

# AGA Rules Summary

This is not a complete Rule Set; it just highlights differences from our previous Rule Set.

## Using Territory Counting

1. Komi in an even game is 7.5 to White and in a handicap game 0.5 to White.
2. If a player passes, he or she must hand over a stone to add to the opponent's prisoners. (Pass stones.)
3. It is illegal to play so as to recreate a previous board position with the same person to play (ko and situational superko).
4. If an illegal move is inadvertently made and immediately noticed by the opponent, the move must be withdrawn, substituted with a pass, and a pass stone handed over. If the illegal move is not noticed until after the next move has been played, then play continues with the illegal move in place unless both players agree to rewind to the position immediately before the illegal move was made without penalty.
5. Play pauses after two consecutive passes. If there is a dispute about the status of any stones, play resumes on the clock, with the opponent of the last player to pass going first, until there are two further passes when the process is repeated as many times as necessary. If agreement is not reached but, on resumption, the players immediately make two further passes (making four consecutively in total) all stones remain on the board for counting purposes.
6. Once the status of all groups is agreed, if Black was the last to pass then White must make a third pass and hand over another pass stone.
7. Counting of the score is done exactly as now (with prisoners being used to fill in opponent's territory) *except* that territory is defined as unoccupied points that can "see" only one colour of stone. Therefore, eyes and open kos within sekis count as territory.

## **Extra rules if Area Counting is used**

8. Area counting may only be used by prior agreement between both players. It will give exactly the same game result as the Territory Counting rules above.
9. In handicap games, White gets an extra komi of (“handicap minus one”). So a total of 3.5 komi for a four stone handicap game, for example.
10. Counting is done by removing dead stones and adding the remaining territory (defined as in Rule 7) to the live stones on the board. Prisoners and removed dead stones are ignored for counting.
11. Prisoners must still be kept separate and visible to the opponent and pass stones given in order to facilitate estimating the score during the game.

## **How you should play differently under AGA Rules.**

1. Dame are worth one point each.
  - a. Fill all dame before passing. Missing the last dame costs you two points.
  - b. Play any dame within a seki that does not destroy the seki.
2. Playing inside your own territory or your opponent’s costs nothing – but ONLY after all dame have been played. So, before passing, reinforce any potentially unsafe situation.
3. Bent four in the corner is not unconditionally dead (for example, if there is an external ko threat that cannot be removed). This (and other special situations) must simply be played out if necessary until the relevant stones are actually captured.
4. Repeating positions (such as three kos) do not become jigo, as now. They are resolved by the superko rule (Rule 3).
5. Considerations about the last end-game ko can get complicated. To keep it simple, just play as now. In particular, if the opponent plays dame instead of a real ko threat, just fill the ko and don’t play another dame. Occasionally this can be less than ideal – but you need to understand what you’re doing to do anything different.