



**COMPETITION RULES
OF TOGUZ KORGOL**

Competition rules of Toguz Korgool

I. General regulations.

Toguz korgool belongs to the *game in mancala* family. The word "mancala" comes from the word "move, movement."

In toguz korgool, the Kyrgyz version of this game, the player's aim is also to acquire as many «korgools" - balls as possible. The word "toguz" is translated as "nine". In the game, each player has nine holes, each of which has nine balls. Nine is the saint number of nomad Turkic people, including Kyrgyz. In the Kyrgyz language, "kargool" means "sheep's trunks". It was used precious stones in the game, similar in appearance and size to sheep pellets.

The meaning of the game for nomad Turkic people, including Kyrgyz, is that the militant people in peacetime had played in toguz korgool and developed their capabilities of military-strategic thinking. At the heart of the game is the conquest of troops, riches and estates of the enemy. In this case, each korgools symbolizes one warrior.

The difference between toguz korgool and mancala is that, according to the rules of the game, one of all the withdrawn korgools is stay in this hole. This is a kind of reflection of the tradition of preserving the father's hearth in the social life of the Turkic nomad people.

II. Beginning of the game.

As a result of the draw, players are positioned each on their own side.

Before beginning, the game should be a board, a clock, a form for recording parts on the game table.

Before beginning the game, players check the starting position; shake hands, demonstrating the right to start the game.

After finishing the game, players make a record the result in the form for recording the parts, sign it and consolidate the result with a handshake.

If the parties did not shake hands, the judge must shake hands

III. Process

The move is the shifting of the korgools one korgool counter-clockwise from any well located on its side, from any socket on its side, beginning from the same socket. After the ninth hole from its side follows the first opponent's hole then the second hole, and so on.





If there is one ball in the socket it is possible to make a move with this ball, as the result the socket is empty and the korgool is moved to the next hole.

If the last ball falls in one of the sockets of competitor, and if the number of balls in this socket is even, the move is considered successful; all the balls from this socket are taken to their own kazan.

If the last ball falls to the side of competitor, and turns to be even, except the “tuz” rule, and if the last ball falls in one of the sockets on one’s side, balls are not taken away.

When the competitor puts down the last ball in the socket and stops timer, the move is considered to be accomplished.

The move should be made by one hand. In the “bai” move (more than 12 balls) the free hand can be used as auxiliary. All balls can be taken by that hand by which the move will be made, and approximately one part of balls put down in other hand when balls are off in the hand making the move, the rest of balls are necessary to put in other hand and stop accomplish the move. If the move is made with both hands, before making the move player should pay attention of the competitor to the number of balls in the socket and point to the socket where the last ball should fall to.

The move is considered to be accomplished if a player put down korgools in the next sockets, which were on hand. It is necessary that the move will done after competitor will move and transfer time.

IV. Tuz.

If the last ball of player falls into the opponent's socket with two balls, these 3 balls are taken by player to his kazan and he should declare this socket as ace. By this player wins the socket of competitor, all balls that further will get into the ace-socket, he takes to his kazan.

Owner of tuz can take all korgools, who fell into the «tuz», away to his kazan.

The ooz socket (socket №9) cannot be "tuz".

"Tuz" cannot be changed.

If one of players declares any socket as ace during the game, the second player cannot declare this socket as ace, i.e. with the same number.

Each player can declare a "tuz" only once during the game.

Also, if one player declares a hole as a "tuz", then the second player cannot declare an "tuz" of the same hole, that is, with the same number.

It is not allowed to refuse tuz.

Tuz should be marked with a special sign.

In the recording the protocol, the "tuz" sign is marked with the letter X.





V. Finishing a party.

Game is considered finished, if one of the players collected 82 and more balls in his kazan.

If the player collects 82 balls and more the game is stopped, and competitor counts the number of his balls in kazan. For example, game is recorded as 1 (82) – 0 (60).

Game is considered finished, if the competitor declared about his loss i.e. points are recorded in protocol, the number of balls in kazan is recorded if necessary.

Game is considered to be finished if player has no balls on his side. In this case are counted balls in his kazan; if there are less than 81 balls, it is considered looser if 81 balls - draw game, more than 81 - victory (1 point).

Game is considered draw, if both players collected 81 balls in their kazans. Game is considered to be draw, if both players agree to a draw. Game is considered to be draw, is there is draw position on the board (Chalymov's position) (recurrence of position in 73 moves). Game is considered draw, if time of both players is out, and if there are 81 or less balls in kazans.

Game is considered to be finished, if one of the players is late to the half of control 30 seconds plus, what is recorded by control clock, unless otherwise provided for by the order of the competition.

Game is considered to be finished if the time of one of the players flag fall.

VI. Players' mistakes.

If the mistake is not proved during the game and the game protocol includes the result and signatures, the game is not lost.

If in making the move, player unintentionally crumbled balls, he should restore the position by means of his time, and switch over the timer.

VII. Timer for toguz korgool game

Timer with two clock-faces connected in such way that one of them can rate at the same time is called timer for toguz korgool game. "Flag fall" means the efflux of time.

Referee should set the timer on the right side of 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.

