REVERSI (OTHELLO) (MIXED)
Rules & Regulations

1. **Laws of the Game**
   The competition shall be conducted in accordance with the existing rules of the game as approved by the World Othello Federation and adopted by the Othello Organisation (Singapore) as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

   In the event of any dispute, the NUS IFG General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

2. **Player Eligibility**
   Refer to Rule 5 for player eligibility in the IFG General Rules & Regulations

3. **Registration of Players**
   3.1. Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.

   3.2. Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first).

   3.3. Respective Faculty Sports Directors must submit the Team Registration Form to the hosting faculty and the NUS Students' Sports Club at least 7 days before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first).

   3.4. Each team may register a minimum of 4 players and a maximum of 7 players. Each faculty may send a maximum of 1 team.

   3.5. Registration must be finalized before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

4. **Prizes**
   Prizes will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a championship trophy and banner.

5. **Competition Rules**
   5.1. Submission of Line-up
   The team captain must submit the complete official line up of up to 4 players to the hosting faculty convenor at least 15 minutes before the scheduled time of play for each round. No changes will be accepted once the team line-up has been submitted.

   5.2. Definitions
   5.2.1. A round (or match) refers to a contest between 2 teams (faculties).

   5.2.2. Each round consists of 4 simultaneous 1v1 matches.

   5.3. Format of Play
   5.3.1. The tournament will be run using the Round-robin system, with there being

7 rounds of play. Each faculty team will play against every other faculty team once. Due to an odd number of faculty teams, each faculty team will not be paired for 1 out of the allocated 7 rounds and will be given time to rest.

5.3.2. Each team will send 4 players to compete in each round. The first-named team in each pairing shall play as Black on the odd-numbered boards and White on the even-numbered boards.

5.3.3. The time control is 15 minutes per player, with no time increment. Any timeout will result in a 64 – 0 win for a non-defaulting player.

5.3.4. If a player fails to show up for the start of a particular round, their opponent will start the clock. The late player will not be compensated for the lost time incurred while being late for the round. The reserve player is not allowed to replace a player who is late for a particular round. All changes to the line-up will only be effective from the next round onwards.

5.3.5. Any dispute arising from a game shall be referred to the arbiter immediately when it occurs at any time of the game. Disputes raised after the match or after the entire competition has ended will not be entertained. The arbiter's decision will be final.

5.4. Touch Move
As long as a player touches a square with the player's finger or the discs in the player's hand, the player is committed to playing the move as long as the move is a legal move. However, as Reversi is a game that players would rely heavily on visualisation and deep thought throughout the game, excessive motions or gestures across the board on illegal squares are also not allowed.

5.5. Completing A Move
5.5.1. Each player must only use their predefined master hand to place the disc on the board, flip all legally permitted discs, and tap the clock to stop the player's own time from continued depletion. Once the above actions are completed by a player, the player is said to have completed his or her move.

5.5.2. Players are not allowed to switch their master hand during each game.

5.6. Sportsmanship
5.6.1. Players should not be doing any excessive actions during the game or making excessive noise to distract their opponents or other games in progress.

5.6.2. Players are not allowed to leave the table during any game. If a player would like to visit the restroom, their mobile devices should be kept with the tournament director while they are away from the table.

5.6.3. Players should avoid any other negative behaviour regardless of their game's results such as verbally or physically abusing any other humans, objects, or premises that may result in excessive noises in the tournament hall or venue.

5.6.4. The Tournament Director has the discretionary power to give procedural penalties or score adjustments to any team in accordance with the Laws of Reversi. In delivering his role, the tournament director shall be transparent and inform the affected teams of the penalties imposed.

5.7. Points
5.7.1. Players will be awarded 1 **game point** for a win (including walkovers), 0.5 game point for a draw, 0 game point for a loss

5.7.2. **Team Points** will be awarded based on the sum of Game Points of the 4 players in the team against the opposing team:

    5.7.2.1.   1 Team Point will be awarded to the team with the higher sum of Game Points,

    5.7.2.2.   0 Team Points to the team with the lower sum of Game Points,

    5.7.2.3.   0.5 Team Points will be awarded to both teams in the event of a tie.

    5.7.2.4.   The faculty with the highest amount of Team Points at the end of the tournament will be the winner.

5.8. <u>Team Point Ties</u>
Should there be a tie in Team Points at the end of all rounds; the ties shall be resolved in the following order:

5.8.1.   Total number of individual wins (game points);

5.8.2.   Total disc counts;

5.8.3.   Head to head encounter between the players;

5.8.4.   Rematch between one player from each team selected by team captain with time control of 5 minutes per player, repeat with a different player if draw.

5.9. <u>League Points</u>
Points shall be awarded to teams in the following positions after the entire tournament:

Position	1st	2nd	3rd	4th	5th	6th
Points	10	8	7	6	5	4
Position	7th					
Points	3					

5.10. <u>Walkovers and Disqualification</u>

5.10.1.   If a player concedes to a walkover or is disqualified, a score of 64-0 will be awarded in favour of the other player.

5.10.2.   In the event that a player has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players, and/or similar breaches of integrity, the committee has the right to disqualify the player from the competition and/or impose the relevant penalties on the player.

5.10.3.   Refer to Rules 8 and 9 for no-shows and walkovers in the NUS IFG General Rules and Regulations.

6. **Attire**
   Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

7. **Official Calls**
   7.1.   In all matches, all players shall abide by the decisions of the Match Officials (Tournament Director and Arbiters).

   7.2.   The IFG Council will be the rightful and final adjudicators of all protests and disputes.

8. **Alterations   and   Amendments**
   The IFG Council of the competition reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END

Approved by:

Office of Student Affairs

27 July 2022

Acknowledgement
The above Rules & Regulations for IFG 22 has been read and checked by:

Hosting Faculty: Intellectual Games Club
Reversi (Othello) Captain 2022
<name>
Lok Qi Jun

Table of Appendices
Official Rules of the game:
https://www.worldothello.org/about/tournaments/world-othello-championship/woc-rules

Appendix A: Tournament Schedule

NUS Inter Faculty Games 2022	
0830	Reporting Time (for all teams)
0830 - 0900	Briefing
0900 - 0940	Round 1
0940 - 1020	Round 2
1020 - 1100	Round 3
1100 - 1140	Round 4
1140 - 1300	Lunch Break
1300 - 1340	Round 5
1340 - 1420	Round 6
1420 - 1500	Round 7
1500 - 1515	Closing Ceremony

Appendix B: Tournament Fixtures (21 Matches)

Participating Teams:

Team number	Faculty
1	LAW
2	CDE
3	SCI
4	MED
5	DEN
6	BIZ
7	COM

Date	Time	Venue	Groups				
	0900	MPSH4	1		VS	2	
			3		VS	4	
			5		VS	6	
			7		VS	NIL	
	0940		1		VS	3	
			2		VS	4	
			5		VS	7	
			6		VS	NIL	
	1020		1		VS	4	
			2		VS	3	
			6		VS	7	
			5		VS	NIL	
	1100		1		VS	5	
			2		VS	6	
			3		VS	7	
			4		VS	NIL	
1200 - 1300 Lunch							
	1300		1		VS	6	
			2		VS	7	
			4		VS	5	
			3		VS	NIL	
	1340		1		VS	7	
			3		VS	5	

					VS		
			4		VS	6	
			2		VS	NIL	
	1420		2		VS	5	
			3		VS	6	
			4		VS	7	
			1		VS	NIL	