

# Doomtown Floor Rules Effective 23<sup>rd</sup> November 2014

## **Introduction**

The purpose of this document is to provide the complete guidelines needed to run all AEG tournaments by defining appropriate rules, responsibilities, and procedures. All AEG tournaments are to follow this document regardless of specific event circumstances. This ensures equal treatment of players and event staff in different regions and nations. By adhering to this document we establish a standard that will ensure the continued success of AEG games and tournaments

All players and event staff share equal responsibilities according to the exact format of each event. Both players and event staff should be familiar with their particular roles as described in the most current version of this document. Players and event staff must act in a fair and respectful manner at all times, following both the letter and spirit of the rules.

Specific events may have additional guidelines. Any contradiction between the floor rules and guidelines for a specific event will be highlighted and announced prior to the event date, after having been approved by the AEG Major Events Manager. If a question occurs regarding priority the event specific guidelines take precedence and ultimately the event organizer has the final say.

Information in this document may contradict that contained in the Doomtown Rulebook, the AEG forums and previous rules documents. In all cases this document takes precedence. AEG reserves the rights to alter, interpret, clarify, or otherwise issue official changes to these rules without prior notice. AEG will make all effort to announce any changes at least 30 days prior to their implementation. Circumstances may occur necessitating faster implementation. Each year AEG will review and revise, as needed, the floor rules document. The most current version will be released each year on January 1st.

As need arises players and event staff may need to contact regarding clarifications, interpretations, and other questions. This is done through the email below. This is not the same link used for appeals and to report rules infractions.

This document is designed for use in combination with the Code of Conduct.

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#### **Section 1: Tournament Information**

##### **1.A Tournament Types**

Sanctioned tournaments are divided into two types: Sheriff/Marshall Events and Local Events. Sheriff and Marshall tournaments are run by AEG or select Tournament Organizers. They have unique names and features. Local tournaments are tournaments that are not explicitly Sheriff or Marshall events.

##### **1.B Tournament Roles**

The following roles are defined for tournament purposes. The first four roles are considered tournament officials. A single individual may act in multiple roles in Local events, but this arrangement must be clarified at the start of said tournament.

Some events will have requirements that each of the first four roles may not participate in the event competitively, e.g. Playing in the tournament. An example of this would be Sheriff and Marshall Events. Individuals who are not judges at a tournament or actively involved in playing a match are considered spectators.

- ❖ Tournament Organizer
- ❖ Head Judge
- ❖ Floor Judge
- ❖ Scorekeeper
- ❖ Player
- ❖ Spectator

##### **1.C Participation Eligibility**

Anyone is eligible to participate as a player in an AEG tournament with the exception of the following:

- ❖ Individuals currently under suspension by AEG. A list of such individuals will be provided to Tournament Organizers upon request.
- ❖ Individuals currently under lifetime ban by AEG. A list of such individuals will be provided to Tournament Organizers upon request.
- ❖ Any paid employee of AEG. Unless given specific permission prior to the event date by the AEG Major Events Manager. In which case it is assumed the employee is not actively attempting to win said event.
- ❖ Anyone prohibited by national, federal, state, or local laws.
- ❖ Anyone specifically prohibited by the Tournament Organizer or Venue
- ❖ Management. (If any player is prohibited under this clause a detailed explanation must be provided to the AEG prior to the date of the tournament)

Players under the age of 13 must provide parental consent. Their parent or guardian must either be present at the event or provide written consent to the Tournament Organizer.

Anyone is eligible to participate as a tournament official (Tournament Organizer, Head Judge, floor judge or Scorekeeper) for a tournament with the exception of:

- Individuals currently suspended or banned by the AEG.
- In Sheriff and Marshall events, anyone who is playing in the tournament, unless it is a tournament that explicitly allows tournament officials to play while acting as a tournament official.

Tournament officials may play in Local events for which they are acting as tournament officials.

### **1.D Tournament Tiers**

All Doomtown events fall into one of two tiers;

- 1) Sheriff and Marshall events, and
- 2) Local Events.

The following is a list of events and which tier they fall into. Sheriff and Marshall events are organized through AEG (both directly and indirectly). The Floor Rules can apply equally to both types of events. ***Local (i.e. store level events that are not coordinated through AEG) do not require use of the floor rules but it is recommended that players utilize them as a guideline to prepare for larger scale events.***

### **Sheriff and Marshall Events**

Regional Sheriff Events  
National Marshall Events  
International Marshall Events

### **Local Events**

Standard Store OP Kit Events  
Store Deputy Events

## **Section 2: Tournament Personnel**

This section addresses specific expectations and duties attributed to the various roles discussed earlier.

