

REGULATIONS
of the
***“Twenty Third International (European)
Awale Tournament”***



**Cannes International Festival des Jeux
Palais des Festival – Cannes, France**

**21st - 23rd February
2020**

I. Purposes and Objectives

International (European) Awale Tournament (hereinafter referred to as “IAT”) having specific traditions and Afrikan-cultural heritage have the following purposes and objectives:

- 1.** Preserving Oware / Awale (Pit and Pebble Games) as a cultural heritage of the Earth’s populace promoting traditional sports movement on the planet.
- 2.** Popularizing and developing mind sports, traditional pit & pebble games and competitions of Afrikan people.
- 3.** Preserving and developing traditional culture of the planet
- 4.** Contributing to further scientific, organisational and methodical basis of traditional movement
- 5.** Strengthening and further developing friendship, harmony and co-operation among the people of the planet.

II. Date and Venue

The Tournament is held every year at the Palais des Festival, Cannes, South of France as part of the International Festival des Jeux (IFJ).

The Twenty Third IAT will be held on 21st & 22nd February 2020 at the Palais des Festival, Cannes, France.

Location: The Palais des Festival et Congress, La Croisette CS30051, 06414
CANNES CADEX - FRANCE

Arrival day: 20th -21st February 2020.

Registration of participants & delegations: 21st February 2020.

Opening ceremony of the IAT: 21st February 2020.

Closing ceremony of the IAT: 22nd February 2020.

Day of Departure of participants & delegations: 23rd & 24th February 2020

III. Participation

Players from all countries can take part in the competitions listed in the programme of the Twenty Third IAT after on-time submission of the applications and payment of registration fees. Participants will have to fund their own travel, accommodation meals expenses.

IV. Management

General management and conduct of the Twenty Third IAT is conducted by the management committee of The Oware Society under the auspices of the World Oware Federation.

V. Responsibilities

The management committee of The Oware Society is responsible for the following:

- organizing the Twenty Third IAT
- Responsibility for preparation and organization of the opening and closing ceremonies of the Twenty Third IAT.
- Provision of playing area, playing boards and clocks to be used for competition purposes.
- Provision of a tournament manager and arbiters

The organizing committee is not responsible for accidents (player's injuries during the training and competition. Foreign delegations are supposed to insure their delegations players from accidents during the competitions.

VI. Application Procedure

Preliminary applications for participation in the Twenty Third IAT should be submitted by 1st February 2020 and revised applications by 19th February 2020. The applications must contain full name of sport managers, referees, coaches and players with their initials and their photos (4x6, 2 pictures.) in electronic format.

Athletes under the age of 18 must obtain all permits to participate in the competition in accordance with the laws of the home country.

VII. Awarding

The players that win prizes in competitions at the Twenty Third IAT will be awarded with trophies, medals and diplomas as well as other attributes and cash prizes as advertised in the programme.

VIII. Opening and Closing Ceremonies

Opening Ceremony

At the opening ceremony participants will be welcomed to the Twenty Third IAT. Representatives from each country and their coaches will be introduced. Modalities of the competitions will be announced: Rules and etiquette to be observed for the competition. The management system to be used to run the competition will also be reiterated: Round Robin or Swiss System. The number of games that constitute a match will also be reiterated, along with the scoring system to be used. A summary of the schedule will be announced. Tournament manager, Arbiters and any other support staff will be introduced. Questions will be invited from the participants for clarification.

Closing Ceremony

A brief speech will be given by a member of the Management Committee, which will be followed by the awards ceremony. Trophies (top three positioned players and certificates of participation will be awarded to all contestants. An announcement closing the Twenty Third IAT will be made. After the completion of the Twenty Third IAT if available the date for the Twenty Fourth IAT will be announced. Participants will then have the opportunity to take group photos with rest of the Awale fraternity present.

IX. Final Provision

The present Regulation adopted by the Management Committee of The Oware Society.

**THIS REGULATION IS THE OFFICIAL INVITATION TO THE
TWENTY THIRD INTERNATIONAL AWALE TOURNAMENT**

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ANNEX TO

THE “REGULATIONS OF THE TWENTY THIRD INTERNATIONAL AWALE TOURNAMENT”

1. Competition Modalities:

1.1. "Awale Blitz"

This competition is conducted amongst individual players. The individual competition will be managed by Round Robin or Swiss System depending on the number of participants. Each match will be decided on a best of three basis. Both male and female participants compete in the same competition. Each player is given 5 minutes to make all their moves in a game. A match may take 20 to 30 minutes to complete. The winning player scores 1 point, a draw is given no points, and the loser 0 points. The number of rounds will be determined by the number of entries.

