

--- ISF Tournament Regulations ---

1 Definition

1.1

The ISF Tournament Regulations are standard criteria set by the International Stratego Federation (ISF), which have to be met by tournament organizers if they want their tournament being taken into account for the ISF Stratego Rating. Tournaments which meet these criteria will hereafter be called ISF tournaments.

1.2

The objective of the ISF Tournament Regulations is to guarantee fairness and sportsmanship for all participants, both at the ISF tournaments themselves, and for the ISF Stratego Rating, through striving for comparable circumstances for all ISF tournaments.

02 Changes in ISF Tournament Regulations

2.1

Only the ISF General Assembly in which members of national Stratego organizations are represented can authorize changes in the ISF Tournament Regulations.

2.2

Suggestions for changes can be brought into the General Assembly by:

- national Stratego organizations who are a member of ISF ,or
- by the ISF Court of Appeal ,or
- by the ISF General Board.

Individual Stratego players should direct suggestions for change to either their own national Stratego organization or to the ISF Court of Appeal.

2.3

New or altered Tournament regulations authorized by the ISF General Assembly in principle come into effect the next Stratego year, unless there is an exceptional need for immediate change. A Stratego year is a calendar year (January 1st to December 31st).

03 Scope of the ISF Tournament Regulations: Standard versus Framework

3.1

The ISF Tournament Regulations are valid for all countries that are or would like to become members of ISF. However they also aim for international validity, striving for harmonization of the organized playing of Stratego all over the world.

3.2

Although many rules in the ISF Tournament Regulations are standard, other rules only provide a framework which allows for flexibility from the side of tournament organizers. In addition: all issues not covered in this document can be decided upon by the organizers of ISF tournaments themselves.

3.3

The idea behind the ISF Tournament Regulations is not that all Stratego tournaments should necessarily be ISF tournaments. It is up to the tournament organizers to decide whether they want their tournament to count for the ISF Stratego Rating or not.

04 Overlooking and Maintaining

4.1 ISF Court of Appeal

4.1.1

ISF will incorporate a standing commission appointed by the ISF General Assembly which can act as a Court of Appeal for all technical matters (ISF Game Rules, ISF Tournament Regulations and the ISF Stratego Rating). See article 17.3 for the ISF Court of Appeal's role on arbitration in Game Rule matters.

4.1.2

Only participants in the ISF tournament in question and national Stratego organizations who are a member of ISF can file a formal complaint on the execution of the ISF Tournament Regulations to the ISF Court of Appeal.

4.1.3

Before being allowed to turn to the ISF Court of Appeal, a participant in the ISF tournament with a complaint concerning an alleged violation of the ISF Tournament Regulations must direct this complaint to the tournament

organizers. Only if the tournament organizers do not award the participant's complaint, the player can appeal to the ISF Court of Appeal.

4.1.4

The complaining participant can direct his formal complaint concerning the alleged violation of the ISF Tournament Regulations to the ISF Court of Appeal. The complaint has to be received by email within 7 days after the end of the tournament in question.

The ISF Court of Appeal can be contacted by the email address(es) as mentioned for that aim on the ISF website.

4.1.5

Based on the formal complaint, the ISF Court of Appeal will judge on the perceived breaks of the ISF Tournament Regulations. The ISF Court of Appeal can give public warnings to ISF tournament organizers, or in extreme cases even decide to withhold a tournament its ISF status (meaning that this tournament will not be included in the ISF Stratego Rating).

4.1.6

Also without a formal complaint the ISF Court of Appeal can give warnings to tournament organizers or even decide not to include the results of a tournament in the ISF Stratego Rating, using the current ISF Tournament Regulations and ISF Game Rules as a reference.

4.1.7

While the ISF Court of Appeal judges a formal complaint, the results of an ISF tournament cannot be ranked in the ISF Stratego Rating. Only after approval by the ISF Court of Appeal the results of an ISF tournament will be processed.

4.1.8

The decisions made by the ISF Court of Appeal will be announced within ultimately 6 weeks after the receipt of the complaint. These decisions are final and cannot be overruled.

05 ISF Game Rules

5.1

ISF tournaments should be played according to the ISF Game Rules.

06 Authorizations and Public Announcement of ISF tournaments

6.1

All ISF tournaments in a specific country should be authorized by that country's national Stratego organization (if available) at least 3 weeks in advance.

