



2011 State Championship Tournament Rules Summary

Version 1.2 (03/04/11) – subject to minor revision/clarification until March 23, 2011
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 Championship Qualified players on the OSCF website, or invited to play by the OSCF board, by March 24.

Registration: This is a 100% pre-registered event. Registration deadline is Sunday, March 27. Late registrations are accepted through March 29 (\$10 late fee). No registrations accepted after March 29.

Mandatory Check-In for Registered Players: High school and middle school Elite section players must check-in by email or in person by 11:30 a.m. Friday, April 1. All other players must be checked in by email by 7:00 a.m. Saturday or in person by 9:00 a.m. Saturday. Players, on April 1 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/90 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. 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 2011, this will be the March list published at the end of February and including games played through February 4.
2. The NWSRS *established* rating, published as of March 24, which includes all NWSRS rated events through 3/23.

No players are allowed to play up or to play down unless specifically invited to do so by tournament organizers, except HS players rated below 1500 may elect to play in the HS Elite/Denker section if they wish to. 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. 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. 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.

HS ELITE/DENKER section ties for first place will be broken by blitz playoffs to determine Oregon's Denker nominee and first alternate. Players who do not wish to play in the Denker in Florida should not play in the tie-break games. If two players are tied, 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.

Individual Tie Breaks: All individual ties below first place in each section will be broken using the following order: head-to-head Solkoff, Cumulative and Opponents' Cumulative. For an explanation of these tie breaks, please visit <http://oscf.org/> and click the tab under "General Information".

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, it 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 (www.uschess.org/docs/gov/reports/RuleBookChanges.pdf revisions effective 1/1/11), no claims of draw by insufficient losing chances will be allowed.

Notation: Notation is *required* in all G/90, G/60, 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 will be allowed to write down their moves before making the move – or vice versa per USCF rule 15a Variation I.

Clocks: Clocks are required in all G/90, G/60, and G/45 sections. Clocks with time delay or increment (USCF rule 5F1, effective 1/1/11) are preferred and should be set to G/85, G/55, or G/40 with 5 second delay or increment for the G/90, G/60, and G/45 sections, respectively. In G/30 and G/25 sections, if one of the two players brings a clock and both players agree, they may use it. In all sections, including G/30 and G/25, 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 you touch a piece with intent to move it and it has a legal move, it must be moved. Touch move does not apply to illegal moves. 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 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. The touch piece rule does not apply to accidental brushes. Once a piece has been released after a move, that player's turn is over and the move 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*.

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. 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. Monroi chess recording devices 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.

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.