



Introduction

This document is to advise you of the tournament rules that are common to all of PHOENIX Interactive's (PI's) card games. Each game has a selection of rules that are specific to it, and players should also have an understanding of the game-specific rules for the tournament in which they are participating. Penalties for violating the rules are also discussed within. All of the rules presented in this document are the default tournament rules for sanctioned tournaments of PI games. Please see the Card Legality section for more. These rules will apply and are not subject to change by Tournament Organizers. PI Officials may alter these rules if a specific situation necessitating a change arises.

Fun

Keep in mind that the primary goal of tournaments for all of PI's games is having fun. All players and event staff should keep this in mind at all times. Try to have a good time while not infringing on other players' enjoyment.

Personnel

The following roles should be filled in any sanctioned PI tournament:

- **Tournament Organizer (TO):** This person holds responsibility for publicizing the tournament, acquiring a suitable venue, running the tournament, enforcing and interpreting these Floor Rules, organizing the recording and calculation of results, ensuring that other roles are adequately filled, and reporting any results that PI needs to know about for purposes of competitive play tracking. The TO should have a copy of these Floor Rules available to consult. The TO should not play in the tournament if there are more than 16 players.
- **Tournament Assistants:** One or more tournament assistants are recommended for tournaments of 50+ people to help the TO record game results in a timely fashion, and to help in other tasks as needed. They may not play in the tournament, as their services will be needed throughout each round.
- **Head Judge:** This person is expected to have a competent knowledge of the rules of the game and holds final responsibility for answering questions about game rules. The TO should make sure that the Head Judge has access to an up-to-date copy of all relevant documents, including rulebook, rules updates, information about card legality, and any official supplementary or technical material.
- **Assistant Judges:** In larger events, these people knowledgeable in the rules do not play, but assist the Head Judge in answering rules questions. Including Head



Judge, events should have at least one non-playing judge per 50 players.

- **Player Judges:** Player Judges: A TO may supplement the judging staff with additional competent player judges. These players are designated to help make judging calls, but only after their tournament games have completed.

Three-Judge System

If certain conditions are met, it is possible to allow all of an event's judges to participate as players as well. The conditions are:

- There are at least three judges
- The total number of players, including playing judges, can be no more than 24. The Three-Judge System may not be used at Winter/Summer Campaign or other major events.

If these conditions are met, any and all judges may participate as players. The judges should be ranked in order of authority, and all disputes and rulings should be handled by the highest-ranking unoccupied judge. If all judges are occupied with games or other judge calls, the highest-ranking game-playing judge outside the disputed game shall make the call.

Tournament Etiquette

Appearance & Hygiene

It is not possible to list what the appropriate dress is for every occasion. The important thing to keep in mind is the comfort of others. A socially acceptable level of personal hygiene is also expected. If a player's attire or scent creates an uncomfortable environment for their opponent, the offending player will be asked to correct the situation; failure to do so may result in disqualification. The Tournament Organizer or a Judge will have the final say in such matters.



Sportsmanship

- Be patient with new players.
- Be sensitive to the use of profanity or discussing inappropriate topics in the presence of minors or others who might be offended.
- Refrain from hostilities, either verbal or physical, with another player, judge or self during a match.

Registration

Players should try to arrive for their event at least 15 minutes prior to its start time, in order to facilitate registration. Late arrivals are the most common cause for delayed starts in tournaments. Upon registering for an event, a player is expected to present the correct entry fee, Faction or other deck information that may be required. If the event is held within a larger event, players must abide by all rules and registration procedures of that event as well -- for example, at a convention, players must have a convention badge before registering.

Deck Protection

All of the following rules have the sole objective of having players using a deck with completely uniform backs without marking of any kind. If you are required to re-sleeve your deck and this process takes you more than five minutes, this falls under the time category of the rules, and if your game goes to time, you are given the loss.

- **All cards must be sleeved in opaque sleeves**, so it is not possible to discern one card back from another.
- Sleeves showing noticeable wear or scratches are not allowed. If the number of such sleeves is small, only the offending sleeves need be replaced.
- Sleeve fronts must be clear and free of distortion. Sleeve fronts that infringe on an opponent's ability to readily view a card in play or being played, such as those with holographic patterns, heavy tinting or scratching are not permitted.
- Sleeve backs must not be reflective, holographic or distracting to other player
- If a judge asks you to re-sleeve your deck because of any of the above, you are required to do so. Players may call a judge to inspect a deck that shows signs of any of the above problems.



