



MIND HYBRID SPORTS

WOF Official Rules & Judging Regulations

Tiskoupan

(Olympic Dream)

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World O-Sport Federation (WOF)

Mind Hybrid Sports

Official TISKOUPAN Rules and Regulations

Official Rules for TISKOUPAN ★ and TISKOUPAN ★★ Competitions

TISKOUPAN

These rules have been developed as the official framework of the **World O-Sport Federation (WOF)** for the organization and conduct of **Mind Hybrid Sports** competitions. They cover the principles, structure, implementation, scoring, and protocols for determining the winner.

TISKOUPAN is a modern individual and team mind sport.

CHAPTER I — DEFINITIONS AND NATURE OF THE SPORT

Article 1 — Name

The official name of this sport and its competition system is **TISKOUPAN**.

TISKOUPAN is an independent hybrid mind sport consisting of the simultaneous playing of three mind sports in two official formats.

The two official formats are:

TISKOUPAN ★

Morabaraba/Dooz + Draughts + Go

TISKOUPAN ★★

Bridge + Draughts + Go

Article 2 — Basic Structure

Each TISKOUPAN match consists of three disciplines:

1. **Go / Weiqi**
2. **Draughts**
3. **Morabaraba/Dooz and Bridge**

In the **TISKOUPAN ★★** format, Bridge replaces Morabaraba/Door.

Article 3 — Nature of the Match

TISKOUPAN is not a three-discipline competition played consecutively as three separate matches.

The three games constitute the components of **one integrated hybrid match** and remain connected according to the official TISKOUPAN protocol.

CHAPTER II — OFFICIAL FORMATS

Article 4 — TISKOUPAN ★

The one-star format consists of:

Morabaraba/Door + Draughts + Go (Weiqi)

This format is identified by the symbol:

TISKOUPAN ★

Article 5 — TISKOUPAN ★★

The two-star format consists of:

Bridge + Draughts + Go (Weiqi)

This format is identified by the symbol:

TISKOUPAN ★★

TISKOUPAN ★★ is the format in which **Bridge replaces Morabaraba/Door**.

CHAPTER III — TECHNICAL RULES

Article 6 — Independence of the Rules of Each Discipline

The technical rules of each discipline shall be applied in accordance with the official standards and rules of that respective sport.

Accordingly:

- **Go** shall be played according to the official rules of Go/Weiqi.
- **Draughts** shall be played according to the official rules of the specific Draughts discipline designated for the competition.
- **Bridge** shall be played according to the official rules of Bridge.
- **Morabaraba/Dooz** in TISKOUPAN ★ shall be played according to the official rules of the respective discipline.

Article 7 — No Modification of Fundamental Rules

TISKOUPAN shall not modify the internal rules of the three sports except where necessary for the **connection, sequence, commencement, and administration of the integrated hybrid competition.**

In the event of a conflict between the general TISKOUPAN regulations and the technical rules of a particular discipline, the specific rules governing that discipline shall apply to that game, unless the competition regulations expressly provide otherwise.

CHAPTER IV — DRAW AND COMMENCEMENT OF THE MATCH

Article 8 — Draw

The match draw shall be conducted according to the standard **Go** method.

The result of the draw determines which player or team will commence the Go game with the **Black stones.**

Article 9 — Official Commencement

Every TISKOUPAN match begins with **Go.**

Following the commencement of Go, **Draughts**, followed by **Bridge/Morabaraba-Dooz**, enters the competition cycle according to the official match protocol.

The official sequence is:

Go → Draughts → Bridge/Morabaraba-Dooz

CHAPTER V — SIMULTANEOUS PLAY AND GAME ROTATION PROTOCOL

Article 10 — TISKOUPAN Cycle

After the commencement of the match, the disciplines continue in the following sequence:

Go → Draughts → Bridge → Go → Draughts → Bridge → ...

In TISKOUPAN ★:

Go → Draughts → Morabaraba/Dooz → Go → Draughts → Morabaraba/Dooz → ...

This cycle continues until all games constituting the match have been completed.

Note: This sequence constitutes the protocol connecting the three sports and does not modify the technical rules of any of them.

CHAPTER VI — MATCH TIME

Article 11 — No Time Limit

TISKOUPAN, by its nature, has **no overall time limit**.

No match shall end solely because a predetermined period of time has elapsed.

Article 12 — Completion of Each Discipline

Each game shall be completed according to the rules of its respective discipline.

