Android: Netrunner
Tournament Regulations

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All changes and additions made to this document since the previous version are marked in **red**.

Tournaments supported by the Organized Play ("OP") program for *Android: Netrunner*, sponsored by Fantasy Flight Games ("FFG") and its international partners, follow the rules provided in this document.

Introduction

A tournament is a competition between *Android: Netrunner* players. After enrolling in the tournament, competitors are paired against one another in an organized fashion to play a game. After multiple games against different opponents, players are ranked according to their performance. Most tournaments conclude with the awarding of prizes to top finishers.

Tournaments are played using the rules provided in the *Android: Netrunner* Rules of Play and **most recent** FAQ, both of which may be downloaded from the ***Android: Netrunner* website** at any time. Additional rules for playing games in a tournament are detailed in this document.

This document explains important tournament concepts and provides the details for Standard Play tournaments.

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Tournament Participant Roles

Every person present at a tournament is a participant. Participants fulfill specific roles based on their responsibilities to the tournament. All participants share the responsibility of acting in a respectful manner toward one another. Please read the Fundamental Event Document for a detailed explanation of these roles. Participant leader roles are: organizer, marshal, and judge. Other roles include player and spectator.

Organizer

An event must have exactly one organizer. The organizer is responsible for the oversight of the entire event, including both planning and execution. If the organizer does not assign a marshal for the event, the organizer must perform the responsibilities of the marshal role.

Marshal

An event may have any number of marshals, including none. A marshal is an expert on the game's rules and regulations and the final authority on their application during a tournament. A marshal also determines if unsporting conduct has occurred and what the appropriate remedy is, referring any recommendations for disqualification to the organizer. When a marshal is not actively performing his or her duties, he or she is a spectator and should communicate this change in status clearly.

Judge

An event may have any number of judges, including none. A judge is well-versed in the game's rules and regulations. A judge's responsibilities include assisting players to resolve disputes and answering questions regarding the game's rules. When a judge is not actively performing judge duties, he or she is a spectator and should communicate this change in status clearly.

When a judge is observing a game or an issue is brought to his or her attention, the judge should inform players when they are not following the game rules. Players have an initial opportunity to resolve any situation among themselves, but any player may alternatively ask the judge to make a ruling. At a player's request, a marshal can review a judge ruling and provide a final determination.

Player

A player is an individual that plays *Android: Netrunner* at the event. A player must bring all components they need to play a game of *Android: Netrunner*. When a player is not actively engaged in a game of *Android: Netrunner*, he or she is a spectator.

Spectator

A spectator is any individual physically at a tournament not actively engaging in another role. Spectators must not disturb an ongoing game, and cannot provide any input or assistance to players during their games. If a spectator believes they have witnessed a breach of the rules in a game they are watching, other than a missed opportunity, he or she may bring it to the attention of a leader.

Leader Participation

A leader may participate as a player in a Relaxed tier tournament for which he or she is responsible only if there **is at least one other leader present. Additional leaders must be announced at the beginning of the tournament and are responsible for all rulings for games in which the first leader is playing.** If two leaders play one another, the marshal is responsible for any rulings during the game.

During Formal and Premier tier tournaments, leaders cannot participate as a player. Leaders for Formal and Premier tournaments are expected to commit their full attention to overseeing the event.

Conduct

All tournament participants are expected to act in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it themselves, they must call for a judge to resolve it and provide any rulings that are needed. All card interpretations during a tournament are a marshal's responsibility, and he or she may overrule the FAQ when a mistake or error is discovered.

Unsporting 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, placing components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden.

The organizer, at his or her sole discretion, may remove players from the tournament for unsporting conduct.

Tournament Materials

There are many materials and game components needed to facilitate a tournament. The organizer and players are both responsible for supplying certain items.

Organizer Materials

In addition to arranging a location, the organizer is responsible for securing tables and chairs for each player. The organizer should have table numbers on hand or some other method of demarcation so players can easily find their seats at the beginning of each tournament round. The organizer is responsible for having blank deck lists and pens available if they are required for the event.

Finally, the organizer is also responsible for having all required rules documents on hand for reference during the event. This includes the *Android: Netrunner* Rules of Play, *Android: Netrunner* FAQ, *Android: Netrunner* Tournament Regulations (this document), and any Event Outline or other document relevant to the event. Most of these documents can be found on the *Android: Netrunner* **website**.

