

Guideline of the "2nd World Inter-City Children's Shogi Team Competition (WICSTC)" (Terms and Conditions)

As of April 4,2024

Introduction

The "1st World Inter-City Children's Shogi Team Competition (WICSTC)" was held in 2023 for the Northeast Asia, Southeast Asia, and Oceania regions. This year, the 2nd WICSTC will be held for Europe and Africa. In this second competition, the two teams which advance the final of the tournament will be invited to Japan to play the final match. We, the organizer ISPS, are currently discussing with the Japan Shogi Association to have the final match held at the site of the 9th International Shogi Forum, which will be hosted by the Japan Shogi Association, on November 7-9 this year.

1. Organizer, etc

Competition name: "World Inter-City Children's Shogi Team Competition (WICSTC)"

Organizer: International Shogi Popularization Society (ISPS)

(note ; ISPS is a Nonprofit Organization of Japan)

Supported by: Japan Shogi Association and Ministry of Foreign Affairs of Japan (TBD),

Cooperation: Federation of European Shogi Association (FESA),

Overseas Branches of Japan Shogi Association

Special Cooperation: All Nippon Airways Co.Ltd (ANA)

Venue: Venues of country/city preliminary rounds will be decided by the responsible person in each country/city. The final tournament will be held online. The final match will be held in Tokyo, Japan, at the Shogi Hall of Japan Shogi Association.

2. Schedule (tentative)

-Publication of implementation guidelines

-Issuance of application guidelines to responsible persons in participating countries/cities:

-Contact with country/city responsible persons

== March 16 ~ April 30, 2024

-Conduct of preliminary competitions for each participating country/city:

== May 1 - June 15

-Teams' Application for the final round tournament

== June15 ~ July15

-Implementation of a final round tournament

== July 16 - August 16

- Decide 2 teams which will be invited to visit Japan

== September 1 ~15

-Preparation for the final match in Japan

== September 16~

- Final match

= on one of the dates from November 7 to 11

3. Regional Preliminary Rounds for participating cities/countries and Final Round Tournament

It is desirable that city teams participate in the competition, but mixed teams from multiple cities within the same country shall be permitted, if individual cities cannot form teams of three children.. (e.g., mixed teams with Strasbourg, Colmar, and other cities in France will be allowed.)

(1) Regional Preliminary (qualifying) Round for each participating city/country will be conducted by each city's/country's responsible organizer.

However, in the event that there is a need for coordination among the/countries, ISPS shall work with the responsible organizer of each city/country to resolve any issues that may arise during the preliminary rounds. In case of any difficulty in coordination, the final decision shall be made by the ISPS.

ISPS requests the city/country organizers to be flexible in scheduling the games, taking into consideration the time difference between the cities.

Each country organizer will submit to ISPS a written report of the regional preliminary qualifying rounds, including photographs.

(2) Final Round Tournament

ISPS will conduct the draw for the final tournament among the city/country teams and decide the Tournament schedule.

The final tournament will be conducted online with the up to two teams per country that have won the qualifier rounds.

The method of selecting the teams will be decided by ISPS after the number of teams applying for the country(city) qualifiers has been determined, in consultation with the responsible organizer in each country, and taking into consideration the number of applicants for the country(city) qualifiers.

Applications to the Final Round Tournament shall be submitted through the ISPS's website. The team's name, name of the team leader in charge (coach), names of three team members, contact information (email address etc.), and other details should be sent to ISPS by e-mail through the application form provided on the ISPS's website.

In principle, up to two teams from the same city may participate. The two finalists will be invited to Japan.

4. Eligibility requirements

(1) Participants must be children residing outside of Japan. Participants must be 15 years old or younger as of November 1, 2024. Participants must have non-Japanese nationality. However, if approved by ISPS, one of the three members of the team may exceptionally be a child of Japanese nationality.

(2) In principle, each team must have a team leader in charge (coach), who is fluent in English or Japanese.