Time values are undisputable. If the timer turns out to be defective the referee should replace timer just in case of player's request.

Request with timer failure should be made before "flag fall".

If in making of the move there is "flag fall" it is necessary to give the player possibility to accomplish the move.

In replacement of defected timer referee should set exact time, elapsed by each player. If there is evidence of failure of one timer, he corrects the values of





this timer, otherwise the values of both players' timers are corrected, and total time is divided on two and equally allocated among players. If in the process of time setting, one of the players has fewer minutes, the referee adds the same time to his competitor.

Agreement on draw or admission of failure remains in force, in spite of "flag fall".

In case of two flags falling, balls in kazans of players are counted and applied.

It is forbidden to hold timer or hold the button of timer.

Player can stop the rate of both timers in case of "flag fall" only.

It is forbidden to change the timer values independently, individually; one should call the referee if necessary.

"Flag fall" should be recorded by players of the game or referee.

On the request of player the referee should set the timer.

If the game is started without timer and players or referee decides to set the timer for any reasons, it is necessary to set equal time for both players, i.e. the time of the round beginning is deducted from real time and divided into two; resulted value is set for both players.

It is not available to set less than 25 minutes.

The player clicks the time with the hand that the turn the move.

VIII. Game record

Each player is obliged to make a record of both players' moves according to the game record and used signs.

Game record form is the property of the competitions organizers.

Game record form should be placed in such way to be observed by the referees.

Game Record should be kept till the end of the game.

Game record keeping can be stopped if the player has less than 5 minutes till the end of the game.

Rewrite the game moves (own and other's) is allowed just in the end of the game.

Any player, coach or representative of the parties can turn to the referee for rounds records. Referee is obliged to represent the forms with games records or theirs copies. In case of loss or damage of the form, the person who took it for copy bears full responsibility and can be punished to the extent of exclusion from competitions. Referee recommends put up the most interesting games at the special board.

Players who did not make a game record or records which were not done before the end of the game are warned.





IX. Game scoring

Winner gets 1 point, loser gets 0 points.

For the draw both players get 0,5 points.

The number of balls of failed player (additional value) if in the order of the competitions it is provided to make a record in a round order, in individual round this result of the game is written down according to the following examples:

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

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

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

X. Draw

A player can offer a draw only after making a move before turning the clock.

The offer of a draw can be made no more than three times. If a player has made a suggestion draw more than three times - this is tantamount to giving up the game, and the opponent may demand that the player be defeated.

Each suggestion of a draw should be marked with the "=" sign on the Game record of the parties by both players.

A player can demand a draw if there is a draw on the board of A. Chylymov.

The referee must accept the protocol for game records, which finished in a draw, only in the presence of both players.

XI. The system and types of competitions.

Competitions are held in a personal team competition in the Swiss system.

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

Teams must be equipped with unified national clothes of their country or in unified sports clothes.

XII. Determination of winners.

Defining winners in individual event according to the Swiss system are determined by the following indicators in the descending order:

- by the greatest amount of points, with the same number of points;
- by the «Progress» coefficient with the same coefficient;
- by the Buchholz coefficient, with the same coefficient;





- by the result of personal meetings, with a draw;
- on the recruited korgools in the lost games, the more who will have the advantage.

XIII. Applications.

In the nominee application for participation in competitions it is necessary to indicate: a surname, a name, date of birth, sports grades, rating points, № and a series of the passport, a surname and a name of the coaches (completely), the doctor's sign.

Men cannot play among women. Woman has right to play among men.

A team is admitted to competition, when not less than 50% of players are present.

XIV. The refereeing body.

The refereeing body i.e. group of referees are approved by the steering organization.

In all official competitions are appointed with the participation of more than 7 people the chief referee, the deputy chief referee, the chief secretary, the referees at the participants and the secretaries.

Minimum amount of referees is three people.

Referee should monitor strict observation present rules and regulations about holding the competition.

Referee should be objective and act in the interests of the competition.

Referee should monitor move, order and so that nothing distracts the players.

Referee should monitor timer, he should provide players without timer till the end of game 50 minutes, 25 minutes for each player (Clause 5.15).

If player doesn't press the button of timer, referee can pay no attention, but can assume measures at his discretion.

Referee should monitor that players don't use additional means during the game: records of previous games, usage of diagrams, mobile phones (mobile phone should be turned off), and computer program etc.

Referee should that during the game, player shouldn't talk to players, coach, etc. If necessary, he can talk in the presence of referee or competitor.

In the hall where the games take place, referees and players who do not finish the game have the right to be present, all the rest are forbidden to be in the hall.

Players are given a warning for violation of the rules. For three warnings, one point is removed from the player, for four warnings the player is excluded



from the competition.

Warnings are given in the following cases:

- for conversations with participants of competitions, players, the referees;
- if the player has not written records till the end of the game;
- for showing disrespect to the referees;
- for obstructing in the holding of competitions;

According to the regulations the referee has the right to run the time from the player on the white side.

The referee has the right to record a defeat to the player who was late for half the time control plus 30 seconds specified in the regulation.

A referee who has taken a non-objective decision may be excluded from the refereeing body.

Official Interpretation of the rules is made by the special commission of the International Mancala Federation.

