



2011 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 the list of All-Star players on the OSCF website, or invited to play by the OSCF All-Stars Committee, by October 11, 2011. Players from other states are not qualified to compete in the All-Star Invitational.

Mandatory Check-In: All players must be check-in in person on October 14. 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The section judge or the tournament director must be informed immediately of an early departure, so that they can be withdrawn from the subsequent rounds and pairings can proceed smoothly.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 G/75 for Super Stars (rating ≥ 1400), five rounds G/45 for Bright Stars (rating 1100-1399), and five rounds G/30 for Rising Stars (rating < 1000). Each division (Super Stars, Bright Stars, Rising Stars) will be subdivided into smaller sections, with eight or fewer players in Super Star sections and sixteen or fewer players in Bright and Rising Star sections. Section placement will be based strictly on ratings, with requests to "play up" and requests not to be paired with siblings as possible exceptions. Ratings used for pairing purposes will be the maximum of the following:

1. The latest official USCF rating. For 2011, this will be the October list published at the end of September, which includes games played through August 31.
2. The NWSRS rating, published as of October 12, which includes all NWSRS rated events through October 9, 2011.

Note: Final section assignments may vary slightly from strict ratings-based definitions. For example, a small number of players rated just above 1100 may be placed in a G/30 section, or a small number of U1100 players may be placed in a G/45 section in order to avoid odd numbers. Also, we will honor requests not to place siblings in the same section.

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

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

Notation: Notation is required in Super Star (G/75) and Bright Star (G/45) sections, 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.



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Clocks: Clocks are required in all sections. Clocks with time delay are preferred and 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). Also, a TD may place a clock on a game at any point of the game to 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. Spectators are strictly prohibited from pointing out flag falls or in any way helping players manage their time. A spectator who points out a flag fall someone else's game will be penalized in accordance to USCF rules on kibitzing.

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 a player 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.

Breaks: If a player needs to take a restroom break, he/she should raise their 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.

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.

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 if asked by one of the players, 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. TD may intervene on his or her own initiative in cases of deliberate cheating (e.g. moving pieces while opponent is away from the board) or other irregularities (e.g., clock set improperly).

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. In addition, if a TD senses that a player is distracted by a spectator, the spectator will be asked to leave or stand further from the playing area.

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 (e.g., "check", "adjust"). 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 pounding the clock, or any other activity that the floor judge deems disruptive. 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 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, it will be considered final.