Deck Backing

"Deck Backing" refers to using clear sleeves and obscuring the card backs with a second card uniformly throughout the deck. It is a fun and community-building exercise that some players enjoy. Deck backing is an acceptable substitute for opaque sleeves as long as it meets all of the requirements of opaque sleeves. For the fairness of all involved, some additional requirements are necessary:

- Decks may not be backed with cards that are legal in the current tournament.
- Custom card-backing schemes that may create confusion are not allowed. A few examples of this would be: decks in multi-deck games with similar backings to each other; cards that are not technically legal but have similar art to a legal card.
- Only actual game cards from the game being played may be used, not printouts or photocopies of cards, cards from other games, or other materials. The only exception to this: players may use the professionally-made card backers produced by PI-approved artists.
- All cards used as deck-backers for a given deck must be identical in card number, rarity, title, set, and all other visible details.
- An opponent may request that you re-sleeve a card-backed deck. You may appeal this request to the head judge whose decision on the matter will be final. It is recommended that you have another set of sleeves available to you throughout the tournament for this purpose.

Playmat

Playmats are useable at your opponents' and the Tournament Organizer's discretion. If your opponent or the Tournament Organizer requests that you do not use your playmat you must comply. Playmats must not have art that mimics a card back or front. Playmats must not be reflective, confusing or distracting. Playmats must not have any pockets or compartments. At no time during the match may any of your cards, tokens, or other game materials be placed under the playmat.

Cell Phones and Electronics

Players carrying personal communication devices such as cell phones, pagers or PDAs must silence them or set them on vibrate during games. Should a player need to answer a call, they should remove themselves from the table. Phone conversations are strongly discouraged except in true emergency situations, and may constitute stalling.

Tournament Organizers may require at the beginning of the tournament that cell phones



and other electronics (music players, PDAs, et cetera) be turned off for the tournament. In the event that this is not announced by the TO, but your opponent feels that your cell phone or other electronic device is distracting, he may request you turn it off, and you must oblige.

Recording Information

The only acceptable information that players may record by any means (written, electronic, or otherwise) is information that needs to be recorded in the ongoing context of the game (i.e. no record of the opponent's cards). Usually using dice and glass beads are sufficient to record that information. If you do keep written records, your opponent may request to see this information at any point during the match.

Spectators

Players currently active in the tournament are not normally allowed to watch ongoing games. At the TO's discretion (particularly in smaller tournaments or venues) he or she may allow active players to spectate, subject to the rules of behavior in this section. Any player may request that spectators be removed from that game's vicinity, and the TO should enforce their wishes.

Spectators of any game may not comment on play in a manner audible to the players, not even to correct illegal plays. They must not interfere with or distract players in an ongoing game. While photography or video of events is generally encouraged, doing so in a way that records the identities of specific cards in a player's hand is not allowed, unless the player gives express consent.

Card Legality

Players are responsible for being familiar with the current card rulings and tournament rules for the represented tournament environment. Card legality is based on the standard policy: New sets are legal 30 days from their date of release, and promos are legal 30 days from their release date as noted on the game's website (in the case of Warlord <http://www.warlordccg.de/blog/rules/4e-faq-and-promo-legality/>). MRP's (Most Recent Printing) take effect immediately upon official release; all Errata and Bannings are announced with a date they will be effective on.



Mistakes in Play

Players are under no obligation to allow an opponent to undo or reverse any legal play or decision once it has been made. In the event that an illegal play is discovered after it has been made, it should be corrected to the greatest extent possible, so long as no subsequent plays are impacted and less than one full turn has elapsed. If one or more turns have passed, or too many other plays were made that were contingent upon the mistake, the play may not be taken back to any degree. A Judge or Tournament Organizer will make the final arbitration in these cases. Players may be warned for making illegal plays, other action may be taken for multiple mistakes or serious offenses.

