

Constitution of the British Othello Federation

This Constitution assumes that its audience understands the basic rules of the board game Othello (aka Reversi). It is the guiding document for the British Othello Federation (BOF) and any tournaments organized and facilitated by the BOF. Anyone who wishes to participate in a BOF tournament is expected to have read and be familiar with all of the details outlined in this Constitution.

1 Definitions

- *In writing* means either on paper or by electronic means.
- *Place* can be a physical place or any online platform or medium.
- Plural. Unless the context requires to the contrary, words importing the singular shall include the plural and vice versa.
- Gender. Unless the context requires to the contrary, words importing one gender shall include any other gender.

1.1 Federation Title

The name of the Federation shall be The British Othello Federation (hereinafter, *Federation* or *the Federation*).

2 Objectives

The objectives of the Federation shall be to promote the playing and understanding of the game of Othello in the Great Britain. The activities of the Federation shall include the organisation of tournaments, including an annual British Othello Championship, the distribution of Othello related information to its members, Organising of online and real world tournaments, running of website for the benefit of members and managing content on social media platforms.

3 Membership

Anyone can become a member of the Federation at any time by subscribing to the Federation website and accepting the Articles of the BOF constitution and rules.

3.1 Membership expulsion/refusal

The Federation retains the right to refuse membership, or to expel a member of the Federation, subject to the appeal procedures laid out in paragraph 7. A person shall not have any additional rights to compensation from the Federation by virtue of being a Member of the Federation, as a result of their membership refusal or rejection.

3.2 Membership benefits

Membership allows Members the benefits provided on the website and participation in online BOF-run tournaments and real-world tournaments. Active members will be those who have participated in any WOF-approved tournament in the past two (2) years. **Only** active members have voting rights at AGMs and EGMs, unless they are already a Federation committee member.

3.3 Cost of participation in Federation tournaments

A British citizen's participation in their first BOF-organised tournament is free, regardless of whether they are an Active Federation member or not.

3.4 Equality

All persons are eligible to hold any Federation position, and play in any tournament, regardless of race, sex, age, or any other characteristic. The only exception to this is any person representing Great Britain at the world championship must be British according to the qualifying rules in force at the time.

3.5 Data Protection

The Federation retains limited personal information regarding its Active Members, including: First and Last name, contact email address, and Postcodes. Personal data will be held solely on the Federation website hosted by a third-party hosting service. The Federation will not retain sensitive personal data of its membership, including ethnicity or sexual orientation. The Federation will share Active members first and last name with the WOF, where a member has participated in a rated, Federation-approved tournament. Contact information, such as email addresses or phone numbers, will be shared among appropriate Members upon their selection to a Committee. The Federation will not share any personal information with any other body (e.g., another national Federation) without the express written approval by the Member.

These practices allow the Federation to:

- Understand its membership base including the dispersion of its members across the Great Britain.
- Contact its members from time to time to inform them of Federation activity.

The Federation may retain any correspondence with individual members containing personal information which was provided with consent to the Federation by that Member

Individual members can request what personal data the Federation retains about them, and request updates (including complete removal) of information about them by contacting: BritishOthelloMembership@gmail.com

4 Child protection

A responsible adult or legal guardian **must** accompany all persons who are under the age of 18 to a Federation-approved tournament.

5 Officers and Committee

5.1 Overview

Federation management shall consist of a Committee numbering between five (5) and ten (10) persons, including a Chairperson, a Secretary, a Treasurer, and any other roles deemed advisable by the Committee (The Officers).

Committee members shall be elected at the Annual General Meeting (AGM) of the Federation and remain in their appointed office(s) until the following Annual General Meeting. All Committee members are eligible for re-election. The Committee may co-opt up to two (2) ex-officio additional members who may be from any nationality. Officers shall be elected by the Committee members; this election shall take place not later than the first full committee meeting following the AGM. Committee members should be British Nationals or residents in Great Britain for at least 6 months. This does not apply to the ex-officio members.

Committee functions include the following:

- To make all arrangements for tournaments and other activities of the Federation, subject to decisions made at General Meetings.
- To control the finances of the Federation.

- To submit to General Meetings (GM) proposals regarding general policy and conduct of the Federation as it deems appropriate.

A quorum for the valid transaction of business at Committee meetings shall be four (4) persons. A Committee meeting may be called at any time, so long as written notice is given to all Committee members at least six (6) weeks in advance of the proposed Committee meeting date.

5.1.1 Non-vote changes to Committee

A Committee member may step down from their involvement at any time. This action will trigger an Extraordinary General Meeting (EGM) under the following circumstances: (1) the resultant departure reduces the Committee to less than five (5) persons; or (2) If the Chairman, Secretary, or Treasurer individually steps down.

