

Android: Netrunner Floor Rules

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Introduction

Welcome to the *Android: Netrunner* floor rules. This document details the infractions and their resulting penalties—as well as the philosophy behind them—that are to be applied when participants disturb an *Android: Netrunner* tournament through illegal or unfair play, disruptive actions, or offensive or dangerous behavior. Often times, illegal play is caused by unintentional mistakes, and this document attempts to take this fact into account while maintaining consistent rulings.

This document, in combination with the *Android: Netrunner* tournament rules, provides the framework used to run *Android: Netrunner* tournaments by defining appropriate rules, procedures, and responsibilities to be followed in all competitive- and premier-level *Android: Netrunner* tournaments. All tournaments are to be run using the same rules no matter where in

the world they are held. This ensures a consistent experience for all players and allows them to play anywhere in the world despite any possible language barriers.

The majority of this document is meant for competitive- and premier-level tournaments only. If you are judging a casual-level event, please see the “Judging a Casual-Level Event” section at the end of this document for guidelines on how best to introduce the philosophies contained herein while maintaining a casual atmosphere.

Philosophy

Judges are neutral arbiters. They are present at a tournament to fix mistakes, educate players, and enforce the rules to ensure a fair play environment. Judges cannot and should not prevent players from making mistakes within the game.

This document, along with the philosophies contained within, is a guide for judges and cannot account for every circumstance that may exist. The examples within are not exhaustive, but instead, in combination with the philosophies outlined herein, are meant to provide judges with the knowledge needed to fulfill their role as arbiters of a tournament. While this document cannot account for every situation, the examples and philosophies in this document can guide judges in making consistent rulings in any tournament.

Android: Netrunner tournaments are generally enjoyable events with players of varying skill level and honest mistakes do happen. One of the goals of this document is to encourage a continuation of the great community that exists and discourage any players that may consider breaking the rules with a malicious intent. The purpose of all infractions and penalties contained within this document is to ensure an enjoyable and fair atmosphere at *Android: Netrunner* events while maintaining consistency.

Players are held to the same standards, no matter their experience with *Android: Netrunner* tournaments, play skill, or rules knowledge. The tier of a tournament defines what is expected of players, and penalties for an infraction may change between tiers in order to represent that expectation.

Judges are human and can make mistakes. If a judge makes a mistake, he or she should acknowledge the mistake to the affected players and attempt to fix the issue if it is possible.

Tiers of Tournament Play

Fantasy Flight Games’ Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with an *Android: Netrunner* tournament. In addition, the Competitive

and Premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

Casual

Casual events emphasize fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using an *Android: Netrunner* variant.

Competitive

Competitive events require players to have general knowledge of a game's rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of *Android: Netrunner* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events such as the *Chronos Protocol Tour*.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

Penalties

Penalty Types

There are varying types of penalties that are applied according to the severity of the infraction, potential for abuse, and repeated infractions. For any penalty other than a Caution, record the infraction, penalty, your name, and any additional information on the back of the player's match slip. Do not record any unknown information that may benefit the offending player's opponent! The scorekeeper should compile and keep track of any and all penalties during a tournament.

Caution

Cautions are verbal admonitions that are not recorded. A caution is most often used at casual-level events as a reminder of the rules and a teaching tool for those unaware of the deeper rules at a tournament. At higher level events, cautions are often used to keep player behavior from escalating and prevent a dangerous or uncomfortable situation for staff, players, and/or spectators.

Warning

Warnings are a verbal admonition to a player that is recorded by the scorekeeper. If a player receives multiple warnings for the same infraction, the penalty may be upgraded. A warning is the most common type of penalty. Warnings are preferred unless the infraction is a serious offense or can be abused easily to give a player an advantage.

If a player receives three warnings for any one infraction during a tournament, that player receives a game loss and the judge should investigate why the player is committing the same infraction so many times.

Game Loss

A game loss is an automatic Runner or Corporation loss for the offending player. This loss may be applied to the current game, a remaining game in the match, or a game in the following round depending on the infraction committed and the timing of the infraction. A game loss is a severe penalty and should not be applied lightly. It is used to encourage players to be careful and avoid mistakes that have the potential to provide one player with a significant advantage.

Match Loss

A match loss is an automatic loss of all games in one round for the offending player. This loss may be applied to the current match the player is playing or the following round depending on the infraction committed and the timing of the infraction. If it is applied to the current match, the full match is forfeited by the offending player and his or her opponent receives a win for both Runner and Corporation. A match loss is a severe penalty and should only be used when there is an immediate need to separate players due to one player's actions.

