

WORLD NOMAD GAMES 2016

**COMPETITION RULES OF
TOGUZ KORGOL**



**WORLD NOMAD
GAMES**

Kyrgyz Republic

2016

*Cholpon -Ata city,
September 3 - 8, 2016*

Competition rules of toguz korgool.

I. General regulations.

Toguz korgool belongs to the Mancala games family. The word «mancala» is derived from the word «move, movement».

The same rules has the Kyrgyz version of the game called toguz korgool where the player's aim is to collect korgols – as much as it possible. The word «toguz» is translated as «nine». In this game each player has nine holes, each of those contains nine korgool. Nine is a sacred number of the nomadic Turkic people, including Kyrgyz. In Kyrgyz language «korgool» means «sheep droppings». Precious stones that similar in appearance and size to the sheep droppings are used in the game.

The game's meaning both for the nomadic Turkic people and Kyrgyz people is in developing of military-strategic thinking of warrior people in peacetime by playing toguz korgool. The conquest of enemy's troops, wealth and estates are built a basis of this game. Thus, each korgool symbolizes a warrior.

The difference between toguz korgool and other mankala games is in the fact when one korgool must be left in hole while taking them. It is a kind of reflection of the tradition of saving paternal center in the social life of the nomadic Turkic people.

II. The beginning of the game.

According to the draw results each player takes their places.

Before the game starts, a board, timer, the form for move recordings should be on the table.

Before the game starts, players check the starting position; shake hands to show that the game starts.

After the end of the game players write down the result into the form for move recordings, sign it and by shaking hands fix the result.

If players do not shake hands, the referee should make them to do it.

III. Move.

The move means taking korgools and distributing one korgool anticlockwise from any hole located on his/her side, starting from the same hole. After the ninth hole the first hole is to be with his opponent's hand, then - the second, etc.

If there is one korgool in hole and the move begins with it as a result a hole becomes empty, and korgool moves to the next hole.

If the last korgool falls into one of the opponent's hole, and if the number of korgools in that hole is even, the move is considered to be effective and the player takes all korgools from this hole into his own kazan.

If the last korgool goes to the opponent's side, and it is odd, except the rule of “tuz”, also if the last korgool falls into one of the holes on the player's side, regardless of the number of resulting korgools, nobody takes them.

The move is considered completed once the opponent distributes the last korgool into the hole or korgools into kazan and resets the timer.

The move must be performed by the one hand. An exception is the «bai» when in the hole situated more than 12 korgools so the free hand is supporting. Then the player can take all korgools by the hand with which he/she performed a move and put approximately half of korgools into another hand. When on the player's hand left none of korgools, the player who performs the move, should distribute all left korgools into another hand and finish the move. If the move is done by two hands, a performer before make a move, should make his opponent to pay attention to the number of korgoolos in the hole and to show a hole, into which should the last korgool be distributed.

The move is considered to be fulfilled if the player puts into the next hole a korgool that was on the hand. The move needs to be done only after the opponent made a move, and rested the timer.

IV. Tuz.

If the last korgool of a player gets into the opponent's hole with two korgools, these 3 korgools a player takes into his/her own kazan and declares this very kazan as a «tuz», thereby the player wins the opponent's hole, and all korgools that subsequently will fall into this hole named «tuz» the player will take into his/her kazan and will put the sign of «tuz».

All korgools that get «tuz», the owner of that «tuz» will take them into his/her own kazan.

Holes named «ooz» (the hole №9) cannot be named as a «tuz».

It is impossible to change «tuz» during the game.

Each player during the game may declare a «tuz» only once.

Also, if one player declares some hole as a «tuz», the second player cannot declare the same named hole as a «tuz», that is, with the same number.

The player cannot refuse from the «tuz».

«Tuz» should be refused by the special sign.

In the minute for writing, the sign of «tuz» should be marked by the letter X.

V. The end of a game.

The game is considered to be ended, if one player has scored 82 or more korgoolos in his kazan.