5.2 Chairperson

The responsibilities of the Chairperson are as follows:

- Chair AGM and EGM, and provide agenda for each;
- Facilitate discussions between Committee members;
- Act as point of escalation for concerns raised by Members;
- Provide update of decisions and made by the Committee to Members as necessary; and
- Act as second name to financial assets and contracts under the responsibility of the Treasurer

5.3 Treasurer

The responsibilities of the Treasurer are as follows:

- Act upon Committee decisions made regarding financial affairs of the Constitution, including banking and insurance matters approved by the Committee.
- Adhere to all guidelines defined in Section 6 Finance.

5.4 Secretary

The responsibilities of the Secretary are as follows:

- Record minutes of formal Committee meetings, EGMs, and AGMs; and
- Ensure that Committee proceedings adhere to all Articles laid out in this Constitution.

5.5 Ratings Secretary (optional)

The responsibility of the Ratings Secretary is to maintain Player ratings based on tournaments conducted within the Great Britain.

5.6 Online Tournament Representative

The responsibilities of the Online Tournament Representative are as follows:

- Organise online tournaments;
- Facilitate the participation of the Federation team that shall participate in any online tournament; and
- Administer privileges granted to Federation by the World Othello Federation (WOF) as they pertain to any online tournament.

5.7 World Othello Championships

The Committee is responsible for nominating the British Othello Federation (BOF) to host the World Othello Championships (WOC) in any given year. In the event of a successful BOF bid to

host the WOC, a separate subcommittee will be formed to deal with all arrangements relating to the event.

5.8 General Meetings

5.8.1 Annual General Meeting (AGM)

The Federation's AGM shall be held within two (2) months of the end of the financial year, at a convenient time and place to be determined by the Committee. All Federation members shall be invited by written invitation at least two (2) weeks, to attend the AGM on the designated date. Attendance for all non-Committee members is voluntary/optional. A quorum for the valid transaction of business at an AGM shall be eight (8) members of the Federation.

The function of General Meetings are:

- To receive reports from current Federation officers
- To receive an audited statement of all financial accounts
- To elect a Federation Committee
- To propose any amendment(s) to the Constitution. Such amendments are approved via two-thirds majority of members present at the AGM. The approved amendment(s) shall be distributed to all Federation members within two (2) weeks of approval by the Chairperson.

Any member unable to attend an AGM may vote on any item of business before the General Meeting by writing to any Committee member. Such a vote shall be registered at the AGM equally with the votes of those present.

5.8.2 Extraordinary General Meeting (EGM)

Per the guidelines described in Section 5.1.1 Non-vote changes to Committee, an EGM may be called by the Committee at any time. The EGM must be announced to every Federation member in writing at least two (2) weeks in advance. If a petition calling for an EGM, signed by at least ten members of the Federation, is received by the Chairperson, then the committee shall call such a meeting to be held within six weeks of the receipt of the petition.

6 Finance

The Federation's financial year ends on 31 May of each calendar year. All banking accounts as decided by the Committee shall be maintained in the name of the Federation and any related cheques shall be signed by a Federation officer. The Federation may receive donations, money received as subscriptions to the Federation or to its website, money raised by the sale of Othello-related products, and money raised by charging admission to its tournaments. The income and property of the Federation shall be applied solely towards promoting the objects of the Federation as set forth throughout this Constitution. No portion thereof shall be paid or transferred either directly or indirectly to any member or members of the Federation except in payment of legitimate expenses incurred on behalf of the Federation.

7 Expulsion from the Federation

The Committee may, in exceptional circumstances, suspend a Player's Federation membership. When this scenario occurs, the Federation AGM shall decide whether to lift the suspension or to expel the member at the next AGM. The Member impacted by the suspension shall be entitled to be present at the AGM to discuss their case. When member is expelled from the Federation, the suspended member shall be notified in writing at least two weeks' notice in advance of the AGM, in which their case shall be discussed, and of their rights as set out in this Section.

7.1 Refusing a new Membership

The Committee may, in exceptional circumstances, refuse new Membership to an individual's Federation application. In this scenario, the person affected has the right to appeal the decision to the next General Meeting. Any person appealing this decision has the right to address/contest it at the next AGM. The person who was refused Membership shall be informed of this right in writing, providing an explanation of the committee's decision. Should the Person choose to appeal, he/she shall be informed of the date the next AGM where their case shall be discussed.

8 Tournaments

8.1 British Othello Championship

A British Othello Championship (hereinafter, *National*) shall be held once each calendar year.