Disqualification

A disqualification is the removal of a player from the tournament. The current game and match is forfeited by the offending player and his or her opponent receives a win for both Runner and Corporation. The offending player is removed from all future pairings and standings and does not receive any additional prizes for the tournament. Disqualification is the most severe penalty a player can receive during a tournament and should only be used when the integrity of the tournament or the safety, physical or otherwise, of a player is threatened.

Upgrading and Downgrading Penalties

This document is a guide for judges and cannot account for every circumstance that may exist. In exceptional circumstances, it may be reasonable or necessary for the head judge to upgrade or downgrade the penalties outlined in this document (see "Exceptions" on page 24). Players may commit an infraction unknowingly or by mistake, or they may commit an infraction with a more malicious intent than expected. In these cases, only the head judge has the authority to upgrade or downgrade a penalty assigned to a player.

Time Extension

If a ruling takes a substantial amount of time, the ruling judge may issue a time extension for the match so that players have the full amount of time to complete their games. The extra time should be equal to the time elapsed between when a judge was called for and the judge finished providing a ruling.

The judge should write the time extension on the front of the players' match slip so other judges are aware of the extension.

Infractions

All infractions fall into one of three categories—Game Errors, Tournament Errors, or Conduct. Within each category there are additional sections that outline the philosophies behind various errors and the action that should be taken in response to the error.

* — A star denotes an infraction that may carry a different penalty depending on the situation or level of the tournament.

Game Errors

Game errors are the most common infractions at a tournament. Any error committed within an *Android: Netrunner* game—most often by breaking a rule in the rulebook—is a game error.

Missed Trigger—Caution*

Definition

A triggered ability triggers, but the player controlling the trigger does not take any action that would indicate awareness. The player must demonstrate awareness when the trigger requires a choice, causes a change to a card's properties that is currently being used, or the opponent attempts to take an action that would break a rule created by the trigger. If a trigger has been acknowledged, other problems with the trigger are treated as Game Error—Illegal Game State.

A player does not need to demonstrate awareness of a trigger that does nothing except create a delayed trigger. A player does not need to acknowledge a trigger that would have no effect. For example, if a trigger would force the Runner to lose two credits but the Runner has no credits, the Corporation does not need to indicate awareness of the trigger.

Players cannot cause an opponent to miss a trigger he or she controls by playing too quickly. For example, the Runner takes net damage from a Neural Katana and the Corporation has a rezzed Tori Hanzo installed. The Runner immediately attempts to discard three cards without allowing the Corporation a chance to demonstrate awareness of the Tori Hanzo trigger. The Corporation still has a chance to acknowledge the trigger. The “Shortcuts and Out of Order Sequencing” rules on page 23 may also apply in these situations, especially when more than one trigger would happen at the same time.

Examples

1. The first subroutine on Caduceus results in a successful trace. The Corporation does not take any credits.
2. The Runner steals an agenda on the fourth click against the Jinteki: Personal Evolution identity. The Corporation immediately draws to start the next turn.
3. The Runner is using the Gabriel Santiago identity and accesses a card in HQ without taking 2 credits from the identity's ability.
4. The Runner ends a turn with Magnum Opus installed after playing Test Run and searching for that Magnum Opus. The Runner remembers Magnum Opus is still installed after the Corporation spends a click the next turn.
5. The Runner spends her first click to draw a card, then remembers she forgot to put a virus counter on her Parasite.

Resolution

If the missed trigger is not considered detrimental and it is still within the same turn as the missed trigger, the opponent chooses whether the trigger resolves after the current click—and any resulting triggers—is resolved completely or not at all. If the missed trigger is not considered detrimental and the turn has been passed since the missed trigger, the trigger does not resolve. If a player misses a detrimental trigger, that player is issued a warning and the trigger is resolved after the current click—and any resulting triggers—is resolved completely.

A detrimental trigger is a trigger that is considered harmful for the controller of the trigger when looked at in isolation, ignoring any game state that may exist. For example, the “When you rez” trigger on illicit ice that gives the Corp a bad publicity. The head judge is the final authority on whether a trigger is detrimental or not.

Philosophy

Android: Netrunner is a complex game, and some games can involve board states that involve many triggers, all happening at different times. While it can be difficult to remember every trigger, players are still responsible for their own triggered abilities. However, players should not be punished severely when they forget a trigger.

It is assumed that a trigger is remembered until otherwise indicated. If the trigger does not immediately affect the game, it is not assumed a player has forgotten the trigger.

The controller of a triggered ability is responsible for the ability, even when it mentions the opponent or the opponent has to make a choice as part of the ability's resolution. Players are not required to point out triggers they do not control, though they may do so if they wish. However, a player cannot let his or her opponent take an illegal action. For example, the Runner moves to trash a Faerie at the end of an encounter, even though it was not used. The Corporation is also responsible in preventing the Runner from taking the action.

