

# Fantasy Flight Games Master Event Document

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Version 1.3

Notable changes from the previous version are marked in [blue](#).

Fantasy Flight Games Organized Play (FFG OP) takes many forms across multiple games. This document serves as a foundation that other, game-specific event regulations can build upon. It also serves as a rules compendium that applies to all official FFG OP events.

This document is divided into two parts: **Event Guidelines** and **Floor Rules**.

In **Part 1: Event Guidelines**, readers will find fundamental information about how FFG OP events are run, as well as definitions for several terms that are referenced across all FFG OP documentation. **All organizers of official FFG OP events are expected to be familiar with this section.** Participants in these events are also encouraged to read this section to better understand the “ins and outs” of Organized Play. The Event Guidelines section begins on page 4.

In **Part 2: Floor Rules**, readers will find the code of conduct, behavioral expectations, and penalty guidelines of FFG OP events. **All staff members, participants, and attendees of FFG OP events are required to adhere to the rules described in this section.** Failure to do so can result in the revocation of FFG OP privileges from an organizer or player. The Floor Rules section begins on page 15.

At the end of this document are two **Appendices**. These exist to serve as quick-reference guides for use throughout an event; they are not substitutions for the more detailed information found throughout this document.

**Disclaimer:** This Master Event Document is not intended to address all local laws and regulations and is intended as a guide and best practices for Organized Play events with mandatory Floor Rules for FFG OP events, that still allow for some discretion. Each Event Organizer should be familiar with local laws and regulations and should adjust accordingly in order to be in compliance with them if there is a conflict with this document. FFG disclaims any responsibility for such compliance.

FFG reserves the right to update this document at any time.

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# Part 1: Event Guidelines

## 1. General Event Concepts

The following are commonly used terms and concepts when engaging with Fantasy Flight Games Organized Play events:

### 1.1 Event Outline

FFG OP designs events and products to create a memorable experience for the intended player community. An Event Outline provides the guidance necessary to run an event that delivers that experience. All official FFG OP events have an Event Outline provided as part of their associated Organized Play kits. Some FFG OP products have more than one Event Outline, offering Event Organizers the choice of which to use.

Each Event Outline includes the following information:

- Instructions for the distribution of the FFG prize product
- The tier of the event (Casual or Competitive)
- The event's tournament structure (if it uses one)
- Requirements for staff roles to be fulfilled
- Description of the utilized variant rules (if applicable)

### 1.2 Official, Unofficial, and Unsanctioned Events

**Official** events are those which have an Event Outline (see above) published and provided by FFG OP. This includes seasonal Weekly Play and official Casual and Competitive series events.

**Unofficial** events are those without an Event Outline. This includes both events that do not utilize an FFG OP product and events that utilize a non-championship FFG OP product without an Event Outline. FFG strongly recommends that Event Organizers of unofficial events communicate their event's details to participants by utilizing the event tiers and structures defined in this document.

**Unsanctioned** events are events run by someone who does not have authorization from FFG to create an event using FFG's official event software, or by someone running an event using a method or location that is not approved or supported by FFG.

### 1.3 Event Tiers

There are two tiers of FFG OP events: **Casual** events and **Competitive** events. These tiers serve to establish the expectations of the event. The tiers are not intended to exclude people from participating, but rather are meant to communicate the experience that players can expect from the event. Official events, including tournaments, will be categorized as one of these two tiers. Unofficial events are always considered to be Casual-tier events.

### **1.3-A. Casual Tier**

Events at this tier are welcoming to all players, regardless of experience level. The focus of Casual events is on creating a fun and friendly environment where new players can learn and enjoy the game alongside long-time veterans. Weekly Play Nights and store-level events that do not award tournament points are considered Casual-tier events.

Even at Casual tournaments that award prizes for wins and/or placement, participants of these events are expected to be welcoming and help each other learn and improve at the game.

### **1.3-B. Competitive Tier**

Events at this tier expect players to possess at least moderate knowledge and experience of the game in question. Players should be familiar with the game rules and the event regulations, and they should be prepared to exercise that knowledge to play at a reasonable pace. The focus of a Competitive-tier event is a friendly, competitive, and fair environment. Larger-scale, official FFG OP events that award tournament points are considered to be Competitive-tier events.

## **1.4 Event Types**

Events serve primarily as a way to facilitate the game being played. Clear communication of the event details to all participants is the best way to set expectations appropriately. The first step in designing an event is deciding what type of event it is, based on its intended purpose.

### **1.4-A. Weekly Play**

Meant to be a very inviting event with minimal structure, Weekly Play events typically consist of only a scheduled time and location. The Event Organizer arranges for space to play, and players are invited to attend and play at their leisure with opponents of their own choosing. Prizes given away at Weekly Play events are typically based on players' engagement rather than their overall performance.

### **1.4-B. Tournament**

A tournament is a structured event in which players are paired against each other for multiple rounds. Some tournaments feature a "top cut," in which only certain players advance to further rounds.

The tournament tier (Casual or Competitive) and structure should be properly communicated when offering registration and before beginning the first round of play. Prizes are awarded in tournaments based on players' overall performance.

## **1.5 Prize Distribution**

It is important that events which offer prizes clearly define how those prizes are distributed and all local, state, and federal laws and regulations should be followed. The Event Outline of an official event includes the minimum prize distribution, which *must* be used. Event Organizers are welcome to supplement the event with additional prizing.

Event Organizers of unofficial events should clearly communicate the way that any prizes will be awarded prior to enrolling players and then ensure that prizes are distributed in that exact manner.

Prizes for tournaments should be awarded to appropriate players as they each conclude their participation, even if the tournament has not yet ended. For example, if a prize is to be distributed to the Top 32 players and there are only 32 players remaining, give that prize to every player that drops from the tournament beyond that point. Similarly, if a prize is to be distributed to the Top 4 players, only give that prize to players when the event has four or less players remaining. At the end of the event, all remaining players should be awarded their appropriate prizes.

**Important Note:** Players who have been **Disqualified** from an event forfeit any and all prizes they would have earned from their placement. More information about Disqualifications can be found later in this document in **Part 2: Floor Rules**.

## 2. Event Participant Roles

Every person that is part of an event is a participant. Participants are classified into roles based on that person's responsibilities. A participant's failure to fulfill the responsibilities of their role may violate the integrity of an event by disrupting a fair, safe, and inclusive environment. Suspected violations may be subject to investigation at the discretion of FFG. All participants share the responsibility of interacting with each other in a fair and respectful manner.

The different participant roles are:

- Leaders
  - Event Organizer
  - Judges
    - Head Judge
    - Floor Judges
  - Scorekeeper (for tournaments)
  - Additional Event Staff (optional)
    - Event Manager
    - Media Staff
- Players
- Spectators
  - On-Site Spectators
  - Digital Spectators
  - Influencers and Media

All official FFG OP events must have exactly one Event Organizer. All Competitive-tier events must also have at least one person in each of the non-optional Leader roles listed above, each of whom should have demonstrated expertise in the game rules and event regulations.

Note that the Event Outline for an official event may dictate additional staffing requirements.

## 2.1 Eligible Participants

Eligibility to participate in an official Fantasy Flight Games Organized Play—whether as a player, leader, or other role—is a privilege extended to all, with the following exceptions:

- The FFG Organized Play Suspension Policy includes a list of people for whom eligibility has been revoked, and official Event Organizers are required to enforce those suspensions.
- Employees of Fantasy Flight Games, Asmodee, and any of its subsidiaries and affiliates cannot participate as a player in official Competitive-tier events.
- Individuals prohibited from participating by applicable laws.
- Minors are ineligible to participate in FFG OP unless they have the permission of their legal guardian. A minor and their guardian declare that this permission has been given by allowing the minor to attempt to enroll in an event, however written releases may be required. All local, state, and federal laws and regulations should be followed, including prize eligibility.
- Other individuals deemed ineligible, at the sole discretion of Fantasy Flight Games.

Official FFG OP events must not restrict eligibility in any way other than those listed here unless the Event Outline explicitly allows for it.

## 2.2 Leader Roles

**Leaders** are the individuals who lead and manage an event. The leader roles are: **Event Organizer, Head Judge, Floor Judge, Scorekeeper, Event Manager, and Livestream Staff.**

If unsure about an issue, leaders should consult the game rules and event regulations (especially the **Part 2: Floor Rules** section of this document) provided by FFG before making a decision. Leaders should avoid any actions that could be misconstrued as introducing impropriety to the event, such as favoritism, nepotism, or general unprofessionalism.

### 2.2-A. Event Organizer (a.k.a. Tournament Organizer)

All events must have a single person designated as the Event Organizer. This person is ultimately responsible for the entire event, including both planning and execution. The Event Organizer holds the following responsibilities:

- Providing or arranging for a location for the event.
- Obtaining all materials necessary for the execution of the event.

