

# Guideline of the "4th World Children's Shogi Team Competition (WCSTC)"

As of May 1, 2026

## **Introduction**

International Shogi Popularization Society (ISPS) will hold the "4th World Children's Shogi Team Competition (WCSTC)" in 2026. The first competition held in 2023 was for Northeast Asia, Southeast Asia and Oceania, the second competition held in 2024 was for Europe and Africa, and the third competition held in 2025 was for North, Central and South America. The fourth competition in 2026 will be for Asia and Oceania.

Note: The name of the competition was changed from "Inter-City World Children's Shogi Team Competition" to "World Children's Shogi Team Competition".

## **1. Organizer, etc**

Competition name: 4th World Inter-City Children's Shogi Team Competition (WCSTC)

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: Overseas branches of Japan Shogi Association

Special Cooperation: ALL NIPPON AIRWAYS CO., LTD.

Venue: Venues of city preliminary rounds will be decided by each city.

The final tournament will be held online up to the semifinal. The final match will be held in Tokyo

## **2. Schedule (tentative)**

-Publication of guideline: May 11, 2026

-Preliminary round for each participating city: by June 30

-Application for the final round tournament: May 11 ~ June30

-The final round tournament: July 1 - August 31

-Preparation for the final match: September 1~

- Final match: November 2026 (Date TBD)

### **3. Preliminary round for participating cities and final round tournament**

(1) In principle, up to two teams from the same city may participate in the final round. Preliminary round for each participating city will be conducted by each city.

However, in the event that there is a need for coordination among the cities, ISPS will work with each city to resolve any issues that may arise during the preliminary round.

In case of any difficulty in coordination, the final decision shall be made by ISPS.

(2) Final round tournament

ISPS will conduct the draw for the final tournament and decide the tournament schedule.

The final tournament will be conducted online with 4 to 16 teams that have won the city preliminary round.

ISPS will decide the method of selecting 4 to 16 teams after the number of teams applying for the city preliminary rounds has been determined, in consultation with the teams in each city, if necessary, and taking into consideration the number of applicants in each city.

Application to the final round tournament shall be submitted through 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 with the application form provided on ISPS's website.

### **4. Eligibility requirements**

(1) Participants must be children residing outside of Japan and 15 years old or younger as of November 1, 2026. While ISPS would like to encourage foreign children to enjoy Shogi, players shall preferably have foreign nationality. It will, however, be admitted that all the team members have Japanese nationality only..

(2) For city teams participating in the competition, mixed teams from multiple cities within the same country will be permitted on an

exceptional basis. (e.g., mixed teams with Hanoi, Ho Chi Minh and other cities in Vietnam will be exceptionally allowed.)

(3) In principle, each team must have a team leader in charge (coach) who is fluent in English or Japanese. ISPS may, however, admit the exceptional case.

(4) Since the final match will be held in Japan, team members participating in the final tournament must have consent of their parent or guardian to travel to Japan.

### **5. Participating cities**

The Fourth Competition will be held for the region of Asia and Oceania.

### **6. Teams participating in the final**

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

The final match will be conducted in the venue decided by ISPS.

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

(Note: As an example, airline tickets between Tokyo and Beijing can be provided but not between Tokyo and the cities in Mongolia. ISPS will pay a certain percentage of the travel expenses incurred when traveling from the nearest airport (Ulaanbaatar) to Beijing. The amount of the subsidy shall be communicated separately.)

ISPS will arrange hotel accommodation and provide a pre-estimated amount for living expenses in Japan, but any amount in excess of the amount provided including the expenses for sightseeing, medical treatment, domestic transportation and so on, shall be borne by the participants themselves.

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

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 up to the semifinals. The final match will be conducted face-to-face in Japan.

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.

7.3. The basic format of the final tournament is as follows

(1) Tournament will be conducted online using both the 81 Dojo platform and Zoom. If it is difficult to use Zoom, the appropriate communication system shall be adopted after consultation with the responsible person 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) ISPS will manage the final tournaments in consultation with the responsible person of each team. In case of any problems, ISPS will make the final decision.

(4) There will be no entry fee. In order to attract more teams, the formation of teams will be admitted in a flexible manner.

(5) The competition will be a 3-member team competition. Team members during the final tournament shall be the same.

(6) The seating order may be changed at each round. In principle, all three games shall begin at the same time.

(7) The games shall be played in an even game (HIRATE game).

(8) Sente (White) and Gote (Black) will be determined at random by 81 Dojo.

(9) Each player will have 15 minutes to play. When this time expires, each player will be given 30 seconds to make a move.

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

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

### **8. Awards**

The winning, runner-up, and two 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 will be determined separately.