



2013 State Championship Tournament Rules Summary

Version 1.1 (3/27/13) – subject to minor revision/clarification until April 10, 2013

All current USCF tournament rules apply, unless specified below. The following are merely highlights.

GENERAL RULES

Eligibility to Play: Players must be listed on the list of Championship Qualified players on the OSCF website, or invited to play by the OSCF board, by April 1, except for those registered for the State tournament by April 5 and pre-registered for the Eugene Spring Fling on April 6. Questions regarding eligibility should be directed to oscf@oscf.org.

Registration: This is a 100% pre-registered event. Registration deadline is Friday, April 5. No late registrations can be accepted.

Mandatory Check-In for Registered Players: High school and middle school Elite section players must check-in by email or in person by 10:30 a.m. Friday, April 12. All other players must be checked in by email by 7:00 a.m. Saturday or in person by 9:00 a.m. Saturday. No exceptions. Players who miss the check-in deadline for their section will not be paired in the first round and will receive zero points for that round.

Byes and Early Departures: No half-point byes will be granted for any round. However, if illness or any other situation will result in you missing a round or withdrawing from the tournament, please notify tournament officials so that pairings can proceed smoothly.

Tardies and No-Shows: Game clocks of tardy players will be started at the start of the round. If they do not show up before their flag falls (or before one hour passes in G/85 d/5 sections), they lose the game by forfeit. No-shows will be paired as if they are present, and their opponents will be granted forfeit wins. They will subsequently be removed from the roster starting the next round. Forfeit games do count in the final standings but do not count toward ratings.

Section Placements and initial pairings: Section placement will be based on the higher of the following:

1. The latest official *established* USCF rating. For most players, this will be the April supplement published in early March. For players first earning their established ratings in March, the May published ratings will be considered their USCF rating. For players not earning their established rating until April, their first post-tournament established rating will be considered their USCF rating.
2. The NWSRS *established* rating, published as of April 5, which includes all NWSRS rated events through 4/1. Exception: Those players who do not have an established rating prior to competing in the April 6 Eugene Spring Fling, and who have preregistered for the OSCF State tournament by Friday, April 5, will have their post-April 6 rating considered to be their NWSRS rating.

Pairings in all sections except the Primary School Elite section will follow the Swiss pairing rules using the ratings used for section placement. Primary School Elite section will be a six-player round-robin with seedings determined by rating.

No players are allowed to play up or to play down unless specifically invited to do so by tournament organizers, except any HS or MS player who qualifies to play in the tournament may elect to play in the Elite section for their age group. Organizers may invite players to change sections if it would result in an even number of players to improve play for one or more sections. Organizers reserve the right to split or combine sections, or to shift ratings limits between sections. Advertised championship titles/trophies will be retained in the case of combined sections; new titles will be added in the case of split sections.

First Place Ties: Ties for 1st place will not be broken. In case of ties, co-champion titles are given. However, computer tie-breaks will be used to determine who gets the bigger trophy. In the Swiss sections, tie breaks will be in the following order: Head-to-head, Solkoff, Cumulative, and Opponents' Cumulative. In cases where more than two players are involved in a tie, head-to-head will not be used. Co-champions who receive the smaller trophies will be mailed engraved "Champion" plates for the trophies. The cash prize for first place in the High School Elite section will be split equally among co-champions. Awards below 1st place will be based on actual finishing order. For example, if two players tie for first and second place, the next player down receives the 3rd place trophy.

In round robin sections (e.g., Primary Elite), tie-breaks will be in the following order: head-to-head, Sonneborn-Berger, most blacks, and G/5 blitz. If there are more than two players involved in a tie, head-to-head will not be used. Blitz playoffs will be single elimination brackets with byes awarded by lot.

To determine Oregon's Denker and Barber nominees and first alternates, ties for first place in the HS Elite/Denker Qualifier and MS Elite/Barber Qualifier sections will be broken by blitz playoff. Players who do not wish to play in the prestigious Denker or Barber Tournaments of Champions in Madison, WI, July 27-30, 2013 should not play in the tie-break games. If two players are tied for first and wish to represent Oregon, then the following tie-breaks will be used:

1. Two-game blitz G/5 mini-match.
2. A second two-game blitz mini-match;
3. One Armageddon game. White plays G/6; black plays G/5. In case of a draw, Black is declared the winner.

