STAR WARS™

THE CARD GAME

Organized Play and Tournament Rules

10/06/2014 - Version 2.2

Updated Content: Authorized Cards (pg. 10)

General Rules

The organized play program for *Star Wars*: The Card Game, sponsored by Fantasy Flight Games ("FFG") and its international partners, will follow the organization and rules provided in this document.

The beginning of this document provides general rules that apply to all organized play events. Following is a section that details the procedure for running and scoring a *Star Wars*: The Card Game tournament. At the end of the document is a description of what sets are allowed in the current tournament season.

Card Interpretation

Sanctioned tournaments are played using the most recent rules set and the most updated version of the official FAQ document, both downloadable from the Support section of the FFG *Star Wars*: The Card Game website (*www.fantasyflightgames.com/starwarslcg*) at any time. Cards are interpreted using the appropriate card rulings on the most updated FAQ also found on the website. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork or card titles. Also, remember the **golden rule** when interpreting card effects and interactions: if the rules text of a card directly contradicts the game rules, the rules on the card take precedence unless the rules text invokes the word "cannot," which is absolute.

The Tournament Organizer ("TO") is the final authority for all card interpretations, and he or she may overrule the FAQ when, in his or her opinion, a mistake or error is discovered.

Code of Conduct

Players are expected to behave in a mature and considerate manner, treat all opponents and judges with courtesy and respect, and to play within both the letter and spirit of the rules and not abuse them. For a detailed reference on player conduct and cheating, see the "Code of Conduct" on page 4 of this document.

T.O./Judge Participation

The TO may participate in a tournament for which he or she is responsible only if there is a second Tournament Organizer present. This second TO must be present and announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary TO is playing.

Tournament Organizers and Judges for premier championship tournaments (Regionals, Nationals, and Worlds) are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate in their own Regional, National, or World Championship events as players.

Card Sleeves

For all officially sanctioned regional, national, and world championship events, players are required to use protective sleeves for their decks. If a player's deck contains Aurebesh text or alternate art cards, the sleeves must be art sleeves or opaque. For all local level events, card sleeves are not required, but players are encouraged to use sleeves both to protect their cards and to protect themselves against accusations of marking or manipulating decks by exploiting variance in the size, wear, or texture of their cards.

Deck Requirements and Size Limits

Each player must bring one light side and one dark side deck to the event.

Each deck must contain one affiliation card and a minimum of ten objective sets. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance.

Pre-match Procedure

Before a match begins, players randomly determine who selects sides for the first game. This should be done by flipping a coin, rolling a die, or some other suitable process, and should be determined before following the setup procedure detailed on page 10 of the core rulebook.

After completing the first game, players switch sides for the second game of the match.

Mulligan Rule

After a player draws his starting hand during setup, he has the option to declare a mulligan draw. After doing so, he reshuffles the six drawn cards into his command deck and draws a new starting hand of six cards. He must keep his second hand.

Deck Check Procedure

After a match is complete and the results have been entered on the scorecard, a player may request a deck check on his opponent's deck(s), to ensure that all cards in the command deck correspond with the proper objective cards used in the objective deck.

If an illegal card is discovered, it should be removed from the deck, the match forfeited, and a warning or penalty for unsportsmanlike conduct should be issued. If the deck cannot be made tournament legal by simply removing offending cards, the player must also forfeit the remainder of his matches in the tournament.

Code of Conduct

By entering a Star Wars: The Card Game Organized Play event, you attest that you will do your utmost to show respect to fellow competitors, tournament officials, and Fantasy Flight Games, by observing and honoring both the letter and the spirit of the rules. You acknowledge that you are here to compete with like-minded individuals, and that everyone is here to have an enjoyable gaming experience. You understand that competing in Star Wars: The Card Game Organized Play is a privilege and not a right, and the breaking of this Code of Conduct is cause for Fantasy Flight Games to suspend or even permanently revoke this privilege.

Tournament Organizer Authority

This Code of Conduct is intended to provide guidance to players and TOs when evaluating ethical behavior and sportsmanship issues. It does not and cannot cover every possible situation that may arise.

If a TO believes that he has encountered behavior that would be considered unethical by either the letter or spirit of the rules outlined in this document, he may and should, at his sole discretion, take appropriate measures to ensure the integrity and fairness of his event, including (but not limited to):

- warnings
- penalties
- game and/or match forfeitures
- disqualifications

Cheating

Cheating is defined as any behavior outside the rules of the game and the event performed with the intent to create an unfair advantage for one or more players.