The National is a two-day event, and is open to any Player interested in participating, so long as they qualify according to the rules of the WOC in force at the time. The location and start time of the event will be determined by the Federation Committee. The number of days for the National can only be changed at an AGM (see Section 5.8.1).

8.1.1 National-specific rules and structure

The National will entail nine (9) rounds of Tournament play. The top two Players advance to a one-round playoff (i.e., the Championship Game) to determine the National champion. The Player who sits atop the Leader Board has the privilege of selecting their colour for the playoff game. The winner of this playoff game is declared the Champion. If the game ends in a draw, then the Player who sat atop the Leader Board after the completion of the nine rounds of play is declared the Champion.

If more than one Players are tied for third place on points, then a one-game playoff shall be played (primarily to aid in WOC selection; see Section 8.4.1). The winner of this Playoff is declared the 3rd Place player. If the game ends in a draw, the Brightwell Quotient (see Section 9.4.1), is used to determine the rankings of the remainder of players (also to aid in WOC selection, see Section 8.4.1).

All National games must allot 25:00/player (50:00/game). The Tournament Director may expand this allotment at their own discretion. The National shall employ the 2-minute time default as needed (see Section 9.5).

The National shall be supervised by a Referee, whose decision related to game play shall be final and binding. The Referee may nominate others to referee games, so long as they are not a Player participating in the National.

The Committee shall appoint a Local Organiser responsible for all BOC-related matters, including the date and location for the BOC.

The Local Organiser shall, structure the BOC in accordance with the format decided at the previous AGM. If certain details cannot be met, the Local Organiser (in consultation with the Federation Committee) should organise the tournament in a manner which differs from the AGM-approved format as little as possible.

The Local Organiser shall appoint a Tournament Director to oversee the smooth running of the Championship. It is acceptable for the Local Organiser and Tournament Director to be the same person.

The winner of the BOC shall be declared the British Othello Champion, and is entitled to an automatic qualification to represent the Great Britain at the next World Othello Championships (WOC).

8.2 Regional Tournaments

The Federation can hold any number of regional tournaments (hereinafter, *Regionals*), which serve to promote game play in specific parts of Great Britain with established membership and interest. Regionals are limited to Federation members. There is no residency requirement to play in a Regional tournament (i.e., players from other countries may participate).

Rules of the Regionals must be distributed to all registered Players before the Tournament start. Regionals should entail a minimum of seven (7) rounds of play. Regional tournaments default-start in the Round Robin format, but if the number of players exceed the capacity of a Round-Robin, then the Tournament would be coordinated using the Swiss System (see Section 10.1). Time allotment for individual games should be a minimum of 20:00/player (40:00/game); with a recommended Best Practice of 25:00/player (50:00/game). Ties will be decided by the Brightwell Quotient (see Section 9.4.1). The two-minute time default is employed (see Section 9.5).

8.2.1 WOC Team order of selection

Places in the regular WOC British team are offered first to the National Champion, then to the GP winner, and then to Players in the Nationals in the order of their placement in that Tournament. This selection continues, until the WOC Team is assembled, and all Team spots are filled.

If not enough people from the Nationals wish to participate to assemble a complete WOC Team, then any vacant places are offered to Players in the GP (in order of placement). If any WOC Team spots remain vacant after offering them to all participants of the Nationals and the GP, the Federation President may invite any Player who active on the WOF ratings list, in the order of their Ratings. If any WOC Team spots remain vacant after exhausting this option, the Federation President may use their discretion and offer spots to anyone who may be interested in participating in the WOC.

8.3 Grand Prix

The Federation tracks, annually, all Players' participation and placement in Tournaments, per the Federation Committee approval at the AGM (see Section). This system is known as the *Grand Prix* (hereinafter, *GP*). The National and Committee-approved Regional tournaments count toward will count towards GP points. The number of Regionals to be used for GP points will be decided each year by the committee. Non-Regional Tournaments, such as the Mind Sports Olympiad (MSO) and the Cambridge Christmas tournament, are not factored into the GP.

8.3.1 GP point system

The GP is tracked using a basic point system for all participating Players during a given year. The GP is managed by a designated Federation Committee member. Table 1 lists the standard point awards for a Player's finish in any GP-approved Tournament.

Table 1: GP Point System

Place	GP points
1 st	200
2 nd	160
3 rd	120

4 th	100
5 th	80
6 th	60
7 th	40
8 th	20
9 th	10
10 th and lower	5

In awarding GP points to Players, only the Player's final position in each Tournament is considered, Ties from any GP Tournament are not resolved. The total points for the tied positions will be shared between those tying, with any fractions being rounded up.