### **2.A Tournament Organizer**

The Tournament Organizer or T.O. of a tournament is responsible for all tournament logistics including:

- ❖ Securing sanctioning from AEG where needed.
- ❖ Providing a site for the tournament that meets expected needs.
- ❖ Promoting the tournament in advance of the tournament date.
- ❖ Staffing the tournament with appropriate tournament officials.
- ❖ Providing all materials necessary to operate the tournament.

- ❖ Providing for and distributing all prizes both those provided by AEG for the specific event and additional prize support as warranted by the size of the event.
- ❖ Reporting the tournament results to the AEG in a timely fashion following the completion of the event.
- ❖ Assisting in all other duties of the event so that the event runs smoothly and efficiently.
- ❖ Being the final arbitrator of any disputes and being accountable to AEG for any decisions that occur at the event.
- ❖ Collect and submit the 1st and 2nd place deck list for any Sheriff or Marshall Event.
- ❖ Verify that the event meets all national, federal, state and/or local laws.

The T.O. will never be the final arbitrator of any dispute concerning the mechanical rules of the game, this duty falls under the Head Judge role. In extremely rare circumstances the T.O. can overrule the Head Judge concerning anything not specifically related to the mechanical rules of the game but must have sufficient reason. This action is only taken in response to specific misconduct on the part of a Tournament Official, requiring his/her replacement mid-event. Misconduct of a Tournament Official can best be defined as any action that would make him/her no longer eligible to act in that role. This action is subject to full review on the part of AEG.

At Local events and events specifically designated by AEG as lower priority, the T.O. may perform any and all duties normally delegated to the event staff. It is recommended that at lower turnout events, the T.O. should include additional support to provide for a better event experience but it is not required.

In circumstances requiring cross language translation, the T.O. will make every possible effort to ensure adequate resources are available. For International Marshall Events (i.e. World Championships), the default language should be posted prior to the event date.

## **2.B Head Judge**

Sanctioned tournaments require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any sanctioned tournament and all tournament participants are expected to follow his or her interpretations.

The Head Judge is expected to have a complete knowledge of the mechanical rules of the game including the Comprehensive Rules as well as any specific errata and clarification as released by AEG.

The Head Judge's responsibilities include:

- ❖ Monitoring for any rules infractions or mechanical errors. Correcting those errors at all times as he or she observes them.
- ❖ The Head Judge is expected to be located on the play floor at all times during a round as long as games are in progress. Once at least two floor judges are available, this duty may be passed off to help the T.O. prepare the next round.
- ❖ Ensuring that all necessary steps are taken to deal with rule violations. These include those directly observed by the Head Judge and those reported to him/her.
- ❖ Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge.
- ❖ Coordinating and delegating tasks to floor judges as needed.
- ❖ Reporting any rules infractions and penalties issued to the T.O., explaining or consulting as required.
- ❖ Having on hand a copy of the 'Code of Conduct' document located at <http://alderac.com/doomtown>

If necessary, the Head Judge may temporarily transfer his or her duties to any judge if he or she is unable to fulfill them for a period of time. Certain Sheriff and Marshall tournaments may have multiple Head Judges (for example Gen Con which is run by AEG), and/or different Head Judges for different portions of the tournament. Any such event will be announced prior to the event date. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

## **2.C Floor Judges**

Floor judges usually consist of two to three individuals coordinated by the T.O. to assist the Head Judge. Floor judges fall into one of two categories; assistant judges and player judges.

Assistant judges are lower level judges who do not play in the events and whose sole duty is to assist the Head Judge in performing his/her various duties. The assistant judge(s) is the default backup should the Head Judge need to step down during an event for any reason. This transfer can be temporary or for the remainder of the event. If the Head Judge needs to be replaced for the duration of the event, clarification may need to be provided to the AEG Major Events Manager as requested.

The Floor Judges are expected to have an advanced knowledge of the mechanical rules of the game, including the Comprehensive Rules (Code of Conduct) located at [alderac.com](http://alderac.com) as well as any specific errata and clarification as released by AEG. Player Judges are individuals, designated by the Head Judge prior to the 1st Round of an event beginning, that are allowed to answer rules questions. Player judges are players who possess an advanced knowledge of the rules and *WHEN NOT PLAYING* are willing to help the Head Judge with his/her duties. The Player judge at no time will replace the Head Judge while they remain an active player in the event. A player judge will not issue penalties for any rules infractions, but will report them to an assistant or head judge for further action. A player judge is expected to remain in the play area as they finish play but while other games are still in progress to answer any questions or disputes that arise. Any ruling by a player judge may be appealed to the Head Judge.

