

Tournament Guidelines

Rules of the game

The description of the game was given in class as part of the programming project description. The following additional rules apply in the tournament:

- Each move must be computed in no more than 20 seconds.
- If there is no winner after 50 moves the BLACK side is declared to be the winner. Your programs need not check for this situation.
- You lose if your program makes an illegal move.

Location

All games must be announced on elearning and played on Microsoft Teams. (Additional details are provided later.)

Friendly games

Both players receive the same credit.

Matches

A tournament match consists of two games with alternating colors. The current champion must post hours of availability on elearning and on Teams, and must take challengers according to the order of their response. (Additional details are provided later.)

Champion

At any given time there is a current champion. The initial champion will be determined by a drawing among all those interested. The champion must be available to meet challengers. The champion does not have to play more than 2 matches a day.

Challenges

Each person can challenge the current champion for a match. To replace the champion the challenger must draw or win the match against the current champion. A dethroned champion cannot play again in the tournament against the person who dethroned him/her.

To clarify this rule: assume A is the current champion. If B plays a match against A and loses, B cannot play additional matches against A . Now assume that C plays against A and wins. As a dethroned champion, A cannot challenge C , but B can challenge C for the championship. If D dethrones C then A can challenge D .

Prizes

The prizes are points that will be added to the final exam grade. In order to get the credit you must announce the result on elearning.

First prize:	grade of 100 on the project, and 14 points.
Second prize:	one point for each played match, up to a max of 5 points.
Credit for a friendly game:	one point for each game, up to a max of 2 points.

Supervision

The instructor reserves the right to change these rules. In particular, if a champion avoids challenges he/she will be replaced.

Tournament and friendly games can only be played until 3 days after the final exam.

Playing in the tournaments

Initial Champion selection

Please use the link on elearning to specify your interest in the initial drawing. The drawing itself will take place during my office hours. The first drawing will be 2 ranked names:

- The first name will become the current champion.
- The second name will become the alternate champion in case the current champion decides to quit.

The initial champion should be willing to take challenges by Monday.

Playing

To play in the tournaments please familiarize yourself with the following:

1. The “Tournament challenges” forum on our class elearning.
2. The “Tournament results” forum on our class elearning.
3. The tournament link to teams, available from elearning.

Playing friendly games

You may announce availability for friendly games on 1., or in any other way you want. Games must be played using the “Chat” in 3. The results must be reported in 2. You can play as many games as you want but credit will be given for at most two games played against different players.

Playing tournament matches

The current champion must post his/her availability on 1. The current challenges should be posted on 1. When there is a new champion the challengers should update their challenge to the availability of the new champion (or drop their challenge). The current champion must accept challenges according to the order in which the challenges were made. The results must be reported in 2.