Fantasy Flight Games has a zero tolerance policy on cheating at Organized Play events. Upon suspicion of cheating, a judge may give a player or group of players a warning; it is then upon the warned players to act in a manner beyond reproach and suspicion for the remainder of the event. If a judge believes that he has observed or confirmed cheating, appropriate penalties ranging from forfeiture of a match, loss of tourney points, or disqualification from the event may be issued. Upon investigation of the incident, Fantasy Flight Games reserves the right to suspend or outright ban players from participating in future Organized Play events.

Categorical methods of cheating include (but are not limited to): sleight-of-hand tricks, component manipulation, collusion, misrepresentation, and unsportsmanlike conduct. Each of these methods is discussed in further detail below.

Sleight-of-Hand Tricks

Sleight-of-Hand tricks refer to any attempt by the cheating party to manipulate the game state in a hidden or veiled manner with the intent of gaining competitive advantage. Some examples of sleight-of-hand tricks include (but are not limited to): secretly drawing extra cards, secretly moving damage or focus tokens onto or off of cards, exploiting a messy or unclear play area to confuse or mislead an opponent, palming or isolating cards for use at a specific time ("card up one's sleeve"), hiding cards from an opponent's view, stacking a deck, or dealing/drawing from the bottom of the deck.

Physical Manipulation

Physical manipulation refers to any attempt by the cheating party to manipulate his own or an opponent's game components or the play environment, with the intent of gaining a competitive advantage. Some examples of physical manipulation include (but are not limited to): playing with marked cards, playing with an illegal deck, removing or changing cards in one's deck between tournament rounds, using reflective surfaces to acquire forbidden knowledge about an opponent's hand or deck, revealing a card that is supposed to be hidden, or using an electronic device to assist with calculation, tracking of the game state, or play decisions.

Collusion

Collusion refers to any attempt by two or more players to act as partners or teammates sharing a common, hidden, or premeditated strategy for a match or tournament, with the intent of gaining a competitive advantage for one or more of the cheating party.

Categorical methods of collusion include (but are not limited to) the following:

Soft Play refers to behavior by which one partner either takes an action in a situation that would not normally warrant it, or fails to take an action in a situation that would normally warrant it, with the primary intent of helping the other partner.

Throwing a Game refers to behavior by which one partner deliberately loses to another partner, or allows a partner to move up in rank or score before closing out a game.

Information Sharing refers to the communication of exclusive information between partners during a game with the intent of gaining a competitive advantage. This can refer to behavior that is taking place secretly within a game via gestures, codes, or signals exchanged with a partner at the table, or to information being received from a partner who is observing the match.

Bribery and Coercion refers to any attempt by a player to use external threats, or promises of compensation, incentive, or service, in an attempt to manipulate the outcome of a game or tournament.

Bullying refers to any situation in which partners

have identified a player and are competing with the artificial goal of minimizing that player's results and/or tournament experience.

Team Play refers to the act of entering and/or approaching an event as a team or block of players, with the intent to manipulate the field so as to gain advantage against players who are competing as individuals. Such an approach may be accompanied by an implicit agreement to not fully compete with one another, or to allow identified members (such as the strongest players on the team, or the members of the team who are ranked highest in the competition) of the group to advance any time another member of the team is encountered in the tournament.

Misrepresentation

Misrepresentation refers to any attempt to gain a competitive advantage through disingenuous or insincere means. Some examples include stalling a game for time, "forgetting" to acknowledge mandatory game effects, acting out of turn, rushing the game state forward without giving an opponent the opportunity to act, intentionally misrepresenting open information (for example, the number of icons a unit has), intentionally misrepresenting the known interpretation of a card or rule to a less experienced opponent, misrepresenting a known data point (such as number of cards in hand, or amount of remaining damage capacity on a unit or objective), or misreporting the results of a game to a tournament judge.

Special Note: It is both players' responsibility to observe all rules and maintain a proper game state. This includes advancing the Death Star dial, observing all **Forced Reactions**, **Forced Interrupts**, and passive effects, placing the proper number of tokens on cards, etc. If the game state is compromised through error on the part of both players, their first recourse is to come to an agreement between themselves as to how to best address the situation and continue the game.