A player that misses a trigger receives a Warning only if the missed trigger is considered detrimental by the head judge. The game state is not considered when determining whether a trigger is detrimental or beneficial. Whether a player receives a Warning or not does not affect any remedies for the situation.

When observing a game, judges should not step in unless the judge is planning on issuing a Warning or believes a player may be intentionally missing triggers.

Looking at Extra Cards—Warning*

Definition

A player looks at a card without being instructed to by a rule, game effect, or ability; a player is instructed to look at a card, but looks at more cards than instructed; or a player resolves an effect that requires a choice between looking at a card and another effect, and the player resolves both choices. Looking at Extra Cards can occur in any game zone, including but not limited to R&D, HQ, the Stack, the Grip, and in play. If a player looks at multiple extra cards in a single action, this penalty is applied only once. If a player puts a card into HQ or their Grip, this is Game Error—Drawing Extra Cards.

Examples

1. The Runner has a successful run on R&D and accesses two cards.
2. The Corporation begins the turn with a mandatory draw but accidentally lifts up two cards, seeing the bottom card. The Corporation realizes this before putting the cards into HQ.
3. The Runner completes an Account Siphon run on HQ, forces the Corporation to lose 5 credits then accesses a card.
4. The Runner plays Infiltration, takes 2 credits, then gets distracted before trashing Infiltration. When the Runner comes back to the game, he or she exposes a piece of Ice and trashes Infiltration.
5. The Corporation scores Accelerated Beta Test and accidentally looks at the top four cards of R&D.

Resolution

Shuffle the extra seen cards with all other unknown cards in that card's zone until sufficiently randomized. Ice should be replaced in the location it was previously. Be careful to first set aside any known cards from earlier effects, such as Precognition, Test Run, or a run on R&D. After the unknown cards have been shuffled, return all known cards in the appropriate order.

If an ability presents a choice between revealing a card(s) and another effect and a player accidentally resolves both choices, it should be assumed that the player chose to reveal the card(s) and the other effect should be fixed. For example, if the Runner resolves both choices on

Infiltration, it is assumed she chose to expose a card, and she removes 2 credits from her credit pool.

If it is impossible to return the game state to a legal state and it is a competitive-level tournament, fix the game state as much as possible. For example, if the Runner completes a successful run on HQ and accesses two cards instead of one, the Runner selects one of those cards at random and continues the game as though he accessed that card.

If it is impossible to return the game state to a legal state and it is a premier-level tournament, the penalty should be upgraded to a game loss. For example, if the Runner completes a successful run on HQ and accesses two cards instead of one. There was no legal method for the Runner to access two cards, and so the game state has become illegal.

Philosophy

Sleeved cards can stick together and players make mistakes, but players can gain an advantage by identifying cards they are not supposed to know. In *Android: Netrunner*—a game that heavily involves bluffing and hidden information—that advantage can sometimes be sizable.

Drawing Extra Cards—Warning*

Definition

A player illegally takes a card from his or her deck or a hidden card from another zone and adds it to HQ or their Grip. As soon as the card touches another card in the player's HQ or Grip, the card is considered drawn. If a player has seen the card and realizes the mistake before adding the card to his or her HQ or Grip, this is Game Error—Looking at Extra Cards.

Examples

1. The Corporation begins the turn with a mandatory draw but draws two cards instead of one.
2. The Runner plays Diesel and draws four cards.
3. The Corporation scores Accelerated Beta Test then installs two of the cards and adds the remaining card to HQ instead of trashing it.
4. The Runner draws two cards for the first click forgetting that Wyldside was trashed.

Resolution

If the player has clicks remaining in the current turn, that player must forfeit a number of clicks equal to the number of extra cards drawn. It is assumed that the player spent clicks to draw those extra cards.

If the player does not have enough clicks remaining and both players are able to identify which card(s) was drawn, the offending player returns the card(s) to the correct location, shuffles the cards in that location if they should be randomized, and receives a warning instead.

If the player does not have enough clicks remaining and it is a competitive-level tournament, choose a number of cards equal to the extra cards (after any remaining clicks are spent) at random and shuffle them into R&D or the Stack until sufficiently randomized. Be careful to first set aside any known cards from earlier effects, such as Precognition, Test Run, or a run on R&D. After the unknown cards have been shuffled, return all known cards in the appropriate order.

If the player does not have enough clicks remaining and it is a premier-level tournament, the penalty is upgraded to a game loss.