Accordingly:

- The completion of Go shall be governed by the rules of Go.
- The completion of Draughts shall be governed by the rules of Draughts.
- The completion of Bridge shall be governed by the rules of Bridge.
- The completion of Morabaraba/Dooz shall be governed by the rules of that discipline.

Article 13 — Completion of the Hybrid Match

The completion of one of the three games alone shall not constitute the completion of the TISKOUPAN match.

The match shall be deemed completed only when **all three component games have been completed in accordance with their respective rules and their results have been officially recorded.**

CHAPTER VII — COMPETITION CATEGORIES

Article 14 — Individual Competitions

Individual TISKOUPAN competitions shall be conducted in two separate categories:

- **Women**
- **Men**

The rankings and championship titles for women and men shall be independent of one another.

Article 15 — Team Competitions

Team competitions shall be conducted as **Mixed** competitions.

Each team shall consist of:

Three athletes.

Article 16 — Gender Composition of Teams

Each three-member team must include at least **one female athlete.**

The following combinations are permitted:

- One woman + two men
- Two women + one man
- Three women

A three-man team is not permitted.

Article 17 — Equality of Roles

The gender of an athlete shall not, by itself, determine that athlete's role or discipline in the competition.

The manner in which team members participate shall be determined in accordance with the TISKOUPAN competition regulations.

CHAPTER VIII — AGE CATEGORIES

Article 18 — Official Age Categories

TISKOUPAN competitions shall be conducted in five age categories:

1. **Children**
2. **Juniors**
3. **Youth**
4. **Adults**
5. **Veterans**

These categories may be conducted in both the ★ and ★★ formats.

Note

The precise age limits for each category shall be established in the official **TISKOUPAN Age Category Table**, based on the athlete's officially registered date of birth.

CHAPTER IX — NATIONAL CARDS IN BRIDGE

Article 19 — National Card Design

In TISKOUPAN ★★, countries may produce and use playing cards for the Bridge component featuring their own **national or cultural designs and symbols**.

This freedom may include:

- Graphic design
- Images
- National symbols
- Characters
- Cultural concepts
- Visual naming of ranks
- Designs representing the four suits

Article 20 — Preservation of Technical Standards

National card designs must not create ambiguity regarding the identity or value of a card.

Accordingly, every card must comply with Bridge standards with respect to:

- Rank
- Suit
- Quantity
- Identifiability
- Playing value

Iranian Example

The Iranian national version may use:

Power, Speed, and Height

instead of the standard pictorial representations of the court cards, and:

Water, Earth, Wind, and Fire

as the four suit symbols.

Such a design shall be compatible with the philosophy of TISKOUPAN provided that its official correspondence with the values of the cards is clearly established and readily identifiable.

CHAPTER X — OFFICIATING

Article 21 — Independence of Discipline-Specific Officiating

Each of the three games shall be supervised by a qualified referee or officiating structure competent in that respective discipline.

The TISKOUPAN Referee shall be responsible for coordinating the integrated hybrid match.

Article 22 — Duties of the Chief TISKOUPAN Referee

The Chief Referee shall be responsible for:

- Controlling the commencement of the match
- Conducting the draw
- Controlling the sequence **Go → Draughts → Bridge**
- Coordinating the three playing areas/tables
- Recording the completion of each discipline
- Recording results
- Monitoring compliance with team regulations
- Declaring the official completion of the match
- Resolving operational issues arising between the three disciplines

The Chief Referee shall not interfere with a technical decision relating to a specific discipline except within the authority granted under the officiating rules of that discipline.

CHAPTER XI — MATCH RESULT

Article 23 — Independent Results

The three disciplines produce independent results:

Go + Draughts + Bridge

The final TISKOUPAN result shall be determined by combining the results of the three disciplines according to the official TISKOUPAN scoring system.

Scoring Models

Three principal models may be considered:

Model A — Best of Three

Each discipline produces one result.

- Winning two disciplines = match victory
- One win + one loss + one draw = subject to supplementary regulations
- Three draws = draw

Model B — Cumulative Scoring

Each discipline receives its own designated score, and the combined score determines the champion.

Model C — TISKOUPAN Integrated Scoring

A defined value is assigned to each discipline, and the combined performance across the three games determines the final result.

For a professional TISKOUPAN system, Model C is recommended, as it preserves the importance of all three sports while ensuring that a loss in one discipline does not automatically determine the entire match.

CHAPTER XII — GENERAL COMPETITION PRINCIPLES

Article 24 — Fair Play

All participants shall:

- Comply with the rules of all three sports.
- Refrain from cheating or collusion.
- Respect the decisions of the referees.
- Refrain from unauthorized communication or receipt of information.
- Maintain proper conduct and order throughout the competition.

