



**CANADIAN GO  
ASSOCIATION**

## **League Manual**

Wednesday, December 30, 2009

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# 1 Introduction and Objectives of the CLIG



**Introduction:** This manual was written to help those who have difficulty finding the necessary information, understanding what is supposed to be simple but actually seems confusing. Sorry it is not in French. It is developed with "**Help and Manual**"

If it helps you then it was worth while.

Thanks to all who gave me ideas, those who helped me grasp how KGS works, those who encouraged me, those who forgave my many attempts to fix something without patience and finally to those who were simply honest and bold enough to tell me when I went wrong.

Chuck Elliott,

CLIG manager and CGA ratings officer. Oct, 2009, latest revision - January, 2010

## **Objectives**

- Have fun
- Get stronger by playing serious game (not blitz go)
- Improve skill and knowledge of Go
- Make the national CGA ratings reliable for both tournament seeding of players and setting handicaps.
- Meet Go friends on line
- Get to know other players outside your region.
- Provide an opportunity to support Go in Canada through membership.
- Give recognition to those who break the barriers of skill
- To help develop skill and interest in youth.
- To provide opportunity to those who cannot access a club.
- To provide opportunity to those who do not have access to stronger players.

## 1.1 Requirements to join

- Be a CGA member  
It is not necessary to reside in Canada. US players are welcome to join.

- Agree to abide by the rules, believe in the values stated and play your games.
- If 12 or under have a parent or guardian be responsible for scheduling your games.
- Willingness to show up at the agreed playing times.
- To play in the main round you should be 9 kyu or stronger. There are pre-league leagues for players below 9 kyu. The rules are different. The main difference is that players in the main round do not get demoted to the pre-leagues and players in the pre-leagues are not automatically promoted to the main league but are moved up based on there demonstrated skill judged by peers and approved by the league manager.
- Also, one must have a registered KGS account with some game history showing that the person knows how to log on to KGS and play a scheduled game.

## 1.2 Our values

- **Respect your Opponent**
  - Answer all email requests/invitations
  - Thank your opponent for the game
  - Be respectful in all communication
- **Respect the league objectives**
  - Try to play all games
  - Try to be on time
  - Submit schedules in advance
  - Report results immediately
  - Accept the rulings of the referee or manager even if you do not agree
  - Be respectful when you feel a need to complain

## 1.3 Evictions

Evictions may sometimes be necessary to maintain a healthy league.

Here are a few possible reasons for an eviction:

- **Insufficient Games:** A player does not play sufficient games thus affecting the desire for competition of others in the league and not meeting league objectives of maintaining good ratings.
- **No answer to email:** A player does reply to email requests from opponents trying to arrange a game. This is important even if you are too busy to play.
- **No email address or phone:** You cannot be contacted. If you move city, change email or phone let the CGA membership person know.
- **Bad attitude:** One must always be respectful to others regardless of rank or situation. Not a problem so far.

## 1.4 Sit out a round

If you need to sit out simply email the league manager and ask to be put on the waiting list. I ask that unless it is urgent you do not drop out in the middle of a round as it creates an unfair result.

**Advance Warning**

Try to let the league manger know your intention not to continue in the next round before the end of the current round. There is no very little time between rounds (sometimes only a few hours).

**2 Getting Started**

Enter topic text here.

**2.1 KGS - Signing up**

Enter topic text here.

**2.2 CLIG Sign up**

Enter topic text here.

**3 About the Leagues**

A league is a round robin of any number of players. In CLIG the standard is 5. However, there may be 6 or 4 allowed to accomodate the entries.

Below is a report of the A-1 league in the 4'th round.