The duties of Floor Judges include:

- ❖ Monitoring for any rules infractions or mechanical errors. Reporting those errors as he/she observes them.
- ❖ Replacing the head judge by physically remaining on the play floor at all times during a round as long as games are in progress. (See Head Judge duties for further information)
- ❖ Reporting any and all rules infractions directly observed.

Judges will not generally assist players in determining the current game state, but can answer questions about the rules, interactions between cards, and/or provide the Oracle wordings of relevant cards. If a player wishes to ask his or her question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls, but may appeal any decision to the Head Judge. Judges do not intervene in a game to prevent illegal actions, but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

## **2.D Scorekeeper**

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the tournament. He/she is expected to know, utilize, and answer questions regarding the electronic software.

The Scorekeeper's responsibilities include:

- ❖ Generating pairings, provide postings of said pairings, and print Result Entry Slips for each round.
- ❖ Accurately entering the results of each round in a timely fashion.
- ❖ Keep track of the time remaining in the round and communicate this number to

- both the T.O. and Head Judge as required.
- ❖ Solving all scorekeeping problems that arise in consultation with the T.O.
- ❖ Accurately fill out the entire event in the electronic software, saving a physical or electronic report should the AEG Major Events Manager need to address any disputes at a later date.

The T.O. has the final authority in determining corrective action for scorekeeping errors; this should be made in consultation with the Head Judge.

## **2.E Players**

A Player is defined as any individual who is participating in any event regardless of Tier. Players are expected to follow a certain code of conduct as well as any rules and laws specific to the region of the event.

Players are responsible for:

- ❖ Behaving in a respectful manner toward tournament officials, other players, and spectators.
- ❖ Refraining from unsportsmanlike conduct at all times.
- ❖ Maintaining a clear and legal game state. Communicating this to both his/her opponent and any judge requesting the information.
- ❖ Complying with announced start times and time limits. Reporting results in a timely fashion.
- ❖ Bringing to a judge's attention any rules or policy infraction they notice in their matches.
- ❖ Bringing to a judge's attention any discrepancies in their tournament match record.
- ❖ Refraining from enrolling in tournaments they are not allowed by policy to participate in.
- ❖ Being familiar with the rules contained within this document. A player must bring the following items to a tournament in order to participate:
  - A physical, visible, and reliable method to maintain and record game information (poker chips, tokens, score counters, pen and paper, and so on). A player is responsible for knowing both his/her game totals (such as ghost rock) at all times and be clearly able to track and provide this information. A notepad and writing utensil is ideal however honor counters, dice, etc. are also commonly used and acceptable.
  - Any materials specifically required for a particular tournament format, such as assembled decks and/or deck lists.
  - Any physical tokens required via game mechanics to be represented in the game. If multiple tokens are generated, multiple tokens should be used. If multiple tokens types are created, then each type should be visually distinctive.

It is common to sleeve assembled decks to prevent damage to cards from use during games. These sleeves must be opaque and not distinguishable in any way from one another. The sleeves should not be reflective, contain distracting markings, obscure the card face, or be offensive.

The single exception to the use of opaque sleeves is the method known as "Deck Backing." This practice refers to using transparent sleeves and obscuring the card backs with a second card or piece of paper. This is acceptable in place of opaque sleeves, provided that all deck backings are uniform and not distinguishable from one another. Decks may not be backed with cards currently legal for the tournament format.

The use of a play mat is also fairly standard practice. The artwork represented on the play mat must be non-offensive and not contain any reflective or intentionally distracting images. No cards may be placed beneath the play mat at any time during the match.

If a player finds the particular sleeve, deck backer or play mat used by a particular opponent distracting or offensive he/she may request they no longer be used. The T.O. is the final arbitrator of any such dispute; the T.O. will always attempt to adhere to the Golden Rule when deciding such disputes.