If the players cannot come to an agreement, they may call a judge for a compromised game state. The judge should give both players a warning for failure to maintain proper game state, and may then arbitrate a correction to the game state, announce a compromise, or have the game continue in the current game state as he determines best given the situation in question. If the judge feels that the game state is irrevocably compromised, he may score the game as a forfeit (loss) for both players.

Unsportsmanlike Conduct

Unsportsmanlike conduct refers to any behavior which treats an opponent or tournament judge with a lack of respect. Some examples include hostile or demeaning language, physical intimidation, belittlement of an opponent, and exhibiting a lack of social grace or acceptance in victory or defeat.

Running a Tournament

Tournaments for *Star Wars*: The Card Game will use the following format:

- 70 minute rounds (+/- 10 minutes at TO's discretion; to be announced prior to the beginning of the tournament)
- Swiss pairings with match play consisting of two games

Each tournament round, players gain tournament points based on the results of their games. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the player with the most tournament points is the winner of the tournament, unless the tournament uses the championship play structure (see "Championship Play" on page 7). Ties are broken by using the procedure outlined in "Strength of Schedule" on page 7.

Seating

Standard Swiss style pairings are used. Random pairings are allowed for the first round. The TO should avoid pairing family members or players who traveled together to get to the tournament, if at all possible, for the first round. For future pairings, pair players within the same score group as per Swiss style pairings.

TOs should always pair in halves, rather than randomly, within score groups. This allows for the subtle adjustment of players if one player has already played another player. (Note: If the TO has access to strength of schedule rankings, or can number his players by estimated strength, this will make pairings much easier.)

When pairing in halves, always sort the players by score group, then by the player number. Split the score group in half, pairing the top half versus the bottom half.

This has the same effect as using brackets so that the top 2 players do not meet until the last round.

Round two example: *If there are eight players in the 3 score group, sort them in player number order, then separate into two groups, 1-4 and 5-8. Pair player number 1 vs 5, 2 vs 6, 3 vs 7 and 4 vs 8. If there are seven players in the 3 score group, sort them in player number order, then separate into two groups, 1-3, 4-7. The "odd" player is always put on the bottom stack, and will be paired down to the next score group playing the highest ranked player of that score group.*

Scoring

Players earn tournament points based on the results of each of the two games played in a match:

Game win = 3 points
Game draw = 1 point
Game loss = 0 points

If a player meets his deck's victory condition before the time limit has been reached, that player earns a game win and his opponent receives a game loss. If neither player wins within the given time limit of the round, the game is scored as a draw. Players earn tournament points based on the results of each of the two games played in their match.

Example: *In the first match of the tournament, Tom wins two games against his opponent, Nick. Tom earns 3 points for each game, and Nick earns 0 points for each game. This match is scored with Tom earning 6 points and Nick earning 0 points.*

In the second match, Tom is paired up against John. Tom wins his first game, but the second game goes to time limit with neither player winning, and is scored as a draw. Tom earns 3 points for the win in game one, and 1 point for the draw in game two, and John earns 0 points for losing game one, and 1 point for the draw in game two. This match is scored with Tom earning 4 points and John earning 1 point.

In the third match, Tom and his opponent, Greg, each win one game. They each earn 3 points for their win, and 0 points for their loss.

Time Limit and Procedure

The time limit for each round (between 60 and 80 minutes) is announced by the TO at the start of the tournament.

Players are expected to do their best to complete two games within the time limit of a round. The first game is played to its completion, and the remainder of the round then becomes the time limit for the second game. If a game reaches the time limit, play continues (from wherever it was at the call of time) to the end of the light side player's turn. This is done to ensure that each player has an equal number of turns in each game. If no player wins the game in this period after time has been called, the game is scored as a draw, and each player earns 1 tournament point.

Intentionally stalling or abusing the time restraint is considered unsportsmanlike conduct and is cause for warnings or penalties detailed in that section above.

Concession Procedure

A player may concede game one at the beginning of any one of his turns if he feels the game is hopeless and he wishes to move ahead to the second game. It is generally not in a player's best interest to concede, unless he is concerned about not having enough time to complete the second game in a match.

Game two must be played to its conclusion.