| A-1    |                                       | Dragon Slayers                  |               | 45 min. byo yomi - 25 Stones/10 Min, Komi=6.5 |    |    |    |    |    |    |       |
|--------|---------------------------------------|---------------------------------|---------------|---|----|----|----|----|----|----|-------|
| CGA ID |                                       |                                 |               | #1  | #2 | #3 | #4 | #5 | #6 | #7 | Total |
| 1      | 3433 Cheng, Hai (Harry)<br>chenghappy | 6' Dan ( 520 )<br>North York    | Time zone= 0  | 1   | 1  | 1  | 2  | 1  | 1  | 7  |       |
| 2      | 1261 Sedgwick, James<br>Sedgwick      | 6 dan ( 480 )<br>Toronto        | Time zone= 0  | 2   | 1  | 1  | 1  | 1  | 1  | 7  |       |
| 3      | 1033 Chadwick, Norman<br>Momiji       | 6 dan ( 522 )<br>Vancouver      | Time zone= -3 | 2   | 2  | 1  | 0  | 1  | 1  | 7  |       |
| 4      | 308 Gourdeau, Daniel<br>goseki        | 6' Dan ( 461 )<br>Quebec City   | Time zone= 0  | 2   | 2  | 2  | 1  | 1  | 2  | 10 |       |
| 5      | 3022 Chung, Luke<br>HappyGuy          | 6' Dan ( 565 )<br>Edmonton      | Time zone= -2 | 1   | 2  | 0  | 2  | 0  | 2  | 7  |       |
| 6      | 3829 He, Ben<br>bigben79              | 6' Dan ( 589 )<br>Toronto       | Time zone= 0  | 2   | 2  | 2  | 0  | 2  | 2  | 10 |       |
| 7      | 3340 Huang, Andrew<br>Mariosbank /    | 5' Dan ( 511 )<br>Boonton Twp., | Time zone= 0  | 2   | 2  | 2  | 1  | 1  | 1  | 9  |       |

**Points for playing**

There are 7 entries in this league.

Each row shows the results for the player.

For Chadwick (# 3) he has 2 points each for wins against players 1 and 2.

He has 1 point each for playing games (losing) against players 4, 6 and 7

He has not played against player 5 (Luke) yet -> 0 points

**Total Points** - The total is shown on the right.

**League Winner**

If this was the final standing then the league winner is # 4 Gourdeau with 10 points. Ben He is tied with 10 points but Gourdeau is higher on the list so Ben would finish 2'nd. Huang 3'rd and Cheng 4'th and so on.

|          |             |   |  |
|----------|-------------|---|--|
| <b>1</b> | <b>3433</b> | <b>Cheng, Hai (Harry)</b><br>chenghappy | 6 <sup>+</sup> Dan ( 520 )<br>North York Time zone= 0    |
| <b>2</b> | <b>1261</b> | <b>Sedgwick, James</b><br>Sedgwick      | 6 <sup>+</sup> dan ( 480 )<br>Toronto Time zone= 0       |
| <b>3</b> | <b>1033</b> | <b>Chadwick, Norman</b><br>Momiji       | 6 <sup>+</sup> dan ( 522 )<br>Vancouver Time zone= -3    |
| <b>4</b> | <b>308</b>  | <b>Gourdeau, Daniel</b><br>goseki       | 6 <sup>+</sup> Dan ( 461 )<br>Quebec City Time zone= 0   |
| <b>5</b> | <b>3022</b> | <b>Chung, Luke</b><br>HappyGuy          | 6 <sup>+</sup> Dan ( 565 )<br>Edmonton Time zone= -2     |
| <b>6</b> | <b>3829</b> | <b>He, Ben</b><br>bigben79              | 6 <sup>+</sup> Dan ( 589 )<br>Toronto Time zone= 0       |
| <b>7</b> | <b>3340</b> | <b>Huang, Andrew</b><br>Mariosbank /    | 5 <sup>+</sup> Dan ( 511 )<br>Boonton Twp., Time zone= 0 |

### Time Zones

You see that 5 players are in time zone 0 (Eastern Time - Ontario and Quebec). Chadwick is in time zone -3 which means he is 3 hours behind Ontario on the west coast. This is important to avoid confusion when scheduling a game. Luke is only 2 hours behind as Edmonton is in Alberta.

In Canada, certain places (Saskatchewan for one) will change time zones in the spring. Beware.

### Ranks and Ratings - How to read

You see from above that 6 of the players have a 6 dan rank and one, Andrew has a 5 dan rank. The number to the right is the CGA rating.

#### Ratings:

|       |           |       |             |
|-------|-----------|-------|-------------|
| 7 dan | 650 - 750 | 1 kyu | -50 to 50   |
| 6 dan | 550 - 650 | 2 kyu | -150 to -50 |
| 5 dan | 450 - 550 |       | etc.        |
| 4 dan | 350 - 450 |       |             |
| 3 dan | 250 - 350 |       |             |
| 2 dan | 150 - 250 |       |             |
| 1 dan | 50 - 150  |       |             |

Notice that it is possible that a player's rating can fall below his designated rank. One's rating and position in the league is the best indicator of strength except for new entries or CGA members who do not have sufficient game history. Many young players are improving rapidly. We trust that the leagues will track their progress well.