- Publicizing the details of the event.
- Selecting people to fill other leader roles, if necessary.
- Maintaining the integrity of the event.
- Supervising the performance of other leaders.
- Arranging for the distribution of prizes.
- Resolving any unforeseen issues which may arise during the event.
- Being available at the event location throughout the entirety of the event.
  - If required to leave for any reason, the Event Organizer must designate an Event Manager to act in their stead until they return (see **2.2-E. Additional Event Staff** below).
- Overseeing the scorekeeping of the event and deciding how to repair scorekeeping errors alongside the Scorekeeper (if there is one). At Competitive-tier tournaments, players should not be involved in the scorekeeping process.
- The Event Organizer may deny entry to a participant if the player is barred from the venue or would exceed the venue's capacity. This is in addition to the rules listed under **2.1 Eligible Participants** above.
- The Event Organizer may have a participant removed from the venue and should do so if that participant has performed any of the significant unsporting conduct detailed in **Part 2: Floor Rules**.
- The Event Organizer may designate one or more individuals as a leader, such as Head Judge, Floor Judge, Scorekeeper, etc.
- The Event Organizer may always modify which individuals are designated for leader roles to preserve the integrity of the event.
- By default, the Event Organizer also holds the responsibilities of every leader role that they have not appointed someone to serve as.

## 2.2-B. Head Judge

An event may have up to a single Head Judge. A Head Judge should be very knowledgeable in the game rules and event regulations. These leaders act as the final authority for the interpretation and application in those matters. The Head Judge responsibilities are:

- Familiarizing themselves with up-to-date rules documentation.
- Enforcing correct rulings and tournament policies.
- Clearly identifying themselves as the Head Judge to players at the start of an event.
- Reviewing determinations made by Floor Judges when a player requests that they do so and providing a final determination.
- Providing final determinations when they answer game rules and event regulation questions themselves or when they personally resolve disputes between players regarding the game state.
- At a tournament, making informational announcements after completing player enrollment, just before beginning the first round of play. The Head Judge announcement



will briefly explain the tournament tier, provide details of the event's structure, and warn against unsporting conduct.

- Helping to determine if unsporting conduct has occurred and what the appropriate remedy for the situation is. In cases where Disqualification of a participant is possible, the Head Judge should inform the Event Organizer before issuing the penalty.
  - Only the Head Judge has the authority to disqualify participants from an event. More information about this penalty can be found in **Part 2: Floor Rules**.
- Maintaining an air of professionalism and courtesy while staffing the event.
  - Head Judges should refrain from engaging in trading, long personal conversations, phone calls, or other activities that would distract them from their duties during the event.
- Reporting results of Competitive-tier events to FFG OP, when applicable (see below).
- (Optional) Performing the duties and responsibilities of a Floor Judge.

The Head Judge is responsible for reporting the results of Competitive-tier events to FFG OP. Most of the time, this will be handled automatically by the official tournament software on Melee.gg. However, if the available technology prevents automatic reporting, the Head Judge must send an email to FFG OP within 1 week of the event's conclusion. This email must contain the following information:

- Event results
- Final player standings
- Any incidents that occurred
- Penalties issued, disqualifications, and/or bans
- Any and all rulings they made during the event, including thorough descriptions of the situation, justifications for the rulings, and justification for why the Head Judge decided not to follow the written rules (see below).

A Head Judge's rulings and decisions about the game and the event are final and absolute. The Head Judge should always try to stick to the written rules as much as possible, but may decide in rare occasions to deviate from these rules in order to ensure the event runs smoothly for all players and its integrity is maintained. Any ruling that is made by the Head Judge about a specific card or card interaction during an event should be communicated to all participating players as soon as possible between rounds. This ruling is only valid during that event and only for games happening during that event. In case of a conflict, a ruling made by a Head Judge overrules the written rules of the game and its Tournament Regulations. Any such ruling made by a Head Judge must be communicated to FFG OP via email, including a clear explanation of the ruling that was made and justification for why the ruling was made.

## 2.2-C. Floor Judge

An event may have any number of Floor Judges, including none. These leaders are expected to be knowledgeable of the game rules and event regulations. Floor Judge responsibilities include:

- Assisting players and spectators. The primary way that Floor Judges do so is by resolving infractions or answering questions of the game rules and event regulations as they arise.
  - Floor Judges also help to resolve disputes between players regarding the game state. Their determinations are subject to review by the Head Judge.
- Walking around the event floor and observing matches and intervening when an infraction is noticed.
- Performing deck checks to ensure the integrity of the event is maintained.
  - Deck checks can be performed at any point during an event, including during a game.
- Assisting in the delivery of match results to the Scorekeeper.
- Maintaining an air of professionalism and courtesy while staffing the event.
  - Floor Judges should refrain from engaging in trading, long personal conversations, phone calls, or other activities that would distract them from their duties during the event.
- Referring any issues related to unsporting conduct to the Event Organizer and/or Head Judge.
- Respecting the authority of the Head Judge and Event Organizer and helping them to ensure the event runs as smoothly as possible.

## **2.2-D. Scorekeeper**

Any tournament event, especially Competitive-tier tournaments, should have at least one Scorekeeper. These leaders help keep the engine of the event running, and they are expected to be knowledgeable of at least the event regulations. Scorekeeper responsibilities include:

- Utilizing tournament software to accurately track each player's win-loss record.
- Printing, distributing, and collecting match slips for each round of the tournament.
- Ensuring that each player is paired with the correct opponent.
  - This includes clearly posting the pairings for players to see.
  - During Swiss rounds, the correct opponent is a player who shares the same win-loss record, or as close to that as possible.
  - During Elimination rounds, the correct opponent is the next player along the bracket track.
- Correcting errors in players' records or round pairings.
  - If correcting an error would significantly alter current pairings or affect the tournament's round structure, the Scorekeeper should discuss the correct course of action with the Head Judge and/or Event Organizer.

**\*Note:** For larger events, it is beneficial to have multiple Scorekeepers in order to divvy up the above responsibilities to improve efficiency.

## **2.2-E. Additional Event Staff**

There are two additional, optional leader roles that can be utilized in an event: the **Event Manager** and the **Media Staff**.

The **Event Manager** functions as the Event Organizer's second-in-command and assumes all the same responsibilities as the Event Organizer whenever the Organizer is unavailable. In larger events, the Event Organizer can delegate some of their responsibilities to the Event Manager in order to help improve efficiency in running the event.

The **Media Staff** includes anyone taking photos, providing commentary, interviewing players, and/or operating livestream equipment in direct association with the Event Organizer. Only people designated as Media Staff by the Event Organizer are considered to be this type of leader; third parties providing their own media coverage (with the consent of the Event Organizer and any players involved) are not considered to be Media Staff for the event. Instead, they are considered to fall under **2.4-C. Influencers and Media**.

## 2.3 Players

The duties of a player are numerous but can be summarized as follows: come prepared and play with good sportsmanship. Players hold the following responsibilities:

- Being physically present at the event and playing in at least one round of the event. A player that enrolls but does not play in any rounds of the event is not considered to have been a player and is not eligible for any prizes, even participation prizes.
- Bringing all necessary materials to play in the event. This includes materials required by the Event Organizer and any materials defined in the relevant game rules or event regulations.
- Informing a Scorekeeper of their intent to leave or drop from the event, verbally or in writing if requested.
- Interacting with other participants in a respectful manner and providing honest and complete information to leaders.
- Making decisions and playing at a reasonable pace (see **Part 2: Floor Rules, Section 3.6 Slow Play** for more information).
- Communicating in a sufficiently clear manner with their opponents and maintaining a clear game state.
  - This includes proper use of tokens, markers, and counters that leave no room for ambiguity. For example, if a player places their hand on the table temporarily, it is advised that they place a marker on those cards to distinguish them from any other face-down cards that may be on the table.
- Seeking the assistance of a Floor Judge if unable to amicably resolve a game disruption in their current game.
- Not engaging in unsporting conduct or violating the integrity of an event (see **Part 2: Floor Rules, Section 3.8 Unsporting Conduct** for more information).

- Immediately informing a leader of any unsporting conduct or attempts to undermine the integrity of an event.
- Abiding by the eligibility restrictions of an event (see **2.1 Eligible Participants**).
- Being aware of the contents of this document. Players are not expected to memorize the Master Event Document, but they will be expected to act in accordance with the content herein, especially that of **Part 2: Floor Rules**.

## 2.4 Spectators

All Spectators are optional participants in an event. They come in three varieties: **On-Site Spectators**, **Digital Spectators**, and **Influencers and Media**.

