

# STAR WARS™

## THE CARD GAME



## TOURNAMENT REGULATIONS

VERSION 1.0 / EFFECTIVE 4.2.2016

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

- Updated tournament rules along with other rules documents and changed to tournament regulations

Tournaments supported by the Organized Play (“OP”) program for the *Star Wars™: The Card Game*, sponsored by Fantasy Flight Games (“FFG”) and its international partners, follow the rules provided in this document.

## INTRODUCTION

A tournament is a competition between *Star Wars: The Card Game* players. After enrolling in the tournament, they 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 *Star Wars: The Card Game Rules of Play and FAQ*, both of which may be downloaded from the *Star Wars: The Card Game* page of our 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. When running an event with a different format, please also read the Alternate Format Regulations to learn any important differences.

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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, judge, and marshal. 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 in the game’s rules and regulations and is the final authority on questions about rules, regulations, and player disputes.

### 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 answer questions regarding the game’s rules.

## PLAYER

A player is an individual that plays *Star Wars: The Card Game* at the event. A player must bring all components they need to play a game of *Star Wars: The Card Game*.

## SPECTATOR

A spectator is any individual 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.

## LEADER PARTICIPATION

A leader may participate in a relaxed tier tournament for which he or she is responsible only if there is a second leader present. The second leader must be announced at the beginning of the tournament and is 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. Leaders for formal and premier tournaments are expected to commit their full attention to organizing and overseeing the event.

## CONDUCT

All tournament participants are expected to act in a respectful and professional 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. Players cannot reference outside material or information during a match. However, players may reference official rule documents at any time or ask a judge for clarification from official rule documents.

The organizer, at his or her sole discretion, may remove players from the tournament for unsportsmanlike 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 *Star Wars: The Card Game Rules of Play*, *Star Wars: The Card Game FAQ*, *Star Wars: The Card Game Tournament Regulations* (this document), any Event Outline relevant to the event, and any other relevant document for the event. Most of these documents can be found on the *Star Wars: The Card Game* page of our website at [www.fantasyflightgames.com](http://www.fantasyflightgames.com).

## PLAYER MATERIALS

Players are responsible for bringing all of the game components they need to play a game of *Star Wars: The Card Game*. This includes all cards, sleeves, and tokens. They should make sure that they have both one light side and one dark side 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 deck must contain one affiliation card and a minimum of ten objective sets. There is no maximum size. However, players must be able to shuffle their deck without assistance and within a reasonable amount of time.

## CARD SLEEVES

Players are required to sleeve each command deck and objective deck in identical opaque card sleeves for formal and premier events. Players may use different sleeves between decks, but all cards within a single command or objective 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.

## LEGAL PRODUCTS

Players may use only official *Star Wars: The Card Game* components in tournament play. Proxies of cards cannot be used. Determining the legality of third-party tokens is the marshal's responsibility.

In North America, products are legal upon their release date. 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 *Star Wars: The Card Game* 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.

## 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 dark side 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 affiliation card, placing it prominently in their play area.
3. Players set the Balance of the Force token to the light side and place it prominently in the game area.
4. Each player shuffles their command and objective decks thoroughly and presents both to their opponent. The opponent may shuffle and cut each deck if desired. After the opponent has had a chance to shuffle the decks, each player places them within easy reach in their play area.
5. Players gather all focus, damage, and shield tokens they need for the game and place them within easy reach.
6. The Dark Side player sets the Death Star dial to "0" and places the dial within easy view of both players.
7. Each player looks at the top four cards of their objective deck, selects three of those cards, and places the fourth card facedown at the bottom of their objective deck. Each player then places their three chosen objective cards facedown in their respective play area.
8. Each player draws the top six cards of their command deck. Each player may return those six cards to their command deck and shuffle the deck again before drawing a new hand of six cards. Players must keep their second hand.
9. The Dark Side player reveals his or her three chosen objective cards one at a time in the order of his or her choosing, resolving any relevant interrupt or reaction card effects on each card before revealing the next card. These cards remain faceup and in play after being revealed. Then the Light Side player reveals his or her three chosen objective cards with the same process.

Once players complete setup, they should 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. 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.

## TOURNAMENT CONCEPTS

The tournament concepts together create the framework for any *Star Wars: The Card Game* tournament.

### DEFINITIONS

These words/phrases are important terms used when describing *Star Wars: The Card Game* tournaments.

