

# Fundamental Event Document

Fantasy Flight Games Organized Play takes many forms and supports multiple games. This document exists to provide a foundation that other, game-specific event regulations can build upon. When another event regulation contradicts this document, the other regulation takes precedence.

## Abbreviations

- Fantasy Flight Games = FFG
- Organized Play = OP
- Frequently Asked Questions = FAQ

## 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. Each Event Outline has a unique title for identification. Some FFG OP products have more than one Event Outline, offering Tournament Organizers the choice of which to use. An Event Outline includes:

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

## *Official*

Official events are those which have an Event Outline published by FFG OP. This includes seasonal Open Play Nights, premium seasonal events, store championships, prime championships, grand championships, and more.

## *Unofficial*

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

## **Game Rules**

The game rules for a particular game include all FFG materials that assist in gameplay. The game rules include all of the following, if they exist or are applicable for the game:

- The rules from the game
- A published Rules Reference
- Rules published in expansions
- The game's FAQ document

## **Event Regulations**

The event regulations for a specific event include all FFG materials that assist in an event's planning and execution. This document applies to all FFG events. In addition to this document, event regulations include all of the following, if they exist or apply for the event:

- The game's Tournament Regulations
- Fantasy Flight Games Floor Rules
- Event Outline
- FFG OP product Info Sheet
- A Format and/or Variant Rules document
- Direct statements from FFG OP

## **General Event Types**

Events serve primarily as a way to facilitate a 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.

### ***Open Play***

Meant to be a very inviting event with minimal structure, these events usually consist of simply a scheduled time and location. The Tournament 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 Open Play events are typically based on the number of games played rather than a player's overall performance.

### ***Tournament***

A tournament is a structured event in which a Tournament Organizer pairs players against each other for multiple rounds. Some tournaments feature one or more cuts, in which only certain players advance to further rounds. These additional rounds may change to elimination rounds.

Tournaments alleviate the chaotic nature of Open Play, but usually require a larger investment of time from players and leaders. The tournament tier 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.

## ***League Play***

League play is a term for a series of individual events which tie together for the purpose of awarding overall prizes. The individual events will be one of the previous types—Open Play or tournaments—and may lead to a culminating event. League play usually requires an additional investment of time from the Tournament Organizer to manage not only the individual events, but also the elements used in tracking overall performance. The details of the league and its individual events should be posted prior to the first individual event.

## **Prize Distribution**

It is important that events which offer prizes clearly define how those prizes are to be distributed. The Event Outline of an official event includes the prize distribution which must be used.

Tournament 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 64 players, but there are only 64 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.

## **Tournament Tiers**

There are two tiers of tournaments: **Casual** and **Competitive**. These tiers serve to establish the expectations of the tournament. The tiers are not intended to exclude people from participating, but rather are meant to communicate the experience that players can expect from an event. Official tournaments will be categorized as one of these two tiers. Tournament Organizers of unofficial tournaments are encouraged to utilize the Casual tier, unless their tournament is specifically aimed at more competitive players.

### ***Casual***

Tournaments at this tier are welcoming to all players, regardless of experience level. The focus is on creating a fun and friendly environment where new players can learn and enjoy the game alongside long-time veterans. Open Play Nights and store championships are Casual-tier events.

### ***Competitive***

Tournaments 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 to a degree, 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. Prime championships, grand championships, and other prestigious events are Competitive-tier events.

## **Tournament Structures**

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

There are two defined structures for FFG tournaments: **Basic** and **Advanced**. The third named structure, **Custom**, applies to all tournaments that do not utilize the Basic or Advanced structures. The Basic and Advanced tournament structures of rounds and cuts for each game are detailed in that game's Tournament Regulations and are based on attendance. To assist in the definition and selection of which tournament structure to use, they are defined below:

### ***Basic Tournament 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 Tournament Organizers and players. This structure is most commonly associated with Casual events.

### ***Advanced Tournament 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 Tournament Organizers and players. This structure is most commonly associated with Competitive events.

### ***Custom***

The Custom structure applies to all round structures other than Basic and Advanced. Also included in the Custom structure are tournaments that offer a number of rounds or size of progression cut that does not change based on attendance. The Event Outline of Custom tournaments either include a specific structure tailored to that particular type of event or instruct the Tournament Organizer to design a structure and communicate it to participants.

