

2026 NAGF Pro Qualification Tournament Rules

Overview

Dates: Preliminary Round: July 1-3, 2026
Semi-final Round: July 4-5, 2026
Final Round 1-2: July 5-6, 2026

Venue: The Seattle Go Center
6611 Dayton Ave N, Seattle, United States

Tournament Director: Chris Kirschner

Match Start Times: Morning: 10:00 AM
Afternoon: 3:00 PM (TD may decide to start a bit later if needed)

Time Limit: 75 minutes main time + 1 minute / 5 times byo-yomi

Game Rules: AGA Rules, Komi 7.5 points

Preliminary Round (July 1-3)

- **Format:** Round-robin within each division (5 players per division, each player plays 4 games).
- **Advancement:** The top two players from each division advance to the semi-finals.
- **Tiebreaking:**
 - In the event of a two-player tie, the head-to-head result determines the winner.
 - For three or more players tied, resolution follows this order:
 1. Head-to-head results
 2. Random draw to determine pairing, followed by up to two tie-breaking matches. Tie break games will be played using Fisher time, at 3 minutes main + 7 seconds per move. (This would come to less than 35 minutes for a 300 move game.)
- All games use nigiri to choose color.

Division A	Division B
Jeremiah Donley	Eric Lee
Alan Huang	Val Lewis
Evan Tan	Jasper Liu
Michael Xu	Ethan Whitman
Eric Yoder	Qiyu Wu

- **Division A:**

Round	Board 1	Board 2	Bye
Round 1	Jeremiah Donley vs Eric Yoder	Alan Huang vs Michael Xu	Evan Tan
Round 2	Jeremiah Donley vs Michael Xu	Eric Yoder vs Evan Tan	Alan Huang
Round 3	Jeremiah Donley vs Evan Tan	Michael Xu vs Alan Huang	Eric Yoder
Round 4	Jeremiah Donley vs Alan Huang	Evan Tan vs Eric Yoder	Michael Xu
Round 5	Eric Yoder vs Michael Xu	Alan Huang vs Evan Tan	Jeremiah Donley

- **Division B:**

Round	Board 3	Board 4	Bye
Round 1	Eric Lee vs Qiyu Wu	Val Lewis vs Ethan Whitman	Jasper Liu
Round 2	Eric Lee vs Ethan Whitman	Qiyu Wu vs Jasper Liu	Val Lewis
Round 3	Eric Lee vs Jasper Liu	Ethan Whitman vs Val Lewis	Qiyu Wu
Round 4	Eric Lee vs Val Lewis	Jasper Liu vs Qiyu Wu	Ethan Whitman
Round 5	Qiyu Wu vs Ethan Whitman	Val Lewis vs Jasper Liu	Eric Lee

Semi-Final Round (July 4-5)

- At the conclusion of the preliminary stage, apply the official scoring and tie-breaking system to determine the **top two players** in each division.
 - From Division A: #1 and #2
 - From Division B: #1 and #2
- The semi-final pairings are as follows:
 - Semi-Final 1: Division A #1 vs. Division B #2
 - Semi-Final 2: Division B #1 vs. Division A #2
- Each match follows a best-of-three format to determine the winner.
- The semi-final round will be played on **July 4-5**. The specific start time will be announced by the TD either on the day of or day before matches.
 - *Note: Depending on the outcome and pace of preliminary rounds, the semi-finals may be scheduled for the **afternoon of July 3**.*
- **Color assignment** will be determined by nigiri.

Final Round (July 5-6)

- The two winners from the semi-finals will advance to the final round and play a best-of-three match to determine the winner.
- The first game will be played on **July 5**. The exact timing will be determined depending on the outcome of semi-final rounds.
- **Previous match results** between the two finalists from the preliminary or semi-final rounds will not count toward the best-of-three final.
- Colors for Game 1 and Game 3 will be determined by nigiri.

Other notes

- **Triple Ko / Super Ko:** In the event of a Triple Ko or Super Ko, the tournament officials will not interfere unless a player makes a claim that the opponent's move is or would be a repetition if made. In that case the Director shall be called and will monitor the progress of the game. The clock will be stopped. First the position will be verified, either by agreement or by demonstration. The clock will be restarted, and the game will then continue without any penalty for prior play. AGA rules will be used for the Super Ko resolution.
- **Nigiri Procedure:** In accordance with Go tradition, the older player will take white for the nigiri procedure. The winner of the nigiri guessing game will choose their color.
- **Meal Breaks:** No meal breaks are permitted during a game.
- **Unexpected Situations:** The TD reserves the right to make final decisions in any unforeseen circumstances.
- **Electronic Devices:** Players are strictly prohibited from carrying electronic devices (including phones, tablets, smartwatches, etc.) during matches. A designated area will be provided to store personal items. The venue may use a handheld metal detector to ensure compliance.
- **Observers:** Spectators are not allowed to communicate with players at any time during a match.

TD Notes

- **Ruleset:** AGA rules apply. Komi is 7.5 points.
- **Regulations:**
 - A player arriving 30 minutes late will forfeit the game. Timer will be started after a 5 minute grace period.
 - Any protest of a move must be made prior to moving your own stone. Playing your move accepts the validity of your opponent's move.
 - If a repeating position occurs, the player noting this must make the claim prior to moving. (as per above)
 - A player may stop the clock only to call the Director.
- **Clock Policy:** Players may not pause the clock for bathroom breaks.
- **Bathroom Rule:** Electronic devices are not allowed in the bathroom under any circumstances.
- **Tie-break Games:** Tie break games will be played using Fisher time, at 3 minutes main + 7 seconds per move. (This would come to less than 35 minutes for a 300 move game.)