

2. Rules and regulations.

Online preliminary of the 10th Ricoh Cup Women's "Ouza" Shogi Championship

1. The Online Preliminary consists of 2 parts: the First Round (round-robin league) played on February 8th and the Final Round with single-elimination played on February 9th. The winner of the Final Round becomes the guest player to the 1st Qualify Round held in Japan.
2. Participants will receive a special 81Dojo account issued by the organizer and be requested to use this account to play games on EARTH server of 81Dojo on desktop browser.
3. The number of leagues of the First Round and the number of players going to the Final Round will be adjusted depending on the number of applicants. The league structure of the First Round and the time of game will be informed before the round starts.
4. The time and date of all the games are decided by the organizer. Player can report a win-by-default to the organizer if her opponent is late for more than 5 minutes.
5. The results of games will be recorded to the match table automatically. Therefore, the players must create a special tournament room "Ricoh-Cup" for the games. (How to do this will be explained later to the participants.) If a second game is played against the same opponent by mistake, it must be reported to the organizer. (The automatic recording system reads the latest game. However, the result of the first game is always valid in this tournament, therefore playing a second game is prohibited in principle.)
6. Thinking time is "20 minutes plus 30-second byoyomi" for both first round and final rounds.
7. A draw game by "sennichite" (repetition rule) should be resolved by a second game using the "rematch" function of 81Dojo.
8. The rules during the games follow the rules of 81Dojo.
 - a. Illegal moves such as "nifu" (two pawns in a file), leaving the own king in check, "iki-dokoro-no nai koma" (non-movable piece), "renzoku-oute-no sennichite" (perpetual check), "uchi-fu-zume" (pawn-drop mate) result in an immediate loss of the game.
 - b. 27-point Declaration system is used for mutual "nyu-gyoku" (King Entering) situation.
 - c. When a player is disconnected during the game, the other player must not use "Declare win" button in this tournament. If the disconnected player cannot

come back to the game within 5 minutes, the game is automatically a win for the remaining player.

d. If the remaining player also disconnects before the disconnected opponent comes back, the game is a draw.

9. Other issues that occur besides these regulations will be left to the chief referee to make decision, and the players must always follow this decision.

10. If a player commits dishonest acts such as receiving advice during the game or playing with software assistance, she will be disqualified from playing in the tournament.