(3) The final match will be held in Japan. Team members participating in the final must have permission from their parents to travel to Japan.

5. Participating Cities

The 2nd Tournament will be held in the European and African regions.

(Participating cities will be those located in the following countries, but additional cities are under consideration.

Austria, Belgium, Belarus, Czech Republic, Denmark, Spain, Finland, France, England, Germany, Greece, Hungary, Italy, Netherlands, Norway, Poland, Portugal, Slovakia, Switzerland, Sweden, Ukraine, Bulgaria, Georgia, Turkey, Iceland, Cote d'Ivoire, Tunisia, Mozambique, Uganda

6. teams participating in the final

(1) The two finalist teams from Europe and Africa (one responsible team leader (coach) and three player-members from each team) will be invited to Japan.

ISPS will provide airline tickets provided by the sponsoring airline in kind, but as there may be restrictions on the air routes available, a certain percentage of the travel expenses incurred shall be subsidized.

(note: As an example, airline tickets can be provided for London⇌Narita (Haneda) and Frankfurt⇌Narita (Haneda), but ISPS will pay a certain percentage of the travel expenses incurred when traveling from the nearest airport to London or Frankfurt. The amount of the subsidy shall be communicated separately.)

(2) ISPS will provide a pre-estimated amount for accommodation and living expenses, but any amount in excess of the amount provided will be borne by the participants themselves.

(3) The responsible team leaders and three members of the 2 invited teams shall promptly inform the organizer of the necessary data (including copies of passports) for the invitation to visit Japan.

They shall bear their own expenses for sightseeing, medical care, and domestic transportation during their stay.

(4) ISPS will treat the invitees in good faith during their stay in Japan, but will not be held responsible for any accidents, injuries, illnesses, or other problems that may occur during their stay in Japan.

7. Method of Competition

7.1. The final tournament will be conducted online until the semifinals. The finals shall be conducted face-to-face in Japan.

The winner, runner-up, and third-place finishers will be determined, and certificates (1 each) and prizes (3 each) will be awarded.

7.2. The details of the final tournament will be e-mailed to the responsible team leaders of each team at least

two weeks prior to the tournament, but the following rules shall apply.

7.3. The basic format is as follows

(1) Tournaments will be conducted online using both the “81 Dojo” platform and Zoom.

If it is difficult to apply Zoom, the appropriate communication system shall be adopted after consultation with the cooperators in each city.

(2) ISPS, as the organizer, will monitor the games, using 81 Dojo platform and Zoom to prevent cheating. The online and Zoom environment necessary for the games shall be provided by the participants.

(3) The final tournaments will be managed by ISPS in consultation with the responsible person in each country.

(4) In case of any problems, ISPS will make the final decision.

(5) There will be no entry fee. In order to attract a wide range of teams, the organization of teams will be admitted in a flexible manner.

(6) The competition will be a 3-tmembers team competition. The seating order may be changed at each round. In principle, the 3 games shall begin at the same time.

(7) ISPS will notify the team leader in charge of each team of the first move (SENTE) and second move (GOTE) of each team, and each team will set up its waiting game (at 81 Dojo) according to the ISPS's notification.

(8) Team members during the final tournament shall be the same.

(9) The games shall be played in all-equal games (HIRATE game). ISPS will decide who will play first (SENTE)t and who will play second (GOTE).

(10) Each player will have 30 minutes to play. When this time expires, each player will be given 30 seconds to make a move.

(11) The rules of the game shall be in accordance with the rules of the Japan Shogi Association, in principle. Detailed game rules will be announced separately.

(12) The organizer will to monitor the game to prevent illegal games, such as use of AI software. In principle, directors of ISPS shall be present online at the time of the games.

8. Awards

The winning, runner-up, and third-place teams will receive a certificate of merit (1 each) and three commemorative gifts (3 each). Details of the prizes will be announced separately.

9. Tournament officials, etc.

Tournament officials and city responsible persons will be determined separately.