- **Swiss Rounds:** *Star Wars: The Card Game* tournaments use a Swiss pairing system that awards tournament points to players based upon their performance each round. Each Swiss round pairs players for two head-to-head games, attempting to match 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 most tournament points unless there are double elimination rounds (see Double Elimination Rounds pg. 5).
- **Bye:** Occasionally, tournaments involve an odd number of competitors, resulting in one competitor having no opponent for the round and immediately being transferred to the following round. This is called "getting a bye." When a player receives a bye, he or she receives a win for both games, earning 6 tournament points.
- **Progression Cut:** In some tournaments, the organizer may "make a cut" after a predetermined number of rounds. This cut eliminates all but a predetermined number of the highest-ranked players from the tournament. The remaining players continue in additional Swiss rounds or double elimination rounds.
- **Double Elimination Rounds:** A series of 40-minute elimination rounds, consisting of one game each, in which players remain in the tournament until they receive their second loss. Once a player receives their second loss, that player is eliminated and dropped from the tournament. Elimination rounds are usually used after a progression cut and continue until only one player remains and is named the winner.

## SWISS ROUNDS

Tournaments for *Star Wars: The Card Game* are held with a series of 70-minute Swiss rounds. Each round, players play two games, one with their light side deck and one with their dark side deck. The number of rounds for a tournament is outlined in Tournament Structures pg. 7. The organizer must announce the number of rounds, if there will be double elimination rounds, and what size the cut will be before the start of the tournament.

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 remaining in the tournament, a player at random receives the bye in the first round. In later rounds, the bye is given to the lowest ranked player who has not yet received a bye.

No player should be paired against the same opponent more than once during Swiss rounds.

**Pairing example:** *John, Stella, and Laramy all have 15 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 13 tournament points. John is paired against Stella. Because there are no other players with 15 tournament points, Laramy is paired against Kyle.*

## DOUBLE ELIMINATION ROUNDS

*Star Wars: The Card Game* tournaments often use double elimination after a cut is made for the top 4, 8, or 16 players. Double elimination rounds each consist of a single game between opponents, with one playing the Dark Side, and the other playing the Light Side. In double elimination rounds, a player is eliminated once they have lost two rounds. When one player remains, he or she is declared the winner of the tournament. All double elimination rounds are 40 minutes long except for the finals. All games between the two finalists are untimed.

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 bracket included at the end of this document or the brackets available on the *Star Wars: The Card Game* page of our website.

## DECK CHOICE

Because double elimination rounds are only one game each, players must play only one side, either Dark Side or Light Side. 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 which affiliations 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 Dark Side and who plays the Light Side 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 Dark Side two times and the Light Side once. He plays Kris who has played the Dark Side three times and the Light Side once. Each player has played the Light Side the fewest number of times, but Kris has a larger differential between the two sides (two to Tom's one). Therefore, Kris plays the Light Side and Tom plays the Dark Side.*

## 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:

- **Dark Side Victory:** The Death Star dial advances to 12. The Dark Side player immediately earns a game win, and the Light Side player receives a game loss.
- **Light Side Victory:** The Light Side player destroys three or more Dark Side objectives. The Light Side player immediately earns a game win, and the Dark Side player receives a game loss.
- **Empty Command Deck:** One player must draw a card from their command deck and cannot. The player with no cards remaining in their command deck immediately receives a game loss, and the opponent receives a game win.
- **Time:** At the end of the Light Side player's turn, the round time limit has been reached. (If time is called during a player's turn, players must continue playing until the end of the Light Side player's turn.) 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.

## END OF DOUBLE ELIMINATION ROUNDS

Games between the finalists are untimed. Otherwise, when a double elimination round would end in a draw, the winner is determined by the following method:

- The Light Side player scores 40 points for each objective in his or her victory pile and 1 point for each damage on Dark Side objectives.
- The Dark Side player scores 0 points if the Death Star dial is at 0-3, 40 points if the dial is at 4-7, and 80 points if the dial is at 8-11. They also score 1 point for each damage on Light Side objectives.
- The player who holds the Balance of the Force scores 0.5 points.

After all scores have been tallied, the player with the higher score receives a win for the double elimination round, and the player with the lower scores receives a loss.

