related NGO or an individual person who is acknowledged as an experienced shogi-event organizer. Involving professional event organizer in the setup of ESC/WOSC is authorised but should be subject of a contract communicated to FESA. In the spirit of transparency mentioned above, this contract should include the fix amount charged by the company and list of services delivered in return as well.

Playing venue facilities

As for the tournament location, FESA recommends to select a place offering an minimum of comfort for the players. It is therefore suggested to have in mind the following criteria:

- a single playing space of minimum 80 cm wide so that players sitting close to each other won't disturb their neighbour anytime they move. Some space should be let free as well behind chairs so that players can sit down / stay without disturbing their neighbours;
- temperature and ventilation to offer acceptable conditions to all participants;
- playing room(s) with proper noise isolation;
- toilets available to all players close to tournament place.

Other topics to have in mind

Experience of past ESC/WOSC having been organised since 1985 has delivered a few lessons learned that FESA suggests to have in mind for driving this project to a success.

FESA Board meeting

FESA uses to take profit of this major event to setup a formal physical board meeting. Usually, it is held on the Saturday evening after dinner. Depending on schedule constraints, this meeting may be planned at another moment but booking a slot of at least 2 hours for this meeting somewhere in the planning would be more than welcome.

Professional players

A key success factor of such event is the participation of one or two professional players. Some use to come on their own money, some others may be sent by Japanese Shogi Association (Nihon Shogi



Renmei). In any case, FESA recommends to take particularly care of these people and provide them VIP treatment.

In case a professional player is joining the event, it is wise to dedicate some space and shogi sets for him/her so that he/she'll have the opportunity to deliver some pedagogical simultaneous games.

Involving this VIP in the prize giving may be a good idea. Usually, pro players are even happy to provide some shikishi or sensu signed by them as prizes for some players.

Visa

Not all participants are member of a "Schengen" country. As a consequence, it is important to plan in advance potential VISA issues. To past experience, this is particularly sensitive when it comes to some ex-soviet union countries like Russia or Bielorussia, or African countries like Ivory Coast.

FESA therefore recommends getting all required information from the hosting state in due time and send formal invitation to the players subject of such visa as soon as they register to the event.

Nice add-ons to be considered

Aside from the main usual events, many other shogi-related activities can be offered to participants. We list here few actions that were seen as success in the past:

Dobutsu Shogi tournament

This can be executed during the Saturday evening for instance. A lot of fun and a good opportunity to get involved players family if they are onsite as well.

Other board games evening

Executed during ISF 2011, idea is to offer people the chance to discover and play other board games like XiangQi, Go, or even other Shogi variants like Kyoto Shogi or Chu Shogi for the most persistent.

Human Shogi

Executed during ESC/WOSC 2006, a public exhibition game has been executed with real person playing the role of shogi pieces, as it is done every year at Tendo (JP). Main constraint is to get 40 people ready to take part but it is a very visible way to attract visitors from the hosting country.

Video display of board 1

The organizer is encouraged to videocam the games on the first table and to broadcast it in the separate room and online. Video equipment should be set in a way which will not disturb the players. As long as the abovementioned condition is met, the players cannot refuse to videocam their game.

Above rules may also apply to other top tables. In case of lower tables, an organizer should consider the given players' opinion, as it might be stressful for less experienced players.

Results available online

Even if not able to join, many players try to follow the progress of ESC/WOSC from their own country. Offering them a website where they can get results more or less in real time is a very good feature.