### KGS ID

Sedgwick's KGS ID is "Sedgwick". See it on the line below his name.

### CGA ID

The number to the left is the CGA ID. It is 4 digits. As a check it is often given with the first letter of the last name such as **1261-S** (Sedgwick)

### League Game parameters

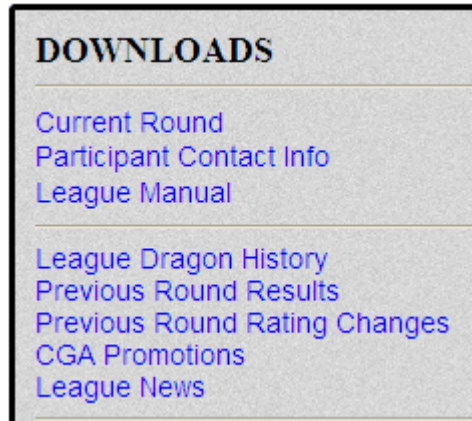
Certain game parameters such as clock time/ player, kom1, byo-yomi (extra time) system is given for each league in the upper right shaded box. Almost all leagues have the same parameters but check anyway. League A is different.

|         |          |                     |          |     |     |  |  |  |  |
|---------|----------|---------------------|----------|-----|-----|--|--|--|--|
| 45 min. | byo yomi | - 25 Stones/10 Min, | Komi=6.5 |     |     |  |  |  |  |
| # 3     | # 4      | # 5                 | # 6      | # 7 | Tot |  |  |  |  |

### 3.1 To access League Standings Report

Go to the CGA League web page.

From there click on the **Current Round** Status report



You may print parts of it for reference but it is updated almost daily and sometimes several times/day.

### 3.2 Who plays black/white?

The rule is simple. The one higher on the ladder takes white.

If there is a mistake and the game is already progressing or even complete then the game shall count as played.

### 3.3 Handicaps

In general there is no handicap in the main CLIG leagues.

If a handicap is played the game should be either replayed or recorded as a win for white regardless of the result. In other words it can be regarded as a teaching game.

### 3.4 How the standings change

Let's say there are 4 players in league A and 4 in league B as follows.

| LEAGUE A (old) | Total Points | Standings before shuffle | LEAGUE A (new) |
|----------------|--------------|--------------------------|----------------|
| Player 1       | 5            | 2                        | Player 3       |
| Player 2       | 1            | 4                        | Player 1       |
| Player 3       | 6            | 1                        | Player 4       |
| Player 4       | 4            | 3                        | Player 6       |

| LEAGUE B (old) | Total Points | Standings before LEAGUE B (new) shuffle |          |
|----------------|--------------|---|----------|
| Player 5       | 4            | 7                                       | Player 2 |
| Player 6       | 5            | 5                                       | Player 8 |
| Player 7       | 4            | 8                                       | Player 5 |
| Player 8       | 5            | 6                                       | Player 7 |

Player 6 wins league B because he is higher on list than Player 8 who also has 5 points. Player 6 passes bottom player in league A so moves to league A

### 3.5 Playing all your games

It is good to try and play all your games. Here are the reasons.

- **Fairness**

If you don't play the final results do not necessarily reflect the playing strengths. A stronger player may be moved down, a weaker player moved up (gets more points because he played more games)

- **Missing out**

Player join for the enjoyment of playing serious games. If you fail to give your opponent the opportunity to play against you you are taking away this enjoyment.

- **Objective - Reliable ratings**

This objective is not being met if games are not played. The league manager will not be happy.

#### Are there valid reasons for being unable to play?

Yes, like illness, death in the family or other tragedy.

### 3.6 The deadline for submission

Many players have ran out of time because the deadline of submission has come sooner than expected.

#### Deadline:

Check the "**League results**" report regularly. See the top line in the report header. It tells you the deadline date. Any results submitted that day are acceptable. If you forget and submit early the next

morning you may be lucky.

### Days Left

Note in the top left it tells you days left in the league. I am writing this when there is 1 day left in round 4 and more than 25% of games have not been played yet. Let's improve on this. Can you do it?

|   |   |
|---|---|
| Games Played to date = 144 / 204  | Deadline to submit game results: Oct 31 2009 / 12:00pm ET |
| Days Left = 1   | See end of report for scheduled games, rules              |
| <b>Schedule for Division A (CLIG Dragon)</b>                                      |   |
| <b>Game 1 (final)</b> Sun. Oct. 11, 8:00 pm ET Result - Sarah Yu defeated John Yu |   |

## 3.7 The A league (Dragon)

This is a special league in that there are only 2 players. There is the current title holder (The CGIG Dragon) and the challenger. They play a best of 3 games.