Ties for the GP winner are resolved by comparing their GP points in the tournament in which they did best (GP-wise), then the tournament in which they did second best, etc. If all these considerations do not resolve the tie, the tiers will play one play-off game at their own convenience before the National. If they fail to do this the chairman will toss a coin to resolve the tie.

The GP winner is guaranteed an invitation to represent Great Britain at the WOC, regardless of the outcome of the National tournament.

8.4 Subordinate Tournaments

The Federation may organise and endorse other Othello tournaments at any given time. For these tournaments the Federation appoints a Local Organiser to determine the date and location for this Tournament, and for the smooth coordination related to the Tournament.

(b)

Any Federation Member shall be entitled, , to play in any Federation-approved and organised Tournament . The Local Organiser or the Tournament Director has power to expel a Player from a Tournament in extreme circumstances.

8.5 Tournament fees

Tournament entrance fees are predetermined by the Committee, and communicated to the Local Organiser. Any reasonable expenses incurred by the Local Organiser or their assistants during a Tournament shall be repaid by the Federation.

8.6 World Othello Championship (WOC)

The composition of the team will be determined by the rules of the WOF in force at the time.

The places for any special-category tournament held within the World Championships (such as the World Women's Championships) will be offered in the order of placings (starting with its winner) of a stand-alone qualifying event (e.g. an age restricted tournament). Should a stand-alone event fail to yield a representative or not be held then it will be offered first to the highest-placed special category player in the National Championships, except that if two special category players are equal on points and are not otherwise involved in a play-off then there will be a play-off to decide that category's first representative. It is not compulsory for any stand-alone qualifying event to take place, or for it to be held at the same time and location as the main National Championships.

Should the above not yield a representative for the category, then these spaces are offered following the rules for selection of the regular team, at the Federation President's discretion.

9 Tournament Rules

The standardized rules of the game of Othello, as originally defined by Goro Hasegawa in 1973, apply to all Federation-endorsed tournaments. All Tournament participants are expected to be familiar with the Rules in full; any ambiguity of understanding of the Rules is the sole burden of each Tournament participant.

Additional rules are also applicable, and defined throughout the remainder of this section. Any questions concerning the enforcement of these playing rules shall be decided by the Tournament referee (in many cases, the Local Organiser and Tournament Referee may be the same person).

9.1 Clocks and time

Clocks are to be used on every table at all competitions. It is a recommended Best Practice to have identical clocks for all games in a Tournament. In the event of there not being enough clocks, the Tournament Director can supply a clock available on a mobile phone.

Individual games played in all Federation-endorsed tournaments must allot Players at least 20 minutes for game play (for a maximum time total of 40:00/game).

9.2 Physical handling of discs

A disc, once placed in a legal position on the board, may not be moved. Players must not hold a disc over the board for an undue time before placing it. Once a disc has been placed, the necessary discs shall be turned over with one hand, in a manner that does not obstruct the opponent's ability to observe the legality of each disc being flipped. The same hand must be used to press the clock button.

9.3 Illegal moves and/or behaviour

It is a Player's responsibility to check the legality of his/her opponent's move. Illegal moves must be rectified on the time allotted to the Player who made the illegal move. The Player has the right to immediately reset the clock to run on his/her opponent's time during this scenario. Only the most recent move may be challenged and rectified if it was thought to be illegal.

Players may not disturb any other Player by undue conversation or by unnecessarily or unreasonably leaving the table. Upon completion of a game, Players are expected to leave the primary game room, so as to not disturb other game activity for that Tournament round.

9.3.1 Spectator interference

Persons not active in any Tournament play may observe active game play but they may not interfere with a live game. Examples of interference may include (but is not limited to) speaking/advising a player (vernacularly, kibitzing), attempting to distract a Player or break their concentration, or talking to another spectator in a manner that may distract anyone actively playing a game.

9.4 Disc count and related Tournament scoring

If any individual game ends with one or more empty squares, the empty squares (vernacularly, *empties*) are awarded to the Player with the most discs on the board. If both players have an equal number of discs with empty squares (i.e., is a draw), the remaining empties are awarded equally to each player. This practice ensures that each Tournament game ends with a sum of 64 (i.e., a sum equal to the number of squares on the board).

All "lost games" (e.g., a Player arrives late, a Player leaves a Tournament early, or a Player is in a Bye state as a result of an odd number of players participating) are scored 44-20, with the

winning score awarded to the Player who was available to play the game, and the losing score awarded to the Player who was not available to play..

In cases where the Tournament has an odd number of Participants, an imaginary player *Bye* is introduced who loses all his games by 20 discs to 44.