### 2.4-A. On-Site Spectators

All people present at an event are participating as On-Site Spectators when not actively engaging in another role. This includes casual observers who may have never heard of the game being played and players who are glancing over at another match between gameplay actions. On-Site Spectators have the following responsibilities:

- Refraining from providing outside assistance to players during their games.
- Not disturbing games. This includes discussion of the game in progress, making excessively loud noises, or physically intruding on the players or their gameplay area.
  - **If a Spectator witnesses a gameplay mistake**, they should respectfully [call for a Floor Judge](#). The Spectator may let the players know that they believe they saw an error but should refrain from specifying the error or giving any details before speaking with the Judge.
- Respecting a request by a player or leader to not observe a game or games.

### 2.4-B. Digital Spectators

All people who are watching a stream, recording, or other digital footage of an event are Digital Spectators. The footage in question does not need to be recent to qualify as event footage, and thus anytime a Digital Spectator observes a game, they must abide by the following responsibilities:

- Refraining from providing outside assistance to players during their games.
- Not engaging in harmful, inappropriate, or irrelevant conversation in the chat.
- Showing respect to other Digital Spectators and to the people within the footage itself (expressing opinions about a person's gameplay choices is fine; calling that person names or making fun of them for their choices is not).

### 2.4-C. Influencers and Media

All people who provide commentary during a game, interview players between games, or record or stream footage of a game (without being officially designated Media Staff) are considered

Influencers and Media. Regardless of the work they are doing, all Influencers and Media must abide by the following responsibilities:

- Obtaining the express consent of both the Event Organizer and any players\* or event staff involved in their interview, recording, stream, etc.
  - Taking photographs is a form of recording, and thus requires consent just like all other forms of media.
  - \*Minors cannot be interviewed, and their gameplay cannot be recorded or streamed by anyone other than official Media Staff, without exception.
- Refraining from providing outside assistance to players during their games.
- Not disturbing games. This includes discussion of the game in progress, making excessively loud noises, or physically intruding on the players or their gameplay area.
  - Anyone providing commentary for a particular game must do so from a respectful distance so that their commentary does not disturb the players.
  - **If an Influencer or Media person witnesses a gameplay mistake**, they should respectfully inform a Floor Judge **without disturbing or interrupting the game**.
- Respecting a request by a player or leader to not observe a game or games.

## 2.5 Performing Multiple Roles

Certain participants may engage in multiple roles in an event. **NOTE:** Even when a person stops performing a role at a particular event, they must still observe these restrictions in respect to their previous roles.

- At any event, regardless if it is Casual- or Competitive-tier, players cannot also perform any leader role.
- The Event Organizer must perform the duties of each other required leader role that they have not designated someone to fulfill. The Event Organizer cannot actively perform any non-leader role, except On-Site Spectator.
- A Head Judge that is designated by the Event Organizer cannot actively perform any other role, except On-Site Spectator.

## 3. Tournaments

Many official FFG OP events, especially Competitive-tier events, take the form of a tournament. This section outlines the basic elements of a tournament, which should be clearly communicated by the Event Organizer during the promotional period of an upcoming event.

### 3.1 Tournament Structure

The structure of a tournament determines how the tournament will proceed from start to finish. These details include:

- The number of Swiss rounds to be played. This may be based on attendance.

- The length of time allotted for each round of gameplay.
- The gameplay format and/or variant (if any).
- The number of players in any progression cuts.
- If a progression cut is followed by Swiss, elimination, or double-elimination rounds.
- What determines the end of the tournament.

## 3.2 Tournament Round Mechanics

In a tournament, each time a player is assigned an opponent to play against (or multiple opponents in multiplayer formats), they play a round. Each game will define what gameplay constitutes a tournament round in its Tournament Regulations. Different types of rounds are detailed below:

### 3.2-A. Swiss Rounds

A Swiss round is one in which an opponent is paired randomly against another player with the same win/loss record in the current event (or a similar record, if there are no remaining unpaired players with the same record). The results of every Swiss round are reported to the Scorekeeper. Players can participate in all Swiss rounds of a tournament that occur before a progression cut.

### 3.2-B. Elimination Rounds

An elimination round is one in which the losing player is potentially removed from the tournament. They are most frequently used following a progression cut after a number of Swiss rounds. Each game defines a method for determining the winner of an elimination round. Elimination rounds can be single-elimination or double-elimination. Players can be randomly placed into a bracket or seeded according to their current tournament standing.

In **single-elimination** rounds, once a player has lost a match, they are removed from the tournament. Their final position in the tournament is determined by the number of elimination-round opponents they faced before being eliminated.

In **double-elimination** rounds, a player must lose twice before being eliminated. After their first loss, the player is paired against other players who have lost a match and continue to play in a separate bracket until they either lose again or win the tournament. The player's final position in the tournament is determined by the number of players that made it farther in the "losers bracket" than them.

### 3.2-C. Progression Cut

A progression cut is a process used to separate the players who have met a certain threshold for performance or standing and allow them to continue competing in the tournament. The majority of tournaments that feature a progression cut will only utilize one: a progression cut to single- or double-elimination rounds after Swiss rounds.

There are two different methods to conduct a progression cut:

- **Standings-Based:** After a number of tournament rounds, standings for all players in the tournament are generated, using tiebreakers to assign each player a specific placement. A standings-based progression cut removes all players below a certain placement from the tournament. The tournament then continues with the remaining players, usually with elimination rounds.
- **Record-Based:** After a number of tournament rounds, players are categorized by their win-loss records. A record-based progression cut removes all players who have not achieved a predeclared win-loss record from the tournament. The tournament then continues with the remaining players, usually with elimination rounds.

### 3.2-D. Bye

A bye is an automatic win granted to a player for one tournament round. That player is not assigned an opponent for that round. Byes are most frequently awarded when the number of players is not divisible by two and one player is therefore unable to play for the round.

## Part 2: Floor Rules

### Introduction

In order for the competition inherent in a game to have meaning, the competitors must implicitly agree to play the game correctly, and to challenge one another and themselves within the confines and structures of that game. This document provides all participants of Fantasy Flight Games Organized Play events the appropriate procedures, guidelines, and penalties involved in properly handling rules and conduct violations that may occur at an FFG tournament. In addition, these guidelines explain the general philosophy behind several of FFG's Organized Play policies. All of the points described in this document are intended to promote a fair and enjoyable gameplay experience for all players at any given FFG event.

### How to Use These Floor Rules

These procedure guidelines cover two broad categories: **gameplay disruptions** and **event disruptions**.

It is the players' duty that all steps and sequences in a game are observed and executed accurately, and that the experience is enjoyable for both parties involved. It is the Judges' duty (both the Head Judge and Floor Judges) to determine the proper resolution of any issues that may occur over the course of an event, be they gameplay-related or related to the event itself. **Making these judgment calls is one of the central skills of being a Judge.** The ability to assess the details of a specific situation and make the ruling that best upholds both the letter and spirit of the rules is one of the most important reasons to have official Judges at events. If necessary, a Floor Judge can refer to the Head Judge for assistance.

This document empowers leaders of FFG OP events to make these critical decisions. A spectrum of possible resolutions exists for each disruption that could occur, and these guidelines exist to help Floor Judges and Head Judges determine which resolution best fits the situation at hand. When issuing a greater penalty than a Warning Penalty (read this document further for details about different penalty types), the Head Judge should approve the penalty. If a Disqualification is issued, the Event Organizer should also be made aware (keep in mind that only a Head Judge can issue Disqualifications). If there is a dispute about a particular issued penalty, the final call is up to the Head Judge based on their respective knowledge of the event and the disruption in question.

Any disputes, arguments, or other issues regarding a Disqualification or other penalty should be reported directly to FFG Organized Play at [OrganizedPlay@FantasyFlightGames.com](mailto:OrganizedPlay@FantasyFlightGames.com).



# 1. Philosophy and General Guidelines

Fantasy Flight Games' Organized Play events uphold a mindset of providing an enjoyable experience that is open to anyone who wants to come and play a game. This philosophy holds true across all of FFG's brands, regardless of a game's age or legacy.

Penalties are intended to educate players who have made a mistake, whether that mistake was gameplay-related or conduct-related. The reason a penalty is applied at all is to help players learn from their mistakes, and to deter them and other players from making similar mistakes in the future.

## 1.1 The Role of a Judge

As a mediator and conflict resolver, it is a Judge's duty (both Floor Judges and the Head Judge) to remain impartial and objective no matter what situations may arise. Floor Judges should not involve themselves in a particular match unless they have reason to believe a rules or event guideline violation has occurred. If a Floor Judge witnesses a mistake being performed by a player, they may approach the table and explain to the players the mistake that was made and then correct it accordingly. A Floor Judge should be capable of identifying an issue and determining the correct response based on the guidelines laid out in this document.