The winner stays in that top league and the winner of the A-1 league moves up to challenge.

There are some differences in the rules:

- They draw for black in game 1 and alternate for games 2, 3
- The playing times are slightly longer (50 min) and the byo-yomi is more generous.
- There may be prize money awarded.

## 3.8 The Waiting List - See end of league Standings report

This is a list of players who have expressed interest in joining at a future time. They may have dropped because of exam time at school, or other reason which is temporary.

This list is kept and published at the end of the league standings report. The persons on the waiting list are emailed near the end of a round and asked if they are ready to join the next round.

Please always answer this email with a definite **Yes** or **No, drop me** or **keep me on the waiting list**.

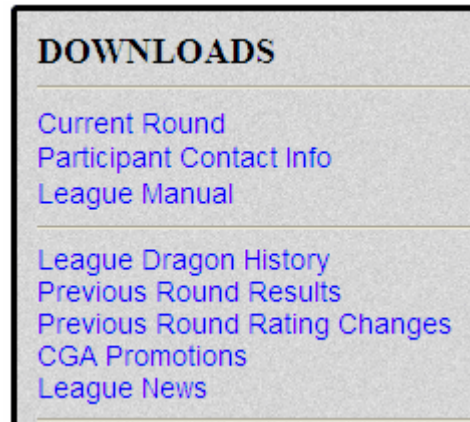
Here is what the waiting list looks like. Anyone can request to be put on the waiting list in order to receive a reminder and an invitation to join. Your CGA membership does not have to be up to date to keep on this list but we prefer that is.

| CGA                 | Name                     | Rank  | Rating |             |                 |
|---------------------|--------------------------|-------|--------|-------------|-----------------|
| <b>Waiting list</b> |                          |       |        |             |                 |
| 1146                | Khan, Xenos              | 6 dan | 548    | Quebec City | Round 5 perhaps |
| 3683                | Zhang, Hanxi             | 5 dan | 441    | Ottawa      | On Hold         |
| 3837                | Hua, Teddy               | 4 Dan | 334    | Toronto     | Round 5 perhaps |
| 3679                | Gauthier, Cedrick (Yama) | 3 Dan | 250    | Les Mechins | Round 6         |
| 3342                | Quach, Maurice           | 2 Dan | 228    | Quebec City | Round 5 perhaps |

### 3.9 Contact Information Report

Because this report contains email and phone contact information it is kept separate. You will need it to find out the email addresses and phone numbers of your opponents. Phoning your opponent is discouraged but might be necessary in an emergency:

To access it: [www.go-canada.org/league](http://www.go-canada.org/league)



Then, under Downloads, click on "Participant Contact Info". You will find your opponent's information.

Report any errors immediately to the league manager.

## 4 Scheduling and Playing Games

There are several steps in completing your game commitment.

- Find your opponent list. This is posted on the "Current Round" report.  
This report gives - the CGA rating of the person  
the time zone they live in  
their position in the league which defines who plays white/black  
their KGS ID  
the current standings in the league.
- Find their email addresses. These are on the "Participant Contact Info" report
- Email them telling them when you can play. Be careful to refer to your time zone. Most players now give all times in Eastern time (Ontario/Quebec). Ask when they are available.
- Agree on dates and times. It is best to try and schedule all your games in the first week - I don't mean play your games in the first week, only set the dates/times.
- Email the date/time to the league manager immediately. It will be posted on the end of the Current Round report.

- Arrive at least 5 minutes early on KGS and wait for your opponent. You can do this by posting a message saying who you are waiting for.
- Thank your opponent for the game.
- If you win you should report the result immediately to the league manager.

## 4.1 Scheduling Games

- Step 1. Email all your opponents. Tell them when you are usually available to play games. Use Eastern Time to avoid confusion. Send the email out right away. Do not wait until the last week. Do not necessarily wait until others email you. They might be waiting for you to email them.

Example: I can only play Saturdays, Sundays from 8:00 am to 7:00 pm (game start times) and Friday evenings from 6:00 pm to 8:00 pm

Please let me know if one of these dates and times is OK?

- Once you have an agreed time and date. email to the league manager and forward to your opponent so he/she will not also send me the schedule of the same game.

Put the information in the **subject line** (see also reporting results).

