

# 2009 Canadian Challenge Leagues

Last Update – June 8, 2009

**Starts:** Round 2 Starts May 26 (13 leagues in total)

**Where:** On line KGS Server – Canadian Room

**Who is eligible:** All CGA members and prospective CGA members. I'll put you in now and sign you up later. Professionals also very welcome.

**What is a league?** A league is a round robin of 5-7 players of similar strength over a fixed time period. After the completion the top player advances to the bottom of the next strongest league and the bottom player drops to the top position of next lowest league. (see scoring details)

## Objectives: The Canadian Challenge Leagues - 2009

- Fun
- To provide excellent competition which is on going.
- To provide opportunity to upgrade your rating.
- To honour the top players
- To provide a learning environment for beginners (new in round 2)
- Let's see how big this can be. **Sign up right now.**

**How to Sign Up:** Send an email to Chuck at [leagueplay@go-canada.org](mailto:leagueplay@go-canada.org) If you are a registered CGA member just tell me you want in. No cost. If you are not I'll send you a PayPal link to pay. (CGA membership cost is \$15/year, \$25/2 years, youth \$10/ year, \$15/ 2 years) Provide your name, email, rank, city, phone and KGS Logon ID

**Scoring Details:** For the first session players will be grouped by CGA rating. They are seeded by CGA rank. Players will score 2 pts for a win, 1 for a loss, and 0 for a game not played. After each round robin the players are sorted by points within each league. If a tie the player who was highest remains highest.

<u>League X (after 5 rounds)</u>	<u>Points</u>	<u>Result</u>
Player 1 (top position)	10	moves up to next league (bottom)
Player 2	7	stays in position 2
Player 3	5	drops to position 5
Player 4	6	moves up to position 3
Player 5	5	drops to top of lower league
Player 6	6	moves up to position 4

**New Players coming in:** This will happen throughout the year. Some may drop out. When this happens the TD (me) will decide to allow an entry right away or wait until the next round. If there are say only 5 entries in a league that started only a week ago the new player may be entered at position 6. Usually he would wait until the start of the next round. See details on how this works in the FAQ section.

**Waiting List:** Players waiting to get in or those forced to sit out because of travel, sickness, studies will go on a waiting list that will be posted with the draw. If you know you will be unable to

play a sufficient number of games please ask to be put on the waiting list. When you go back in you will be placed in the league that best matches your rating providing there is room.

**New Leagues:** It may be necessary to insert a new league. This is always a good thing. When this happens the TD (me) will shrink some neighboring leagues by moving 2 or even 3 players up or down instead of 1 and adding new players from the waiting list. Round 1 started with 10 leagues of about 60 active participants and 5 or 6 waiting for round 2. Round 2 will likely increase by at least 1 or 2 more leagues.

## **FAQ (Frequently Asked Questions)**

### **Q. Where do I look to get the latest information?**

**A.** Go to the following CGA web page

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

This web page contains an up to date list of entries with contact information. It contains this information report which will be updated regularly. It contains the main report – the League format which also contains results, the waiting list and scheduled games all in one.

### **Q. What server do we play on?**

**A.** The server of choice is KGS. On KGS there is the Canadian Room where you will meet Canadian players and observers. You will know the KGS ID of your opponent because it is posted on the entry list. Really, you can play on any server you agree on. You can play at home if your opponent lives nearby.

### **Q. How do we arrange our own games?**

**A.** As soon as the round starts contact any opponent by email. The email addresses are posted on the **LIST of ENTRIES** report. Email any opponent and arrange a date and time. Be aware of time zone changes. Note the number on the draw sheet just to the right of the city. If the player lives in Ontario or Quebec the number is 0. If they live in Red Deer, Alberta the number will be -2 because there is a two hour time zone difference. The numbers are relative to Ontario and Quebec.

Do not wait to be contacted. Identify yourself and give your KGS ID anyway.

Report to the league manager (me) via email of the scheduled date and time so that it may be posted. My email is [leagueplay@go-canada.org](mailto:leagueplay@go-canada.org)

**Problem** – contact the TD (me). You may also want to try and phone.

### **Q. How much time on the clock do we get.?**

**A.** 45 min. Byo-yomi is 25 stones in 10 minutes. If both players agree to a longer period that is OK. A shorter period is OK also but try to stick to the 45 min. It is a player's right to refuse to agree to a shorter time period. Komi is 6.5 points. All games are even.

### **Q. What happens if a player is late for a game?**

**A.** If you know ahead of time that you are going to be late try to contact the other player (email and phone). If possible arrange to reschedule the game. If both players cannot agree on another time schedule in the remaining time then the win will be awarded as a default.