Strength of Schedule

If a tiebreaker between players with identical tournament points is needed (for the purpose of making or seeding the final cut), any player who has defeated each opponent in the tied group is advanced. If no player has defeated each of the other tied players, strength of schedule is used as the tie-breaker. This is calculated by totaling and comparing the tournament points of each tied player's opponents. The player with the most tie-breaker points wins the tie and advances. If the strength of schedule of two or more tied players is also tied, calculating and comparing the strength of schedule of each tied player's set of opponents (in other words, the strength of schedule of each player's schedule) should be used as the next tie-breaker.

Championship Play

While most tournaments do not require using championship play to name a winner, it is an exciting way to end a tournament. Unlike match play during Swiss rounds, championship play consists of the following:

- 35 minute rounds (+/- 5 minutes at TO's discretion; to be announced prior to the beginning of championship play)
- Double-elimination pairing
- Single game rounds

Double-Elimination Pairings

The players with the most tournament points (usually a Top 8 or Top 16) will be seeded and paired up in order to determine the tournament champion. The number of players who make the cut must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds determines his or her seeding in championship play: the player who qualifies with the most tournament points in the preliminary rounds will play against the player who qualified with the least tournament points. The player with the second-most tournament points will play the player with the second-least tournament points, and so on. Ties are broken as described in the "Strength of Schedule" section, above.

A double-elimination bracket is divided into an upper bracket and a lower bracket. When a player wins a game in the upper bracket, he advances in that bracket and the loser falls into the lower bracket at a designated spot. Each time a player loses his second game during the double-elimination bracket, that player is eliminated. A win in the lower bracket allows that player to advance in that bracket. Refer to the included double-elimination bracket at the end of this document.

Deck Choice

During the first round of championship play, the higher-seeded player chooses which side he wishes to play (LS or DS).

In all subsequent rounds, each player will play the side of the Force that he has played the fewest number of times in the elimination rounds. If both players have played the same side the fewest number of times, the player who has the greater differential between his two sides plays that side. If players have the same differential between sides, then the higher seeded player chooses which side he wishes to play.

> **Example**: *Tom has played Dark Side 2 times and Light Side 1 time. He plays Kris who has played Dark Side 3 times and Light Side 1 time. Each player has played Light Side the fewest number of times, but Kris has a larger differential between Light Side and Dark Side (2 to Tom's 1). Therefore, Kris will play Light Side in this game.*

Going to Time

When the end of an elimination round game is announced by the TO, the players continue the current game round through the end of the light side player's turn, so that each player has had the same number of turns to complete the game.

If the game is not completed in that time period, the winner is determined by using tiebreaker scoring, following the procedure outlined below.

The Light Side player scores 4 points for each objective he has in his victory pile, and 0.1 points for each damage that is on a Dark Side objective.

The Dark Side player scores 0 points if the Death Star dial is at 0–3, 4 points if the dial is at 4–7, and 8 points if the dial is at 8–11. The Dark Side player also adds 0.1 points for each damage that is on a Light Side objective.

The player who holds the Balance of the Force also scores 0.25 points.

> **Example**: *Tom and Kris are playing an elimination game that goes to time limit. Neither player wins in the allotted time, so tiebreaker scoring is used to determine the result. Tom, playing Light Side, has 2 objectives in his victory pile (8 points) and there is 7 damage divided among Kris' objectives (0.7 points). Tom's score is 8.7. Kris, playing Dark Side, has the dial at 10 (8 points), has 4 damage divided among Tom's objectives (0.4 points), and holds the Balance of the Force (0.25 points). Tom wins the game based on the tiebreaker score of 8.7 to 8.65.*

Championship Match

All games between the two remaining finalists are untimed.

One player, from the upper bracket, will enter the Championship Match with no losses. The other player, from the lower bracket, will have a single loss. If the undefeated player wins the first game, his opponent now has two losses and is eliminated. If the undefeated player loses the first game, both players now have one loss. They switch sides of the Force and play a single game to determine the tournament champion.

2v2 Tournaments

2v2 is an alternate tournament format for *Star Wars*: The Card Game events. 2v2 tournaments observe all rules of play detailed in the "2 versus 2 Team Play" and "General Multiplayer Rules" sections of the *Balance of the Force* rulebook.

Entry and Registration

Players register and compete in a *Star Wars* 2v2 tournament as teams of two players. Players select partners in advance of the event, and select/construct decks as a team, observing the "team deckbuilding limits" detailed on page 6 of the *Balance of the Force* rulebook. Each team uses a paired set of dark side decks and a paired set of light side decks for the tournament. Decklists for all four decks must be turned in together at registration, clearly stating which light side deck and which dark side deck will be played by which player. Players should also indicate the name of their partner on their decklists.