6.2

Also ISF should be informed at least 3 weeks in advance. ISF can point out to national organizations if there is an overlap in tournament dates between the tournament concerned and other tournaments on the International ISF calendar. However, ISF cannot force countries to re-schedule the date of a tournament.

The ISF can be contacted by the email address(es) as mentioned for that aim on the ISF website. On the same website the organizer will find an ISF tournament calendar, which gives a good overview of upcoming Stratego events.

6.3

All ISF tournaments should be announced publicly on internet (on websites of national Stratego organizations and of ISF) well in advance, with a minimum of 3 weeks. Preferably also other means of publicity such as announcement in the national Stratego organization's year plan and periodicals, and personal invitations should be used.

6.4

Tournaments which have to be re-scheduled for whatever reason, or new tournaments which want to fit in on the ISF calendar on short notice (< 3 weeks) can ask the ISF Rating Commission for a dispensation of the 3 weeks mentioned under 6.1 to 6.3. If good reasons can be presented, this dispensation can also be granted after the tournament itself.

07 Country Representation

7.1

Any player entering the National Team World Championship can only represent a particular country:

- if the player is a national of that country, or
- if the player is a bona fide resident of that country, or
- if the player has voluntarily chosen to represent, on strong arguments, a country of whom the player is neither a national nor a resident, on subject to approval by the Tournament Organization.

7.2

Any player can only represent one specific country during one Stratego season. In case a player has got multiple nationalities he has to notify the Tournament Organization about his / her choice.

The decision and any change herein will have to be submitted to the Tournament Organization at least before the start of the Tournament and is binding for the rest of that Stratego season.

7.3

During one Stratego season it's never allowed for a player to participate in a National Championship of a country which deviates from the represented country at the National Team World Championship.

08 Number of Participants

8.1

ISF tournaments consist of at least 7 participants (senior players only or senior players and junior players mixed up). However, for ISF tournaments consisting out of junior players only the minimum amount of participants is five. All these tournaments will qualify to be ranked in the ISF Stratego Rating.

09 Dividing Players into Categories

9.1 The Tournament Organisers are allowed to divide the participants into separate categories. This has to be based on the current ISF Stratego Rating.

9.2

The Tournament Organization can decide to manage a separate category for junior players

only. For the definition of a junior player see article 9.3.

Additionally the Tournament Organizers are allowed to divide the junior players into separate categories. This has to be based on the current ISF Stratego Rating.

9.3

The borderline between junior players and senior players at ISF tournaments can be described with the following formula:
 $(\text{current playing year}) - (\text{year of birth}) \leq 14$
This age limit cannot be altered by organizers of ISF tournaments.

However, if junior players express the wish to participate in the senior category and if this does not interfere with tournament organization (for instance minimum category size), this should in principle be allowed.

9.4

The division of categories has to be announced at beforehand by the tournament organization when applying for authorization from the national Stratego organization and from ISF, and has to be publicized according to 6.3. In principle the announced division in categories should be maintained. The only exception allowed for is joining categories together because of limited player numbers.

9.5

All categories at ISF tournaments should in principle have at least 7 participants.
Exception: Junior category (see 9.6).

9.6

If a junior category is played, this category has to contain a minimum of 5 junior players. The organizer should ask the junior players, if they like to play within each other, (e.g. double round robin system) or if they like to join the senior field.

9.7

A junior category should always be formed if there are 7 or more junior players, unless this will conflict with article 9.4.

10 Not in time - arrivals

10.1

Players who arrive too late are only allowed after missing the first 2 rounds. If the pairing of the third round has been announced to the participants no new player can be inserted into an ISF tournament.

10.2

A player can still be inserted into the first or second round if the pairing of that round has not yet been announced to the participants.

10.3

Players who announced their late coming by phone in the hour before the tournament can be included in the pairing-list, but they lose their game if:

- their reserve time on the clock (started by the arbiter) runs out of time (if playing with a clock), or
- if they are more than 10 minutes late (if playing without a clock).

10.4

Players who arrive too late receive 1 point (equivalent to a loss) for the missed game.

11 Tournament Format

11.1

All ISF tournaments should in principle be played according to 'Swiss System' or 'Full Competition', with a minimum of 5 rounds.

11.2

The tournament organization can decide to top-up the Swiss System / Full Competition basis of the ISF tournament with a Knock-Out part. However, the matches played during this Knock-Out phase only count for the tournament results but not for the ISF Stratego Rating.