If the player scored 82 and more korgools, the game will stop and the opponent's korgools in kazan will be counted. For example, the score of a game may be like this: 1 (82) - 0 (60).

The game is considered to be ended, if the opponent is declared his loss, that is, give up, and in the minute and the form for writing games indicates the score. When taking into account the number of korgools, the number of korgools that are in kazan at the moment of loss should be written.

The game is considered to be ended, if on the side of the player no korgools are left. In this case, only korgools that are in his kazan will be counted. If the player has less than 81 korgools, the game will be considered to be lost by this player, if he/she has 81 korgools - draw, if more than 81 korgools - win.

The game is considered to be ended in a draw if both players scored in 81 korgools in their kazans. The game is considered to be ended in a draw if both players agreed to a draw. The party is considered to be ended in a draw if on a board they have a A.Chylymova's position (repetition of the position over 73 moves). The game is considered to be ended in a draw, if both players have no time («fallen flag»), and 81 or less korgools are left in kazans.

The game is considered to be ended if one of the players was late for half of the control plus 30 seconds, fixed by the control timer (the player who was late gets a loss), unless otherwise provided by the Competition Regulations.

The game is considered to be ended if one of the players “flag has fallen”.

VI. Players' errors.

If the error was not detected in the game process, the game will not be replayed in case the result of the game was written into the minute and it was signed yet.

If during the performance of the move the player unintentionally scattered korgools, he must restore the position due to his time, and then resets the timer.

VII. Timer for Toguz korgool game.

Timer for toguz korgool game has two interconnected dials so that only one of them could go at one time. «Flag fall» means the expiration of the player's time.

The referee must put the timer by the right side to the black-side player.

Timer of white-side player is started at time set by regulations, and then each player stops his timer after his move and starts the rate of competitor's timer.

The timer is undeniable. Only if there are clear faults player must appeal to the referee. When a fault is detected the referee should change the timer.

The player should say that the timer is dud before “flag fall”.

If during the move «flag fall» happend it should be allowed to make a move to the end. If the move brings some results all korgools must be removed from the board and put into the kazan.

While changing a timer the referee must set the exact time used by each player. If there is evidence that the problem was only with one timer, the referee corrects the indication of that timer only, otherwise, the indication of both timers will be corrected, the total time is divided into two and distributed equally between players. While setting the time, if one of the players has less than 5 minutes, the referee makes his time to 5 minutes, and adds to his opponent the same time.

Agreement on a draw or an admission of defeat is still valid, despite the «flag fall».

It is forbidden to hold the timer by hands or hold the button.

The player can stop the course of two hours in case of «flag fall».

It is prohibited to change the timer, if it necessary the referee should be invited.

«Flag fall» should be fixed only by players or a referee.

Player should request the referee to set the timer.

If the game was started without a timer, but players or the referee decided to set a timer for some reasons, it is necessary to set the same time for both players, that is, the time, on which the game started should be subtracted from the real-time and be divided by 2. The resulting index should be set for both players.

It is prohibited to give to players less than 25 minutes.

The player presses the timer's button by move performing hand.

VIII. Game record.

Each player is required to record the moves of both players move by move according to the rules of toguz korgool notation.

The form for move recordings is the property of the organizers of the competition.

The form for move recordings should always be visible to referees.

The game's recording must be conducted up to the end of the game.

The game's recording may only be stopped on the condition that the player has less than five minutes before the game ends.

Rewriting of your own and opponent's game will be allowed only by referees' permission by the end of the tour.

Any player or players' representative may ask the referee about a game recording. The referee is obliged to provide with forms for move recordings or their copies. If the player or players' representative lose or damage the form while rewriting, all them take full responsibility and can be punished up to the exclusion from the competition. Referees are encouraged to hang out after the tour players' most interesting games.

Players, who did not make a game recording or do it not to the end of the game are get a note.