Philosophy

Drawing an additional card can be an honest mistake, but it also has a high potential for abuse. It is very easy for an opponent to miss extra cards in their opponent's hand. When necessary, the penalty should be upgraded to a game loss to reinforce honest and attentive play.

Incorrect Starting Hand—Warning

Definition

A player has more than the maximum number of allowable cards in his or her opening hand when the Corporation begins the first turn.

Examples

1. The Corporation begins the game with six cards in hand.
2. The Runner is using the Andromeda identity and begins the game with 10 cards in hand.
3. The Runner begins the game with seven cards in hand after taking a mulligan.

Resolution

If the player has not taken a mulligan yet, he or she must mulligan and draw the correct number of cards. If the player has taken a mulligan, the judge chooses randomly a number of cards equal to the number of extra cards in hand and shuffles them into R&D or the Stack.

Philosophy

Card sleeves sometimes stick together and it is easy for players to make mistakes. However, starting with additional cards is a serious advantage and can be abused easily.

Illegally Installing Facedown Cards—Game Loss*

Definition

A player installs a card facedown illegally.

Examples

1. The Corporation installs a card within a remote server. The next turn, the Runner makes a run on that server. When the Runner accesses the card it is discovered that the card is an operation.

2. The Corporation installs a card protecting HQ. Many turns later, the Runner makes a run on HQ. When the Corporation attempts to rez the card, he realizes that it is an asset and he installed the incorrect card.
3. The Corporation installs a card in the root of R&D. On her next turn, she looks at the card and realizes that she installed a piece of ice instead of an upgrade.

Resolution

If the game state has not changed significantly and it is still the turn in which the card was installed illegally, the head judge rewinds the game to immediately before the error, undoing each action in reverse order. The offending player receives a warning and the game then resumes from immediately before the error. For example, if the Corporation installs a piece of ice within a remote server for the first click, takes 2 credits for his other two clicks, and then realizes his mistake before the Runner takes action, have the Corporation remove 2 credits from his credit pool, put that card back into HQ, and rewind the game to right before the Corporation's first click.

If it is a different turn or the game state has changed significantly, the offending player receives a game loss for the current game.

Philosophy

Players sometimes make mistakes, but representing incorrect information or encouraging an opponent to spend resources to reveal an illegally installed card can have serious consequences. If play has moved to another player's turn, this infraction can cause a game to take an entirely different course than it otherwise would have gone. When a game's integrity is compromised due to an illegally installed card, there is no fixing the game state and the only course of action is a game loss for the offending player.

A player may ask a judge to confirm the legality of his or her opponent's facedown cards at any time during a game or immediately after a game concludes. This right should not be abused.

Revealing Hidden Information—Warning

Definition

A player reveals hidden information under his or her control without a game effect allowing the reveal.

Examples

1. The Runner completes a run on R&D. The Corporation moves to reveal the top card of R&D for the Runner, but accidentally grabs two cards and reveals the second card.
2. The Corporation purposefully reveals an agenda installed in a remote server in hopes of getting the Runner to run on that server.

3. During a run, the Corporation considers rezzing a piece of ice. While considering, the Corporation looks at and reveals ice installed further in the server in hopes of convincing the Runner to jack out.
4. While the Runner considers making a run, the Corporation reveals two Scorched Earth cards in HQ and asks, “Do you really want to do that?”
5. The Corporation drops a card on the table while shuffling HQ for no in-game purpose.

Resolution

Educate the player on why revealing hidden information is illegal.

Philosophy

Android: Netrunner heavily involves bluffing and mind games between players. While revealing information to an opponent is often disadvantageous, it goes against the concepts and structure of the game and invalidates existing cards, such as Celebrity Gift. A perfectly timed reveal may influence an opponent to take actions he or she would otherwise not take and give the offending player an advantage, whether in time, credits, or some other resource.

Illegal Game State—Warning

Definition

A player commits an illegal action and neither player notices until after the action is complete.

If an infraction does not fit within the definition of any other Game Error infraction, then it is an Illegal Game State.

Examples

1. The Runner installs Magnum Opus and pays 3 credits.
2. The Corporation advances Breaking News twice and scores it. When the Runner attempts to spend a fifth click on the following turn, both players realize Rachel Beckman should have been trashed on the Corporation’s turn.
3. The Runner makes a run with Sneakdoor Beta and accesses the Corporation’s Archives.
4. The Corporation takes the final 3 credits off of Adonis Campaign but does not trash it.
5. The Runner uses Aesop’s Pawnshop at the start of a turn and trashes Aesop’s Pawnshop for the trigger.