11.3

The number of rounds played during the tournament must be announced at the start of the tournament. Hereafter the number of rounds can in principle not be changed.

11.4

If in exceptional circumstances the number of rounds of the tournament does have to be changed after the announcement at the start of the tournament, the ISF Rating Commission will judge whether this tournament can still be included in the ISF Stratego Rating.

12 Time Schedule

All rounds at ISF tournaments will be divided into two periods.

12.1

The first period, called the Setup Period, allows for a maximum time to deploy the pieces. The

setup-time is at least 5 minutes and at maximum 10 minutes.

For the tie-breaker (Duel) the setup-time is 3 minutes.

If both players are finished deploying their pieces before the end of the Setup Period, these players may already start the Main Period of their match.

If a player is not ready when the Setup Period has run out, his opponent may call the arbiter who has the following two options:

- if this match is played with a clock: he will put the clock into service. The 'slow' player now has to deploy his remaining pieces while his clock is already running.
- if the match is played without a clock: he will remove the curtain, after which the remaining pieces may not be covered anymore.

12.2

The second period is called the Main Period. In ISF tournaments the Main Period for senior players should at least consist out of 50 minutes net playing time. The Main Period for junior players should at least consist out of 40 minutes net playing time.

For the tie-breaker (Duel) the Main Period is 10 minutes.

12.3

All matches within one category should be allowed the same amount of time, whether they are played with or without clocks.

12.4

In between rounds there has to be a 5 minute break minimum, starting from the end of the match which ended last.

13 Swiss System/Swiss Perfect

13.1

If played according to Swiss System (not the Full Competition option) the pairing of the first round of ISF tournaments has to be based on:

- the most recent ISF Stratego Rating,
or
- a random pairing.

Note: If the organizer starts a tournament with a first random round, the process of building the random groups must be watchable and traceable for all players. After the first round, all other rounds have to be paired by the Swiss System.

13.2

The ISF Rating Commission shall recognize the tournament results in the ISF Rating within fourteen days after submission of the results in suitable format by the Tournament Organization (also see chapter 18).

The organizers of the ISF tournament are responsible for making sure that the current version of the ISF Rating is at hand and for all players to see at the ISF tournament.

The organizers should be aware, that the tournament cannot count for rating if at least, after a first random round followed by a Swiss System, there is no ISF Stratego Rating available at the tournament.

13.3

The pairing for every new round should be announced to the participants by the tournament organization as soon as it is available. This new pairing is not secret information: players should be allowed to prepare for their next match.

In case of an individual tournament with a duration of two (or more) days, like the yearly World Championships, the pairing for the first game of the second tournament day will be performed at the start of the second tournament day and not at the end of the first tournament day.

13.4

The Swiss System modus used for ISF tournaments will be:

- Tournament score (see below).
- M-Buch points.
- Buch points.

Progress or any other points will no longer be used.

14 Scoring of Tournament Results

14.1

All match results during ISF tournaments will be valued according to the following system:

- 6 points for a win.
- 3 points for a draw.
- 1 point for a loss (including matches missed, or disqualification through red cards).
- 0 points in cases of exceptional unsporting behaviour (to be decided by the arbiter).

14.2

The scoring of ISF Swiss System tournaments should be based on the following use of Swiss Perfect:

- Tournament score (based on the score system mentioned under 14.1).
- M-Buch points.
- Buch points.
- Direct mutual result.

14.3

If this sequence (both for Swiss system tournaments and for Full Competition tournaments) does not lead to an overall tournament winner, the winner should be decided upon by playing 'best of 3' Stratego Duel. If undecided, it is up to the tournament organizers.

15 Scores Incorrectly Imported into the Swiss Perfect Program

15.1

Both players together are responsible for communicating the match score correctly. If wrong scores imported into the computer program are a consequence of player's mistakes, the score and pairing can only be altered if the pairing of the subsequent round has not been announced yet to the players. After that the tournament results cannot be altered anymore (the arbiters/computer should handle junior results carefully).

15.2

However, the tournament organization must in this case (mistakes by players discovered after the start of next rounds) make a note for the ISF Rating Commission, so the correct score can still be imported into the ISF Stratego Rating.

15.3

If the wrongly imported score is a consequence of a mistake made by the computer operator, the scoring and pairing can only be altered immediately after the next pairing has been shown to the players. The players are responsible for checking the right results in the announced standings.

