

Team Gomoku World Blitz Championship 2020



Official announcement date: 5th May 2020

1. Introduction

Gomokuworld's Online Team Gomoku World Blitz Championship (TGWBC) is a championship in one-minute gomoku and open to everyone. One-minute gomoku means swap2 gomoku games with the time control 1 min per player and game and is a highly involving kind of sport enjoyed by many gomoku players. To excel in it, one has to possess a whole bunch of various skills and abilities – the ability to think very fast and accurately, intuition, time management, emotion control, a lot of learned gomoku shapes, and fine motor skills. It is a highly intellectually demanding activity that causes strong adrenaline rushes.

This time, a special edition, a Team Championship is going to be organized. The tournament will determine which country is currently the best on the planet at one-minute gomoku as well as help popularise gomoku in general and let many people fulfil their competitive instinct and experience strong emotions to spice up their lives.

2. Organisers

- Zoltán László, from Hungary, the organisers' Chairman, three times WBC winner
- Łukasz Majksner, from Poland, Chairman of PSGRiP
- Márk Horváth, from Hungary
- Jakub Horák, from Czech Republic

Organiser	Facebook	E-mail	Vkontakte	Languages spoken
Zoltán	fb.com/MaeSTRO666	lzltn9@gmail.com	vk.com/zoli1997	English, Hungarian
Łukasz	fb.com/usiek	usiek1992@gmail.com	vk.com/usiek	English, Polish
Márk	fb.com/markhorvath17	mark1994horvath@gmail.com	vk.com/markhorvath94	English, Hungarian
Jakub	fb.com/profile.php?id=100011997493100	jakubhorak2003@seznam.cz	N/A	English, Czech

We can also be contacted by sending an email to worldblitzcup@gmail.com.

On Playok.com, where the TGWBC 2020 will be played, our nicknames include:

- Zoltán: laszlozoltan, wbczoli
- Łukasz: undothefuture, wbcusiek
- Márk: markhorvath, wbcmark
- Jakub: 3ifndef, wbc3ifndef

We also share the nickname **worldblitzcup** between us.

We will use these Playok nicknames to manage and referee the tournament matches.

3. Tournament system

3.1. The tournament consists of matches. Each and every match is played between two teams on Playok.com and consists of micro-matches, which consist of games with the time control 1 min per player.

3.2. The tournament, depending on the number of teams, is going to be organized in:

- a) Round robin,
- b) Swiss,
- c) Groups with Round robin followed by the single-elimination stage.

We will make a decision in order to organise the championship the best possible way and also to ensure the tournament won't last for too long. We plan to organize it between 7-12 rounds.

3.3. Regardless the chosen system, the duration of each round is 3 weeks.

3.4. Regardless the chosen system, if there is a tie which has to be broken, the following tie-breaking criteria are used (if the tie remains unbroken with the first criterion, the second one is used, and so on):

- 1) Score difference,
- 2) Result of the direct encounter between the teams,
- 3) Sudden death, in which all teams of the tie appoint a player of the team to play against other appointed players from the tie. These sudden death matches will be played until the difference becomes +4 for one of the players. Maximum number of games in a sudden death is 21.

4. Teams

4.1. TGWBC team consists of 3 players, plus one optional substitute player is allowed. TGWBC team can be international, however, we prefer national teams over international teams if possible, to avoid any unfairly strong collaborations, yet it is not forbidden. In each case of international team, the Organisers decide about its participation.

4.2. Each team has a captain. The captain is in charge of the team (behaviour, fair play, match date proposals, etc.).

5. Where to get information about the tournament's progress

5.1. The official TGWBC 2020 website is:

sites.google.com/site/tgwbc2020

The website is in English, and it is the recommended source of information because:

- this website is managed exclusively by us, and
- all official information (i.e., the match schedule, results, announcements of rounds, etc.) will be posted and updated there first.

5.2. Especially important announcements as well as some articles will be also posted on Gomokuworld's Facebook page:

facebook.com/GomokuWorld

5.3. There are also two TGWBC2020 threads on the Russian gomoku discussion forum:

- vk.com/topic-19499145_41360761

(especially important announcements)

- vk.com/topic-19499145_41360750

(a discussion in Russian and in English)

To get access to the Russian gomoku discussion forum, you need to register on vk.com and then join the VK group vk.com/gomoku. Registration on vk.com is easy and takes a minute, while the next step – joining the group – requires approval by a group admin, but we expect that all group membership requests made by TGWBC participants will be granted. Feel free to contact us if you experience any problem with getting access.

5.4. There is also a TGWBC thread on the Polish gomoku discussion forum:

forum.gomoku.pl/viewtopic.php?p=59720

The discussion in that thread is in Polish and English. The access to the thread is unrestricted, but you need to register and get your registration approved by a forum admin in order to make posts. Again, we expect that all registrations made by TGWBC participants will be approved, and, again, feel free to contact us if you experience any problem with getting access.