Resolution

Both players should receive a Warning. If the infraction falls under any other section in this document, the player committing the action receives that infraction and the opponent receives a Warning for Illegal Game State.

If the game state has not changed significantly and it is still the turn in which the infraction occurred, rewind the game to immediately before the error. For example, the Corporation only has 3 credits and plays Hedge Fund, then spends two clicks to take 2 more credits. Before the Runner takes her turn, she notices the Corporation's error and they call a judge over. The judge instructs the Corporation to return Hedge Fund to HQ and remove all but 3 credits from his credit pool.

If the game state has changed significantly since the infraction occurred, leave the game as it is but remind players to be more mindful of the game state. For example, if the Runner installs Sneakdoor Beta with only 3 credits in his credit pool then makes two runs using Sneakdoor Beta and draws a card for his remaining click and the Corporation takes her full turn before realizing the error, the game state has progressed too far and too many decisions have been made to fix the error.

Philosophy

It is both player's responsibility to keep track of the game state and know when an error is made. While a player may not be as attentive during an opponent's turn, that is not an excuse for missing an illegal action.

This type of error becomes problematic as more time passes since the infraction occurred. When caught soon after the error, it is easy to rewind and restart the game from a moment before the infraction. However, as soon as information is revealed or significant decisions have been made, it is impossible to go back and "fix" what has happened.

Tournament Errors

Tournament Errors are common infractions at a tournament that result when a player breaks a rule in the *Android: Netrunner* tournament rules or affects the tournament as a whole in a minor way, such as tardiness.

Slow Play—Warning

Definition

A player delays longer than is reasonable in making a play.

Examples

1. The Runner makes a run on a server with all ice rezzed and takes multiple minutes to think before encountering each piece of ice.
2. The Corporation starts the turn with no cards in HQ. After the mandatory draw, the Corporation takes several minutes to think before spending any clicks.
3. The Runner encounters a newly rezzed piece of ice, reads the card, looks at her hand, reads the card again, looks at her installed cards, then reads the card a third time.

4. The Runner passes the last piece of ice protecting a remote server and thinks for multiple minutes before accessing any cards.

Resolution

Remind the player that they need to make a decision and continue playing the game. Often times, a player will be absorbed in the game or a particular decision, and this reminder is enough to urge them to play faster.

Philosophy

Android: Netrunner is a complex game and there can be daunting game states with myriad choices available to a player. However, players are expected to play at a reasonable pace and not stall for time. Tournament players are expected to be familiar with the game's rules and most of its cards. While players will occasionally encounter cards or a deck they do not know, this should not cause a lengthy delay in their game.

If a player continues to stall after being reminded multiple times to play faster, the head judge may upgrade this infraction to a game loss. Players have the right to ask a judge to watch their match for slow play, provided it would not adversely affect the rest of the tournament.

Tardiness—Warning*

Definition

A player does not follow tournament time limits.

Examples

1. A player sits down at his match after time for the round has started.
2. A player does not hand in her deck list before the tournament starts.
3. A player sits at the wrong table and plays the wrong opponent for the round.

Resolution

Inform the player of the importance of keeping to the schedule of the tournament for the sake of all players. If the player takes more than 5 minutes to arrive at the table after the round has started, the penalty is upgraded to a game loss. If the player takes more than 10 minutes to arrive at the table, this penalty is upgraded to a match loss, and he or she is removed from all future pairings and standings.

If a player is removed from a tournament due to tardiness, that player may be re-entered in the tournament in later rounds at the head judge's discretion. If a player is re-entered, he or she receives losses for all missed rounds.

Philosophy

Keeping a tournament running smoothly is important in ensuring a great experience for all players. Allowing one player to delay an entire tournament is not fair to other participants, and this penalty exists to encourage players to be on time throughout a tournament.

Illegal Deck Error—Game Loss

Definition

A player presents an illegal deck to his or her opponent.

Examples

1. The Corporation is using the Jinteki: Personal Evolution identity and forgets to collect all of her agendas at the end of a round. During the next round, she presents her deck to the Runner with only 44 cards in the deck.
2. An NBN Near-Earth Hub deck list is checked and there are only 36 cards written down. Upon further inspection, there are no agendas written on the deck list.
3. The Runner's deck is checked and found to contain a single Kati Jones, but a singleton Dirty Laundry is written on her deck list instead.
4. The Corporation is using the HB: Engineering the Future identity, but his deck list contains AstroScript Pilot Program.
5. The Runner draws her starting hand and discovers an agenda from her previous opponent.