Article 25 — Collusion

Any intentional agreement or arrangement designed to alter the result of one of the three games or the overall TISKOUPAN result shall constitute an infringement and may result in:

- Forfeit of the match
- Disqualification of the athlete or team
- Suspension
- Or other disciplinary sanctions

Article 26 — Appeals

Appeals concerning technical decisions in any discipline shall be handled according to the appeal procedures of that respective discipline.

Appeals concerning the structure, sequence, recording of results, or implementation of the TISKOUPAN protocol shall be submitted to the **TISKOUPAN Arbitration/Appeals Committee**.

CHAPTER XIII — INTERNATIONAL STRUCTURE

Article 27 — Global Standard

TISKOUPAN shall have a **Global Master Rulebook** serving as the basis for the organization of official competitions in all countries.

Member countries of the **World O-Sport Federation (WOF)** may exercise creative and cultural freedom in areas such as:

- National card design
- Names of domestic events
- Competition language
- Equipment design
- Cultural symbols

provided that the fundamental rules of TISKOUPAN remain unchanged.

Article 28 — Official Formats

The two official formats are:

TISKOUPAN ★

Morabaraba/Dooz + Draughts + Go

TISKOUPAN ★★

Bridge + Draughts + Go

CHAPTER XIV — THREE-MEMBER TEAM STRUCTURE

Article 29 — Team Composition

Each official team shall consist of three athletes.

The three members shall constitute one competitive unit, and the team's final result shall be determined by their combined performance across the three disciplines.

Article 30 — Participation of Team Members

In team competitions, all three team members participate in the competition process and may, subject to the applicable competition regulations, participate in decision-making relating to the three disciplines.

Therefore, TISKOUPAN is not merely a competition consisting of **three independent games played by three separate players**; rather, it is an **integrated team competition**.

This characteristic shall remain one of the defining features of the sport.

CHAPTER XV — FINAL SCORING

Article 31 — Value of Results

To prevent any one of the three disciplines from having greater practical importance than the other two, the official TISKOUPAN scoring system shall be based on **three independent scores**.

Each discipline produces one result:

- **Go**
- **Draughts**
- **Bridge**

For each discipline:

Win = 1 point

Draw = ½ point

Loss = 0 points

Therefore, the maximum possible score in a match is:

3 points.

Article 32 — Determination of the Winner

The team with the higher total score across the three disciplines shall be declared the winner of the TISKOUPAN match.

Examples:

Result in Three Disciplines	Team Score
Win + Win + Win	3
Win + Win + Draw	2.5
Win + Win + Loss	2
Win + Draw + Draw	2
Win + Draw + Loss	1.5
Draw + Draw + Draw	1.5
Loss + Loss + Loss	0

This system has one significant advantage: **all three sports have equal value in determining the final result.**

CHAPTER XVI — DRAWN MATCHES

Article 33 — Draw

If two athletes or two teams have equal scores after all three games have been completed, the match shall be declared a **draw**, unless the regulations of the particular tournament provide for a method of determining a winner.

Article 34 — Knockout Competitions

In knockout competitions, if the three-game result is tied, the organizer may establish, before the commencement of the competition, one of the following methods for determining the winner:

- Decisive game
- Extra round
- Additional scoring criterion
- Or another method approved by TISKOUPAN

The applicable method must be announced **before the tournament draw**.

CHAPTER XVII — TISKOUPAN TIME PROTOCOL

Article 35 — Free-Time Principle

TISKOUPAN has **no mandatory overall finishing time**.

No athlete or team shall be declared the loser merely because a game takes an extended period of time.

Article 36 — Independent Completion of Disciplines

Each discipline may finish at a different time.

For example:

Go → completed

while Draughts and Bridge continue.

The completion of Go does not cause the other two disciplines to stop.

Article 37 — Recording of Results

Immediately upon completion of each discipline, the respective referee shall record its result.

Once officially recorded, the result shall remain valid until the completion of the match.

CHAPTER XVIII — ROTATION PROTOCOL

Article 38 — Fixed Sequence

The official TISKOUPAN sequence is:

GO → DRAUGHTS → BRIDGE

After Bridge, the cycle begins again with Go.

Article 39 — One-Star Format

In TISKOUPAN ★:

GO → DRAUGHTS → MORABARABA/DOOZ

and then:

GO → DRAUGHTS → MORABARABA/DOOZ

repeatedly.

