

2013 All-Stars Invitational Tournament Rules Summary

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

GENERAL RULES

Eligibility to Play: Must be listed on one of the 2013 lists of All-Star players on the OSCF website, or on the 2013 Lifetime Achievement List, or invited to play by the OSCF All-Stars Committee, by October 8, 2013.

Mandatory Check-In: All players must be checked in person on October 11 no later than 9am. Because some rounds may play round-robin format, players who miss the check-in deadline risk not playing at all.

Byes: No byes will be granted for any round. However if illness or any other situation will result in you missing a round, 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 by the time the clock runs out (or runs for one hour in G/75 sections), they lose the game by forfeit. No-shows will be paired as if they are present, and their opponent will be granted a forfeit win. They will subsequently be removed from the roster starting the next round.

Early Departures: The section judge or the tournament director must be informed immediately of an early departure, so that they can be withdrawn from the subsequent rounds and pairings can proceed smoothly.

Section Placements and initial pairings: Three rounds of G/75 (or G/70+5), small swiss sections or quads for players rated 1400 or higher, four or five rounds of G/45 (or G/40+5) small swiss sections or quads for players rated 1100-1399, and five rounds of G/30 small swiss sections or quads for U1100 players. Section placement and initial pairings will be based on the higher of the following:

1. The latest official USCF rating. For 2013, this will be the October supplement published at the end of September.
2. The NWSRS rating file most recently published as of October 10, 2013.

Note: Final section assignments may vary slightly from strict ratings-based definitions in order to avoid byes and permit balance. Also, we will honor requests not to place siblings in the same section if the request is made at the time of registration.

Prize Ties: No tie-breaks. Winners will split prizes.

Non-Oregon Residents: Players who are no longer Oregon residents are not qualified to compete in the All-Star Invitational.

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 may not be corrected.

Pre-Arranged Draws: Pre-arranged or premature draws (the latter can occur with or without prior discussion between the two players involved) to influence a premeditated outcome are not allowed. TD will give double forfeits to players who prearrange or prematurely offer/accept draws. This does not affect draws that can happen in the normal course of a game. Relevant quotes USCF Official Rules of Chess, 5th edition are given below:

“**14B6. Premature or Prearranged draws.** It is unethical and unsporting to agree to a draw before a serious contest has begun. The same is true of all arrangements to prearrange game results. In case of clear violations of the moral principles of the game, penalties should be imposed at the director's discretion. See also 20L. Manipulating results.”

“**20L Manipulating Results.** Collusion to fix or throw games, whether before or during the game, in order to manipulate prize money, title norms, ratings, or for any other purpose is illegal and may result in severe sanctions, including revocation of USCF membership. Such agreements include arrangements to split prize money no matter what the result of the game. See also Chapter 6, USCF Code of Ethics.”

PLAY RULES

USCF Rules Apply: All sections at all levels will conform to the rules and standards of play as outlined in the "U.S. Chess Federation's Official Rules of Chess" Any exceptions, changes or clarifications will be posted prior to the event. In the event of disputes, the USCF rules will be consulted and TD decisions will be final.

Notation: Notation is required in sections with players rated >1100, unless prior arrangements have been made with the OSCF due to a physical disability or religious objection as outlined in the USCF rule book. 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 will be allowed to write down their moves before making the move – or vice versa per USCF rule 15a Variation I. The OSCF encourages all players of all ages to notate their games. Though notation is optional in G/30 sections, players who choose to record their games may use their notation to support any relevant claim -- and their notation may not be used against them in a claim by a non-notating player.

Clocks: Clocks are required in all sections. Clocks with time delay are preferred. In order to ensure that we exit the facilities on time, clocks should be set to G/70 with 5 second delay in G/75 sections, G/40 with 5 second delay in G/45 sections, and G/25 with five second delay in G/30 sections. In all sections, if a sufficient number of clocks are not available and no clock is 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). 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 you touch a piece and it has a legal move, it must be moved. Touch move does not apply to illegal moves. If one must touch 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 you touch your opponent's piece with your piece or your hand – with the intent of capturing it – and it can be legally captured, it must be captured.

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.

Breaks: If a player needs to take a restroom break, they may do so, but they should not speak to spectators or other players while absent from the room. If there is a clock on the game, it will continue to run. We strongly suggest you use the restroom between each round.

No 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. Failure to do so, or interruptions caused by ringing cell phones, etc., will be handled as "disruptive behavior" under USCF rules, which can include forfeits and expulsion.

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 assist only if asked by one of the players, but every effort will be made to ensure the players decide on an outcome on their own.

Parents, Coaches and Other Spectators: Spectators are required to stay only in the designated spectator areas or in the waiting areas. Spectators are forbidden from influencing the games in progress in any way. To avoid implications of cheating, spectators should 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 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.

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: Absolutely no conversation with the opponent or any other players allowed during the tournament other than chess related words. 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.

If at any time a player has a question or an issue, the player must pause 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, it will be considered final.