Resolution

Instruct the player to correct the deck so that it is legal and matches what is listed on his or her deck list. If a player cannot find a card listed to replace illegal or missing cards, flip the illegal card (or a spare card if there is a missing card) so that its back faces outward in its sleeve. Any non-agenda card with its back facing outward is treated as a blank card without text and must remain part of the player's deck. If the flipped card is replacing an agenda, leave a note in the sleeve explaining that the agenda is worth the same number of points without text, and cannot be advanced or scored by the Corporation.

If a deck list is missing cards, complete the deck list with any cards currently in that player's deck not already on the deck list. If a deck list is missing cards and the player's deck is smaller than the minimum size at a premier-level tournament, that player is disqualified from the tournament. If a deck list is missing cards and the player's deck is smaller than the minimum size at a competitive-level tournament, replace all missing cards by inserting blank cards (and blank agendas with a note saying they are worth 2 points and have no text) until the deck is the minimum size.

If an error is discovered with a deck list when reviewing players' deck lists and the player is in the middle of a game, the player receives a game loss for the first game of the next round. Judges should make a strong effort to check all deck lists for legality by the end of round 1 during a

tournament. This ensures consistency across all deck list errors and avoids disrupting a game in progress. If an error is found with a deck mid-game or during a deck check, the player receives a game loss for the current game.

Philosophy

Deck lists are used to prevent players from altering their decks mid-tournament. It is important that players hand in legal deck lists at each tournament. It is also important that judges review all deck lists for legality, especially at larger tournaments.

Players should have only cards listed on their deck list near their deck, including in their deck box, to avoid any confusion or claims of dishonest behavior. Promotional cards handed out at the tournament and tokens may be kept with a player's deck.

Insufficient Shuffling—Warning

Definition

A player presents his or her deck to an opponent without having sufficiently randomized the deck.

Examples

1. A player pile shuffles his cards twice and then presents his deck to his opponent without additional shuffling.
2. The Corporation places each of her agendas in a roughly even manner throughout the deck and then shuffles the deck once before presenting it to her opponent.
3. The Runner searches his Stack and then presents it to his opponent without shuffling.
4. A player is shuffling and accidentally drops a card face up on the table. She puts it back in the deck and then presents the deck to her opponent without additional shuffling.

Resolution

Shuffle the deck—while being careful not to move any known cards—and instruct the player on the importance of randomizing a deck.

Philosophy

A player should shuffle his or her deck using multiple methods of shuffling to help distribute the cards randomly. Only pile shuffling is not acceptable. Any stacking, grouping, or other manipulation of a deck is acceptable prior to thorough shuffling.

Any time a player is able to see a card within the deck—including during shuffling—the deck is no longer randomized. Players should be careful to not show cards to anyone, including opponents or bystanders.

Outside Assistance—Game Loss

Definition

A player receives or seeks information, strategy advice, etc. from someone not involved in the match. In addition, a player cannot refer to notes or other physical/digital information during a match. However, a player may ask a judge for the official text of a card from CardgameDB during a match.

Examples

1. A spectator mentions the name of a piece of ice that is installed facedown.
2. A player looks at his notes while shuffling before a game.
3. A spectator looks at a player's hand and suggests a course of action for the turn.

Resolution

The game loss is applied immediately. If the players are preparing for a game, the penalized player loses that game, and the players begin preparing for the next game, if necessary.

If the player providing assistance is entered in the tournament, he or she is disqualified. Any person providing outside assistance that is not entered in the tournament should be asked to leave the premises.

Philosophy

Tournaments challenge players to win using their own skill and their interpretation of the game state. As soon as outside assistance is provided, whether correct or not, a player can no longer win or lose solely of their own merit.

Marked Cards—Warning

Definition

It is discovered that a player's deck contains cards that can be distinguished from the rest of the deck without seeing the face of the card. This can be in the form of scratched or off-color sleeves, bent corners, thicker cards, larger sleeves, or any other method that causes the card to not match the rest of the deck.

Examples

1. As a player is shuffling her opponent's deck, she notices small scratches on some of the sleeves in an inconsistent manner.
2. The Runner spends a click to draw a card and notices the top card of his Stack has a bent corner.
3. A player is using promotional cards from an earlier tournament, but she hasn't used opaque sleeves to sleeve her deck.

Resolution

The player must sleeve all the cards of his or her deck so that each card is consistent and indistinguishable.

Philosophy

A marked card reveals information to players when it should remain unknown. While this can provide an advantage, both players have the ability to use the information, making this a minor error that should not be punished harshly.

Sleeves and cards can easily become marked with use over the course of a tournament. When wear is noticed, players should replace their sleeves to avoid any potential infractions. Assuming no malicious intent, the importance should lay on educating players over issuing a penalty.

