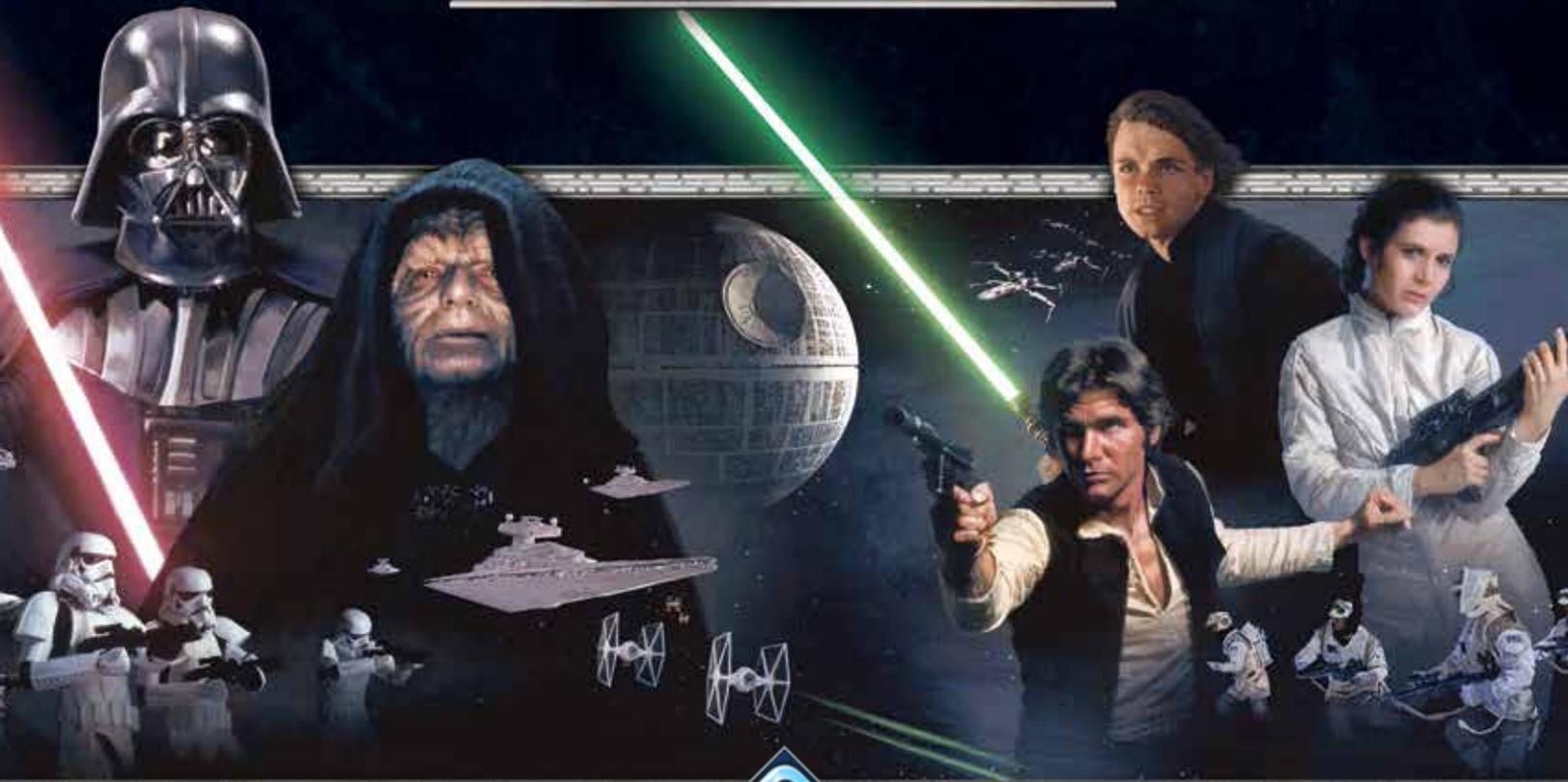# STAR WARS

THE CARD GAME ™

Organized Play and Tournament Rules

02/22/2013 - Version 1.01

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 list of sanctioned sets for 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.

Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, abusing an infinite combo to unnecessarily lengthen the game, inappropriate behavior, treating an opponent with a lack of courtesy or respect, scouting, predetermining the results of a match (i.e. determining a result before the match is played), premeditated collusion, etc. The TO, at his or her sole discretion, may penalize or remove players from the tournament for unsportsmanlike conduct.

Upon the first offense, the TO may in good faith issue a warning to the player (or group of players in the case of scouting or collusion) in question. Additionally, at the TO's discretion and based upon the severity of the unsportsmanlike offense and/or particularly when a warning has been issued but unsportsmanlike behavior continues, penalties such as forfeiture of a match, loss of tournament points, or disqualification from the event may be applied. In extreme or repeat offense situations, FFG reserves the right to ban players from future sanctioned tournaments and organized play events.

Tournament Organizer 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.

Card Sleeves

For all officially sanctioned regional, national, invitational, 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.