15.4

If the mistake by the computer operator is discovered in a later stage (but during the tournament), the correct score has to be filled in as soon as possible. If a pairing for any new round has already taken place but not shown to the players, a new pairing for that round must be made.

15.5

If the mistake (made by either players or organization) is only discovered by the disadvantaged player after the end of the ISF tournament, he can appeal to the ISF Rating Commission within seven days after the end of the tournament. In that case the correct score will still be imported into the ISF Stratego Rating.

16 Digital Clocks

16.1 Use of Clocks

16.1.1

Aiming for a status as a serious mind sport, the future of Stratego tournaments lies in the use of clocks. ISF stimulates the use of (digital) clocks. At ISF tournaments, in principle a clock should be used at 50% of all tables.

16.1.2

In the Main Period the clocks should be put into service starting from the highest boards of the highest category of participants at this tournament.

16.2 Clock System

16.2.1

All games played with clocks at ISF tournaments have to make use of the Bronstein clock system only in the Main Period.

16.2.2

In the Stratego context this means that both players get 3 to 5 seconds 'free time' per move. Only if they exceed this 'free time' when thinking about their next move, the excess time is subtracted from their 'reserve time' on the clock. The 'reserve time' is in article 12 of the ISF Game Rules called 'personal time'.

16.2.3

When a player's personal reserve time left on the Bronstein clock exceeds the remaining playing time of the Main Period of that round, this player can claim a draw, but only when it is his move. This rule cannot be altered by organizers of ISF tournaments.

16.2.4

Within the context of using the Bronstein clock system and the minimum game times for the Main Period mentioned under 12.2, tournament organizers can choose from different Bronstein clock modes in the Main Period:

Net playing time Bronstein Clock Modus

min	min.sec			
40 (juniors only)	10.04			
50	10.05	12.04	14.03	
55	12.05	14.04	16.03	
60	14.05	16.04	18.03	
65	16.04	-.-	-.-	

Bronstein settings in case of a tie-breaker (Duel):

Net playing time	Bronstein Clock Modus
min	min.sec

10	02.03
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17 Tournament Arbitration and Appeal (Game Rules)

17.1 Number of Arbiters

17.1.1

Any ISF tournament requires at least 1 full-time arbiter.

17.1.2

When the number of participants at an ISF tournament is over 30 there should be a second full time arbiter.

17.1.3

When there are over 12 junior players playing in a separate category, they should have their own full-time arbiter.

17.2 Authority of Arbiters

17.2.1

In principle the arbiter(s) decision during a tournament is final.

17.2.2

If there is more than 1 arbiter at an ISF tournament, or if there is a separate tournament coordinator, one of those arbiters or the coordinator should be chief arbiter.

17.2.3

The chief arbiter can review decisions of the other arbiters when participants appeal to his judgement.

17.3 Appealing at the ISF Court of Appeal in matters of Game Rules

17.3.1

The first appeal of a participant who does not agree with an arbiter's decision (interpretation of game rules) should be directed to the chief arbiter of the tournament (if available).

17.3.2

Only after appealing to the chief arbiter first, or if there is no chief arbiter at the tournament in question, a participant can appeal to the ISF Court of Appeal.

17.3.3

The participant's appeal to the ISF Court of Appeal should be received in writing (email) by ISF within 7 days after the end of the tournament in question.

17.3.4

The ISF Court of Appeal's review of an arbiter's decision can only affect the consequences of the match in question for the ISF Stratego Rating, but not the consequences for the tournament results.

18 Supplying Tournament Results to ISF

18.1

All ISF tournament results, which were played according to Swiss System or Full Competition (not: top-up Knock Out Phases) have to be received by the ISF Rating Commission within seven days after the tournament, in a suitable format for the ISF Rating Commission.

The organization team should send all available tournament data (a copy of the results created by the used software), which include at least:

- a cross-table of all rounds, or
- the pairings and results of all rounds.

And, in case of any particular change:

- an additional report (e.g. changed results at a later stage of the tournament because of a wrong input).

If for any reason the data cannot be send by a copy of the used software, a hardcopy of the cross-table has to be send by email.

18.2

In case that there are IT issues or other difficulties, which cause a necessary delay in the reporting, the Tournament Organization will submit the reason for the delay and the new time frame for the results-reporting to the ISF Rating Commission within seven days after the tournament.

A late reporting may lead to the decision by the ISF Rating Commission that the tournament cannot be ranked anymore.