A Floor Judge should be able to realize if a situation may call their impartiality into question. When they recognize this, the Floor Judge should inform the Head Judge of the event and have either a different Floor Judge or the Head Judge make the decision.

All Judges are human, which means they are capable of making mistakes. Upon making a mistake, a Judge should acknowledge it and apologize for their error, then attempt to fix it if it is not too late. If a player commits a gameplay disruption directly because of incorrect information from a Judge, the Head Judge is allowed to downgrade any penalty that player may receive because of it.

If a player believes that a Floor Judge has issued an incorrect ruling or penalty, that player may appeal to the Head Judge. The Head Judge should listen to both the Floor Judge and the player before deciding on a resolution. Once made, **the Head Judge's decision is final.**

Floor Judges should not deviate from this document's guidelines. If a Floor Judge feels that a deviation is necessary, they should consult with the Head Judge first. **The Head Judge of an event has the final say on rulings and penalty decisions.**

## 1.2 Penalty Definitions

There are four types of penalties that are used to enforce the guidelines laid out in this document: **Point Penalties, Game Losses, Match Losses, and Disqualification.**

### 1.2-A. Point Penalties

Point Penalties are the most common form of penalty. The purpose of these penalties is to notify the player that their behavior has moved outside of the rules, to prompt them to correct their behavior, and to educate them so they do not repeat the mistake. When a player is issued a penalty at an **official** event, the involved Judge should write down the player's name and the reason they have been given the penalty, as well as how many **penalty points** that player receives from it (explained below). Please keep in mind that certain gameplay-related penalties can (and should) be lessened during Casual-tier events.

Point Penalties come in four varieties: **Warning Penalty**, **Escalated Penalty**, **Severe Penalty**, and **Extreme Penalty**.

A **Warning Penalty** is the most basic form of penalty and is given out when a player commits a minor gameplay disruption that is quickly and easily resolved. These penalties are worth **1 penalty point**.

An **Escalated Penalty** is given when a player causes an intermediate gameplay disruption or minor event disruption, such as a simple error on their deck list or unintentional slow play. These penalties are worth **2 penalty points**.

A **Severe Penalty** is given when a player repeats an infraction, causes a significant gameplay disruption, or causes an intermediate event disruption, such as a heated argument between players or bad attitude toward a Judge. These penalties are worth **4 penalty points**.

An **Extreme Penalty** is given when a player causes a significant event disruption that does not quite warrant a Disqualification, such as aggressive behavior toward an opponent or spouting profanities. These penalties are worth **8 penalty points**.

**If a player ever accumulates 10 or more penalty points, that player is Disqualified.**

As was mentioned earlier, penalty points granted due to gameplay and non-behavioral event disruptions should be worth 1 fewer penalty point each at Casual-tier events. This is because, at events where newer players are still learning the game, it is more appropriate to be lax on disruptions related to players making honest mistakes as they play. However, penalties due to poor behavior, unsporting conduct, or cheating should never be reduced.

For events that have a streaming table, a Floor Judge may, at their discretion, increase the penalty point value of any behavior-related infractions that happen on stream, particularly for those involving unsporting conduct.

While submitting the results of an event to FFG, the Head Judge should make sure that the penalty point records of each player that received penalties are included in the event report. In addition, if the Head Judge made any rulings that deviate from the written rules of the game, they should include an explanation of those rulings and why they were made.

For a clear overview of what infractions can lead to a Point Penalty, see **Appendix: Penalty Guidelines** on pg. 31.

### **1.2-B. Game Loss and Match Loss**

A **Game Loss** is a standard penalty when a player commits a more serious disruption for which a Point Penalty alone is not sufficient, or a game has been disrupted to the point of no longer being salvageable. The player scores as if they lost the game (or came in last place at a multiplayer table), and the winning player is awarded a win. A Game Loss is issued alongside an appropriate Point Penalty, typically an Escalated or Severe Penalty, depending on the disruption.

A **Match Loss** is similar to a Game Loss but takes it a step further. For tournament rounds where there are several games to a match (i.e., a best-of-three match), a Match Loss means the penalized player scores as if they lost the whole match, not just a single game. This is a more severe penalty that should be applied if a Game Loss is not sufficient. A Match Loss is issued alongside an appropriate Point Penalty, typically a Severe or Extreme Penalty, depending on the disruption.

Every Game Loss and Match Loss penalty must be approved by the Head Judge before being issued. While submitting the results of an event to FFG, the Head Judge should **include the names of all players who received a Game/Match Loss penalty throughout the event** and why they received that penalty.

If both players in a match would be issued a Game Loss at the same time, the Game Losses are recorded but do not impact match score.

### **1.2-C. Disqualification**

Disqualification is the standard penalty if a player has received **10 or more penalty points in an event**. The player automatically receives a Match Loss for the current round and is dropped from the event **without receiving any prizes associated with their final position**.

**Note: Only the Head Judge has the authority to Disqualify a player from an event.** Floor Judges may recommend a certain player for Disqualification to the Head Judge—such as when that player receives multiple Point Penalties—but only the Head Judge themselves is able to actually Disqualify them.

At the Event Organizer's discretion, a player can be removed from the event venue, especially when that player has been Disqualified.

While submitting the results of an event to FFG, the Event Organizer should **include the names of all players who received a Disqualification throughout the event** and why they received that penalty. If a player consistently earns Game/Match Losses or Disqualifications across multiple events, this information should be shared with FFG OP as well. Organized Play events

should operate under the assumption that all players are given the benefit of the doubt; that said, patterned disruptive behavior should not be ignored.

## 2. Gameplay Disruptions

### 2.1 What Defines a Gameplay Disruption

A **Gameplay Disruption** occurs whenever a game step, sequence, or mandatory occurrence is unintentionally overlooked or performed erroneously. For dealing with issues regarding repeated or intentional abuse or violation of the rules, see the **Cheating** section of **Unsporting Conduct** under **3. Event Disruptions**.

It is each player's responsibility to play the game accurately and resolve all mandatory card abilities and game steps as necessary in order to maintain a proper game state. The potential for one player or the other to gain advantage by overlooking a step or mandatory occurrence is very real, which is why these disruptions are taken seriously. Even if a player did not intend to overlook a rule, they could still benefit enough to turn the game in their favor. Thus, it is imperative that these disruptions be dealt with in order to restore the integrity of the game. To do this, Floor Judges are encouraged to use one of two main resolutions: **resolve now** or **rewind**.

The **resolve now** solution is used when the overlooked rule or ability in question can still be retroactively applied without giving either player major advantage.

The **rewind** solution is used when the resolve now solution cannot be used without giving one player significant advantage over the other. For this solution, players reverse their actions and "back up" the game to the point where the mistake was made, correct it, then continue on from that point as normal.

When performing a rewind, the Floor Judge should ensure the following:

- A proper investigation is conducted on the situation, the board state, past actions, the possibility of malicious intent/unsporting conduct, and who is gaining information and/or advantages from the situation.
- An investigation should ideally take only a few minutes. If the investigation takes more than two minutes, then additional time should be given to the players to finish their match.
- After performing the rewind, the Floor Judge's "footprint" on the game should be as little as possible. Even the slightest disruption to the flow of the game should be avoided when possible.
- Remember, the goal of the Floor Judge, when possible, is to make sure the game is continuing as it should have on every aspect, as if the problematic situation never occurred.

Please note that the further from an oversight a game advances, the more complicated the rewind procedure becomes. If the game has advanced to a point where rewinding would undo a

significant portion of the game, the Floor Judge can decide, on their judgment, that the game cannot be rewound. If this happens, the Head Judge should be notified, and the player who committed the infraction is given a Game Loss.

As a general rule, it is up to the Floor Judge to decide what action is necessary to resolve an issue. If a Floor Judge is uncertain about what to do, they should call the Head Judge to help determine a solution.

The **four** types of gameplay disruptions are: **Missed Mandatory Abilities**, **Missed Game Steps**, **Card Manipulation Error**, and **Inaccurate Gameplay**. Generally, if a gameplay disruption is relatively small and only happens once, then the player receives a Warning Penalty and that's it. If a disruption is larger (meaning it significantly disrupts the flow of the tournament round), or a player commits the same gameplay-related infraction more than once, then the penalty may be escalated accordingly.

## 2.2 Missed Mandatory Abilities

A missed mandatory ability occurs whenever an automatic card ability that should have occurred is skipped or overlooked. A mandatory ability that should not occur, but is resolved by mistake, also counts as a missed mandatory ability.

Examples of mandatory abilities include conditional card text (“when X occurs, do Y,” etc.) and non-optional keyword abilities. Optional abilities often include “may” in the ability’s description.