Players are expected to act appropriately at all times. If any event participant encounters a problem with, or becomes uncomfortable due to the behavior of another participant, they should report it to the T.O. immediately; the T.O. will attempt to resolve the situation in a swift and dignified manner to the best of his/her ability. The following are general points to keep in mind:

- ❖ All players are expected to have and maintain an appropriate level of personal hygiene.
- ❖ All players must refrain from the consumption of illegal drugs immediately prior to or during any event.
- ❖ A T.O. may allow the sociable and responsible consumption of alcohol at an event, subject to prior announcement. All alcohol consumption must follow local law and any additional restrictions announced by the T.O. (for example, drinking only alcohol purchased from an on-site bar). Intoxication is not an excuse for disruptive behavior. The T.O. may, at any point, eject people on the grounds of excessive or disruptive intoxication.
- ❖ All players must act in an honorable and sportsmanlike manner. This includes all times during, before and after the event. Regardless of circumstances, this applies to all participants in relation to everyone.
- ❖ Be sensitive to the feelings of others. Any language, behavior, or dress that is derogatory or offensive for ANY reason is not acceptable.

Players who do not fulfill their responsibilities may be subject to penalties and review by AEG. The AEG Major Events Manager will arbitrate any questions. AEG reserves the right to suspend or otherwise penalize any player without prior notice for any reason they deem necessary.

## **2.F Spectators**

Any person physically present at a tournament and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official tournament sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. This should be done in a manner that does not interfere with the game in progress. The judge will interfere if a valid need arises.

Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament officials may also instruct a spectator not to observe a match or matches.

Any player not actively playing in a match is considered a spectator under this section.

## **Section 3: Tournament Mechanics**

### **3.A Match Structure**

Matches of Doomtown are a single game match, with the standard time limit of 40 minutes per match. This 40 minute timeframe is considered the baseline for any tournament format. If any changes are desired, they must be cleared with the AEG 30 days before the event date, and must be announced accordingly 30 days before the event date. Both players play until one player has won the game or the round ends. If the round ends before a winner is determined, the match is a draw.

Listed below (Section 3.I) is a variant match structure. This structure must be approved by AEG. This change is for the entire event and must be announced at least 30 days prior to the event.

### **3.B Pregame and Game Startup Procedures**

The following steps must be performed in a timely manner before each game begins:

1. Players completely shuffle their decks.
2. Players present their decks to their opponents for additional shuffling and/or a cut. Once a deck has been cut/shuffled and returned, either player may not further manipulate it. The sole exception to this is either player may request that a judge shuffle and/or cut one or both decks. This should be done with care and for specific explainable reasons only. Abuse of this request may be grounds for a penalty.
3. Players reveal their starting outfits simultaneously. Players then choose and reveal their starting gangs simultaneously.
4. Each player draws the appropriate starting hand. Optionally, these cards may be dealt face down on the table before actually drawing them into hand. This is done to visibly verify to each player that the correct number is drawn, and while not required is highly recommended in Sheriff and Marshall event competitive play.

Pregame procedures may be performed before time for the match has officially begun. Play cannot begin until time is started.

Before the first turn of the game if there are effects/reacts that could be conflicting before a winner has been determined by lowball (E.G. Grifter abilities), use the following procedure:

- 1) All players make a choice as to whether they are going to use or pass on the grifter ability. Each player then holds their hand out with a concealed token in there, with an agreed colour code, red for use and blue for no use.
- 2) If a player fails to hold out a token of either colour then they pass the use of the grifter.
- 3) Both players open their hands at the same time and use the ability or not as indicated.

### **3.C Drawing and Conceding Matches**

Players may concede or mutually agree to a draw in any game or match. A match is considered complete once the result slip is filled out. Until that point, either player may concede to or draw with the other. Intentional draws are always reported as 0-0-1. Both players must agree to any such result that does not come from having played out the standard single game match.

Players may not agree to a concession or draw in exchange for any reward or incentive. This includes splitting potential prizes, bounties or other non-tangible items. Doing so will be considered Bribery.

If a player refuses to play, for any reason, it is assumed that he or she has conceded the match.

### **3.D End-of-Match Procedure**

Each match lasts for a specified length of time (typically 40 minutes). The players have this amount of time to determine a winner. The T.O. will announce a 5 minute warning prior to this point. All play must **stop** at the 40th minute mark.

The players then have a small window (typically 5 minutes) in which to report their results. The T.O. will announce the length of this window before first round play begins. It is the responsibility of the players to have this result turned in prior to this point. Any and all results not reported prior to this 5-minute delay result in a draw, reported as 0-0-1.