6. How to become a participant

There are two stages to pass in order to become a participant, in the following order:

- 1) Registration stage,
- 2) Name verification stage.

6.1. Registration stage

6.1.1. To register, the captain of the team shall send any of us a message before **Friday, 22nd May 23:59** telling us that they will play in the tournament. Warsaw time is meant here and thereafter.

6.1.2. In the same message or at least within a reasonable time frame, the captain of the team shall tell us the following information about each team member:

- 1) First name and surname. They shall be real; pseudonyms are not allowed.
- 2) Citizenship.
- 3) Playok nickname to be used in the tournament. The nickname shall start with wbc (e.g., wbcmaster), be already created on playok.com before telling it to us, and have no rated games played in the last 6 months. We ask not to use the nickname to play rated games outside of the tournament before it ends.
- 4) Contact details in Internet. The player shall provide at least one of the following: an email account, a Facebook account, an account on vk.com, or an account on playok.com.

6.2. Name verification stage

6.2.1. If a player passes the registration stage, we will verify that the name he provided is real, unless we are already sure. We will contact each player whose name needs to be verified. No action on this stage is required from participants unless they are directly contacted by us.

6.2.2. Perhaps the easiest way to prove that the name is real is to show us a convincing account in a social network. We will look, in particular, at the registration date, number of friends, and who the friends are. We will also contact the owner of the account to verify that it is the same

person. We may contact some of his friends in the social network, but no such contact will be made without the player's permission.

6.2.3. Other options to verify a player include, but are not limited to:

- finding a sufficiently reputable third person (not necessarily known to us) who can confirm that the name of the player is real,
- providing convincing business contact details.

The outcome of the name verification stage will be posted on the page of decisions:

sites.google.com/site/tgwbc2020/decisions

9. Matches

9.1. Each match shall be played on Playok.com in room dobrocin and consist of one-minute swap2 games.

9.2. Undoing moves is strictly prohibited, so the option "no undo" shall be checked.

9.3. All matches shall be played at a public table, so that visitors can watch them.

9.4. All games shall be rated games.

9.5. Arranging matches

9.5.1. Before a match, the captains arrange a suitable match date and time, and then any of them sends any of us a message with the match date and time at least **24 hours in advance**. It is enough just to send a message, i.e., no approval or confirmation of receipt is required.

9.5.2. During or before match date negotiations, any captain may ask us to help arrange the match (e.g., in case of a significant language barrier between the match participants or because of being unable to reach an agreement). Our approach to situations like this is detailed in Sec. 13.4.

9.6. If any of the teams does not appear on time, the other team is free to leave after 15 minutes of waiting. Section 13.5 details our approach to no-shows.

9.7. Although we will try to ensure that in most matches at least one of us is present to manage and referee, the participants shall start playing even in our absence.

9.8. Substitution can be made only between rounds and there is no chance for second substitution, the player subbed cannot come back after the substitution is made.

10. Micro-matches

10.1. Each match of the tournament is going to be played in round robin.

10.2. Each micro-match consists of 13 non-drawn games. The sums of won games will decide the winner of the match. The winner team gets the match point.

10.3. Each won game from a micro-match equals with one point and in the end the sums of points scored by teams are going to be added up in order to declare one of the teams a winner of the match.

10.4. Who puts an opening in the first game of a micro-match is determined by the server. Note that our statistics indicate that putting an opening in a one-minute game does not bring any substantial advantage.

10.5. If a game in a match ends as a draw, then this game does not count and has to be played again. Who puts an opening is determined by the server.

11. No help of any kind is allowed

The participants are allowed to use only their brains, i.e., they are allowed only to look at the board shown on the screen and click. In particular, it is not allowed to use programs to get hints as to what moves to make.

Using programs for that purpose is a serious offence that leads to a permanent ban from all future WBC tournaments if proven beyond reasonable doubt. We will take cheating in our tournament as a personal injury to us.

As it is practically impossible to cheat by using a program in one-minute games without making it obvious to experienced players, we do not expect cheating and warn inexperienced players that there is practically no chance of getting away with it.

Section 13.2 details how we will ensure the absence of cheating.

12. Spectators

12.1. Spectators may support any of the match participants by typing encouraging positive comments, while negative comments aimed at lowering a player's morale are forbidden.

12.2. Spectators are strictly forbidden to give hints as to what moves to make in the current one-minute game.

13. Resolving issues

Here we detail our approaches to making decisions in particular cases like match date disputes, no-shows, suspicions of cheating, etc. Section 13.1 explains our general principles, while Sections 13.2-13.12 detail particulars for specific kinds of cases.

13.1. General principles

13.1.1. If we have a significant issue/case to make a decision about, we will try to reach a consensus among us. If we cannot reach a consensus, we will make a decision by the majority of our votes. If the distribution of votes is equal, the organisers' Chairman's vote is decisive. We will not reveal to the public who votes how.

