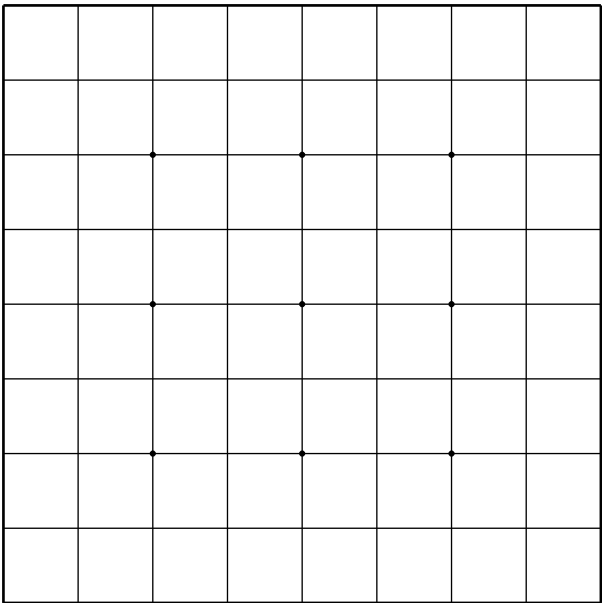
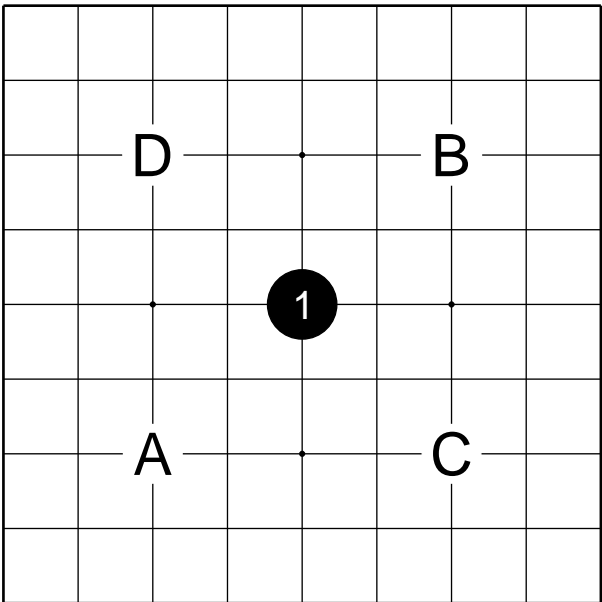


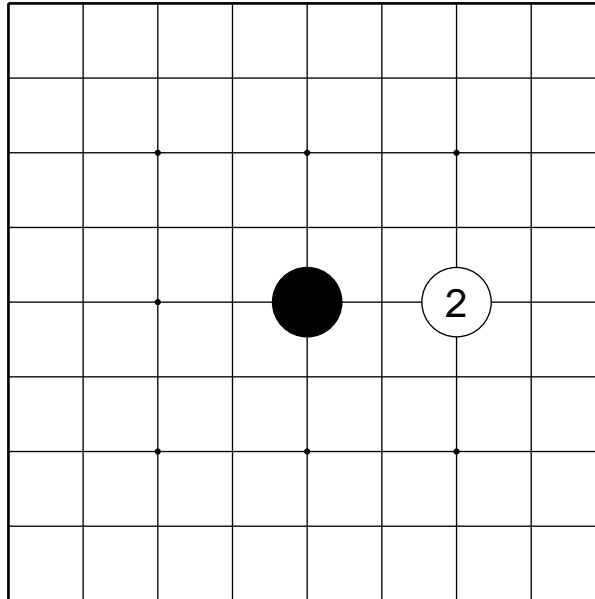
Black player	Black	White player	White
Date	April 1, 2023	Result	Black wins by 3 points