1.2. "Awale Rapid"

This competition is conducted between two individual players. The individual competition will be managed by Round Robin or Swiss System depending on the number of participants. Each match will be decided on a best of three basis. Both male and female participants compete in the same competition. Each player is given 10 minutes to make all their moves in a game. A match may take 40 to 60 minutes to complete. The winning player scores 1 point, a draw is given no points, and the loser 0 points. The number of rounds will be determined by the number of entries.

1.3. “Rules”

For both competitions the Abapa (Ayoayo) rules will be used to play. With regards to etiquette: Grand slam moves are not allowed. They can be made but no seeds are taken. Moves that will totally deprive the opponent of seeds to play with are not allowed. Players are allowed to touch seeds before they make a move on their side of the board. Players do not have to make sure the opponent has seeds to play with at the end of a game.

RULES OF THE GAMES

World Oware /Awale Tournament Rules & Etiquette for the Abapa Version

In general the rules for the Abapa version of Oware /Awale are more or less the same for the different places in the world where it is played. These tournament rules have been drafted to unify the few areas, which may pose difficulties. An example of this is the Grand Slam, which has been covered under multiple captures.

1. At the start of play four seeds are placed in each house.
2. Both players move from their side of the board and take it in turns to move. Once a player has chosen one house from his/her six houses to move from the seeds, are sown in an anti-clockwise direction, placing one seed in each house.
3. For tournaments once the seeds have been picked up and a move initiated one has to continue to complete the move. Players are allowed to pick up and count the seeds on their side of the board.

Mandatory Leap

4. When a player decides to move from a house which has twelve or more seeds in it upon sowing the seeds eventually one will come back to the house the seeds were sown from with one or more seeds still to sow. Instead of placing a seed in the house the seeds were originally picked up from, this house is skipped and sowing continues as normal. No matter the number of times the board is circumnavigated this house is always skipped.

Capturing Seeds

5. Seeds are captured on the opponent's side only. This is done when a player's last seed falls in a house with 1 or 2 seeds already in it, making a 2 or 3 in a house (houses) on the opponent's side of the board. Seeds cannot be captured from one's own side. If ones last seed falls in a house that does not make a 2 or 3, but the preceding houses have 2's and 3's no seeds are taken.

Multiple Capture

6. Seeds can be captured from a maximum of five houses in one go, so long as the opponent has at least one seed to sow with. This is done when a player's last seed falls in a house with 2 or 3 seeds and the preceding houses also have 2's and 3's in them in an unbroken sequence. Seeds can be captured from 2 to 5 houses in this way. If a player makes a move where all the houses on the opponent side have 2's or 3's in them (This could be from 1 house to 6) no seeds are removed from the game and the game continues as normal.
7. If a player unwittingly or mistakenly attempts to capture all the seeds from the opponent side and takes the seeds from the board he or she must be stopped at once. If both players can remember the state of the board before the seeds were taken then the seeds can be returned otherwise the player who took the seed forfeits the game.

Mandatory Moves

8. If a player upon making a move has subsequently no seeds on their side, the opponent is obliged to make a move that will provide the other player with at least one seed to play with. If the opponent cannot do so then the rest of the seeds belong to him/her. If the opponent mistakenly or unwittingly makes another move which does not provide the opponent with at least one seed to play with so long as the last move can be remembered it should be reversed and a more appropriate move made. If the state of the board cannot be remembered and agreed upon, then one who made such a move forfeits the rest of the seeds.

End of Game

9. When one player has captured twenty five seeds or more the game ends and a winner is declared. A draw occurs when both players capture 24 seeds. Draws are not given any points in competitions.

The game may also end when there is a continuous circulation of seeds which does not enable any further captures to be made by either player. So long as each player agrees the game can be brought to an end with each player retaining the seeds on their side of the board. In this circumstance the arbiter may bring the game to an end if both players disagree on when to end a game.

10. A match is the best of three games. This means the results could be 2 – 0 or 2-1 or 1 – 1 and a draw.

APPLICATION

For participation in **Awale Blitz and Rapid** competitions within International Awale Tournament at the International Festival des Jeux in Cannes, France. 21st & 22nd February 2020

from the team of: _____

Types of competition: International Awale Blitz & Rapid Championships

Nº	The Last Name and The First Name of the athlete	The year of birth	Sport Title	Type of competition
Men				
1				
2				
3				
Women				
4				
5				
6				
Juniors				
7				
8				
9				
10			Coach	

_____ athlete are allowed to participate in competitions.

Team leader: _____

Head coach: _____

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