Disc count totals (also known as a Player's *accrual*) are used to break ties in round-robin tournaments.

9.4.1 Brightwell Quotient

The Brightwell Quotient (BQ) tie-breaker is calculated as follows:

- Constant *C* is calculated. *C* is the integer nearest to (number of squares on the board), divided by (number of rounds in the tournament).
- If any of the player's opponents withdrew during the course of the Tournament, ignore such games for the moment. Also, ignore any games where a Player was paired against "Bye" as described in Section 9.4.
- Calculate the total number of discs scored by the player in all games not impacted by a Bye or opponent Withdrawal. Add *C* times the sum of points scored by all of the player's opponents, except those who have withdrawn.

For each game against an opponent who has withdrawn, and each bye received, add half the number of squares on the board plus (*C* times the player's own tournament score to the result calculated in step c. The number resulting is the player's BQ.

9.5 Forfeits, time defaults, and relative scoring

A Player forfeits the game if they **cannot** make their final move and flip all the appropriate discs, and stop their clock before their time expires. Regardless of the relative position on the board, that Player loses the game; their opponent is awarded a win regardless of the position of the board.

In this scenario, both players are allotted two extra minutes. The game continues with the non-defaulting Player guaranteed at least a 33-31 score in addition to the win. Should the final score be higher in favour of the non-defaulting Player, then that score is awarded.

If the defaulting Player's time expires a second time, the game is scored 64-0 in favour of the non-defaulting Player.

10 Tournament Structures

The structure for a Federation-endorsed Tournament is sometimes dictated by the number of confirmed participants for that Tournament. If the participation is anticipated to be small, then a standard round-robin system may be employed. If there is a substantial number of participants anticipated for a Tournament, then a Swiss system (often used in other mindsports such as chess or go).

10.1 Swiss System

The Swiss system is the pairing procedure used in all Tournaments where all participants could not play each other within the same Tournament(vernacularly, *all-play-all*). In each round, a Player is paired against someone with the same score (i.e., number of wins and losses accrued within the Tournament), whom they have not previously played before in the Tournament.

This pairing is not always possible, and does not usually define exact pairings. With that, the following factors are considered to determine pairings, in order of priority. The Federation strongly recommends as a Best Practice to use a pairings program, such as PAPP, to generate round-by-round pairings if the Local Organiser also participates in the tournament.

10.1.1 Swiss System overview

No one should play the same opponent twice in the tournament. This includes games against Bye (where there are an odd number of participants).

In each round after Round 1 (see Section 10.1.2) players should be paired against others with the same score (i.e., number of wins and losses accrued at that point within the tournament). If this is not possible, then the pairings are arranged so that each Player is paired with someone with approximately equal to the same scores. This means in practice is that one person from a higher score group is paired (vernacularly, *floats down*) to against someone with a from a lower score (vernacularly, *floating up*). Specific to this rule, the top half of the Tournament Leader Board takes precedence over the bottom.

Players should play an equal number of games as Black and White, or as close as possible to an equal number. This principle can determine which player floats up or down, as well as how to pair inside a group.

Players should, as often as possible, alternate games where they play Black and White in consecutive Rounds.

The total number of up-floats awarded to a Player should be as close as possible to the number of down-floats.

If the Tournament contains an odd number of players, a fictitious player Bye is introduced, and always loses each game assigned to them. Bye is always paired against the lowest player who hasn't previously received a bye, usually before any other pairings are carried out.

10.1.2 Swiss system Round 1 pairings

For Round 1 pairings are ordered according to their BOF ratings. Each player in the top half of this order is paired off against a Player from the bottom half. Unrated/new players are placed in at the bottom of the top half, to guarantee that they are paired against the lowest-rated players.

11 Player ratings

For a game to be rated by the Federation, it must (1) be completed by a Tournament conducted by BOF; (2) Involve the use of clocks as defined in Section 9.1; (3) be communicated to Players that the game will impact a Player's rating. Unless otherwise announced, all Regional, National, International (European Grand Prix) and MSO tournaments will be rated. "Friendly" tournaments are also usually rated.

The minimum time requirement for a rated Tournament game to be rated is 30:00, or 15:00/player.

Dissolution

The Federation may be dissolved via resolution passed by a two-thirds majority of those present and voting at an EGM convened for that purpose. One (1) month's written notice shall be distributed to all active Members in this scenario. Such resolution must give instructions for the disposal of any Federation-held assets. If any property remains after the satisfaction of all debts and liabilities related to the dissolution, then such properties shall not be paid to or distributed among the Federation members, but distributed to such other charitable institution that has, as far as is possible, objectives similar to some or all of the objectives of the Federation.