Example:           **Nov 16, 7:00 pm ET Smith vs.Jones**

## 4.2 Reporting the Result

The game winner should report the result by email to the league manager. Either the league manager's personal email or the CGA email which directs to the league manager works. They are at the present:

[leagueplay@go-canada.org](mailto:leagueplay@go-canada.org)

[ChuckBrenda@shaw.ca](mailto:ChuckBrenda@shaw.ca)

**When:** Immediately after the game.

**How:** Send an email to the league manager. In future you may be able to post it yourself. Not yet.

**What to say in the email:?**

Subject line - Say **B-3, Smith defeats Jones**

Body of email - I don't need it. I don't need date, played, score, resignation.

**Do not**

- Use KGS IDs to report results (I need to look up names)
- Include game results with other communications.

**Making Comments**

Sometimes a comment may be appropriate (necessary). In this case make a note in the subject line so I will look at it.

**B-3, Smith defeats Jones (see comment)**

### 4.3 Answering Emails

- It is necessary to answer an opponent's email requesting to play a game. It must be answered even if you are unable to play.
- It is disrespectful to ignore email game invitations.

So, If you cannot play then consider to -

**Offer to forfeit:**if you can not make yourself available in the time remaining.

If you have made time reasonable available and your opponent does not make himself available then you may request a forfeit.

**Request a forfeit** Email the league manager and request a forfeit. Reasonable time should be allowed to find an available time. That is why we ask that all game schedules be determined in the first 2 weeks (not played)

### 4.4 Playing Games on KGS

Put the C-Goban 3 Icon on your desktop.



Click on it.



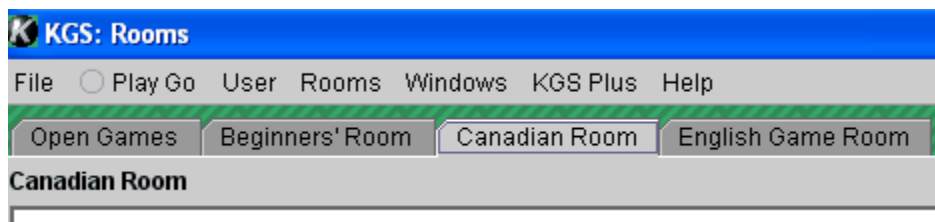
Click on the "Play on KGS" button.

If this is your first time visiting KGS, pick a user name and type it in the "Name" field. Then press the "Guest" button.  
If you have an account already, then type your user name and password in the fields below and press the "OK" button.

Name:

Password:

Enter your KGS ID and password. If first time then enter your KGS ID and then click on guest.



Select the Canadian Room.  
If not on the tab list find it under "Rooms", "International"

## 4.5 Problems - Report them

There are many problems you may encounter. If they affect your ability to play games and meet the league requirements please report them to me by email.

[leagueplay@go-canada.org](mailto:leagueplay@go-canada.org)

or

[ChuckBrenda@shaw.ca](mailto:ChuckBrenda@shaw.ca)

### 4.5.1 Your opponent fails to appear

The agreed playing time has arrived. You have logged on to KGS and are waiting for your opponent. He/She doesn't appear. What do you do? Here are the options

Wait patiently a reasonable time.

- **If he fails to show up in this reasonable time.**

Consider a phone call - it may be on the player information report.

Log off KGS.

Send an email explaining what happened. Either offer to reschedule or request a forfeit (win by default).

The request is made to the league manager by email with cc to the opponent.

- **If he shows up late**

Play the game. Waiting for your opponent indicates a willingness to start the game late. You have a right to request an adjournment if the playing time becomes too late.

Do not express anger. This does not help or reflect well on yourself.

Forgiveness will always be welcome and affect both players in a positive way.

### 4.5.2 Defaulting a game

In most cases of "No Show" that are accompanied with a request for default it will be granted. There must be consequences for failures even when they can't be helped.

When a default is awarded the opponent does not get a point for playing but the player requesting the default is given 2 points just as if he played the game and won. It shows on the results report as shown below. A score of -1 denotes a default.

|   |   |    |   |
|---|---|----|---|
|   | 1 | 1  | 2 |
| 2 |   | -1 | 2 |
| 2 | 2 |    | 2 |

The total is not affected by the -1 score.

|   |   |    |   |  |    |   |   |
|---|---|----|---|--|----|---|---|
| 1 | 2 | -1 | 2 |  | -1 | 2 | 7 |
|---|---|----|---|--|----|---|---|

There are 2 defaults above but the total score of 7 counts as if the default -1 was a zero. It is done this way to distinguish from errors and to stand out clearly. Don't ask why not print a letter or word (difficult).