Game Delay Due to Player

If a player feels that an opponent is stalling, the player may request that a Judge watch their game to ensure prompt play. Stalling is defined as intentionally taking more time than normally required to make decisions or carry out game mechanics. Judging stalling requires knowledge of the usual play of the game and some idea of the experience level of the player. In particular, truly inexperienced players should be held to lower standards for speed of play than experienced ones. If a judge decides that stalling is taking place, he or she may require the stalling player to play faster, and may award the game to the stalling player's opponent.

If a game reaches time and a player has been away from the table for any amount of time that was scheduled for the match, for whatever reason, their opponent will be awarded the game. See also Tardiness.

Conceding or Withdrawing

A player is allowed to withdraw from a tournament at any time. Players are also allowed to concede a game or match to their opponent at any time. In either case, players must report the fact to their Tournament Organizer.

Reporting Results

It is the responsibility of the match winner to report the result of the match to the Tournament Organizer in a timely manner. In the case of a double loss the responsibility of reporting results falls equally on both players. If the match result is not reported within five (5) minutes of the end of the round, the match is considered a double loss.



Food & Beverages

To protect the cards from damage, a player may request that all food and open beverages be removed from the play space around him or her. This includes players in other matches that are near the player. This request must be honored and the items in question must be removed from the playing area or sealed.

In general it is recommended that no food is consumed at game tables.

Tournament Play

In preparation for a tournament, players should be knowledgeable of the latest rules and rulings for the game and be prepared to follow the judgments and interpretations of the Head judge, who has the absolute last call.

Before the Match

Preparedness

Players should come prepared with the appropriate paraphernalia to participate in the tournament. This includes a means to track Wounds, used Orders usable only one per turn, given modifications to ATK, AC, Skill, etc. or other game state changes. More details on required equipment can be found in the game-specific tournament rules.

Deck Legality

A player is required to attend the event with a legal deck for the tournament format in question. If the deck is found to contain illegal cards after the start of the tournament, illegal cards will be removed from the deck until it is legal. (If the discovery is made during a game, the player will also receive a loss for that game.) If at that time the player's deck is still above the minimum number of cards for the format, he or she will be permitted to continue. If, however, the removal of illegal cards would cause the deck to be below the stated deck minimum for the event, or if the deck did not conform to format rules in other ways, the player may be disqualified. (See TO's Option below).

Tournament Organizer Option: The Tournament Organizer may allow the player to replace illegal or missing cards in his deck with functionally similar cards legal to the environment



in question, so as to continue in the tournament. If this option is offered to one player, it must be offered to all players with an equal or lower number of illegal or missing cards in deck.

Starting army

At the start of a game both players place their starting army facedown on the table and reveal them simultaneously.

Tardiness

A tournament's schedule should be organized to give players an overview over when they have enough time to get some food or visit the rest room.

Players should consequently be in their assigned seats at the start of each round. If a player has not shown up within 5 minutes of the round start time, that player is given an automatic game loss. If a player has not shown up within 15 minutes of the round start time, that player is given an automatic match loss.

Shuffling

After any time a player's deck is shuffled (either before or during a game), the opponent may shuffle it further before play resumes. This further shuffle may be used to rearrange the cards in any order provided it is done without seeing the card faces. If the player desires, he or she can request that a judge or tournament official perform the shuffle instead of the opponent. The player may not rearrange the deck in any way between this further shuffle and resuming the game.

During the Match

Following the Rules

Players must abide by the rulebook during game play. While many customs and "house rules" have developed in card gaming during its history, please realize that what is considered fair in your play group may not be so in another, and the rulebook and this document are the final guides judges have to resolve such disputes.



For example, the following are customarily allowed by most players, but not actually legal plays:

- Implied passing, where one player will take multiple actions assuming that the opponent will pass on opportunities to take actions, especially near the end of a turn.
- Moving through the sequential parts of an action without giving the opponent an opportunity to react to each step.

The proper procedure in a Warlord match is

1. **Announcing your action**, with the character acting and announcing all targets, if any (feel free to actually point at the cards in each step).
2. **Paying the cost(s)** of your action.
3. Allowing your opponent adequate time for **reacting** to each react step. Most importantly, before you roll the dice, ask for any reacts.
4. **Rolling** the dice.

Resolving Conflicts

When two players in a game cannot agree on a card's function or other game rule, either player may call upon a judge to make a decision. By entering a sanctioned tournament, all players agree to abide by any and all rulings and decisions made by tournament officials. If a floor judge makes a ruling a player believes to be in error, the player may appeal to the head judge without penalty. The head judge's rulings and decisions are final.