It is a player’s responsibility to make sure both they and their opponent(s) are fully aware of all abilities (both mandatory and optional) of each card they play, both when the card is initially played and when asked at any point. This includes a clear distinction of who controls each ability and who benefits from them. This responsibility is doubly important in an international environment in which players may have cards written in different languages than their opponents.

Likewise, it is a player’s responsibility to resolve each ability at the appropriate time, and to know when the trigger and its resolution occur. Sportsmanship is encouraged, and players can remind their opponents of their optional abilities if they wish, though this is not mandatory.

The responsibility is shared by all players to make sure if a player can or cannot take a specific action or resolve a specific ability, or if they are finished with their actions and abilities.

## 2.3 Missed Game Steps

A missed game step (or game effect) occurs whenever an automatic game occurrence that should have occurred is skipped or overlooked. A forced game occurrence that should not occur, but is resolved by mistake, is also considered a missed game step.

Examples of game steps include the readying of cards at the end of a round, drawing cards, or the removal of tokens/cards at the end of the round.

## 2.4 Inaccurate Gameplay

Inaccurate gameplay occurs any time an ability or game step is resolved in an incorrect or inaccurate manner.

Examples of inaccurate gameplay include when a player performs an illegal action (such as playing a card when an effect prevents them from doing so) or incorrectly resolves a card ability (such as if they misread a number).

## 2.5 Card Manipulation Errors

Mistakes happen, and sometimes a player grabs one too many cards while drawing, absentmindedly draws a card when not allowed to do so, or reveals the wrong number of cards while resolving a game effect. This section addresses disruptions involved when a player *accidentally* draws extra cards, reveals extra cards, or otherwise unintentionally damages the integrity of the game when manipulating cards, decks, or other card-related aspects of the game area (hereafter referred to as “card errors”). If the Floor Judge has reason to believe that a card error was intentional, they should investigate for cheating.

The Judge must thoroughly investigate the game state and what sequence of events happened before the card error occurred. Any action or effect that affected the deck (or other card pile) should be mentally tracked as much as humanly possible. Once the investigation is complete, the Judge should perform whatever actions are necessary to fix the issue, with the goal of leaving no clear advantage to the player who performed the mistake, and let the game continue as it should have before the card error occurred. After reaching a resolution, the Floor Judge issues the player who performed the card error an Escalated Penalty.

As a reminder, the random portion of the deck is made up of all the cards in the deck that are still unknown to both players. Any card that has been legally placed at a specific position within the deck (such as the top or bottom) or was legally known to be at a specific position (such as a card revealed by an ability) does not belong to the random portion of the deck. The Judge should make sure those cards remain where they are supposed to be once the resolution is complete.

***Example 1:** Player A is supposed to draw 2 cards and accidentally draws 3.*

In this situation, the Judge must first investigate whether any of the drawn cards were known information to the player (for example, they previously used an ability to look at the top X cards of their deck). If all of the cards were known, then the Judge returns the extra card back to its original position in the deck. If any of the cards were not known information, then the Judge should identify the extra card as best they can and reshuffle it back into the random portion of the deck. If the extra card cannot be identified, then the Judge must pick a card at random from

Player A's hand, excluding any card that is known information to both players (such as a card that was returned to Player A's hand from play by an in-game effect). The randomly-chosen card is shuffled back into the random portion of the deck. After resolving this issue, the Judge then issues Player A an Escalated Penalty.

**Note:** Whenever a Judge shuffles a card back into the random portion of a deck, this does *not* count as an in-game shuffle for any abilities or effects that may trigger off of such.

*Example 2: Player A triggers an ability that allows them to look at the top 2 cards of their deck. However, they accidentally look at the top 3 cards of their deck.*

In this situation, the Judge should investigate if the cards that were seen were all or partially already known information to the player who made the mistake. The known cards should stay where they were supposed to be before the mistake (i.e. within the top 2 cards of the deck). The other cards should be reshuffled within the random portion of the deck. The Judge then issues Player A an Escalated Penalty.

*Example 3: Player A has a hand of 2 cards and, after briefly setting their hand aside, accidentally picks up some other cards that they had placed face-down as part of gameplay, mistaking it for their hand.*

In this situation, the Judge should investigate to make sure that all cards involved in this incident can be identified, and also identify the status (ready or exhausted) that the face-down cards were in before they were picked up. If everything can be properly identified, the Judge should simply swap the cards back into their original positions and status and allow the player to reclaim their hand and keep playing. If the involved cards cannot be identified, then the game has been irreparably compromised, and Player A should be given a Game Loss and an Escalated Penalty. If the cards can be properly identified, but the status of the face-down cards (whether they were ready or exhausted) cannot be determined, then the Judge should set those cards as exhausted and Player A should receive an Escalated Penalty.

## 2.6 Repeated Gameplay Disruptions

The guidelines laid out in this section have been in reference to the **first** time a player unintentionally commits any of these infractions over the course of an event. Even expert players are capable of making the occasional mistake, thus the first time one of these incidents occurs in an event, a low-level penalty is often sufficient (unless it leads to a much larger disruption of the event overall). However, if a player repeats the same mistake a second or third time over the course of the same event, then this is a more serious infraction.

As mentioned earlier in this document, the purpose of a penalty system is to inform a player when they have committed an infraction and to educate them so that it does not happen again. If a player does not heed this warning and performs the same mistake again, then the involved leader should investigate for cheating.

Regardless of the reason behind it, a repeated infraction should be taken seriously, and thus warrants an Escalated Penalty at the very least.

## 3. Event Disruptions

### 3.1 What Defines an Event Disruption

An **Event Disruption** occurs whenever a participant makes a mistake or behaves in a manner that threatens the integrity, hospitality, or general safety of the event itself. While gameplay disruptions can throw off an individual game, event disruptions can affect the entire event, and thus should not be taken lightly. Event disruptions can be intentional or unintentional—it is up to the Floor Judges, the Head Judge, and the Event Organizer to interpret a situation and determine the best course of action.

The goal of FFG's Organized Play is to promote a safe, welcoming environment for players of all kinds to come and enjoy the games they love. Event disruptions, even minor ones, can lower or even ruin an attendee's enjoyment. All attendees are held to the expectation that they treat every person around them with politeness, respect, and general courtesy. Those who violate this expectation risk being deemed unwelcome at the event, and, at the Event Organizer's discretion, may be removed from the premises. Repeat offenders may be suspended from attending official FFG OP events, at FFG's discretion.

### 3.2 Tardiness and Absences – Escalated Penalty, Game/Match Loss

Each player in an Organized Play event is responsible for being present at the correct table at the start of a tournament round. If a player is not in their correct seat by the scheduled start time of the round, then that player is **tardy**, and their opponent may call a Floor Judge and ask them to start a timer. The tardy player receives an **Escalated Penalty** at this time.

A player is tardy if they are **between 1 and 5 minutes late**. After 5 minutes, if the tardy player still has not shown up, then that player is **absent** and is given a **Game Loss**. If the absent player does not show up within **10 minutes of the start of the round**, then that player is given a **Match Loss**, they receive a **Severe Penalty**, and they are **dropped from the tournament roster**. This is *not* a Disqualification—if, after being dropped from the tournament, the absent player shows up again before the beginning of the next round, that player may be re-added to the tournament roster upon their request.

A player must take care to arrive at the correct seat and play against the correct opponent. **If a player sits at the wrong table and plays against the wrong opponent, this counts as being tardy/absent** for their actual scheduled match. The player who sat at the wrong table receives a Game Loss, and **both players** receive the Escalated Penalty—this is because *both* players in a match are responsible for paying attention to the pairings and making sure that they play against the correct opponent.



For events that have a streaming table and/or static seating, those tables are treated the same as any other table regarding tardiness and absence.

Tardiness penalties also apply to other actions that players must perform by a specific point in time, including—but not limited to—submitting deck lists.

### 3.3 Errors with Deck Lists – Escalated Penalty, Game/Match Loss

Deck lists are tools used by leaders to ensure the validity of a particular deck, as well as check during the course of a tournament whether or not a player has altered their deck's contents.

If an error or illegality is found on a player's list before the beginning of a round—such as a deck having less than the legal number of cards—a Judge should explain the error to the player and ask them to fix it before the round begins. If the error is discovered before the first round of the tournament, the player fixes the error and only receives a Warning Penalty. If the error is discovered in between rounds, however, then the player receives a larger penalty (described in the table at the top of the next page) in addition to having to fix their deck or deck list. If the Floor Judge thinks this error may have been committed intentionally by the player to gain an advantage in some way, then the Floor Judge should investigate for cheating.

**If a player ever repeats this infraction within the same event, then that player should be immediately Disqualified.**

The following table provides a quick glance at common types of deck and list errors and what sort of penalty should be issued in response to each as well as how the error should be corrected.