Player Materials

Players are responsible for bringing all of the game components they need to play a game of *Android: Netrunner*. This includes all cards, sleeves, and tokens. They should make sure that they have both one Runner and one Corp deck. When deck lists are required, players should bring a completed list for both decks or arrive at the venue early to fill deck lists out.

Deck Building

Each player must build one Runner and one Corp deck to use in a tournament. Each deck must contain one identity card and the minimum number of cards dictated by that identity. There is no maximum size. However, players must be able to shuffle their deck without assistance and within a reasonable amount of time.

Players must use the same Runner deck and Corp deck for the duration of the tournament.

Decks must conform with the "NAPD Most Wanted List." This document can be found on the *Android: Netrunner* page of our website at FantasyFlightGames.com/Products/Android-Netrunner-the-Card-Game.

Deck Lists

Some events require players to submit deck lists, including their name and all associated cards in both of their decks to the organizer before the start of the tournament.

If a player includes a card in his or her deck that could be confused with a different card that could legally be in the deck, he or she must uniquely identify that card on his or her deck list. The recommended way to uniquely identify a card is by including the full name of the card, or the full name of the product in which the card appeared, in parenthesis. A player can ask a leader for specific instructions if they are unsure of the best method to uniquely identify a card.

Unique identification example: *Veronica includes Ichi 1.0 in her Corp deck and writes "Ichi" on her deck list. This does not uniquely identify the card, as Ichi 2.0 also exists. Veronica must write "Ichi 1.0" or "Ichi (Core Set)" on her deck list.*

If a leader discovers a player's deck list is missing appropriate information, he or she should find that player immediately and update the deck list based on the cards the player is using. If this would result in a significant and potentially advantageous change, the leader should consider investigating for possible cheating.

Card Sleeves

Players are required to sleeve their decks in opaque card sleeves for Formal and Premier events. Players may use different sleeves between decks, but all sleeves within a single deck must be identical in size, color, texture, and condition. At Relaxed events, if a player is not using opaque card sleeves, he or she must make sure that all card backs in each of their decks have a uniform appearance. Players should bring a few spare sleeves for each of their decks in case a card sleeve breaks or becomes unusable during a tournament.

Lost and Damaged Cards

If a player loses a card during a tournament, he or she has an opportunity to find a replacement, if necessary. Any player that discovers they are missing a card at the beginning of a round should notify a leader. The leader will give the player a short time extension to their game in order to find a replacement. If the player cannot find a replacement within that time, they must concede the game for the deck that is missing a card. (For example, if a player is missing a card from their Corp deck, they must concede the game in which they play the Corp, but they still play their Runner deck.) If the player is unable to find a replacement by the start of the next round, they should be removed from the tournament.

During a game, if a player discovers they are missing a card from the deck they are currently using, they must concede the game.

If a player's card becomes damaged during the course of a tournament, he or she has an opportunity to find a replacement. If the player cannot find a replacement, he or she uses a proxy card in its place for the remainder of the tournament. A leader will create the proxy, including the card name, any information that is no longer legible or available on the damaged card, the name of the leader who created it, and the date it was created. The original card must be kept facedown and nearby, available for reference when the proxy card is played.

Tokens

Tokens are representations of information about the game or game state. The presence of tokens is marked by one or more indicators. Indicators may also be used to represent multiple tokens, or other open or derived information.

Typically, players use the cardboard tokens included in official product as indicators. However, players may choose to use other items as indicators, so long as they do not obscure significant component information, are resistant to accidental modification, and their purpose of use is clear to both players. The marshal is responsible for determining the legality of an indicator and its reasonable use during a match if objected to by its owner's opponent.

Legal Products

Players may use only official *Android: Netrunner* components in tournament play, with the following exceptions for third-party replacements:

- Tokens that do not obscure card information

Determining the legality of any questionable third-party tokens is the marshal's responsibility. Proxies of cards are not allowed unless used under the rules of "Lost and Damaged Cards" on page 7.

All *Android: Netrunner* components are legal for Standard Play tournaments**, including official promotional cards, tokens, and other components given out at events or tournaments**.

For Relaxed and Formal events, all product is legal in North America upon the product's official release. For Premier events, all product is legal in North America 11 days—typically the second Monday—after the product's official release. Official dates will be updated on the Product Legality page on our website (FantasyFlightGames.com/OP/Legality). Players outside North America should check with their organizer to determine which products are tournament legal.