Concluding the Match

Match Agreement

Players may arbitrarily agree upon the outcome of a match at any time prior to reporting results, including conceding or agreeing to draw.

Time Limit and Match Length

When time is called on a round game play must stop. If a die has left the hand of the player, the result will still be valid and the action concluded. If the results are not reported within five (5) minutes of time being called on the round or if both players don't agree on an outcome the match is considered a double-loss.

Splitting Prizes

Splitting non-physical prizes in any form is not allowed. A winner must be declared, all non-physical prizes such as decision prizes, seeds, titles, and meta-game points are awarded to the winner. This is true for any contest these prizes are awarded for, not just the tournament winner but also Best Faction, Sportsmanship, farthest traveled or other such contests if they award any of the above non-physical prizes.

Infractions, Cheating and Penalties

Infractions are to be defined as inadvertent breaking of the rules laid forth in the game's rulebook or the game's tournament rules. Cheating is defined as deliberate breaking of said rules. As the competitiveness and seriousness of the game environment increases, tournament organizers should feel free to increase the level of punishments for infractions. It is assumed that players in major events are familiar with the rules and responsible for their actions. At smaller local tournaments, lesser punishments should be the norm.

However, deliberate cheating should be punished to the full extent of the rules, no matter what the size or seriousness of the tournament.



Verbal Warnings

The lowest level of penalty for an infraction is a verbal warning. This is simply a judge cautioning the player of his infraction and if necessary allowing him to solve it.

For instance, a player arriving at a tournament with illegal sleeves would receive a verbal warning and be allowed to re-sleeve his deck.

Written Warnings

The next level is a written warning. Written warnings are issued for slightly more serious infractions, for repetition of infractions for which a verbal warning has been issued, for verbal- level infractions at major tournaments, or for not correcting a verbal warning.

For example, a player showing up at a tournament with illegal sleeves for the second tournament in a row, a player with an illegally sleeved deck at major tournament, or a player who is unable de-sleeve a backed deck would receive a written warning. All infractions from written warnings up should be included with the Tournament Organizer's report to PI.

Game Loss

The next level of penalty is a game loss. This results in the offending player losing this round of play. In a best of three matches, it finishes as normal, with the offending player only suffering a loss in the current game.

Game losses are awarded for serious repeat infractions, showing up more than five minutes late for a game, stalling (following warnings), unsportsmanlike conduct, or accidentally affecting the game state in such a way that it is difficult for a judge to effectively correct the situation.

Disqualification

The final penalty level is disqualification. This should be used for any bribery, or deliberate mechanical cheating, for physical or verbal abuse of judges or players, or for repeated serious infractions following a warning. Any player who is disqualified from an event may be prohibited from playing in sanctioned tournaments for up to a year. Repeat offenders may be banned for life.



Please keep in mind that a tournament is not an isolated incident. If a player has a history of making a specific violation and does the same thing in your event, you may apply stricter-than-normal penalties to that player.

Banning

Serious infractions or repeated minor infractions will result in players being banned from tournament play. PI will maintain a list of players banned from tournament play. Local TO's may ban a player from playing in their events if the player has repeatedly violated the rules in local events or the player is disruptive. Players banned locally may appeal to PI.

Bribery

Bribery in any form is strictly prohibited. Bribery is defined as offering compensation to a specific player to lose or concede a match or to give up a Storyline prize. Bribery does not, however, include fan-supplied "bounty" prizes that are announced before the start of the tournament, and that are open to all who win using a certain faction, deck style, etc. Prize winners are also allowed to give away prizes after the match.

Mechanical Cheating

Refers to illegal actions and tricks as opposed to illegal card plays. It includes, but is not necessarily limited to:

- Drawing extra cards.
- Drawing cards from illegitimate locations.
- Arranging the cards in one's deck, such as by deliberate stacking or incomplete shuffling.
- Changing a marker that is tracking a game state (Wounds, Charges, used abilities, etc) when not called for by the game.
- Illegally looking at the faces of any cards that have not yet been revealed.
- Playing with cards that are discernable from the reverse side, for example, due to distinct patterns of wear, unique card sleeve variances, or a deliberate orientation of the card's back.
- Placing one's card hand below the level of the table.
- Adding cards to or changing cards in your deck.
- Acquiring illegal information about cards in an opponent's hand or deck.