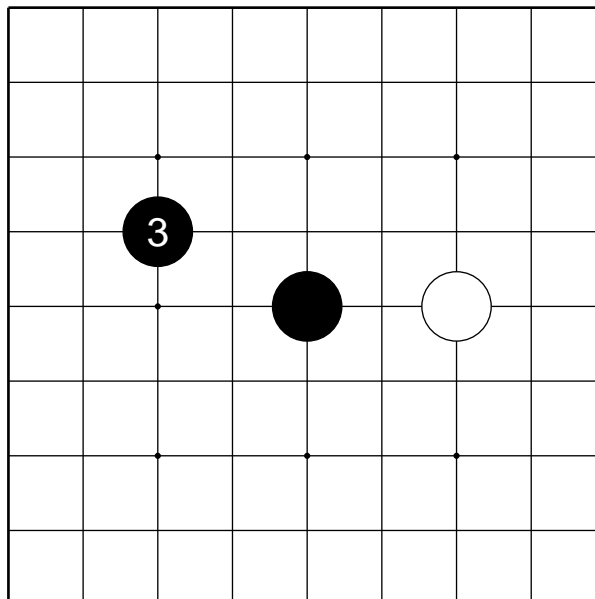
The rules of 9 x 9 Go adopted by WGA are under Chinese rules (komi being 7). The board has a 9 x 9 grid of lines, which is empty at the onset of the game. All pieces are commonly double convex stones. Half of them are black. The other half are white.



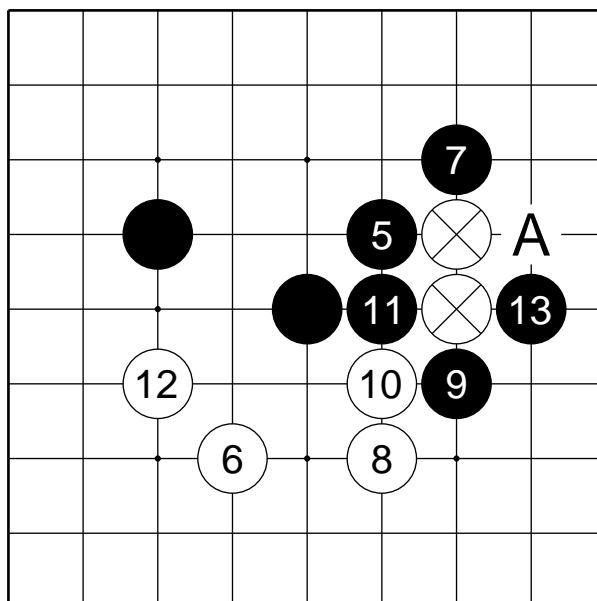
The weaker player has his or her disposal an adequate supply of black stones, and is called Black. Black always makes the first move, called Black 1, by placing a black stone on any empty intersection on the board. However, if Black is allowed to play two, three, four, or five consecutive moves in the first turn, to compensate Black's disadvantage of being 2, 3, 4, or 5 stones weaker, the black stones (handicap stones) must be placed on A-B, A-B-C, A-B-C-D, or A-B-C-D-E (E being at Black 1 in this example), respectively.



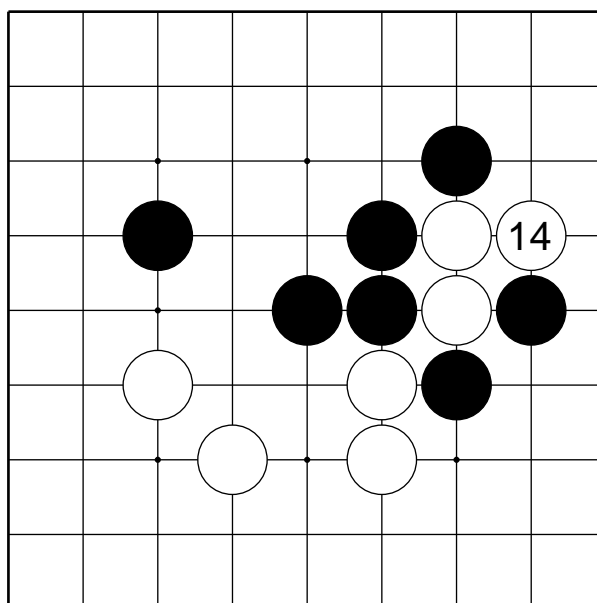
The stronger player has white stones, and is called White. After Black 1 is placed, White and Black alternate. White plays the second move, called White 2, which can be placed on any empty intersection on the board. Any stone on the board can neither be moved nor removed, unless it (or its group) is captured by the opposing stones. Each move can never be undone.