If more than two players tie for first in the HS Elite/Denker section, the winner and first alternate will be decided in a single-elimination blitz tournament. The final match will follow the procedure above for breaking two-way ties. Preliminary matches will be a two-game blitz match followed by Armageddon if the blitz match is not decisive. Seedings for the single-elimination brackets will be by computer tie-break order: Solkoff, Cumulative, and Opponents' Cumulative (SCO). If byes are necessary, byes will be awarded on the basis of SCO computer tie-breaks.

Individual Tie Breaks: All individual ties below first place in the Swiss sections will be broken using the following order: head-to-head Solkoff, Cumulative and Opponents' Cumulative. In round robin sections (e.g., Primary Elite), tie-breaks will be in the following order: head-to-head, Sonneborn-Berger, most blacks, and G/5 Blitz. If there are more than two players involved in a tie, head-to-head will not be used. For an explanation of these tie breaks, please visit <http://oscf.org/> and click the tab under "General Information". Head-to-head will not be used in ties involving more than two players.

Non-Residents: Players from other states are not qualified to compete in the Championship.

Errors: It is the player's responsibility to look at the standings and review them for accuracy. Report problems immediately. Errors from prior rounds which are not immediately reported might not be corrected.

RULES OF PLAY

If at any time a player has a question or an issue, the player must stop the clock and raise a hand so that one of the officials can help resolve the issue. Once the game is over and the players have agreed to an outcome, the result will be considered final.

Pre-Arranged Draws: Pre-arranged or premature draws (the latter can occur with or without prior discussion between the two players involved) to arrive at a predetermined outcome are not allowed. TD may give double forfeits to players who prearrange or prematurely offer/accept draws. This does not apply to normal draws such as stalemate, insufficient material, etc. that can happen in the normal course of a game.

Insufficient Losing Chances: Pursuant to USCF rule 14H6, claims of draw by insufficient losing chances will not be honored.

Notation: Notation is required in all G/85 d/5, G/55 d/5, and G/45 sections, unless prior arrangements have been made with the OSCF due to a disability as outlined in the USCF rule book. These exceptional situations are very limited, and we rarely grant exceptions. Failure to notate moves will result in a penalty up to and including forfeiture of the game. If an exception is granted, time penalties will be applied. In all sections, both players may stop notating as soon as either player's clock has less than 5 minutes remaining. Players using paper notation may record their moves before making the move – or vice versa per USCF rule 15a Variation I. Players using a USCF-approved electronic recording device (such as a Monroi) must make their moves before notating.

Clocks: Clocks are required in all G/85 d/5, G/55 d/5, and G/45 sections. Clocks with time delay or increment (USCF rule 5F1, effective 1/1/11) are preferred in the G/85 d/5 and G/55 d/5 sections. If no delay clock is available, clocks should be set to G/85 or G/55 in the G/85 d/5 and G/55 d/5, respectively. In G/30 sections, if one of the two players brings a clock and both players agree, they may use it. In all sections, including G/30, if clocks are not used from the start of the game, a clock will be put on games near the end of the official time control (typically, with 20 minutes remaining and clocks set at 10 minutes for each player). Also, a TD may place a clock on a game at any point of the game to help ensure fair and equitable use of time. If one player's time runs out, the opponent calls "flag down" and wins the game if he/she has sufficient mating material. If the opponent who calls "flag down" has insufficient mating material, the game is a draw.

Touch Move/Capture: During the game, if a player touches a piece with intent to move it and it has a legal move, the touched piece must be moved. If a player touches a piece without intending to move it (to move it to the center of a square, for example), he/she should say "I adjust" before touching the piece. Additionally, if a player touches the opponent's piece with his or her piece or hand with the intent of capturing it and it can be legally captured, it must be captured. The touch piece rule does not apply to accidental brushes. Once a piece has been released after a move, the move is final cannot be reconsidered.