**Going to time example:** *Tim and Kat are playing an double elimination game that goes to the time limit. Tim, playing Light Side, has 2 objectives in his victory pile (80 points), and there is 7 damage divided among Kat's objectives (7 points). Tim's score is 87. Kat, playing Dark Side, has the Death Star dial at 10 (80 points), has 4 damage divided among Tim's objectives (4 points), and holds the Balance of the Force (0.5 points). Kat's score is 84.5. Tim wins the game.*

## TOURNAMENT POINTS

Players earn tournament points at the end of each round based on their performance in both games during the round. For each game, players receive tournament points as follows:

- Game Win = 3 tournament points
- Draw = 1 tournament point
- Game Loss = 0 tournament points

These points are used to determine the winner of the tournament. In the case of a larger event, they are instead used to determine who makes the cut to double elimination rounds.

## 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 pg. 3.

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.

- **Head-to-head:** Any player that has played and defeated all other players in the group is ranked above the other players in the group.
- **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 *Star Wars: The Card Game* 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.

| 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.

| 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.

# TOURNAMENT TIERS

FFG's OP events are broken into three tiers of play. These tiers serve to establish the expectations of a *Star Wars: The Card Game* 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.

## 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.

## 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 FAQ and tournament regulations. The focus is on a competitive and fair environment.

*This and other supported documents for FFG Organized Play can be accessed from the FFG Organized Play Support Page:*

<http://www.fantasyflightgames.com/opsupport>

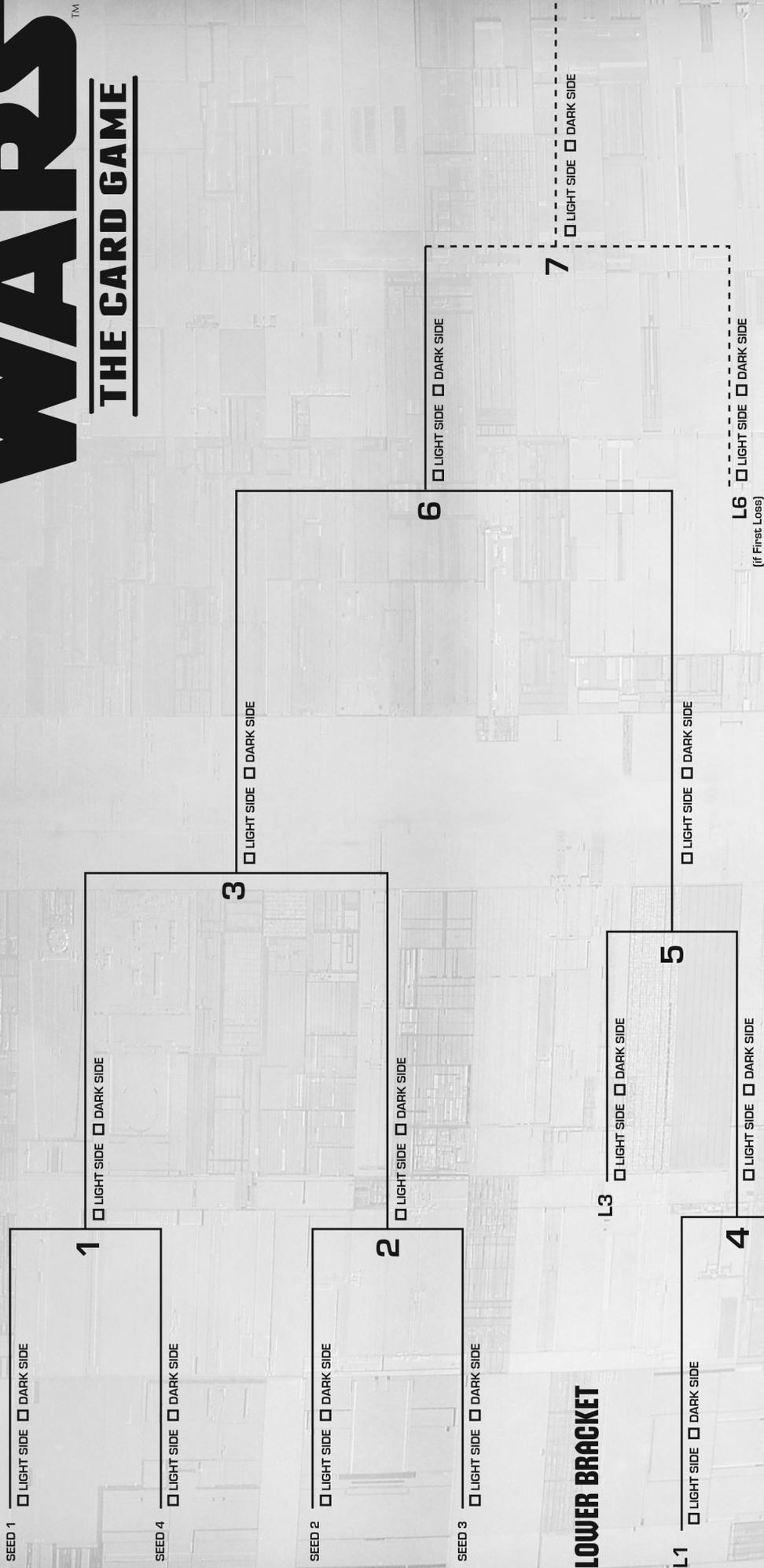
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# 4 PLAYER DOUBLE ELIMINATION UPPER BRACKET