Tournament Play

This section provides information and considerations for playing a game of *Android: Netrunner* at a tournament.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each seat should be arranged so that players have enough space on the table to comfortably place all of their cards and tokens over the course of a game. In addition, the organizer should clearly communicate the details of the event to players ahead of time.

Game Setup

The following steps must be performed before players can begin their first game each tournament round.

1. Players determine who will play their Runner deck for the first game at random. This should be done by flipping a coin, rolling a die, or another random process. After completing the first game, players switch sides for the second game of the round.

2. Each player reveals their identity card, placing it prominently in their play area.

3. Players prepare their starting credits and any other tokens they will need over the course of the game.

4. Each player shuffles their deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired. After the opponent has had a chance to shuffle the deck, each player places it within easy reach in their play area.

5. Each player draws the top five cards of their deck. Each player, starting with the Corporation, may decide to return those five cards to their deck, shuffling the deck and presenting it to their opponent again before drawing a new hand of five cards. Players must keep their second hand.

Once players complete setup, they must wait for a leader to announce the start of the round before beginning their first game. If the round has already begun, players may begin playing immediately upon completing these steps.

Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is all players' responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, he or she cannot retroactively use it without the consent of his or her opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

Randomization

Players can use dice or other external aids to randomize results, provided the randomization does not impede the flow of the game. Players cannot force other players to use external aids when randomizing. A shuffle from the Corporation and a subsequent choice by the Runner is enough to fulfill the requirements of randomness when accessing HQ.

Taking Notes and Outside Material

Players cannot take notes or reference outside material or information during a tournament round. However, players may reference official rule documents at any time or ask a judge for clarification from official rule documents. Official rule documents include all rules documents and inserts available on the *Android: Netrunner* page of our website, those found in an *Android: Netrunner* product, or any portion thereof.

Tournament Concepts

The tournament concepts together create the framework for any *Android: Netrunner* tournament.

Tournament Round Times

Each tournament round of *Android: Netrunner* is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a tournament round after most players have found their seats and begun to set up. If a game has not concluded when the time for a tournament round runs out, the players play until they have both completed a turn (see "End of Game" on page 13). A tournament round's length varies depending on the type of round.

- **Swiss Rounds:** 65 minutes each

- **Double Elimination Rounds (except Finals):** 40 minutes each

- **Finals (when only two players remain):** 60 minutes

Pairings

Each tournament round, players are paired with an opponent, against whom they play one or two games of *Android: Netrunner*. The method of pairing and number of games may change based on what type of rounds are being used. The organizer must announce the number and type(s) of rounds and what size any progression cuts will be before the start of the tournament.

When necessary, a player may be assigned a bye instead of being paired against an opponent. That player receives any wins for that round of the tournament. The rules for when to assign a bye to a player are detailed in the relevant sections below.

Players should not be paired against the same opponent more than once during a single stage of a tournament. In general, a stage of a tournament ends when a progression cut is made.

If a player no longer wishes to continue playing, he or she can notify the organizer of their intent. The organizer will avoid pairing him or her in future rounds by dropping them from the tournament. Players are also dropped if they do not appear for a round within a reasonable time limit in which they are paired, or if they are no longer able to play for another reason. Players can request that the organizer allow them to rejoin an event from which they were dropped, being assigned unpaired losses for each round they did not attend. Players can rejoin an event only during the same stage in which they left. Disqualified players are removed from the tournament and cannot rejoin.

Swiss Rounds

Most *Android: Netrunner* tournaments use a Swiss pairing system that awards tournament points to the winner of each game. Each Swiss round pairs players in head-to-head matches, attempting to pair players with the same number of tournament points together while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the tournament is the player with the most tournament points unless there are double elimination rounds (see "Double Elimination Rounds" on page 12).

For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of tournament points.

To determine pairings, take the group of players with the most tournament points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most tournament points. Then, pair all remaining players in the second group at random. Continue this until all players are paired.

If there is an odd number of players in the tournament, a player at random receives the bye in the first round. In later rounds, if there is an odd number of players remaining in the tournament, the bye is given to the lowest ranked player who has not yet received a bye.

Pairing example: *John, Stella, and Laramy each have 12 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 10 tournament points. John is paired against Stella. Because there are no other players with 12 tournament points, Laramy is paired against Kyle.*

Progression Cut

Many *Android: Netrunner* tournaments set a predetermined number of rounds, at the end of which all players that meet a certain performance criteria advance to the next stage of the tournament and all other players are dropped. This is commonly referred to as "making a cut," and is often accompanied by a change in the type of tournament rounds and the start of a new stage in the tournament.