Article 40 — Commencement of Each Stage

The commencement of each discipline shall be conducted according to the rules of that respective sport.

TISKOUPAN only determines **when that discipline enters the competition cycle**.

CHAPTER XIX — EQUIPMENT

Article 41 — Standard Equipment

Equipment used for each discipline shall comply with the standards of that respective sport.

However, equipment may incorporate TISKOUPAN and host-country standards with respect to visual design, colors, symbols, and visual identity.

Article 42 — National Equipment

Where the nature of the game permits, member countries may design equipment incorporating national identity.

This provision is particularly relevant to **Bridge playing cards**.

CHAPTER XX — NATIONAL BRIDGE CARDS

Article 43 — Design Freedom

The use of national playing cards is permitted in **TISKOUPAN ★★**.

Each country may develop its own national visual card system.

Article 44 — Common Technical Standard

All national card systems must include an official **mapping table** specifying:

- Which symbol corresponds to each Suit
- Which symbol corresponds to each Rank
- The value of each card

Article 45 — Iranian National Example

The Iranian version may use a system such as:

Water — Earth — Wind — Fire

for the four Suits, and:

Power — Speed — Height

for the special court-card symbols.

The details of this system shall be recorded in the **Iranian National Card Standard — TISKOUPAN**.

CHAPTER XXI — AGE CATEGORIES

Article 46 — Classification

The official age categories are:

Children → Juniors → Youth → Adults → Veterans

Article 47 — Gender Separation

Within each age category, individual competitions shall be conducted separately for **women and men**.

Team competitions shall be **mixed**.

CHAPTER XXII — ATHLETE REGISTRATION AND IDENTIFICATION

Article 48 — Athlete Registration

Every official athlete shall be registered with the organizing authority.

The registration record shall include, at minimum:

- Full name
- Country
- Age category
- Competition gender category
- Competition type
- Team, where applicable

Article 49 — Team Registration

A team must be registered before the commencement of the match, and its three-member composition must be declared.

After the commencement of the match, changes to the team composition shall only be permitted in accordance with the official substitution regulations.

CHAPTER XXIII — ETHICS AND CONDUCT

Article 50 — Sporting Conduct

Every athlete shall:

- Comply with the rules.
- Respect the opponent.
- Refrain from unauthorized interference with play.
- Refrain from receiving unauthorized outside information.
- Respect the decisions of the referee.

Article 51 — Cheating

Any of the following shall constitute a serious violation:

- Collusion
- Manipulation of results
- Receipt of unauthorized information
- Use of prohibited equipment or devices
- Concealed coordination
- Falsification of results

CHAPTER XXIV — REFEREEING

Article 52 — Refereeing Structure

Each match shall have:

A Chief TISKOUPAN Referee

and a qualified referee or technical official for each discipline.

Article 53 — Referee Qualification

The referee responsible for each discipline must possess the qualifications required to officiate that respective sport.

The TISKOUPAN Referee shall supervise the coordination of all three disciplines.

CHAPTER XXV — APPEALS

Article 54 — Technical Appeals

An appeal concerning a move, score, or technical decision in a specific discipline shall be submitted according to the regulations of that discipline.

Article 55 — Structural Appeals

Appeals concerning:

- Commencement sequence
- Draw
- Team composition
- Recording of results
- Rankings
- TISKOUPAN protocol

shall fall under the jurisdiction of the **TISKOUPAN Appeals Committee**.

CHAPTER XXVI — OFFICIAL COMPETITIONS

TISKOUPAN competitions may be organized at the following levels:

- Club
- City
- Provincial
- National
- International
- Continental
- World

Competitions may be conducted in both official formats:

TISKOUPAN ★

TISKOUPAN ★★

CHAPTER XXVII — CHAMPIONSHIP TITLES

Official titles may include:

TISKOUPAN Men's Individual Champion

TISKOUPAN Women's Individual Champion

TISKOUPAN Team Champion

Each title may be awarded separately for:

- ★
- ★★
- The five official age categories

CHAPTER XXVIII — PRINCIPLE OF TISKOUPAN INDEPENDENCE

TISKOUPAN defines itself as an **independent hybrid mind sport**.

The existence of three parent sports does not mean that TISKOUPAN consists of three separate competitions.

The essence of TISKOUPAN is:

Three different mind sports, each retaining its independent technical rules, are conducted simultaneously and continuously within one unified competitive structure.

WOF – WORLD O-SPORT FEDERATION

OFFICIAL COMPETITION & JUDGING RULEBOOK

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