In the case of an X-1, X-2 swiss elimination cut system, the following system is used to determine a winner at time:

When time is called, any unresolved play conditions are resolved (i.e. a shootout is finished, finish selecting targets for a noon ability and finish its effects etc.). If you



are not in Sundown, each player starting with the next player to have the opportunity to make a noon play has 3 noon plays. If you are in any part of Sundown, the game stops immediately, and each player checks for victory/tie-breakers. After each player has had three plays (or sooner if both players pass) Sundown is enforced. At this point a tie-breaker will be assessed at the normal point at which victory is assessed during the Sundown phase. This occurs in the following way:

- 1) If only one player has more control than the other player has influence and the other does not, that player wins (This is the normal win condition – if both players have more control than the other has influence, continue to the next condition).
- 2) Comparing each player's influence with the other player's control points, the player closest to the normal victory condition is declared the winner (i.e. the "closest to victory condition")
- 3) Highest total control points
- 4) Highest total influence
- 5) Highest total bullets
- 6) One card Pull
- 7) Repeat 6) until there is a winner

Any player suspecting their opponent to be stalling at any point during the match should call a judge immediately to observe the match.

A full explanation of round time may be found later in this document. (section 5.D)

### **3.E Time Extensions**

If a judge pauses a match for any reason for more than one minute while the round clock is running, he or she should extend the match time appropriately. This includes any time needed to make a judge call.

If time is called during an elimination match an additional 15 minutes will be added to the match.

Optionally the T.O. may choose to run the elimination rounds without a time limit, this choice once made remains in effect for the remainder of the event. It is recommended, and expected, that this be done in the Top 2. It may be adopted earlier as times allows and at the discretion of the T.O.. In multi-day events, all efforts should be made to run majority or all Top X matches under the "No Time Limit" option. If possible this should be announced 30 days prior to the event date.

### **3.F Appeals to the Head Judge**

If a player disagrees with a judge's ruling, he or she may appeal the ruling to the Head Judge. In larger Sheriff and Marshall level tournaments (such as World and Regional Championships) the Head Judge may designate additional Appeals Judges who are also empowered to hear appeals.

Players may not appeal before the full ruling is made by the responding floor judge. Rulings made by the Head Judge or designated Appeals Judges are final.

### **3.G Dropping from a Tournament**

Players may drop from a tournament at any time. If a player drops from a tournament before the first round has started, he or she is considered to have not participated in the tournament. Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next round are generated. Players wanting to drop after the Scorekeeper begins pairing for the next round will be paired for that round. If a player does not show up for his or her match, he or she will be automatically dropped from the tournament, after 10 minutes from which the round began, unless they report to the Scorekeeper. Players that repeatedly and/or intentionally drop from tournaments without informing the scorekeepers of those events may be the subject of penalties up to and including suspension.

If a player drops from a tournament after a cut has been made, such as a cut to the top 8, no other player is advanced as a replacement. That player's opponent receives a bye for the round. A cut is considered to have been made once the cut itself or pairings for the round following the cut have been posted or announced.

Players who have dropped may reenter a tournament at the discretion of the Head Judge. Players may not reenter a tournament after any cut has been made. Players may not drop from a tournament in exchange for or influenced by the offer of any reward or incentive. Doing so will be considered Bribery.

### **3.H Match Points**

All events utilize a 3 - 0 - 1 point method for match wins. This translates into all match wins award 3 match points, all loses award 0 match points and a draw (intentional or not) awards 1 match point.

### **3.I Two out of Three Matches**

This format uses a series of multiple games to determine the winner of a given match instead of a single game. The series lasts until the time limit is reached or a single player has won 2 games.

Two out of three matches vary from single game matches in a number of specific ways listed below.

- ❖ The time limit is 60 minutes instead of 40 minutes.
- ❖ Once time is called, if the match is in the 1st or 3rd game, the result is a Draw.
- ❖ Once time is called, if the match is in the 2nd game, the winner of game 1 is the winner of the match.

### **3.J Top of Outfit**

All sanctioned events have a wide variety of prizes and prize categories. Each unique event may and/or will be different from other events of the same level. It is the responsibility of the T.O. to announce his/her prize distribution prior to the start of play at the event. If at all possible, large and unique prizes should be announced as soon as possible prior to the event date.

In some cases there may be "Top of Outfit" prizes:

- ❖ All "Top of Outfit" awards are based upon final ranking after the completion of the event. This includes all Elimination Rounds.
- ❖ For players that are eliminated in the same Top X round, the players' final rankings are determined following the completion of the event. This includes all remaining Elimination Rounds.
- ❖ Following the final match of the event, a comprehensive player ranking is available through the event software. This ranking takes a player's final record into account including progress in Elimination Rounds and opponents' records in those rounds.
- ❖ For factions that are not represented in the elimination rounds, Swiss rankings are used to determine the Top of Outfit individual.
- ❖ Prizes may be awarded, as the winner is determined.

