

# Guideline of the "World Inter-City Children's Shogi Team Competition (WICSTC)" (Terms and Conditions)

August 10, 2023

## 1. Organizer

Organizer: International Shogi Popularization Society (ISPS)

Supported by Japan Shogi Association and Ministry of Foreign Affairs of Japan,

Cooperation: Tokyo Shogi Branch Association, Overseas Branches of Japan Shogi Association

## 2. Schedule (tentative)

- Application for team registration : August 11 to August 31, 2023

- Regional Qualifying Round: September 1, 2023 to October 31, 2023

- Final Round (Main Tournament): November 1, 2023 to December 31, 2023

The organizer will determine the detailed schedule in consultation with the regional managing cooperators.

For the regional qualifying rounds, its implementation is basically delegated to the regional management cooperators in each city.

However, if there are any issues that need to be coordinated among the cities, the organizer shall resolve them, cooperating with the regional management cooperators.

In case of difficulties in coordination, the final decision shall be made by the organizer.

The schedule of the games will be flexible, taking into consideration the time difference among the cities.

## 3. Eligibility of participation

Participants must be children residing outside of Japan.

Participants must be 12 years old or younger (however, one participant can be 15 years old or younger). The age is based on

September 1, 2023.

Participants must be able to play games on “81 Dojo” using the Internet.

Each city or region will decide its representative team by a team competition with three members per team. (The organizer will consider the definition of city/region so that a wide range of participants can be recruited.)

In principle, each team must have one adult coach who can speak English or Japanese to communicate the organizer.

#### 4. Participating Cities

The first Competition will be held by teams of the Northeast Asia, Southeast Asia, and Oceania regions.

The Northeast Asia region will consist of China, Hong Kong, Taiwan, Korea, and Mongolia,

The Southeast Asia region will consist of Vietnam, the Philippines, Malaysia, Singapore, Thailand, Cambodia, Laos, Myanmar, Indonesia, Timor-Leste, and Brunei.

The Oceania region will consist of Australia, Cook Islands, Fiji, Kiribati, Marshall Islands, Micronesia, Nauru, New Zealand, Niue, Palau, Papua New Guinea, Samoa, Solomon Islands, Tonga, Tuvalu, and Vanuatu.

#### 5. Number of teams (Final Round)

The Final Round will be conducted in a tournament format with the 8 teams that have won the Regional Qualifying Round.

The organizer will determine the number of teams of each region for the Final Round, taking into consideration the number of applicants from each region,

In the Final Round, the winner, runner-up, and third-place finishers will be determined in a tournament.

The representative team of the region will be decided by the organizer in consultation with the regional management cooperators.

The online and Zoom environment necessary for the games will be provided by the participants.

The final round of the competition will be managed by the organizer in consultation with the regional organizers.

There will be no entry fee. In order to attract a wide range of teams, the organization of teams will be flexible. (For example, a team consisting of teams from the cities of Sydney, Melbourne, and Perth will be accepted.)

#### 6. Method of Competition

The Competition will be conducted online, using both the “81 Dojo” and ZOOM.

Each match will be played in a three-player team format (3 players each: Top Board, Second Board, and Third Board).

The seating order of the Top Board, Second Board, and Third Board is not fixed and may be changed.

The games of the match shall begin at the same time.

The organizer will notify online the coach of each team of the Sente (black) and the Gote (white) of each team.

Each team shall set up its waiting list of “81 dojo” in accordance with the organizer's notification.

The team members for the final round shall be the same as the members of the regional qualifying round.

Note: Substitutes will not be allowed to register.

All games will be played in Hirate (even-playing) style. The organizer's instructions shall be followed in deciding who will play first (Sente) and who will play second (Gote).

The time limit of each player is 20 minutes. If it runs out, the time shall be counted down to 30 seconds per move.

If it is difficult for players to use Zoom, the organizers will consult with the regional management cooperators and adopt an appropriate communication system.

In principle, the game rules of the Shogi shall be in accordance with the rules stipulated by Japan Shogi Association.

Detailed game rules and other related regulations will be announced separately.

The organizer shall monitor the games to prevent any illegal actions, such as using AI. In principle, more than one ISPS board members shall be present at the time of the match.

If approved by the organizer, the organizer may adopt a suitable competition method for the regional tournaments in accordance with the actual situation in each region. (As an example, a district competition may be offline games or a round-robin league (Swiss-style) among participating teams from each regional city. In some cases, it may be possible to choose a tournament format.)

## 7. Awards

The winning, runner-up, and third-place teams in the Competition will receive a certificate (for the team), commemorative gifts (for each players).

The details of the awards will be posted later on the website.

## 8. Competition officials

Tournament officials of the organizer and regional management cooperators will be determined.