Tournament Structure

Teams are paired against one another using standard style Swiss pairings for a predetermined number of rounds. The number of rounds is announced by the TO at the beginning of the event. At the end of the Swiss rounds, the team that has accumulated the most tournament points is deemed the tournament champion. There is no cut to elimination rounds in a 2v2 tournament. If two teams are tied for the highest score at the end of the swiss rounds, they will compete in a final match to determine the tournament champion.

Seating

Players are seated next to their partners, and across the table from their opponents. After randomly determining which team will play the dark side in the first game, the dark side players take their seats, with player #1 sitting to the right of player #2. The light side players then take their seats, sitting side by side and across from the dark side players as detailed on page 2 of the *Balance of the Force* rulebook.

Scoring

Each match is scored following the standard "scoring" rules for a *Star Wars*: The Card Game tournament, as detailed on page 4 of this document. Tournament points are awarded to teams rather than to individual players.

Time Limit

The time limit for each round (between 80 and 120 minutes) is announced by the TO at the start of the tournament.

Teams are expected to do their best to complete two games within the time limit of a round. The first game is played to its completion, and the remainder of the round then becomes the time limit for the second game. If a game reaches the time limit, play continues (from wherever it was at the call of time) to the end of the light side team's turn. This is done to ensure that each team has an equal number of turns in each game. If no team wins the game in this period after time has been called, the game is scored as a draw, and each team earns 1 tournament point.

Intentionally stalling or abusing the time restraint is considered unsportsmanlike conduct and is cause for warnings, penalties, or disqualification.

Tiers of Tournament Play

Fantasy Flight Games' Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with a *Star Wars*: The Card Game tournament. In addition, the Competitive and Premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

Casual

Casual events stress fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using a *Star Wars*: The Card Game variant.

Competitive

Competitive events require players to have general knowledge of a game's rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of *Star Wars*: The Card Game's rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

Authorized Cards

In North America, all cards are tournament legal upon their product's release. Competitors outside North America should check with their TO to determine which cards are tournament legal.

Some events (e.g. GenCon, World Championships) may list specific products in this section as legal prior to that event's occurance.

2014 World Championship

SPECIAL NOTE: Although it may be released before or during the event, the **Between the Shadows** deluxe expansion will not be legal for the 2014 World Championship or for any side events during the 2014 World Championship Weekend.

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8 PLAYER DOUBLE ELIMINATION

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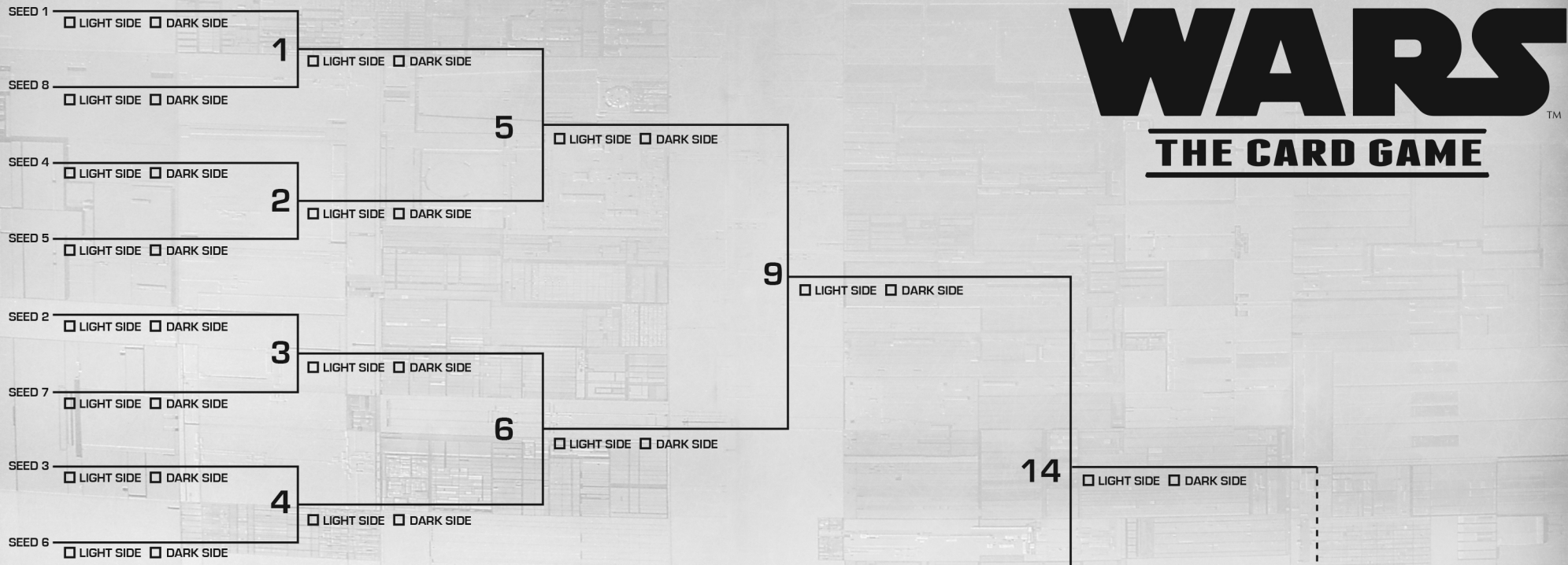