## 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, and methods of reaching them, are detailed below:

### *Swiss Round*

A Swiss round is one in which an opponent is paired randomly against another player with the same number of tournament points 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 scorekeeping area. Players can participate in all Swiss rounds of a tournament that occur before a progression cut.

### *Elimination Round*

An elimination round can result in the end of the event for the defeated player. Elimination rounds are intended to be a way to create exciting gameplay as part of the conclusion of an event. 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. The number of players at the start of the elimination rounds will most commonly be 2, 4, 8, 16, or 32. Players can be randomly placed into a bracket or seeded according to their current tournament standing.

### *Progression Cut*

A progression cut is a process used to capture 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 only utilize one: a progression cut to single-elimination rounds after Swiss rounds.

There are 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, the Tournament Organizer calculates each player's tournament points. A record-based progression cut removes all players who have not accumulated a predeclared number of tournament points from the tournament. The tournament then continues with the remaining players, usually with additional Swiss rounds.
- **Graduated:** A graduated cut is a special type of progression cut which combines the standings-based and record-based methods. FFG does not recommend the use of a graduated cut by anyone except experienced Tournament Organizers of very high-profile events.
  - To utilize a graduated cut, the Tournament Organizer will announce two values for the cut prior to the start of the event: the standings-based value and the bonus

record-based value. Example: for a standings-based value of 24 and bonus record-based value of 8, the Tournament Organizer would express this as “Graduated 24 + 8”.

- After a number of rounds, standings for all players in the tournament are generated, using tiebreakers to assign each player a specific placement. The Tournament Organizer finds the current tournament points of the player whose placement in the standings is equal to the standings-based value. The Tournament Organizer then counts the number of players at a lower placement in the standings with the same number of tournament points as the aforementioned player, stopping when they reach the bonus record-based value or run out of players with the same number of tournament points. All of those players, and those above them in the standings, remain in the event. All other players are removed from the event.
- Example: for “Graduated 24 + 8,” at least 24 players remain, but no more than 32. Any player ranked 25<sup>th</sup> through 32<sup>nd</sup> with the same number of tournament points as the 24<sup>th</sup>-place player make the cut. The tournament then continues with the remaining players, usually with additional Swiss rounds.

## ***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. Some events offer—as a prize—a bye redeemable at a specific future event. An award bye grants that player a bye for the first round in that future event, no matter the number of players in the event.

## **Participant Roles**

Every person that is part of an event is a participant. Participants are classified into roles, based on that participant’s responsibilities. Event regulations may dictate requirements for certain roles. 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 pursuant to the FFG OP Participant Suspension Policy. All participants share the responsibility of interacting with each other in a respectful manner. The different roles of participants are:

- Tournament Organizer
- Judge
- Head Judge
- Player
- On-site Spectator
- Digital Spectator

## ***Role Requirements***

Certain roles are required to facilitate an event.

- All events must have exactly one Tournament Organizer.
- Tournaments using the Basic structure must have at least four players.
- Tournaments using the Advanced structure must have at least nine players.
- Competitive-tier tournaments must have at least one person in a leader role with demonstrated expertise in the game rules and event regulations.

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

## ***Eligible Participants***

Eligibility to participate in the fun and excitement of official FFG Organized Play is a privilege extended to all, with the following exceptions:

- The FFG Organized Play Participant Suspension Policy includes a list of people for whom eligibility has been revoked, and official event Tournament Organizers are required to enforce those suspensions.
- FFG and Asmodee North America employees cannot be a player in official Competitive tournaments.
- Individuals prohibited from participating by applicable laws.
- Minors are ineligible to participate 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.
- Other individuals deemed ineligible, at the sole discretion of FFG.

Official FFG Organized Play events must not restrict eligibility in any way other than those listed here unless their Event Outline allows for it.

## ***Leader Roles***

**Leaders** are the individuals who lead and manage the event. The leader roles are: **Tournament Organizer**, **Head Judge**, and **Judge**.

If unsure about an issue, leaders should consult the game rules and event regulations (in particular the Floor Rules) provided by FFG before making a decision. Leaders can seek advice from another leader or knowledgeable individual. Leaders should avoid any actions that could be misconstrued as introducing impropriety to the event, such as favoritism, nepotism, or general unprofessionalism.