If you are having difficulty connecting to KGS send the other player an email so they know there may be a delay.

If you are on time and the other player is late please be patient. Playing on the internet has it's own difficulties (time zones, software and connection problems). If possible contact the other

player (email and phone) to see if there is a problem. After a 15 minute grace period the late player will have their main time reduced. In person this would be accomplished by starting the clock.

On KGS the game clock cannot actually start until both players are present. Instead the game should be setup with reduced time. The late player is then responsible for restoring the missing time to the other player (using 'Options -> Add 5 minutes' in the game board window). Players should discuss this during game setup so there is no misunderstanding.

If a player does not arrive within 60 minutes (45 main time plus 15 grace) the game is forfeited.

**Example:**

A player arrives 25 minutes past the agreed start time. There is 15 minutes grace so the player's time will be reduced by 10 minutes. Setup the game with 35 minutes of main time instead of 45. Once the game board opens the late player adds 10 minutes back to the other player's clock (by clicking 'Options -> Add 5 minutes' twice). The clocks now show 35 and 45 minutes respectively. Play commences.

**Notes:**

Be careful using Options -> Add 5 minutes. There is no way to undo. The option can only add time to your opponent's clock (not your own).

**Warning – No abuse please:** If you opponent is late you may be understandably irritated. This is no excuse for sending out an angry sounding email. Send a polite email explaining that you waited (cc to me) and that you are requesting a default. If in my opinion, an angry email goes out the sender will be punished. Please be calm.

**Q. How do we decide Black or White?**

**A.** The player highest on the draw will be white. If you violate this rule by accident the game still counts. It only simplifies management and data entry.

**Q. What happens if we don't play a game?**

**A.** Both players will get 0 points. Do try to play all your games even if you don't need the points. If you miss too many games you may get evicted (see **Eviction**)

**Q. Can I forfeit a game if I'm sick for example or unable to play for some other reason?**

**A.** Yes. In this case record it a forfeit. The opponent will get 2 points and the player who forfeits gets 0 points.

**Q. Will there be any handicaps?**

**A.** No

**Q. Eviction: If I'm evicted and I want to get back in can I?**

**A. Yes.** You may have to sit out a round and wait on the waiting list.

**Q. How do we report results?**

**A.** We're working on it to reduce the number of emails. But until you hear otherwise email the result to me using the CGA email address [leagueplay@go-canada.org](mailto:leagueplay@go-canada.org)

**Note: Only the winner should report the result.**

Say: League C-3, 4 (Joe) defeated 6 (Sam). I don't want to know by how many points or about time defaults. Please include the date played. It isn't critical but it helps us to look up the game if necessary.

**Q. Rating Processing: Will the games affect our ratings?**

**A.** Yes. The changes in ratings are posted in a new report at the end of each round. The total ratings always show an overall improvement. Typically several players receive promotions due to their increase in rating.

**Q. 1 Up, 1 down rule: With new players always coming in and some dropping out how does that affect the 1 up, 1 down rule when the new leagues are created?**

**A.** The following steps are applied. Its a bit complicated with people dropping out and new players coming in. The one up rule and one down rule is now clarified.

1. All league players are numbered say 1-100 from top down at the end of the round according to their points.
2. The number 7 player is the top player in the second league so his order number is changed to 5.5 (subtract 1.5). This puts him ahead of the bottom player in the league ahead.
3. Now we insert incoming players where they go according to their rank or rating or best guess.
4. Now we group them in sixes and any new players coming in are moved to bottom of the league (they have to fight a bit harder to work up). This would happen if a 7 dan comes into the top division. That's it.

Now, you can see that winning the top spot doesn't necessarily mean moving to the bottom of the league above but you should be able to figure it out.

**Minimum Requirement Rule:** If a player does not play a minimum requirement of 3 games/round he or she may face eviction. This will be more likely if there is a waiting list of players wishing to join.

**Rating Results:** All games will be processed and affect your CGA rank. Lower ranked players note that because of bonus points all players below 10 kyu will likely improve in rating even if they lose most games. **League Standings** will be posted several times per week. The rating changes will be posted after each round probably within 24 hours after end date. Once this happens forget about playing a late game.

**Top Divisions:** We strongly encourage top division (dan players of all ranks and pros) to enter. The top player in division A will anchor that division and all others will be adjusted accordingly. It is noted that the current ratings are probably close to reality but this competition will really determine who is number 1 and so on.

Tell your friends and other club members about this.

Thanks from  
Chuck Elliott, CGA membership and ratings officer, James Sedgwick, president of the CGA