Running a Tournament

Competitive (head to head) tournaments for *Star Wars*: The Card Game are held in a series of 70 minute tournament rounds. Tournament Organizers (TOs) may adjust this number down to 60 minutes or up to 80 minutes as they see fit. (If it is adjusted, the length of the rounds should be announced at the start of the tournament.) Each tournament round, players compete against another competitor in a two game match. In the first game, one player plays a light side deck and his opponent plays a dark side deck. In the second game, the players switch sides, playing their decks for the sides they did not play in the first game.

Players score points based on the results of their match. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament, if there is no championship round scheduled. For larger tournaments, the field will cut to a final elimination bracket. In such a tournament, the top point scorers (usually a top 4, top 8, or top 16) will then play off in single elimination championship brackets to determine the tournament champion.

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 travelled 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 = 2 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.

If each player wins one game, **tiebreaker scoring** is used to determine a modified match winner, and that player is awarded 1 bonus tournament point. (So instead of a 2-2 score, with each player earning 2 points, the modified match winner would earn 3 points, while his opponent earns 2.)

There is a separate tiebreaker for each of the following scenarios, as they are distinct results:

1. **Each player wins with his light side deck.** When this occurs, the score on the Death Star dial at the end of each game is compared. The player who won the game with the lower total on his opponent's Death Star dial is the modified match winner, and receives 1 bonus point. If both players won their game with an identical score on their opponent's Death Star dial, the match is scored as a true draw, 2-2.

2. **Each player wins with his dark side deck.** When this occurs, the total number of objectives each player destroyed throughout the course of the entire match is compared. The player who destroyed more total objectives in his two games is the modified match winner, and receives 1 bonus point. If each player wins with his dark side deck and the total number of enemy objectives each player destroyed throughout the course of the match is equal, the match is scored as a true draw, 2-2.

At the end of each game, players are asked to record on the score sheet the following information: the game result, the total on the Death Star dial, and the number of objectives each player destroyed. This is done to facilitate tiebreaker scoring should it be necessary at the end of the match.

Example: In the first match of the tournament, Tom wins two games against his opponent, Nick. Tom earns 2 points for each game, and Nick earns 0 points for each game. This match is scored with Tom earning 4 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 2 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 3 points and John earning 1 point.

In the third match, Tom and his opponent, Greg, each win one game with their light side decks. They each earn 2 points for their win, and 0 points for their loss. The match then moves to tiebreaker scoring, and the players compare the final setting on one another's Death Star dials in each game. When Tom won with his light side deck, Greg's Death Star dial was set at 5. When Greg won with his light side deck, Tom's Death Star dial was set at 8. As Tom won with a lower total on his opponent's dial, he earns a bonus point for the match based on tiebreaker scoring, and the match is scored with Tom earning 3 points and Greg earning 2 points.

In the fourth match, Tom and his opponent, Kris, each win one game with their dark side decks. They each earn 2 points for their win, and 0 points for their loss. The match then moves to tiebreaker scoring, and the players compare the total number of objectives each of them destroyed throughout the course of the match. Tom destroyed a total of 5 objectives (2 as the light side player in game one, and 3 as the dark side player in game two), compared to Kris, who only destroyed 4 (2 as the dark side player in game one, and 2 as the light side player in game two). As Tom destroyed more total objectives, he earns a bonus point for the match based on tiebreaker scoring, and the match is scored with Tom earning 3 points and Kris earning 2 points.

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 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 cause for warnings or penalties detailed in that section above.

Concession Procedure

A player may concede a game 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. When a game is conceded, it is scored (for tiebreaker purposes) as if the conceding player destroyed 0 objectives and (if he is playing the dark side) his dial is at 0. The player winning by concession scores 3 destroyed objectives and (if he is playing the dark side) his dial is at 12.

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.

Strength of Schedule

If a tiebreaker between players with identical win-loss records 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.

Elimination Rounds

If a tournament champion is to be determined by championship brackets, the number of players who will make the cut into the championship bracket must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds will determine his or her seeding in the championship brackets; the qualifying player with the best record in the preliminary rounds will play against the qualifying player with the worst record in the preliminary rounds, the player with the second best record will play against the player with the second worst record, and so on. A player advances in the brackets with a win, a player is eliminated from contention with a loss. There is no time limit in the elimination rounds, and all games are played to their conclusion.

If—after tiebreaker scoring is applied—an elimination round match ends as a true draw, the players compete in a third game, with the winner of the third game advancing as the winner of the match. In this third game, the players use the same sides (light or dark) that they used in the first game of the match.

After all elimination round matches are complete, the winner of the final match is the tournament champion.

Authorized Cards

All *Star Wars* organized play events use the following sets of authorized cards. In North America, all cards are tournament legal upon that packs release. Regionals competitors outside North America should check with their TO to determine which cards are tournament legal.

Star Wars: The Card Game Core Set

The Hoth Cycle Force Pack Expansion Set (The Desolation of Hoth (March 2013), The Search for Skywalker (April 2013), A Dark Time…(May 2013), Assault on Echo Base(June 2013), The Battle of Hoth (July 2013), Escape from Hoth (August 2013))

Edge of Darkness Deluxe Expansion Set (May 2013)