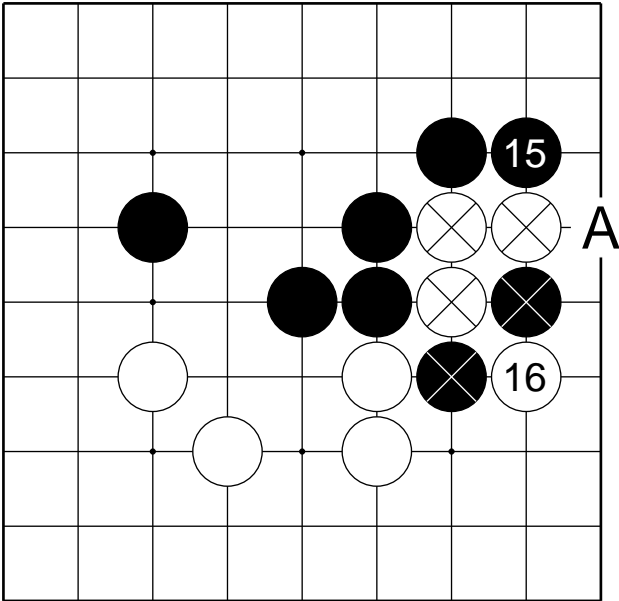
A player may pass his or her turn at any time. But normally we do not pass until the endgame, when adding a new stone will not make any good result.



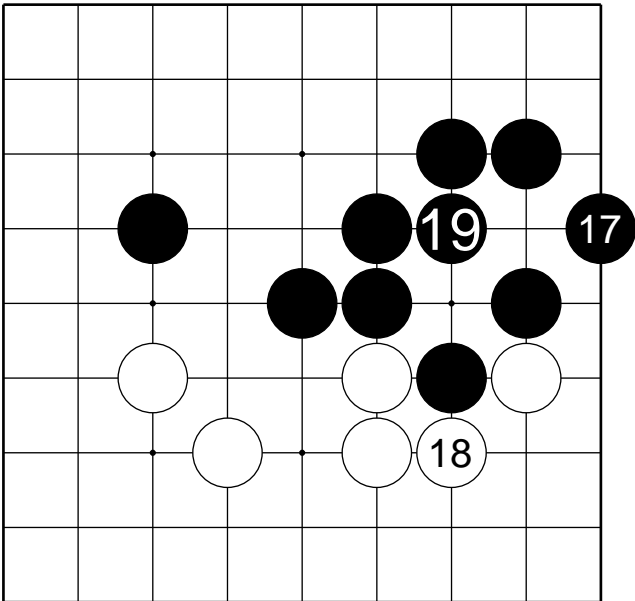
A stone or group of connected stones of the same color (e.g., the marked white stones) can be captured and removed from the board when all the intersections directly adjacent to it (liberties) are occupied by the enemy. In this example, Black can capture the marked white stones by making a move on A. However, it is White's turn. White can prevent the capture by placing White 14 on A.

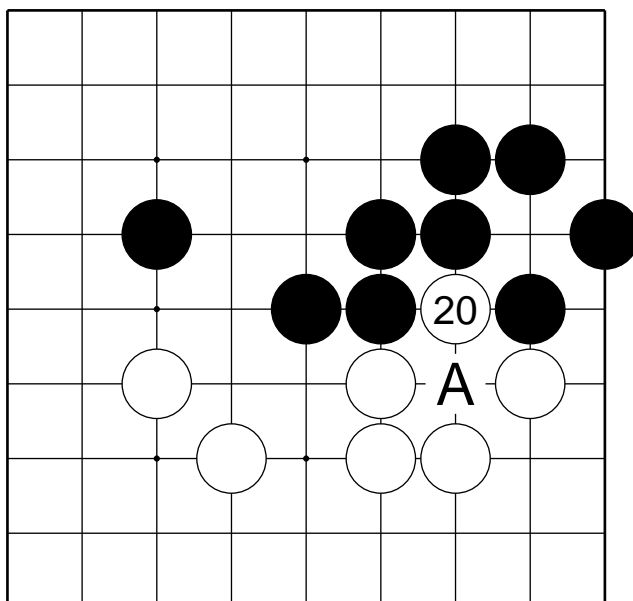


One object of 9 x 9 Go is to enclose a larger group (or groups) of empty points in the way that the opposing stones cannot live inside, than the opponent does. The other is to kill the opposing stones, which is best done by making them die on the board, by preventing them from making a big group of two permanent rooms (two eyes), while preventing own stones from getting killed by the opposing stones, unless the player can take advantage of his or her sacrificed stone (or stones).