# STARS WARS™

## THE CARD GAME



# 8 PLAYER DOUBLE ELIMINATION UPPER BRACKET

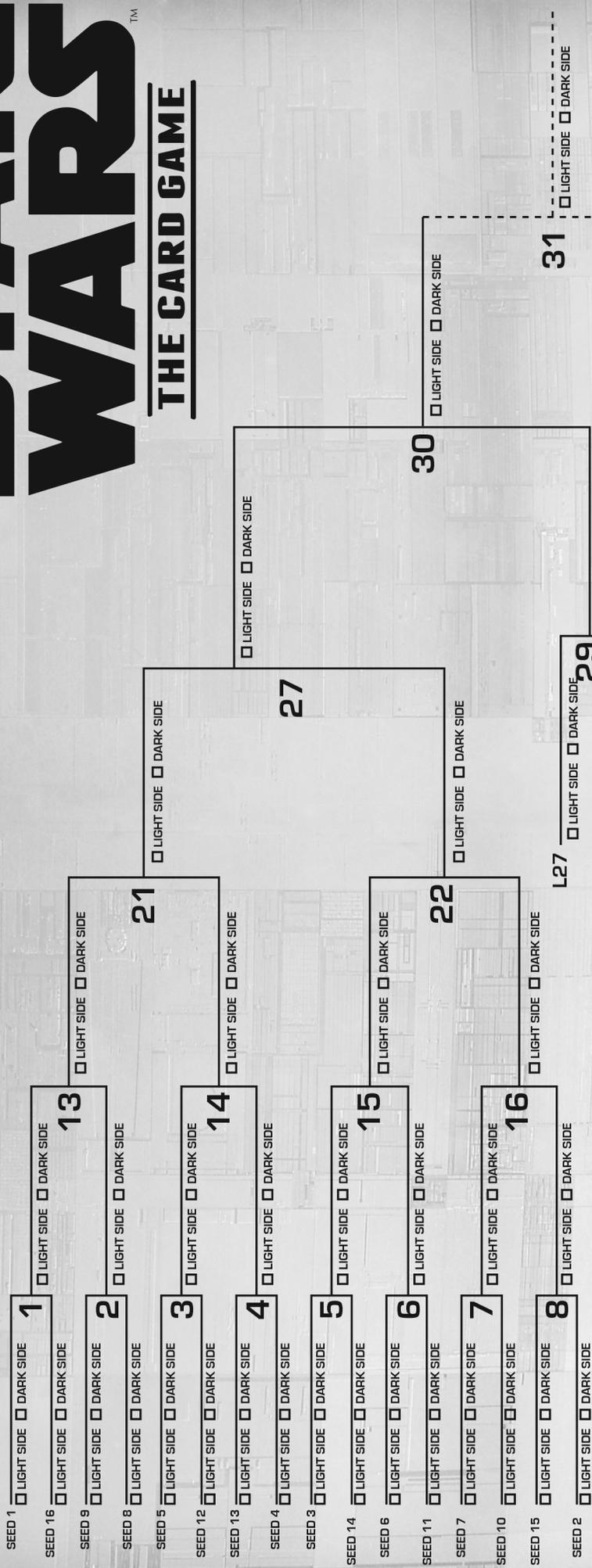
# STARS WARS™

## THE CARD GAME



# 16 PLAYER DOUBLE ELIMINATION

## UPPER BRACKET



## LOWER BRACKET