Communication Violation—Warning

Definition

A player misrepresents open information or breaks other communication rules. This includes the “Shortcuts and Out of Order Sequencing” rules on page 23.

Open information is any information about the game, game state, or cards that is available to both players. This includes the number credits in a player’s credit pool, installed faceup cards, faceup cards in Archives and the Heap, identity cards, and the number of cards in HQ, R&D, the Heap, and Runner’s Grip.

Examples

1. The Corporation asks the Runner how many cards are in his grip and he refuses to announce the number of cards or allow the Corporation to count the cards.
2. The Runner uses a shortcut during her run without first receiving agreement from the Corporation.
3. The Corporation stacks all cards installed in a remote server so that only one card is visible.
4. The Runner states he has only spent two clicks on his turn, but it is determined that he has spent three clicks.
5. A judge gets called over to a game in progress where the players cannot agree on what has happened at a certain point in the game.

Resolution

Educate the player on the importance of clear communication.

If the game state has not changed dramatically and it is within the same turn as the error, the head judge rewinds the game to immediately before the error, undoing each action taken in reverse order. The game then resumes from that point.

If there is a disagreement over what has transpired, attempt to deduce what actually happened from player statements and recreating agreed upon actions since the incident.

Philosophy

Refusing to communicate, skipping steps outside of agreed upon shortcuts, or incorrectly representing open information misleads players and goes against the spirit of competition. However, bluffing and misrepresenting hidden information is legal and within the spirit of *Android: Netrunner*.

Open information is the right of every player and cannot be hidden from an opponent. A player must allow his or her opponent to discover the information themselves if they attempt to do so.

Physical and verbal actions are binding, and players are required to honor their first communication with their opponent. A physical action that was not accompanied by verbal statements is still an announcement of action taken and must be honored by both sides.

Without clear communication, it is easy for players to disagree over what actions were taken. In a complex game like *Android: Netrunner*, the mistake can sometimes be missed for a number of turns. Occasionally, investigating the situation will lead to what actually occurred, but judges should not take a prolonged amount of time to investigate except in extreme situations.

Conduct

Conduct is a serious infraction that affects the tournament as a whole or has the potential to physically or emotionally harm another person. Conduct infractions are accompanied by significant penalties, usually disqualification.

Unsportsmanlike Conduct, Minor—Warning

Definition

A player displays behavior that is disruptive to the tournament or treats an opponent or tournament official with a lack of respect.

Examples

1. A player loses her game and mutters how her opponent only won because he cheated.
2. A judge asks a player to describe his story of what happened during a disputed play and the player refuses to answer.
3. A player taunts her opponent after he makes a bad play.
4. A player uses indecent or vulgar language.
5. A Runner calls a judge over each time his opponent installs a card facedown.

Resolution

Inform the player that their behavior is unacceptable and warn them that the penalty will be upgraded if they continue.

Philosophy

Android: Netrunner tournaments are meant to be a safe and enjoyable atmosphere for everyone. When behavior disrupts this attitude, the person who committed the infraction should be made aware immediately. Additional infractions should be dealt with swiftly.

Unsportsmanlike Conduct, Major—Disqualification

Definition

A player threatens another player or tournament official, displays aggressive behavior, or commits physical actions that make those nearby uncomfortable. This includes language based on someone's race, ethnicity, sexual orientation, religion, age, gender, or disability.

Examples

1. A player loses his game and throws his cards onto the table.
2. A player calls her opponent a derogatory name.
3. A player threatens to fight his opponent.
4. A player kicks her chair over after losing a match.
5. A player argues with the head judge after being told the conversation is finished.

Resolution

The player that commits this infraction immediately loses the game he or she is playing, the opponent receives a full win for both Corporation and Runner in the match, and the offending player is removed from all future pairings and standings and does not receive any additional prizes for the tournament.

If the player continues this behavior, remove the player from the tournament venue.

Philosophy

Physical intimidation and belittlement of an opponent will not be tolerated at *Android: Netrunner* tournaments. Judges should act swiftly in making sure the behavior stops immediately, removing the offending player from the area to cool down or avoid further issues if necessary. Judges should take care to not escalate the situation.

Insults and derogatory language must be dealt with immediately, even if the insulted party is not offended.

Judges should expect direct instructions to be followed. Players who ignore a judge's direct instruction can disrupt the entire tournament and cause issues for more than just the player and his or her opponent.

Cheating—Disqualification

Definition

A player intentionally breaks the game's rules, tournament rules, or a rule in this document in order to gain an advantage.