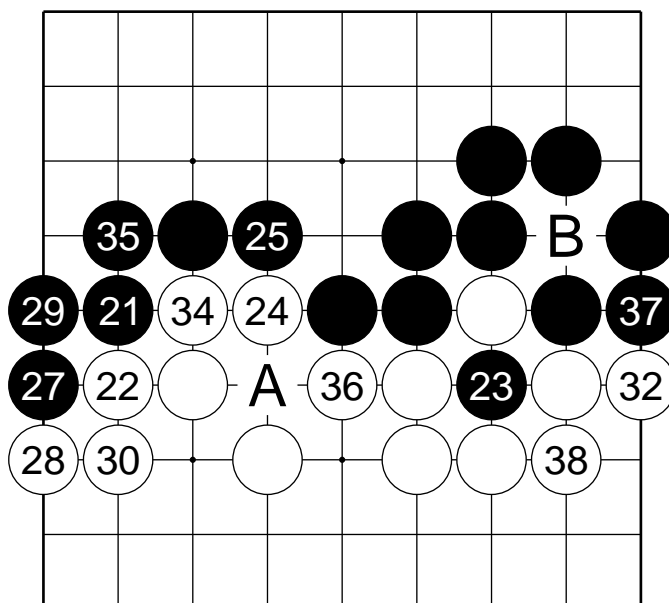


Stones are not dead stones if they (Aji) can kill the adjacent opposing stones. For example, the marked white stones are not dead stones although they can be killed with Black 17 on A. White can capture the mark black stones later if Black does not capture the marked white stones now.



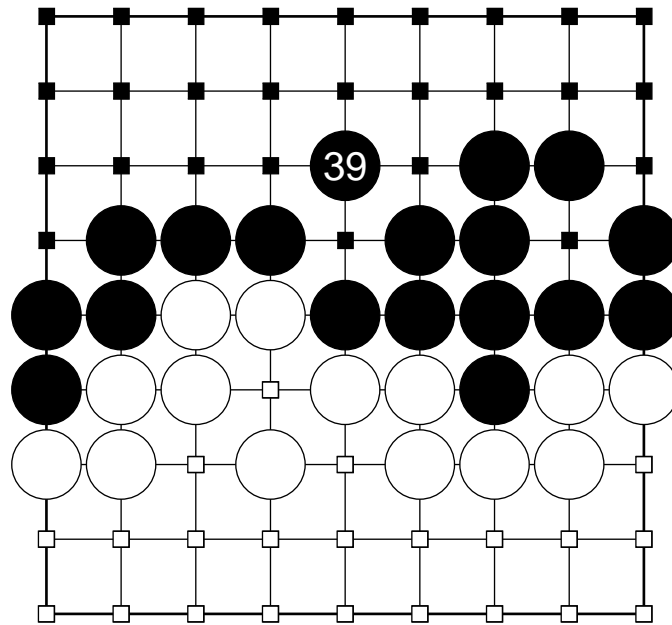


There is Ko situation, when Black or White are not allowed to capture the stone that has captured his or her stone in the previous turn. For example, White has just captured the black stone on A with White 20. Black will not be able to capture White 20 back immediately. Black has to make a move elsewhere before going to capture White 20 later if he or she still wants to do.



26 above 23, 31 at 23, 33 above 23

There are empty points on which the opposing stones cannot be placed, because there is no liberty once occupied. They are called eyes, such as on A and B, unless the placing is a capture. At the endgame, when Black or White thinks no more moves are needed. He or she can say "pass," to allow the opponent to play the next move. After that, if the opponent also says "pass," then the game ends due to the two consecutive passes. It's time to count the final scores of Black and White. However, if one player say "Resign" at any moment, the game will end without score; the opposing player wins by resignation. If a player places one of his or her captured stones on the board, he or she resigns in a very polite way. If a player uses time to the limit, he or she losses by time.



Otherwise, the player with higher score wins. In this example, Black has the final score of 47 points, which equals the number of empty points surrounded by black stones, called Black's territories (27) + the number of white stones captured (2) + the number of black stones on the board (18). White has the final score of 44 points, which equals the number of White's territories (22) + the number of white stones on the board (14) + the number of black stones captured (1) + komi (7). Thus, the game result is Black wins by 3 points. The player who wins more games gains victory, and can be promoted to a higher rank if passing the criteria of the ranking system. The ranks in 9 x 9 Go are arranged from lowest to highest as 30 Kyu, 29 Kyu, ..., 1 Kyu, 1 Dan, 2 Dan,..., and 9 Dan. Beyond 9 Dan is considered superhuman. There is no professional Dan in 9 x 9 Go although professional Dan players may play it. However, a superhuman player can be given an honorary 9 Dan Professional Plus ranking, such as A Master of Go, 9p+.