13.1.2. Most significant decisions will be posted at the page of decisions:

sites.google.com/site/tgwbc2020/decisions

13.1.3. Issues/cases of little significance will be quickly decided upon by any of the organisers, especially when a quick reaction is needed.

13.1.4. Our approach will be like in common law legal systems (e.g., the ones in the USA and Australia) rather than in continental legal systems. In particular, we will consider precedents to be of utmost importance, to ensure that everyone gets equal treatment. The precedents from the previous WBCs will be taken into account, too. Various exemptions from the rules may be granted on request, e.g., a permission to play a certain match without a 24 h notice. To grant an exemption, however, we need to have a good reason and be sure that the exemption will not damage the interests of any other tournament participants.

13.2. Cheating by using a program

As stated above, we do not expect cheating by using a program, as it is practically impossible to cheat in one-minute games in this way without making it obvious to experienced players.

13.2.1. In the unlikely event that a player suspects that he has been cheated against by means of a program, he may complain to about that to his captain. The captain shall decide whether the complaint is grounded and lodge it to us no later than **10 days after the match** concerned. In order to recognize a complaint, we need at least an incomplete complaint containing a request to investigate the match on our own or a promise to send us a detailed evidence later.

13.2.2. We will carefully monitor the tournament to ensure the absence of cheating and may start an investigation on their own initiative. We will also routinely video record most matches and thus will have an opportunity to analyse the timing of moves if needed.

13.2.3. In the very unlikely event that we have a hard-to-resolve case, i.e., if we find it difficult to either confirm or rebut suspicions, we may ask the suspect to video record the entire display during his next match. The suspect will have to install a free video-recording program available in the Internet, press the record button at the start of the match, and send us the resulting video after the match.

13.2.4. If nothing helps resolve a hard-to-resolve case, we may make a compromise decision: We will deny further participation, but abstain from calling the player a cheater.

13.3. Secretly playing for someone else

We do not expect this kind of cheating, because the top one-minute players are highly reputable and have noticeable differences in their individual playing styles, which are like fingerprints. They have been a part of the gomoku community for quite a long time and are very unlikely to risk their reputations.

13.3.1. We will deal with suspicions about secret substitutions in a way analogous to the one described in Section 13.2.

13.3.2. In our investigations, we will consider technical data, e.g., the IP address and further information in the log. The admin is expected to provide us the information under the suspect's permission. Failure to give such a permission will most likely result in deeming the suspect guilty.

13.3.3. Knowing that in principle it is possible to fake the IP address, we will also make a comparison of the match concerned with previous matches of the suspect by carefully analysing the playing style and preferred gomoku shapes.

13.3.4. We may also ask the suspect to play his next match with a webcam showing him and his display, and then compare his performance.

13.3.5. Like cheating by means of a program, secretly playing for someone else will result in a permanent ban from all future WBC and TGWBC tournaments if proven beyond reasonable doubt.

13.4. Difficult match date negotiations

13.4.1. Both captains of a match shall first talk to each other to arrange it, unless there is a significant language barrier between them.

13.4.2. If the captains cannot reasonably quickly reach an agreement, or if there is a significant language barrier between them, any of them shall ask us to help arrange the match.

13.4.3. If we are asked to help arrange the match, or if we feel a need to help arrange the match, we will interfere and act on common sense.

If we interfere, we will separately ask captain about abilities of their team and wishes concerning the match and then make a decision. Factors that are likely to influence our decision in favour of a team include (but are not strictly limited to):

- good will to find a mutually convenient date and time,
- openness (e.g., readiness to explain the reasons for the limitations and wishes),
- sincerity (absence of self-contradictions, tricks, manipulations, etc.),
- being quick to reply,
- being polite, accurate, and clear,
- record of behaviour in the spirit of good sportsmanship, especially in this and previous tournaments organized by us,
- having date and time preferences compatible with the common ones.

13.5. No-shows

If a team does not appear on time to play a match (within 15 min, as stated above), we will make a decision about it. If it is the first no-show by the team in the TGWBC 2020, and if proper apologies and explanations are promptly given, they are likely to be given an opportunity to re-arrange the match if we deem the reason why they were unable to appear on time compelling enough.

13.6. Late registrations to the tournament

13.6.1. The parameter deciding whether a registration is late or not is the exact date and time when the captain sent us the message with a proper registration of their team. If this is later than the registration deadline (Friday, 22nd May 23:59), the registration will be deemed late.

13.6.2. Generally, late registrations will be not accepted.

13.7. Failing the name verification stage

If someone fails the name verification stage, they will be disqualified. The Organisers will decide whether to let the captain gather a new player or to disqualify the whole team.

13.8. Intentional match losses

If a team apparently loses a match on purpose, we will take action about it.

13.9. Resignations from the tournament

Resigning from the tournament without a good reason will lead to a ban from the WBC and TGWBC tournaments for years.

14. Awards

All members of teams placed on the podium (TOP-3) will be awarded with medals.

But the main award will be, of course, fun and excitement due to very interesting matches.

We wish everyone a lot of fun, and may the strongest win!