### **3.K Passing and "Check"**

"Check" condition is in place. A player cannot accidentally double-pass into a game loss. If a player announces pass and then his or her opponent can pass to win they must announce "Check" before doing so, in case the other player has simply miscounted. If they wish the original player can then take a move or resign the game.

## **Section 4: Tournament Formats**

As the game develops alternate formats for the game may also become popular. Multi-player is such an example.

The majority of Sheriff and Marshall level events will use the standard two-player

format. Special requests may be made by the T.O. through AEG. Any variance from the standard formats must be approved. AEG is the final arbitrator of any questions concerning event formats for this level of event. The T.O. for each event is responsible for verifying and then posting the format of said event, this should be done at least 30 days or as soon as the event is announced as circumstances allow.

#### **4.A Card Legality**

All Doomtowntown: Reloaded cards in print are currently legal. Cards from Deadlands: Doomtowntown are not legal. A general rule is that all cards are legal for play within 1 day of the official release date as printed on the AEG Website. Ultimately AEG is the final arbitrator of any questions concerning legality. The T.O. for each event is responsible for verifying and then posting any variance, this should be done at least 30 days before the event as circumstances allow.

### **Section 5: Sanctioning Guidelines**

#### **5.A Attendance**

All sanctioned AEG events should meet certain attendance requirements. If a Sheriff and Marshall Event fails to meet attendance minimums, the event may no longer be sanctioned and a report must be provided to AEG by the T.O. Any unique story prizes and seeds may be invalidated. The event may be canceled, rescheduled, or reassigned and could possibly affect future event bids.

Any decisions will be up to the AEG and will be made with all due consideration, only after all other options have been explored. Factors like weather, previous attendance averages, proximity of additional events will all be taken into account before any result is invalidated. In the event a result is invalidated, AEG will work the T.O. on any future actions.

The following are required attendance numbers for events:

- ❖ Sheriff and Marshall events: Minimum is 16 players. Less than 16 may affect future bids. Maximum is infinite. Venue limitations may set a cap; it is assumed the venue is sufficient to meet the needs of the event.
- ❖ Local Events: Minimum is 4 players. Maximum is infinite. Venue limitations may set a cap and it is assumed the venue is sufficient to meet the needs of the event.

#### **5.B/5.C Number of Rounds and Cuts**

It is important to mention that the tournament formats are for official sanctioned AEG events. We have taken some of these floor rules for formats and used them for suggesting a round format for local store events, but store events can choose to use either of the round formats that we suggest below.

The number of players who begin round one determines the number of rounds in any sanctioned event. If a player signs up and drops from the event before play begins for round one, that player does not count towards determining the final attendance number. The number of rounds should be announced at or before the beginning of the first round; once announced, it cannot be changed.

The following chart is the standard for sanctioned events:

<b>Attendance</b>	<b>Number of Swiss Rounds</b>	<b>Number to make the cut for Elimination Rounds</b>
8 (4 - 8 in a local event)	3	N/A*
9-16	4	Top 2
17-42	5	X-1** (12 match points)

43+	7	X-2*** (15 match points)
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\*For events of exactly 8 players no cut is made. The top ranked player after the Swiss rounds is considered the winner of the event.

\*\*Players with no more than 1 loss

\*\*\*Players with no more than 2 losses

<http://www.alderac.com/x2> can be used to estimate cut size based on the number of players in the tournament

For local events, a Top X may be substituted instead of X-1/X-2

Attendance	Number of Swiss Rounds	Number to make the cut for Elimination Rounds
8 (4 - 8 in a local event)	3	N/A*
9-16	4	Top 2
17-32	5	Top 4
33-64	6	Top 8
65-128	7	Top 16
128-256	8	Top 32

\*For events of exactly 8 players no cut is made. The top ranked player after the Swiss rounds is considered the winner of the event.

The players participate in a number of rounds of Swiss based on the attendance value of the event. Following the Swiss rounds the players move into an Elimination Structure until a single final winner is determined. The Elimination Bracket is formed based on final ranking after the Swiss rounds as above.