**Regardless of the penalty issued, the player must immediately correct the list error** as appropriate for the specific situation (explained in the “resolution” column of the table below). **Any corrections made to a deck or deck list should be made under the careful supervision of a Floor Judge or other leader.**

**Table: Deck and Deck List Errors**

Error	Resolution	Time of Discovery	Penalty Issued
Both the deck and the deck list are legal, but do not match each other.	Either the deck or the deck list must be changed to ensure that both match each other.	Before the start of round 1	Warning Penalty
		In between rounds	Escalated Penalty, Game Loss for next round
		During a round	Escalated Penalty, Game Loss
The deck list is illegal, but the deck itself <i>is</i> legal.	The list must be corrected to match the deck.	Before the start of round 1	Warning Penalty
		In between rounds	Escalated Penalty, Game Loss for next round
		During a round	Escalated Penalty, Game Loss
The deck list is legal, but the deck itself is <i>illegal</i> .	The deck must be corrected to match the list.	Before the start of round 1	Warning Penalty
		In between rounds	Escalated Penalty, Game Loss for next round
		During a round	Escalated Penalty, Game Loss

Both the deck list and the deck itself are illegal.	Player must create a legal deck list and then match the deck to it, then have both checked and approved by a Floor judge.	Before the start of round 1	Escalated Penalty. Also, a Match Loss for the first round.
	The player is Disqualified.	In between rounds	Disqualification
		During a round	Disqualification

**Note:** If a player does not have enough cards in their main deck to meet the minimum deck size requirement for the format as indicated in **Section 2.3.1.1** of the **Tournament Regulations**—taking into account any deck size modifications from the cards themselves—a Judge is permitted to take random cards from the player’s sideboard and add them to the main deck. No additional cards can be added to the sideboard after cards have been transferred to the main deck.

If a player has more copies of a card in their deck than what is permitted, remove the additional copies of the card and assign the appropriate penalty as listed above.

### 3.4 Marked Cards – Escalated Penalty

All objects eventually become affected by wear and tear, and cards and sleeves are no exception. Over the course of a tournament or several tournaments, a sleeve for a card may become marked in a way that would allow the player to distinguish it from the others in their deck. If a Floor Judge notices this, they should perform a deck check for that player’s deck, then, if the marked cards seem unintentional, the Floor Judge should ask the player to change the sleeve so that it better matches the other cards in its deck. If it is clear that the player was not intending to take advantage of this (or may have not even noticed the mark), then a Warning Penalty is sufficient. The Floor Judge should make sure the player understands the importance of maintaining the integrity of their sleeves.

If, at a Casual-tier event, a card in an unsleeved deck is distinctively marked in some way, then the Floor Judge can issue a warning and ask the player to either replace the card with an unmarked copy of the same card or use opaque sleeves that will obscure the mark from view.

Players are responsible for maintaining the quality of their game materials, and if a Floor Judge believes a player may be intentionally using marked cards or sleeves to gain an advantage, they should investigate for cheating.

If a Floor Judge deems it necessary, they may create proxies if a card or cards become marked/damaged over the course of an event. For more information about how this is done, please refer to the game’s Tournament Regulations.

### 3.5 Slow Play – Escalated Penalty

Even at Casual-tier events, players are expected to play at a pace that will not set their opponent at a disadvantage because of the time limit. Slow play is an issue that arises when a player takes

more time than necessary to perform one or more game actions. There can be a very fine line between slow play, which is unintentional, and stalling, which is a form of cheating. Players should openly communicate if they believe their opponent is playing too slowly—oftentimes a simple “I need you to play more quickly” from a Floor Judge is all that is needed to remedy the situation.

Typically, a player should not need more than an average of 10 to 15 seconds (20 to 25 seconds in a Casual event) per game action. In this context, a “game action” is any single action performed during gameplay, such as playing a card or triggering an ability. The occasional longer turn is not slow play, but if a player is consistently taking longer to make a decision, especially when there are few legal actions they can take, then that is considered slow play.

Once a Floor Judge has witnessed the slow play, they can issue the “play more quickly” reminder alongside an Escalated Penalty. If the player continues to play slowly even after being asked to speed up by the Floor Judge, then the Judge should issue another penalty, increasing the severity with each repeated offense (Severe Penalty on the second offense, Extreme Penalty on the third). Repeated offenses, especially after receiving warnings and penalties, can also warrant a Game Loss if the Floor Judge thinks it is appropriate.

If a Floor Judge believes that a player is intentionally stalling to take advantage of the time limit, then this is a form of **cheating** and should be dealt with as such.

### 3.6 Hygiene – Varies

Organized Play events are public events, therefore they come with expectations that all participants follow a standard of hygiene. Basic polite practices such as washing one’s hands after using the restroom or covering one’s mouth while coughing/sneezing should come as no surprise. In terms of general hygiene, it is a player’s responsibility to take care of themselves so that they do not disrupt the event at large. If a player chooses not to take care of themselves and thus sours the experience for other attendees, the leaders of the event may ask the player to correct this behavior. If the player refuses, then a penalty may be issued at the leader’s discretion.

Generally, hygiene-related disruptions can fall under the following categories:

- *Excessive Body Odor* – Players are not expected to smell like a bed of roses. However, if a player’s body odor is intense enough to distract their opponent or any of their neighbors, then a leader may ask them to apply some deodorant or perform a similar corrective measure. Failure to cooperate with this expectation can result in a Warning or Escalated Penalty, depending on the severity of the stink.
- *Illness* – In the interest of keeping everyone healthy, players should avoid coughing or sneezing on other people or their game components. Wearing a mask or at the very least covering one’s mouth when coughing/sneezing is not only courteous, but also expected of every event attendee who is even a little sick. If a player is contagious or very clearly unwell, then they should not attend. Failure to cooperate with these expectations can result in an Escalated or Severe Penalty, depending on the offense.

- *Open Wounds/Sores* – Basic health concerns dictate that if any event attendee has an open wound or sore on an exposed part of their body (such as their arm or face), that person should take care to cover that wound/sore before attending the event. Failure to cooperate with this expectation can result in a Severe Penalty.
- *Unwashed Hands/Bodies* – Public gaming events often involve a lot of people sharing a limited space. Because of this, it is a player’s responsibility to keep themselves and their playing area relatively clean as a courtesy to other event participants. Players should take care to wash their hands before each round of the tournament when possible. If a player leaves behind a noticeable amount of sweat, hair, or other bodily residue in their playing space or on another player’s components, it is that player’s responsibility to clean the mess as quickly and thoroughly as possible. Failure to cooperate with this expectation can result in a Severe Penalty.

### 3.7 Unsporting Conduct – Varies

Unsporting conduct occurs when a person behaves poorly toward another person at the event, seeks to gain advantage in the game by intentionally exploiting a factor that is external to the game or event, or cheats while playing in some way. Unsporting conduct directly violates FFG’s goal for Organized Play events, and thus will not be tolerated, regardless if the event is Casual- or Competitive-tier.

#### 3.7-A. Basic Expectations

All people who attend a Fantasy Flight Games Organized Play event are held to the same basic behavioral expectations, regardless of background, experience with the game, or influence within the community. It does not matter if the person is a player, a spectator, or a leader; everyone who attends an Organized Play event in any form is responsible for maintaining basic human decency and treating everyone around them with politeness and respect.

Failure or refusal to adhere to these basic expectations can warrant a penalty for the offending person, at the leaders’ discretion.

#### 3.7-B. Minor Unsporting Conduct: Inappropriate Behavior

This kind of unsporting conduct involves actions that make other event attendees—be they players, spectators, or leaders—uncomfortable around the person committing the act. It is mostly up to a Judge’s discretion on which acts could be classified as “minor” conduct violations; as a general rule, any situation that causes social discomfort in the moment could be considered a minor disruption. The typical penalty for minor unsporting conduct is a **Severe Penalty**, but a Head Judge may upgrade it to an Extreme Penalty at a Floor Judge’s request if they deem it appropriate. **A reminder: only the Head Judge is authorized to Disqualify a player from an event, and only the Event Organizer can have them removed from the premises.** If a Floor Judge believes a player should be removed from an event, they must recommend that player for Disqualification to the Head Judge.

Any incidents that could significantly sully or even ruin an attendee's experience for that event are considered more severe than what falls under this category.

