

PAL/CSS Freestyle tournament rules

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Preamble

Freestyle Chess is a competition between humans, who however are allowed, similarly like in correspondence chess, to make use of any technical or human support for selecting their moves. The major difference to correspondence chess exists in the much faster speed of play.

From the idea Freestyle Chess is very similar to 'Advanced Chess', introduced by Garry Kasparov, in which use of computer however is strongly limited and human help excluded. All these kinds of chess aim for the same purpose: games of high quality. Because of practical reasons, Freestyle Chess usually is played on the internet.

To guarantee a smooth and fair event there are some special Freestyle tournament rules. These rules manage the online gaming in particular. Players and tournament director have to adopt the rules according to their definition.

§ 1 FIDE rules

As far as nothing different is defined the FIDE rules and the server (e.g. playchess.com) rules are valid. The players are required to note these rules.

§ 2 Start, Registration

(1) All participants must be present in the tournament room of the server 30 minutes before the start of round one. The virtual tournament room and how to find that room will be mentioned in the announcement.

(2) Participants must stay connected until the tournament director has included them in the list of players ("invited" them). After a player has seen that he is on the participants' list he can leave the room or log out, but must be present in the room at least five minutes before the start of the game. As long as the tournament director gave no positive feedback the player cannot count on being included in the participants' list.

(3) All times refer to the server's time, for playchess.com it is Central European Time (CET) or Central European Summer Time (CEST). The players are in charge of converting these times to their local time.

§ 3 Beginning of a round

Players are required to be in the tournament room and ready to start their games at least five minutes before the hour. Beginning of a round may not start before the scheduled time. Any player who is not present in the tournament room at the time of the start will automatically lose that game. It is not possible to start individual games at a later time and include them in the tournament results.

§ 4 Technical problems

(1) If at any stage of a game there are technical problems you have to consult the tournament director and to follow his instructions. Note that it is not allowed to claim a win by using the "Claim win on disconnect" button. Only the tournament director can decide how to handle a game that is interrupted due to technical problems.

(2) Note that if anyone claims a win by using the "Claim win on disconnect" button, even if that player is awarded the win by the server, the tournament director should change the result to a loss for the player who has manually claimed the win. The tournament director can change the result to draw or restart the game only in exceptional cases.

(3) Only when the server decides to „claim flag automatically“ this decision will be assessed. This can happen if there's a timeout during a loss of connection.

§ 5 Players' accessibility

(1) All players must be accessible for the tournament director during the games and they have to answer his requests instantly. If a player doesn't answer after 3 times inquiry in the space of 5 minutes and the game doesn't proceed, the tournament director should assume a loss of connection. If the game doesn't proceed in the space of 5 minutes after a restart, the tournament director should rule this game as a loss.

(2) You have to appeal directly to the tournament director. Discussions with him cannot be held in public. Players who refuse to follow the tournament director's demands will be treated like declining to answer questions (see clause 1).

§ 6 Latest client software

It is an obligation of the players to use a topical version of the client software (younger than 1st July 2007). The date of the software can be looked up under "Help-About...". In case of doubt the free client software (though without centaur mode) can be downloaded from www.playchess.com. Disadvantages which originate from a disregard of this rule, especially technical problems, are to the user's expense.

§ 7 No automatic engine games

The automatic play of an engine like in pure computer games is not intended in PAL/CSS Freestyle Tournaments and it is not allowed (see preamble). All moves have to be entered manually, i.e. via mouse-click or keyboard. Playing as a „Centaur“ is allowed explicitly. In this case it is possible to run a chess engine as an analysing module („kibitzer“).

§ 8 Tournament director

(1) The tournament director has the task to run the tournament under fair conditions and according to the preamble. He has to solve all emerging problems and to rule cases. First of all his job is to stick to the schedule as far as possible.

(2) The tournament director has to take care for the fact that games should be decided on the chess board. For a regular tournament progress and for discipline he is able to apply sanctions against several players. He should stick to the FIDE rules in this case and use these rules.

(3) The tournament director has to arbitrate a dispute between players. He should account for all his decisions, but he is not bound to discuss these decisions. His decision is final in either case.

(4) The tournament director is responsible for starting the scheduled pairings by the server software. He is free to decide about the tools to determine the pairings. If he uses the server software for the pairings the pairing-algorithm can't be a matter of protest.

(5) The tournament director is not responsible for running the server. In a case of server breakdown or temporary malfunction the tournament director and the organizers decide how to continue.

(6) It is not allowed to insult the tournament director. A player can criticize his decisions by using friendly words. The tournament director should disqualify players immediately when they offend against this rule.

§ 9 Common rules

(1) There will be no tiebreaks. The ranking among participants with equal scores will be determined by tie-break scores. If any divisible prizes are up to that then they should be parted among players with equal scores. The organizers can announce changes before the start of the tournament.

(2) Every player is bound to finish playing the whole tournament if possible. If this is not possible in reasonable exceptional cases the player has to inform the tournament director by e-mail in advance. The e-mail address is Martin.Fischer@chessbase.de . A violation of this rule can lead to an exclusion from future tournaments, to higher entry fees or to other adequate sanctions. A prize can only be won if the tournament was finished according to the rules.

(3) It is not allowed to insult your opponent during the game. On demand of your opponent there must be no contact or dialogue beyond the exchange of moves.

(4) It is not allowed to play the tournament with more than one account (nick name, handle, virtual identity etc). The tournament director is authorized to check and to trace back the players' IP-addresses. It is not allowed that more than one player log-in to the server with the same IP-address. A violation of this rule will lead to an immediate disqualification of all affected accounts.

(5) Every player is responsible for a stable internet connection to the server. If a player has any connection problems while the server is running smoothly this will be fully charged to the player.

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