## **Tournament Organizer**

All events must have a single person designated as the Tournament Organizer. They are ultimately responsible for the entire event, including both planning and execution. The Tournament 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 tournament.
- Supervising the performance of other leaders.
- Arranging for the distribution of the 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 Tournament Organizer must designate another eligible person to act in their stead as Tournament Organizer until they return. Mobile communication between the original and replacement Tournament Organizer is encouraged as a reasonable way to maintain consistency.
- Overseeing the scorekeeping of the event and deciding how to repair scorekeeping errors. At Competitive tournaments, players should not be involved in the scorekeeping.
- The Tournament 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 Eligible Participants on page 7.
- The Tournament Organizer, alongside the Head Judge, holds the final authority on disqualifying a participant from an event and must report any disqualification to FFG OP, as is detailed in the Participant Suspension Policy.
- The Tournament Organizer may designate one or more individuals as a Judge.
- The Tournament Organizer may always modify which individuals are designated for leader roles to preserve the integrity of the event.
- By default, the Tournament Organizer holds the Head Judge responsibilities. The Tournament Organizer has the option of adding a leader to the event as a Head Judge and delegating those responsibilities to them.

## **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 a final authority for the interpretation and application in those matters. The Head Judge responsibilities are:

- Reviewing determinations made by 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 an informational announcement 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 discuss it with the Tournament Organizer before issuing the disqualification.

## **Judge**

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

- Assisting players and spectators. The primary way that judges do so is by resolving infractions or answering questions of the game rules and event regulations as they arise. Judges also help to resolve disputes between players regarding the game state. Their determinations are subject to review by leaders holding the Head Judge responsibilities.
- At Casual tournaments, answering hypothetical questions and assisting players to understand their current game state in order to facilitate a welcoming environment.
- Referring any issues related to unsporting conduct to the Tournament Organizer or Head Judge.

## ***Other Roles***

These are individuals that actually engage in gameplay at an event or recreational observation of gameplay.

## **Player**

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 Tournament Organizer of the event and any materials defined in the relevant game rules or event regulations.
- Informing a leader 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.
- Communicating in a sufficiently clear manner with their opponents and maintaining a clear game state.
- Not engaging in unsporting conduct or violating the integrity of an event.
- Seeking the assistance of a leader if unable to amicably resolve a game disruption in their current game.
- 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.
- Being aware of the contents of this document. Players are not expected to memorize the Fundamental Event Document, but they will be expected to act in accordance with the general spirit of what is found herein.

## On-site Spectators

All people present at an event are participating as 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 inform a Judge **without disturbing or interrupting the game**.
- Respecting a request by a player or leader to not observe a game or games.

## 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).

## *Performing Multiple Roles*

Certain participants may engage in multiple roles at 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 Casual tournaments, players can also perform a leader role, but only if there are at least two leaders. All issues that arise in a situation involving a leader should be handled by a leader not involved in that situation.
- At Competitive tournaments, players cannot also perform a leader role.
- A Head Judge that is designated by the Tournament Organizer cannot actively perform any other role, except spectator.

## Unsporting Conduct

FFG OP exists to create a fair, safe, and inclusive environment for all participants. Unsporting conduct violates one or more of these elements which are critical to the integrity of an event. Intentional or habitual violations of event integrity could result in investigation, pursuant to the FFG Organized Play Participant Suspension Policy. The Head Judge role holds the responsibility of being the final authority on whether unsporting conduct has occurred. Both the Tournament Organizer and the Head Judge are responsible for determining whether the unsporting conduct

was severe enough to warrant disqualification of a participant. Unsporting conduct is not limited to occurrences which happen during an event—it can extend to the time before and after the event, as well as digital spaces.

Unsporting behavior includes:

- Cheating
- Collusion
- Bribery
- Stalling
- Behaving in a manner which could be interpreted by a reasonable person as bullying, harassment, belligerent, stalking, vulgar, obscene, threatening, or hurtful
- Knowingly lying to an event leader
- Encroaching on a participant's personal privacy or safety
- Purposely violating other behavior guidelines at a venue
- Repeatedly refusing to abide by the instructions of an event leader

For more information about unsporting conduct and how best to respond, please see the Fantasy Flight Games Floor Rules.