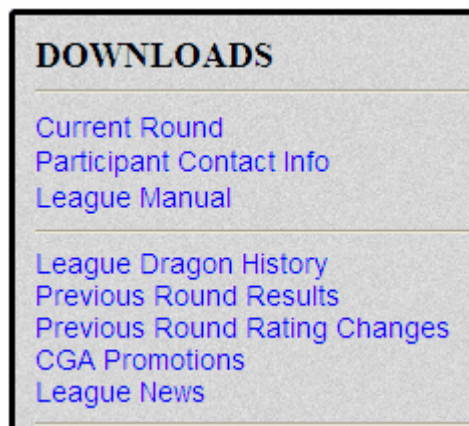
**Will defaulted games be counted in the ratings?**

This is a good question. It is at the discretion of the league manager. There are cases when such action is justified.

## 5 Rating Processing

The rating processing report published at the end of every round is of interest to players. They can see what games affected their rating and how. Hopefully it encourages players to progress in their skill and knowledge.

The report can be accessed from the CGA CLIG web page.



Click on the report labeled "**Previous Round Rating Changes**"

Each player is listed alphabetically. I will explain a few concepts but avoid detailed mathematics.

Refer to the section of Andrew Huang (6 dan) . See columns 2 and 3 show that andrew gained 21.7 points and his final rating is 511. (the range for 6 dan is 500 to 599.

### Rating changes vary

Note that the checks denote games won and the points are not equal. If the players strengths (ratings) are equal then one would gain 10 points and the other lose 10. The value 10 is called the amplitude and we see in the box its value. It can be changed any time by the ratings officer. 10 seems to be a good choice.

### Protection

The next thing to notice is that Andrew was beaten by Daniel but Andrew's rating was not affected? Why. The answer is because there is a protection barrier set to 500 points (see the box below). When players above 500 play against players below the players above are protected. They neither go up nor down. This is a device to protect stronger players against weaker players who are gaining strength. It adds points into the system. The stronger players are protected.

### Protection all the way down

Not in the box the parameter labeled "Protection Width". This means that any player's rating is protected when he/she plays a player 200 points weaker (2 ranks). So a 5 kyu need not worry if he plays a 9 kyu even and loses. A handicap does not remove the protection. A dan player can give 5 stones to 5 kyu and lose. No problem.

### Maximum Points

Note the maximum points awarded/game is set to 50 (see inside box). So if a 4 kyu beats a 1 dan

even game he may normally be awarded say 80 points but the system limits the award to a maximum of 50.

### Bonus Points

Bonus points are awarded to ranks up to 9 kyu. The amount is such that even if a 20 kyu loses a game he gains points. After all at that level it is such a learning process that one surely can not get weaker by playing a game - win or lose!

### Alpha factor

Alpha determines say how many points you get if you win an even game against a player 1 rank stronger. It is calculated from the probability of winning which has been measured statistically. No more to say.

## Nov 11 2009

## 2009 CGA Challenge League - Round 4

| CGA League :        |     |              |       |
|---------------------|-----|--------------|-------|
| Top Barrier set to: | 500 | Alpha:       | 0.345 |
| Mid Barrier set to: | 0   | Amplitude:   | 10    |
| Protection Width:   | 200 | Maximum Pts: | 50    |

| Name          | Final Rating | Net Change | Batch | Date        | Change | Opponent            | HCP | Won                                 |
|---------------|--------------|------------|-------|-------------|--------|---------------------|-----|-------------------------------------|
| Huang, Andrew | 511          | 21.7       | 311   | Nov 11 2009 | 14.0   | Cleung, Hal (Harry) | 0   | <input checked="" type="checkbox"/> |
|               |              |            | 311   | Nov 11 2009 | 0      | Gondreau, Daniel    | 0   | <input type="checkbox"/>            |
|               |              |            | 311   | Nov 11 2009 | 12.1   | Sedgwick, James     | 0   | <input checked="" type="checkbox"/> |
|               |              |            | 311   | Nov 11 2009 | -9.2   | Clintong, Luke      | 0   | <input type="checkbox"/>            |
|               |              |            | 311   | Nov 11 2009 | -8.2   | He, Ben             | 0   | <input type="checkbox"/>            |
|               |              |            | 311   | Nov 11 2009 | 12.9   | Chadwick, Norman    | 0   | <input checked="" type="checkbox"/> |