The following are some examples of inappropriate behavior that fall under minor unsporting conduct:

1. A player uses vulgar or profane language or makes profane or offensive gestures toward another person.
2. A player inappropriately demands that a Floor Judge issue a penalty to their opponent.
3. A player requests outside assistance from a spectator, or a spectator provides unsolicited outside assistance for a player.
  - a. If a player commits this offense, they should be issued a Game Loss in addition to the associated penalty points. The player does not need to be enrolled in the tournament in which they gave outside assistance to receive this penalty.
  - b. A player who violates the electronic device policy in **Section 3.1.5** of the **Tournament Regulations** should receive a 0-point tracking penalty. A player who repeats this offense had the violation upgraded to outside assistance and receives a Game Loss.
4. A player insults another person, be they another player, a spectator, or a leader.
5. A player fails to follow the instructions of a Floor Judge, Head Judge, or Event Organizer.
6. A player leaves excessive trash at the table or play area after getting up and leaving.
7. A player stomps around, throws their deck onto the ground, or performs other frustrated outbursts after losing a game. **If a player begins to act too aggressively, this is a more serious disruption (see 3.7-D. Aggressive Behavior).**
8. A player celebrates a victory loudly and excessively beyond what could be deemed appropriate or is rude and condescending toward the player they defeated ("rubbing it in," for example).
9. A person attending the event is wearing offensive clothing or has offensive images on their game materials, such as a game mat. The player must remove or cover up the offensive imagery or risk an upgrade to their penalty. "Offensive" in this context is:
  - a. Anything that could be deemed as racist, sexist, or discriminatory in any way.
  - b. Graphically violent/gory imagery.
  - c. Sexually suggestive or explicit material.
  - d. Strong language, i.e., swear words, slurs, etc. (keep it PG!)

**It is possible for a misunderstanding to cause a person to feel uncomfortable.** A player may make a comment or act in a way that offends or disturbs another person without them meaning to. If a Floor Judge assesses the situation and determines that the offending player did not intend to cause offense, and the player is *genuinely* apologetic about it, that Floor Judge may ask the Head Judge to downgrade the penalty to just an Escalated Penalty at their discretion. However, if the same player commits a second offense of this nature later during the event, then that player should be immediately Disqualified. It is important that the Floor Judge clearly communicate this with the player and, if necessary, educate the player to make sure they understand what was wrong about their behavior.

### 3.7-C. Major Unsporting Conduct: Harassment

This kind of unsporting conduct involves actions of malicious intent or great inconsideration that could ruin another person's experience or cause them to want to leave the event. **Harassment of any form is absolutely not allowed at FFG Organized Play events** and will be dealt with severely. Harassment can include (but is not limited to) any language or behavior that is hostile, threatening, demeaning, solicitous, or objectifying.

**To make a person feel uncomfortable, unsafe, or unwelcome at an event directly goes against FFG's goal for Organized Play events.** Players who harass another person even once will receive an immediate **Disqualification**. A player who continues to harass someone or commits a particularly severe offense should be removed from the event space.

The following are some examples of harassment-related behavior that fall under major unsporting conduct:

1. A person uses a racial slur or other derogatory term or phrase against another person.
2. A person takes inappropriate photos of another person without express consent.
3. A person makes unwanted romantic or sexual advances on another person and does not stop when denied.
4. A person purposefully gets in the way of another person with the intent of causing physical contact.
5. A person intentionally touches another person in an unwanted or threatening way (i.e., grabbing their shoulders or shirt, touching their head or face, slapping their rear, etc.).
6. A person bullies another person through social media or manipulative language.

### 3.7-D. Aggressive Behavior

An FFG Organized Play event is meant to be a safe place where players can enjoy their game without worry. Any person—be they player, spectator, or leader—that disrupts this sense of safety with aggressive or violent behavior will not be tolerated. The Event Organizer may deny entry to a player who exhibits this behavior or have such a player removed from the venue as necessary.

The following are some examples of aggressive behavior:

1. A person moves to strike another person or verbally threatens to do so.
2. A person pulls a chair out from under another person, causing them to fall to the ground.
3. A person throws game components or other objects in frustration or anger.
4. A person intentionally overturns a table.
5. A person begins shouting at another person in anger.
6. A person brings a weapon to the event or threatens to bring one.

None of this or like behavior will be tolerated in any capacity. If a player acts aggressively in any fashion, the Head Judge should immediately **Disqualify** them. Then, it is recommended that the

offending person be removed from the venue by the Event Organizer. At the end of the event, the disqualified player and the incident in question should be reported to FFG OP.

### 3.7-E. Bribery and Collusion

Players come to Organized Play events with the intent to enjoy themselves playing a game they love while competing against others in a welcoming environment. Bribery and collusion can violate the integrity of this environment by putting more emphasis on manipulating the system than actually playing the game, which is not the kind of event that FFG wants to promote.

**Bribery** involves a player offering some form of reward or incentive to their opponent in order to convince them to concede, draw, or even alter the results of a game. A bribe can come in any form that the opponent finds desirable, whether it be money, promotional material, prizes, or even personal favors. Bribery in any form, involving anyone at an FFG Organized Play event, is strictly forbidden and warrants a **Disqualification** from the Head Judge for the player offering the bribe. If the opponent accepts the bribe, they are also guilty of this disruption and should suffer the same penalty.

**Collusion** occurs whenever two or more players discuss an outcome for their game before the game's conclusion and then artificially or randomly determine the results of the game based on that discussion. Collusion can take place at any time, even between tournament rounds, and is never tolerated. Collusion violates the integrity of a tournament as a whole by invalidating the efforts of those who earned their place in the standings purely through the skill of their gameplay. This can drastically decrease the enjoyability of the event as a whole, and thus collusion warrants a Disqualification for each player involved.

**Note: The act of dividing up prizes between one or more players—often referred to as “prize splitting”—is considered a form of collusion and therefore is not acceptable at any level of Organized Play event.**

Please note that **concession, in and of itself, is not collusion**. Players are allowed to concede a game at any time **before the end of the game**, so long as there was no discussion or solicitation involved. However, convincing or manipulating an opponent to concede in order to give any person a distinct advantage is dishonest and is considered a form of cheating. Asking an opponent to concede in any shape or form falls under collusion and is grounds for **Disqualification**.

The following are some examples of collusion:

1. *A player offers to concede to their opponent in return for some of the prizes their opponent will win.*
  - a. This is also a form of bribery.
2. *Two players realize that they both will make the top cut regardless of who wins. After discussing it with each other, they decide to randomly determine the outcome of their game rather than play it out.*



- a. As soon as there is discussion, the integrity of the game has been lost. If players do not want to play the game, then one of them should concede.
3. *Player A and Player B are friends. Player A is already going to advance to the top cut, but Player B needs one more win to do so. After discussing it with each other, Player A offers to concede so that Player B can also advance, and Player B agrees.*
  - a. As soon as there is discussion, the integrity of the game has been lost. Player A is allowed to concede the game at any time, but should do so *without* soliciting the concession.

For the purpose of determining collusion, a “discussion” is when the involved players negotiate and agree upon an outcome of some sort. It is largely up to a Judge’s interpretation whether or not a particular conversation between players is a discussion leading to collusion.

**Note: If one player attempts to collude with another player and the other player refuses,** this is “**attempted collusion.**” The player who attempted to collude receives an Escalated Penalty, while the player who refused receives no penalty.

### 3.7-F. Stalling

**Stalling occurs when a player *intentionally* plays slowly** in order to exploit an advantage they could gain from the time limit. If a player is **unintentionally playing slowly**, this falls under the **3.5 Slow Play** section.

To determine whether a player is actively stalling, consider the following:

- The player takes an extremely long time to perform each game action (1 minute or longer), even when there are few actions they can legally perform in the current game state.
  - Remember, a “game action” is any single gameplay-related action, such as playing a card or triggering an ability.
- The player continues to play slowly even after receiving a slow play penalty and instructions from a Floor Judge to speed up.
- A player is playing at a normal pace, then suddenly slows down when they realize the tournament round is nearing the time limit.
- A player repeatedly asks for updates on public information (such as how many cards are left in their opponent’s deck) within a short period of time.

Stalling is a form of cheating, and thus warrants the same level of penalty. If a Floor Judge can confirm that a player is stalling, then they should inform the Head Judge, who should **Disqualify** the offending player.

### 3.7-G. Vandalism and Theft

Just as people come to FFG Organized Play events with the expectation of their personal safety, they also come expecting their belongings to remain safe as well. FFG will not tolerate the destruction or theft of other people’s belongings at FFG Organized Play events. If a person



destroys or renders unusable any items belonging to another person, the offending person should be asked to leave the venue immediately. If that person was a player, the Head Judge should also immediately **Disqualify** that player from the event.

If a person is discovered to have stolen any items belonging to another person, they should be asked to return the belongings to their original owner, then they should be asked to leave the event venue. If that person was a player, the Head Judge should also immediately **Disqualify** that player from the event.