IX. Accounting of the game results.

Game's winner gets 1 point, the loser - 0 points.

In case of the draw both players receive 0.5 points.

During the competition, matches and tournaments according to the robin-round system whereby the regulations of the competition, counting of korgools is provided, it needs to write into the minute the amount of korgools of looser player as well as a score. The result of the game is written in accordance with the following examples:

1 (82) - 0 (60) - won by the first player.

0 (60) 1 (82) - won the second player.

0.5 (81) - 0.5 (81) - draw.

X. Draw.

Draw can be offered by the player only after the move before resetting the timer.

Players can offer draws no more than three times. If a player offers a draw more than three times it can be considered as refusing from the game, and the opponent may require a defeat to that player.

Each draw offering should be marked by «=» in the form for move recording by both players.

A player may request a draw in case of A.Chylymov's position on the board.

The referee must take the minute to record the games, which ended in a draw, but in the presence of both players.

XI. The game's system and types of competition.

Competitions are held in individual and team competition.

Team competitions are held according to the Olympic system - up to the two defeats, in the individual competitions according to the Swiss system.

Time control: one hour for each player, two hours for one game.

Teams must be equipped with a single form of clothing approved by the Federation.

Arrangement on the boards should be done before the game starts. Players on the first board make a toss to determine the sides. The first player who won in the toss sits at the white side, and the second player sits down at the black side.

After seating any replacements are prohibited.

XII. Determination of winners.

Winners in the individual competition held by the Swiss system are defined by the following indicators:

- According to the highest number of points;
- The same number of points – according to the Buchholz system;
- According to the equality in the Buchholz system - based on personal meetings;
- According to the draw - at a rate of “progress”;
- At the same rate of “progress” - Berger score.

In the team competition according to the Olympic competition system, winners are determined by the result of a personal meeting of teams; while the draw - by the number of korgools in lost games. If the number of left korgools is equal, the winner is determined by the result of the first board. In case of equal indicators of the first board the additional game will be held that last 25 minutes for each player.

XIII. Applications.

In the application for participation in the competition participants must specify their first name, last name, date of birth, sports category and the physician's visa.

Men cannot play instead of women.

The team is allowed to the competition in the presence of at least half of its players.

XIV. Panel of judges.

The panel of judges is approved by the governing organization.

In all official competitions with the participation of more than 7 persons Chief Referee, Deputy Chief Referee, the Chief Secretary, the referee at participants and secretaries are appointed.

The number of referees to participants is determined by the level of competition. One referee may carry from one to six games. The number of secretaries should be no more than 9 people.

The minimum number of judges is 3 people.

The referee must ensure the strict observance of rules and regulations on the conduct of the competition.

The referee must be objective and act in the interests of competition.

The referee should monitor the process of the competition, so that nothing would distract players.

If a player does not press the timer's button, the referee may not pay attention to it, but can also take some action on his own.

The referee must ensure that the players did not use additional means during the game - records of previous games, using diagrams, cell phones, computer programs, etc.

The referee must ensure that the player during the game did not talk to the participants of the competition, players, coaches, etc. If it is necessary, players can speak in the presence of a referee or the opponent.

In the hall, where the game is holding, only referees and players who did not complete the game may situate there, for others it is prohibited being there.

For violation of the rules players are given a note. For three notes player can lose one point, for four notes the player may be eliminated from the competition.

Warnings are given in the following cases:

- For conversations with participants of the competition, players, coach;
- If a player did not record the game to the end;
- For disrespectful actions towards the referee;
- For obstruction in conducting the competition;

According to rules the referee has the right to run the timer of the white-side player.

The referee has the right to fix the defeat to the player who missed the half-time control, plus 30 seconds specified in the regulations.

The referee accepted the biased decision may be excluded from the composition of the judiciary.

XV. Interpretation of the Codex.

An official explanation by the Codex (hereby) gives the Federation Council of toguz korgool of the Kyrgyz Republic.