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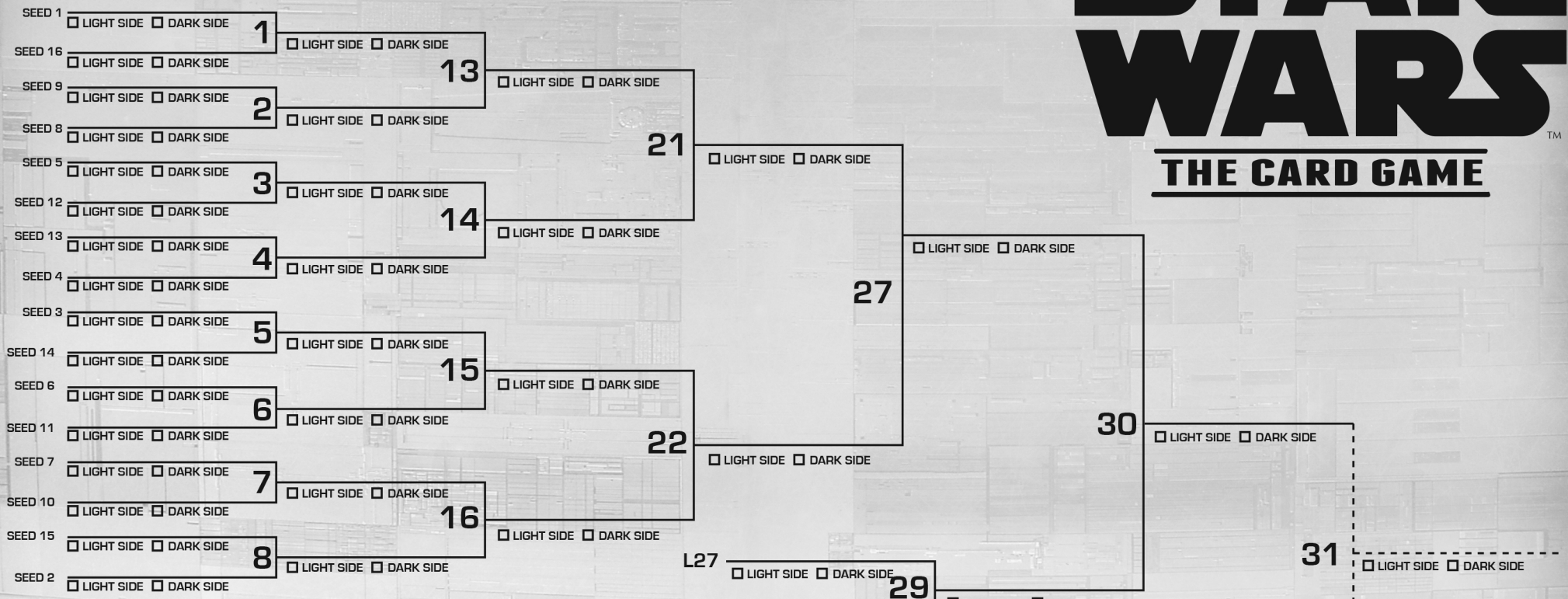

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