### 3.7-H. Cheating

If a player attempts to gain advantage in the tournament by intentionally breaking a rule, lying to tournament leaders, intentionally altering or misreporting match results, or somehow abusing any other part of the system for their own benefit, they are guilty of cheating. Players attend FFG Organized Play events in order to enjoy playing the games they love with like-minded individuals. There are few things that can ruin an event more than someone reaching a high position through exploitation and dishonesty.

If a Floor Judge verifies that a player is cheating or has cheated, then the **Floor Judge must immediately report it to the Head Judge**. The **Head Judge must then Disqualify the offending player** in order to preserve the integrity of the tournament and the other players. At the end of the event, the cheating player and how they cheated should be reported to FFG OP.

**Note: As a general rule, in order for a player to be confirmed as cheating, two criteria must be met:** first, the player must either be gaining an advantage or putting someone else at a disadvantage; second, the person must be aware that what they are doing is against the rules. If both of these criteria are not met, then the disruption might fall under a different category and should be addressed as such. That said, **each instance is largely up to the Head Judge's interpretation and judgment**. If a leader is uncertain whether or not a player is cheating or has cheated, then they should consult with another leader about what action to take.

## 4. Time Extensions

Whenever a disruption occurs—regardless if it is a Gameplay Disruption, an Event Disruption, or even just a routine deck check—the subsequent Judge involvement can take time away from the players to complete their match. Because of this, the Judge(s) resolving the issue should bestow a **time extension** to the players, with the exact form of extension depending on the situation at hand:

**Gameplay Disruptions** – All Gameplay Disruptions should be given a 1-to-1 time extension, rounded up to the nearest minute.

**Event Disruptions** – Only the following Event Disruptions warrant a time extension:

- Tardiness

- If a player arrives within 1 to 5 minutes late and a Game Loss has not been given, the match should be given a 1-to-1 time extension, rounded up to the nearest minute.
- If a player arrives within 6 to 10 minutes late and a Game Loss has been given, for game 1, the match should be given a 1-to-1 time extension, rounded up to the nearest minute.
- **Slow Play**
  - If a player earns a penalty for unintentional slow play, the match should be given a 1-to-1 time extension, rounded up to the nearest minute.
  - **Reminder:** Intentional slow play is considered stalling, which is a form of cheating. As such, the offending player should be Disqualified, and thus the match does not warrant a time extension.

**Deck Checks** – Whenever a Judge performs a deck check, the match should be given a 1-to-1 time extension (rounded up to the nearest minute), plus an additional 3 minutes to allow players to set up for their game.

## Appendix: Warning Guidelines

Infraction	Penalty	Things to Keep in Mind
<i>Gameplay Disruptions</i>		
<b>Flagged Gameplay Error</b> A player indicates a gameplay mistake was made by their opponent, and it only takes the judge a minute or two to correct the error.	Tracking Penalty (0 penalty points – see right)	This is mainly to be used as a tracking system. It is up to the Judge to determine if this is malicious behavior.
<b>Minor Gameplay Error</b> A simple, honest gameplay mistake was made, and it only takes the judge a minute or two to identify and correct the error.	Warning Penalty (1 penalty point)	If the player keeps making these mistakes, then issuing Escalated Warnings is appropriate. If a ruling for this level of penalty takes more than 3 minutes to correct the error, consider escalating the penalty points to an Escalated Penalty point value.
<b>Intermediate Gameplay Error</b> A larger gameplay mistake or multiple smaller mistakes were made, and it takes the judge a decent amount of time to correct the error, possibly necessitating a time extension for the game.	Escalated Penalty (2 penalty points)	If a ruling for this level of penalty takes more than 5 minutes to correct the error, consider escalating the penalty points to a Severe Penalty point value.
<b>Significant Gameplay Error</b> A significant, possibly long-lasting gameplay mistake or several larger mistakes were made, and it takes the judge a significant amount of time to correct the error (if they can at all).	Severe Penalty (4 penalty points)	If the integrity of the game has been irrevocably compromised, then the judge may want to consider issuing a Game Loss in addition to a Severe Penalty.
<i>Event Disruptions</i>		
<b>Tardiness</b> A player is late to their match without notifying a judge beforehand.	Escalated Penalty (2 penalty points)	“Late” is defined as between 1 and 5 minutes late.
<b>Absence</b> A player does not show up within reasonable time for their match.	Game/Match Loss, Severe Penalty (4 penalty points)	If a player is 5 or more minutes late, they are absent, and receive a Game Loss. If that player is 10 minutes late, they receive a Match Loss, they receive a Severe Penalty, and are dropped from the tournament.
<b>Deck and/or Deck List Errors</b> A player’s deck and/or deck list is found to contain an unintentional error or illegality.	(see <a href="#">Section 3.3 Errors with Deck Lists</a> )	The issued penalty depends on the type of error and when it is discovered. Regardless of which penalty is issued, the player must fix the error as soon as it’s discovered.  For information on how to fix these errors, see <a href="#">Section 3.3</a> of this document.
<b>Marked Cards</b> A player has distinctive markings on one or more of their cards/sleeves.	Escalated Penalty (2 penalty points)	In addition to receiving the penalty, the player should replace the card/sleeves with an unmarked version.
<b>Card Manipulation Error</b> A player accidentally draws more cards than they were supposed to, reveals more cards than they were supposed to, or otherwise disrupts	Escalated Penalty (2 penalty points)	In addition to issuing the penalty, the Judge must also investigate and resolve the situation with the goal of allowing the game to continue as it should have before the incident when possible (see <a href="#">Section 2.5</a> for more information).

the game through mistakes made in card-related aspects.		Reminder: If a Judge needs to shuffle cards into a deck, this does not count as an in-game shuffle.
<b>Slow Play</b> A player is unintentionally taking more time than necessary to perform one or more game actions.	Escalated Penalty (2 penalty points)	This infraction is in reference to <u>unintentional</u> slow play. <u>Intentional</u> slow play (stalling) is a form of cheating and should be penalized as such. See <a href="#">Sections 3.5 and 3.7-F</a> for more information.
<b>Minor Unsporting Conduct</b> A player acts in a way that causes tension or awkwardness among their table and neighbors.	Severe Penalty (4 penalty points)	Most behavioral infractions should be dealt with on a case-by-case basis—depending on the circumstances, the penalty may be upgraded to an Extreme Penalty or downgraded to an Escalated Penalty.
<b>Major Unsporting Conduct</b> A player causes a major disturbance that threatens to sour the experience for any number of attendees, necessitates a significant amount of judge intervention/involvement, and/or blatantly ruins the event for one or more people.	Disqualification	All forms of harassment fall under this category, regardless of apparent severity. If a player commits a particularly serious offense, then they should be removed from the venue in addition to being Disqualified.
<b>Aggressive Behavior</b> A player makes any sort of aggressive moves toward another person or their property at the event or threatens to do so.	Disqualification	Aggressive or threatening behavior will not be tolerated at FFG OP events. Anyone who commits such an offense should be Disqualified and removed from the venue.
<b>Bribery and Collusion</b> A player offers another player some sort of reward or favor in exchange for altering the results of a match (bribery), or two or more players discuss an outcome of the match that would be favorable and then causing that outcome without playing out the game (collusion).	Disqualification	For more detailed information to define bribery and/or collusion and help determine if either has occurred, see <a href="#">Section 3.7-E</a> .
<b>Vandalism and Theft</b> A player damages or steals another player's belongings.	Disqualification	The vandalism or theft of other people's belongings will not be tolerated at FFG OP events. Anyone who commits either act should be removed from the event venue.
<b>Cheating</b> A player attempts to gain advantage in the tournament through dishonesty, tampering with results, exploitation, or intentional rule-breaking.	Disqualification	A player is cheating if their actions are <u>intentional</u> , <b>and they can gain an unfair advantage</b> through them. Things like unwitting slow play or accidentally drawing an extra card are not cheating—doing those things a second time after being given a penalty, however, very well could be cheating.
<b>Repeated Infraction</b> A “second offense,” the player has committed the same infraction that they were penalized for earlier in the event and needs to receive another penalty.	Same penalty as before, but upgraded one step	Warning Penalties upgrade to Escalated Penalties. Escalated Penalties upgrade to Severe Penalties. Severe Penalties upgrade to Extreme Penalties. Extreme Penalties upgrade to Disqualification.  During <b>Casual-tier</b> events, a judge may decide not to upgrade the penalty when a player repeats a <b>minor gameplay error</b> . The penalty for repeated <b>behavioral infractions</b> is <u>always</u> upgraded, regardless of event tier.

<b>Too Many Penalty Points</b> The player has 10 or more penalty points throughout the event.	Disqualification	Warning Penalties are worth 1 penalty point. Escalated Penalties are worth 2 penalty points. Severe Penalties are worth 4 penalty points. Extreme Penalties are worth 8 penalty points.
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