As soon as the last match of the last Swiss round is finished, reported, and entered into the system the scorekeeper will provide the T.O. with a complete ranking. The T.O. will then utilize this list to determine the proper bracket for use in the elimination rounds. Fill in BYE's to the next power of 2 (4,8,16,32,etc), then the elimination rounds should be seeded, with the highest ranked player in the Swiss playing against the lowest, the second highest against the second lowest and so on. The bracket should be organized in such a way as to ensure that this works in each round. For example in a 16-player event, the leader after the Swiss rounds should play the 16<sup>th</sup> player in the first elimination round, the winner of the 8<sup>th</sup> versus 9<sup>th</sup> in the next, and so on.

#### 5.D Round Time

The required time limit for every match is 40 minutes.

It is the responsibility of the Tournament Organizer to announce when time begins and ends. An additional announcement is required at the 30th minute mark to provide a 5-minute warning. If this warning is delayed or not provided, the round is extended to correspond to the delay. All efforts should be made to avoid any delays and if they occur habitually a new scorekeeper should be appointed. Additionally excessive abuse

of round delays due to failure to provide warnings should be reported to the Event Manager.

### **Swiss**

Once time begins, players have 40 minutes to play their match. At the 40th minute mark all play must stop or go to the final 3 play system depending on the nature of the event. Players will be given a set time to report by the judge. Any match not reported by the time defined by the judge becomes a draw. This does not mean play until that time limit and then report. It means you must have your results reported before the time identified by the judge.

### **Cut (Finals, Top 4, Top 8 ...)**

If the elimination rounds are being done as a best 2 out of three format, once time begins the players have 60 minutes to play their match. Unlike Swiss, there is a built in extension of 15 minutes as discussed above if no winner is determined by this mark.

Refer to the sections 3.D and 3.E for further details

Alternatively a T.O. may run Cut rounds under a 100-minute or no time limit option, this must be announced after Cut matches have been made but before play begins. Once this decision is made the T.O. cannot reduce the time limit for further Cut matches. This is optional but is recommended for multi-day events or should time allow.

The following are additional miscellaneous time limits that must be followed.

- ❖ Any event lasting 6 rounds in length or longer must provide at least one 30-minute food break.

A T.O. should plan for at least a lunch break for any Sheriff and Marshall event. The option to provide a second break should be considered assuming time allows. The T.O. is the final authority on time limits for a tournament. However, any deviation must be announced prior to and during tournament registration.

A T.O. may request a specific variance from AEG, any request must come at least 30 days prior to the event and will be given full consideration before such a request is granted or denied. Assuming approval, any such variance must be posted with the other relevant event details so players know what to expect.

In timed rounds, players must wait for the officially tracked time to begin before starting their match.

### **5.E Event Schedule**

Sanctioned events fall into two categories: Single-day and Multi-day events. The schedule of every event should be established to allow the event to be fully completed within the time frame. Events not fully completed may have results invalidated. It is recommended that events with extremely high-expected turnout should schedule extra time or additional days.

Single-day events should start no later than 11:00am for Sheriff and Marshall Events, however it is recommended and encouraged to begin earlier depending on expected turnout and 10:00am start time is a good target. Multi-day events should start no later than 12:00pm (noon).

An event should start enrolling players 30 minutes - 1 hour prior to start time. This should be announced with the event when the event is listed. The T.O. should allow time to seat the first round and make announcements prior to the listed start time. Any event lasting longer than 6 rounds must include a lunch break lasting at least 30

minutes. It is recommended that this should fall around 1:00pm - 2:00pm between rounds of Swiss. It is also recommended that for full day events that a dinner break should be taken into consideration. A dinner break is not required. All break related decisions are the responsibility of the T.O.

An example schedule for a 64 person event would be signups begin at 9:00am and last until 9:45. The T.O. posts round one pairings and players find seats by 9:50am. All pre-event announcements are made and play begins at 10:00am exactly. Then, allowing for 40-minute round lengths and 10-15 minutes to pair/begin the next round, lunch break would be at the end of round 3 approximately 12:30pm. Swiss rounds would resume after lunch and further announcements around 1:30pm. Playing the remaining Swiss rounds, along with time to compute and announce the Cut, should allow Elimination rounds to begin no later than 5:00pm. Single elimination cut rounds and prize distribution result in event completion around 9:00pm.

The above is an example of a hypothetical event schedule. An actual event may finish early or late depending upon unforeseen variables. T.O.s should plan accordingly.