These tournament regulations cover the type of cut used for the Basic and Advanced tournament structures: a standings-based cut to the top 4, 8, or 16 players. There are additional types of progression cuts detailed in the Fundamental Event Document, found on the *Android: Netrunner* page of the FFG website.

If a player qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest ranking player should be added to the cut as the lowest ranked player in the cut.

Player drop example: *Steven finishes the Swiss rounds of a tournament in sixth place and makes the top 8 cut but has a family emergency come up before the single elimination rounds begin. He informs the organizer that he must leave the tournament and then departs. The organizer immediately calls over the ninth place player, Eve, and informs her that she may play in the top 8 due to someone leaving. She accepts and is entered into the top 8 as eighth place. The former eighth place player moves to seventh place, and the former seventh place player moves to Steven's spot at sixth place. Then the organizer pairs all eight players based on these new rankings.*

Double Elimination Rounds

Many *Android: Netrunner* tournaments use double elimination rounds, which consist of a single game between opponents, with one playing the Runner, and the other playing the Corporation. In double elimination rounds, a player is eliminated once they have lost two rounds. Elimination rounds are usually used after a progression cut to the top 4, 8, or 16 players and continue until only one player remains and is named the winner.

A double-elimination bracket is divided into an upper bracket and a lower bracket. When a player wins a game in the upper bracket, he or she advances in that bracket and the loser moves into the lower bracket at a designated spot. Each time a player loses his or her second game during double elimination rounds, that player is eliminated. Please refer to the double-elimination brackets available on the *Android: Netrunner* page of our website.

If a player drops from the tournament after double elimination rounds begin, that player's current opponent—and any future opponent—receives a bye for the round.

Deck Choice

Because double elimination rounds are only one game each, players must play only one side, either Runner or Corporation. During the first round, the player with the highest ranking from the Swiss rounds chooses which side he or she wishes to play. The higher seed is allowed to see what identity cards his or her opponent is playing before making the decision.

In subsequent rounds, each player plays the side that he or she has played the least. If paired players have played the same side the least, the player who has the greater differential between his or her two sides plays that side. If both players have the same differential, then who plays the Runner and who plays the Corporation is determined at random, such as a coin flip.

If the two finalists play a second game and this method would make them play the same sides as the first game, the players switch sides.

Deck choice example: *Tom has played the Runner two times and the Corporation once. He plays Kris who has played the Runner three times and the Corporation once. Each player has played the Corporation the fewest number of times, but Kris has a larger differential between the two sides (two to Tom's one). Therefore, Kris plays the Corporation and Tom plays the Runner.*

End of Game

Each Swiss tournament round is made up of two games. Each double elimination round consists of one game. A game ends in one of the following ways:

- **Agenda Points:** If either player has at least seven agenda points in his or her score area, they immediately earn a game win and their opponent receives a game loss.

- **Runner Flatline:** If the Runner takes more damage than the number of cards in their grip or has a maximum hand size of less than zero at the end of their turn, the Corporation player earns a game win and the Runner player receives a game loss.

- **Empty R&D:** If R&D contains no cards and the Corporation attempts to draw a card, the Runner player earns a game win and the Corporation player receives a game loss.

- **Time:** If time is called during a player's turn, players must continue playing until both players have completed a turn. If neither player has won, the player with the highest number of agenda points receives a modified game win and their opponent receives a game loss. If the players have the same number of agenda points, the current game ends in a draw.

- **Concession:** A player voluntarily concedes defeat at any point during the game. The conceding player receives a game loss and the opponent receives a game win.

If a game during double elimination rounds would end in a draw, the player with the higher ranking at the start of double elimination rounds receives a game win and their opponent receives a game loss.

Tournament Points

Players earn tournament points at the end of each round based on both games during the round. At the end of a tournament, the player with the most tournament points wins the tournament. In the case of a larger event, they are instead used to determine who makes the cut to double elimination rounds. For each game, players receive tournament points as follows:

- Game Win = 3 tournament points

- Modified Game Win = 2 tournament points

- Draw = 1 tournament point

- Game Loss = 0 tournament points

Intentional Round Split

During Swiss rounds, players may decide to intentionally concede one game to each other, so long as a leader is present for any discussion between players prior to the agreement. The leader's presence is required to prevent any breach of the tournament's integrity. The leader will not intervene as long as players follow the "Unsporting Conduct" guidelines on page 5.