En Passant captures: *En Passant* is a standard chess move and is allowed. If your opponent plays a move citing *en passant*, you can call a judge over to confirm that the move was legal as played. However, the judge will not tell you *how* to properly play *en passant* – only whether the move played is legal. Check with your coach or an experienced player for instruction on *en passant* after your game is finished.

Breaks: If you need to take a restroom break during one of your games, raise your hand. A monitor will escort you to the rest room. If there is a clock on the game, it will continue to run. We strongly suggest you use the restroom between each round. **Players may not speak to parents, spectators, coaches, other players, or anyone else during breaks.** Nor may they actively or passively participate in any discussion of their game in progress.

Electronic Devices: CD players, IPODs, MP3 players, cell phones, and other similar electronic devices will not be permitted in any playing area. Players with these devices will be asked to remove them from the room. Interruptions caused by electronic devices (ringing cell phones, pager beeps, alarms, etc.) are disruptive to the whole room. Such electronic disturbances will be penalized with subtraction of 10 minutes or half the remaining time (whichever is less) from the offending player's clock. Second offense is forfeit of the game. For further details, see USCF Rule N1. USCF approved electronic recording devices, such as Monrois, are allowed, but TD must be informed and allowed to inspect devices beforehand.

Players own the outcome of their games: In order to encourage players to take more responsibility for their games, they will be asked to agree to an outcome (win, lose or draw) without any interference from the tournament directors. The director will normally assist only if asked by one of the players or if a dispute arises, but every effort will be made to ensure the players decide on an outcome on their own. Because TDs cannot keep an eye on all games, USCF Rules (5th ed.) Variation 11H1 will be in force: **"Director as witness only.** In an event in which most games are not watched by directors, a director may refrain from correcting all illegal moves he or she may notice but simply serve as a witness should one of the players point out the illegal move before ten more moves have been made." This variation will be applied consistently: TDs will not require players to correct illegal moves when witnessed in some cases but not in others. It is the player's responsibility to note illegal moves and ask a TD for help if a dispute arises.

Parents, Coaches and Other Spectators: Spectators are forbidden from influencing the games in progress in any way, including pointing out illegal moves, flag falls, stalemate, etc. Spectators should also avoid eye contact with players and refrain from body language and facial expressions that indicate an opinion or emotion about the progress of the game or a particular move. *"Spectators" include those players who have finished their games, and those playing on adjacent tables.* If any player feels his or her opponent is getting assistance from others, or feels uncomfortable by the presence of others, his/her request to remove the others from the play area will be honored.

Analysis and Skittles Analysis of games and playing of informal games are prohibited in the playing rooms while tournament games are in progress. No exceptions.

SPORTSMANSHIP

Standard Etiquette: Players will shake hands before starting a game and once again after the game is over. "Good Luck" before and "Good Game" after the game are signs of good sportsmanship and are highly recommended.

Behavior During a Game: No conversation with opponent or any spectators is allowed in the playing rooms while games are in progress. The only exception is simple chess-related words for one's opponent, e.g. "check," "adjust," "draw?", etc. No distracting body movements or facial gestures are allowed. Upon improper behavior, the opponent raises a hand and a tournament official will offer to help. See below about repeated disruptions or behavior problems.

Repeated Disruptions or Behavior Problems: Disruptive behavior that is not corrected and eliminated is unfair to opponents and players on nearby boards. Disruptive behavior includes exceptionally loud talking, exaggerated facial expressions or body language that intimidates or distracts other players, loudly moving pieces or hitting the clock, or any other activity that the floor judge deems disruptive.

Floor judges will caution players who are being disruptive. If disruptive behavior persists, the floor judge will, if possible, consult with an additional floor judge or tournament director, the player and the player's parent or coach. If disruptive behavior persists after this consultation, sanctions may be applied. Sanctions may include loss of time on the player's clock, forfeiture of the game and/or expulsion from the tournament.