Tournament Organizers and Judges

Tournament Requirements

The following items are required of a Tournament Organizer:

- A clean, safe tournament venue.
- A person knowledgeable in the rules and rulings of the game to serve as the head judge.
- Timely return of completely filled out and easy to read tournament reports to PI.

Pre-Tournament Announcements

The following pieces of information should be verbally announced at the beginning of the event and/or visibly posted in a prominent location.

- Tournament types (Swiss, single-elimination, etc.) and format (Singles, Doubles, Ancients, Draft, etc.).
- Number of rounds, both preliminary and final.
- Time limits (we recommend 45 minutes for singles and 60 minutes for Doubles) and games per match, both preliminary and final.
- Meal breaks.
- Judges for the event
- Any optional rules.

Player Judges

At large events, the Tournament Organizer may ask a few players to assist with the judging. These judges should not answer judge calls until they finish their games (unless using the Three-Judge System), and not watch games they were not called to.

Active Judging

This style of judging calls for a tournament judge to call any and all infractions they see during a tournament game. This includes mechanical infractions, such as a player drawing too many cards, and errors of omission. Only judges may point out mistakes during play (not spectators). All fulltime judges are always considered active.



Passive Judging

In this style of judging the judge only makes a call when asked. All player judges are passive until they are eliminated from the tournament.

Competitive Formats

The most common competition format for PI sanctioned tournaments is a series of "Swiss Format" preliminary rounds followed by a series of single elimination finals matches. This section will only describe that format, although other formats are also allowed, including double elimination, pure single elimination, and pure Swiss Format. The required number of Swiss rounds and the number of players that make the cut into the final depends on how many participants you have.

Swiss Rounds

The principle of a Swiss Format tournament is that each player will be pitted against another player who has the same tournament record.

For the first round of Swiss, pairings should be random. Do not pair participants alphabetically or by time of arrival. For all subsequent rounds of Swiss, pairings should be made between players with equal ranking, if possible. If there is an odd number of players with a certain ranking, one will be matched against a player from the group with the next lowest ranking. Pairings within a group should always be random within that group.

Any time there are an odd number of total players entering a round, an unmatched player chosen at random will receive a bye (an automatic win against an imaginary opponent who has zero match points). No player should receive more than one bye, total, throughout the Swiss rounds.

Additionally, no player should face the same opponent more than once throughout the Swiss rounds, unless this is necessary to avoid giving a player a second bye.

The table below gives the default breakdown for rounds. It allows for a tournament of any size to be played in the course of a single day. Any changes would need to be announced 30 days prior to the event.



Swiss Rounds and Cut to...

5-11 players:	4 rounds	top 4
12-23 players:	5 rounds	top 4
24-48 players:	5 rounds	top 8
49-63 players:	6 rounds	top 8
64-91 players:	6 rounds	top 16
92-127 players:	7 rounds	top 16
128+ players:	7 rounds	top 32

Elimination Rounds

After the final Swiss round, order the players by descending ranking, and then by descending strength of schedule within each ranking until you have enough to fill your finals matches. The first round of finals pairings should be made by matching the player at the top of this list with the one at the bottom, the second one with the next-to-last one, and so on.

Matches in the elimination follow the same rules as matches in Swiss, except there are no ties.

Rounds should ideally be decided by best-of-three, with no time limits. However, it is often best to run some or all of the elimination rounds with a time limit and/or as single-game matches to prevent an overly long tournament. The Tournament Organizer shall announce this format before the beginning of the tournament if any or all of the elimination rounds shall be of a different time limit or match size than the Swiss rounds.

Tie Breakers

If at the end of an elimination round neither player has won the match, apply the following tie breakers, in order:

1. Player A has won one game, Player B none. Player A is declared the winner of the match.
2. In case of a draw, each player rolls a twenty-sided dice. The higher result wins the match. In the case of a draw, re-roll until you have a winner.



Closing/Credits

Remember, above all else collectible and customizable card games are games of strategy and fun; please respect your opponents, Tournament Organizers, and judges. Have Fun!

If you have any questions, comments or complaints, please contact: reuter@phoenix-interactive.de

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