If two players intentionally split a round, each player receives 3 tournament points, just as if they were to both win one game over the course of play.

Tiebreakers

If two or more players have the same number of tournament points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **Strength of Schedule:** A player's strength of schedule is calculated by dividing each opponent's total tournament points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest strength of schedule is ranked second among all players in the group not yet ranked, and so on.

- **Extended Strength of Schedule:** A player's extended strength of schedule is calculated by adding each opponent's strength of schedule and then dividing by the number of opponents that player has played. The player with the highest extended strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest extended strength of schedule is ranked second among all players in the group not yet ranked, and so on.

- **Random:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

Tournament Structures

The structure of a tournament determines how many Swiss and double elimination rounds are used. All *Android: Netrunner* tournaments must use one of the following three types.

Basic Structure

The basic tournament structure is designed to be very accessible, especially for newer participants. This structure provides a tournament experience that requires a modest commitment of time and resources from organizers and players. The Basic Structure is used for Store Championship events.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-8	3	No Cut
9-24	4	Top 4
25-32	4	Top 8
33-64	5	Top 8
65-96	6	Top 8
97-128	6	Top 16
129 and Above	7	Top 16

Advanced Structure

The Advanced tournament structure caters to participants that enjoy competition. This structure provides a robust tournament experience that requires a substantial commitment of time and resources from organizers and players. The Advanced Structure is used for Regional Championship events.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
9-20	4	Top 4
21-32	4	Top 8
33-56	5	Top 8
57-80	6	Top 8
81-128	7	Top 8
129-176	7	Top 16
177-272	8	Top 16
273 and Above	9	Top 16

Custom Structure

The custom structure applies to all round structures other than the basic and advanced structures. Also included in the custom structure are tournaments that offer a number of rounds or size of cut that does not change based on attendance. The Event Outline of official custom tournaments will either include a specific structure tailored to that particular type of event or instruct the organizer to design a structure and communicate it to participants. The Custom Structure is used for official Premier events, such as National, North American, European, and World Championship events.

Tournament Tiers

FFG's OP events are broken into three tiers of play. These tiers serve to establish the expectations of a *Android: Netrunner* tournament. Expectations are not intended to exclude people from participating, but to communicate the experience that players can expect from an event. Organizers of unofficial tournaments are encouraged to utilize the Relaxed tier, unless their tournament is specifically aimed at competitive players.

Relaxed

Tournaments at this level are welcoming to all players, regardless of experience level. Players are encouraged to help each other improve and learn, so long as it does not significantly disrupt the game. The focus is on creating a fun and friendly environment. The Relaxed Tier is used for Store Championship events.

Formal

This tournament level expects players to possess at least a minimal amount of experience. Players should be familiar with the game rules, and be prepared to exercise that knowledge to play at a reasonable pace. Players are expected to avoid confusion about their actions and refrain from other sloppy play mistakes. The focus is a friendly competitive environment. The Formal Tier is used for Regional Championship events.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments. At this top level of tournaments, players are expected to have a moderate amount of experience. Players should be familiar with not only the game rules, but also the **most recent** FAQ and tournament regulations. The focus is on a competitive and fair environment.

Draft Tournament and Structure

Full Draft

All *Android: Netrunner* tournament rules presented earlier in this document apply in a full draft with the following exceptions:

- Games are played to six agenda points instead of seven.

- Tournament rounds are 50 minutes in length.

Full drafts are recommended for events of six or eight players.

Swiss Pairings

For the first round of a full draft, players are paired against the player furthest from them during drafting. For all subsequent rounds, players are paired following the rules under Tournament Concepts earlier in this document.

Draft Pairing Example: *Players are seated at a table, numbered in order from 1 to 8, with player 8 sitting to player 1's right. For the first round, player 1 is paired against player 5, player 2 against player 6, player 3 against player 7, and player 4 against player 8.*

Half Draft

All *Android: Netrunner* tournament rules presented earlier in this document apply in a half draft with the following exceptions:

- Games are played to six agenda points instead of seven.

- Tournament rounds are 30 minutes in length.

- Players play only one game each tournament round.

Half drafts are recommended for events of eight players and larger.

This and other supported documents for *Android: Netrunner* can be accessed from the game's page:
FantasyFlightGames.com/Products/Android-Netrunner-the-Card-Game