### **5.F Venue Logistics**

The venue used for all sanctioned events should meet a variety of minimum requirements. Some factors can modify these requirements. Any such variations for Sheriff or Marshall events must be preapproved through AEG. All T.O.s must provide a valid venue option with any application for Sheriff and Marshall sanctioning. Failure to provide a valid venue will cause an application to be denied. The AEG Major Events manager will notify the applicant T.O. for any event that meets all other requirements prior to denial.

The following are minimum venue requirements for Sheriff Events:

- ❖ Enough player table space to accommodate 64 players.
- ❖ Access to at least 3 eating establishments within a 2-mile radius.
- ❖ Access to the space between the hours of 9am and 10 p.m.

The following are *recommended* minimum venue requirements for Deputy Events:

- ❖ Enough player table space to accommodate 20 players.
- ❖ Access to at least 2 eating establishments within a 2-mile radius.
- ❖ Access to the space between the hours of 9am and 5pm.

Factors like average yearly attendance numbers, geography, and weather will all be taken into account when looking at proposed venues.

### **5.G Electronic Event Software**

All Sheriff and Marshall events must use electronic event software. The Scorekeeper is responsible for knowing and using this software in all events.

## **Section 6: Judge Resource**

### **6.A Active Judging**

Active judging is defined as actively monitoring a game in progress, watching for any rules violation. It is the responsibility of the Head Judge to actively judge any and all games in progress during all rounds. The Head Judge should be on the floor at all times during game play. A temporary Floor Judge may assume this role as needed by circumstance (see section 2.B and 2.C concerning judge duties).

Elimination matches require a unique direct active judge for every 2 matches underway. The Head Judge and T.O should coordinate these judges. For all eliminations rounds prior to the final match floor judges can assume this duty. The Head Judge must actively judge the final match.

It is the responsibility of any participant to report any rules violation they witness to the Head Judge immediately. The Head Judge will then investigate and arbitrate as needed.

### **6.B Violations & Penalties**

All tournament violations have a corresponding penalty. The severity of the penalty is

dependent on a variety of factors, including severity of the violation, number of violations, and frequency of violations. It is the responsibility of the Head Judge to arbitrate any infraction, taking these factors into account. In some cases, additional factors may apply. The Head Judge should report any penalty awarded to the T.O.. Any penalty awarded by the Head Judge is final.

The T.O. will only become involved in the case of an extremely severe infraction, or in the case of an infraction not directly relating to the playing of the game. It is the responsibility of the T.O. to report to AEG Written Warning or above penalties. The T.O. should include a written report from the Head Judge concerning these violations, and submit it to AEG. Players that commit repeated violations will be tracked for possible future increased penalties. These are at the discretion of AEG and will only occur in the most severe or repeated cases. AEG will investigate any violations that result in Event Disqualification.

All penalties may be contested after the event. The Head Judge and T.O. are the final word at the event; there is no exception to this rule. If a player feels they have been unfairly penalized or targeted that player should contact the AEG at: [Events@Alderac.com](mailto:Events@Alderac.com).

For full guidelines concerning violations and their corresponding penalties refer to the *Code of Conduct* found alongside this document at [alderac.com](http://alderac.com). The *Code of Conduct* is the full guide to infractions and rules violations reference for judges. All Tournament Officials are required to be familiar with both documents prior to running any event.

### **Section 7: Tie Breaks**

The following tie breakers are used to determine how a player ranks in a tournament:

Match points

Match Win percentage

Opponents' match-win percentage

Event Entry

The electronic event software automatically uses these factors to rank players.

Definitions of these tiebreakers can be found in below.

In all examples below records are arranged in a Win-Loss-Draw format.

#### **7.A Match Points**

Players earn 3 match points for each match win, 0 points for each match loss, and 1 match point for each match ending in a draw. Players receiving byes are considered to have won the match.

A player's record is 6-2-0. That player has 18 match points ( $6*3, 2*0, 0*1$ ).

A player's record is 4-2-2. That player has 14 match points ( $4*3, 2*0, 2*1$ ).

#### **7.B Match-win percentage**

A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds (generally, 3 times the number of rounds played). If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect that low performances have when calculating and comparing opponents' match-win percentage.

#### **7.C Opponents' match-win percentage**

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

#### **7.D Event Entry**

After performance records are taken into account, ranking tie breaks are determined based upon who entered the tournament first.

**7.D Byes**

When a player is assigned a bye for a round, he or she is considered to have won the match 1–0. Thus, that player earns 3 match points. A player's byes are ignored when computing his or her opponents' match-win and opponents' game-win percentages.