Examples

1. A player shuffles her deck so that she knows the order of cards and can predict her starting hand.
2. The Corporation's deck is found to have marked cards. Upon further inspection, only his agendas are marked.
3. During a deck check, it is found that a player has an illegal card in her deck. Upon further investigation, it is discovered that she added the card knowing it was illegal.
4. It is discovered that a player has been intentionally playing slowly when it would help him.

Resolution

The player that commits this infraction immediately loses the match, the opponent receives a full win for both Corporation and Runner, and the offending player is removed from all future pairings and standings and does not receive any additional prizes for the tournament.

Philosophy

Android: *Netrunner* matches should be decided by the skills, minds, and luck of the two players involved in a match within the limits of the game's rules. Any attempt to circumvent the rules degrades the integrity of a tournament and prevents players from competing on a level playing field.

If a player intentionally commits a Game Error or Tournament Error, apply this penalty instead of that infraction's.

Collusion—Disqualification

Definition

Two or more people conspire to alter the results of the tournament.

Examples

1. Two players intentionally draw their match to insure that they both make the cut to elimination rounds. **This is legal, so long as one player does not offer the other compensation for doing so.**

2. A player intentionally loses his match to guarantee his friend makes the cut to elimination rounds.
3. A spectator asks a player to lose her match so that his friend will receive a prize.

Resolution

The player(s) that commits this infraction immediately loses the game he or she is playing, the opponent receives a full win for both Corporation and Runner in the match, and the offending player is removed from all future pairings and standings and does not receive any additional prizes for the tournament. If both players of a match are involved, the match is scored as a draw with neither side receiving points. Both players are removed from all future pairings and standings and do not receive any additional prizes for the tournament.

Judges should monitor the top tables during the beginning of the last round before elimination rounds to ensure collusion does not happen.

If one or more people involved are not registered in the tournament, remove them from the tournament venue.

Philosophy

Android: Netrunner matches should be decided by the skills, minds, and luck of the two players involved in a match. Artificially altering the results of a match circumvents this and prevents players from succeeding based on skill alone.

Bribery and Gambling—Disqualification

Definition

A player offers another player money or other compensation for intentionally losing a game or match.

A player or spectator bets money or other compensation concerning the outcome of a game, match, or the tournament as a whole.

Examples

1. Two players sit down for the last round of Swiss pairings. One player offers the other \$50 if he will concede the match.
2. Two players sit down for a match where the winner will receive prizes and the other will not. One player offers part of the prize pool to the other player if she will purposefully lose the match.
3. Two spectators watching the finals of a tournament bet each other \$5 on who will win the game.

Resolution

Any tournament player that commits this infraction immediately loses the game he or she is playing, the opponent receives a full win for both Corporation and Runner in the match, and the offending player is removed from all future pairings and standings and does not receive any additional prizes for the tournament.

Philosophy

Android: Netrunner is played in many countries around the world, and gambling is not legal in all territories. In addition, allowing people to wager on matches threatens the integrity of a tournament.

Android: Netrunner matches should be decided by the skills, minds, and luck of the two players involved in a match. Bribery and gambling ignore these things and create incentives to artificially alter the results of a match.

If one or more people involved are not registered in the tournament, remove them from the tournament venue.

Quick Reference Guide

Game Errors		
	Competitive	Premier
Missed Trigger	Caution*	Caution*
Looking at Extra Cards	Warning	Warning*
Drawing Extra Cards	Warning	Warning*
Incorrect Starting Hand	Warning	Warning
Illegally Installing Facedown Cards	Game Loss*	Game Loss*
Illegal Game State	Warning	Warning

Tournament Errors	
Slow Play	Warning
Tardiness	Warning*
Illegal Deck Error	Game Loss
Insufficient Shuffling	Warning
Outside Assistance	Game Loss

Tournament Errors	
Marked Cards	Warning
Communication Violation	Warning

Conduct	
Unsportsmanlike Conduct, Minor	Warning
Unsportsmanlike Conduct, Major	Disqualification
Cheating	Disqualification
Collusion	Disqualification
Bribery and Gambling	Disqualification

Exceptions

There occasionally arises a need for an exception from the *Android: Netrunner* floor rules under extenuating circumstances. Only the head judge of a tournament may deviate from the rules in this document. If another judge believes there is a need, the judge must present his or her case to the head judge. Before considering an exception, an *Android: Netrunner* judge should consider all possible avenues within the floor rules first. If a head judge believes there is a need for an exception or the floor rules do not cover the situation, then the judge should do his or her best to apply the philosophies within this document while fixing the infraction.

It is important that judges avoid an exception whenever possible. One of the biggest reasons for consistent rulings is so that if players take issue with a ruling, they are able to petition for a change to the ruling rather than take their frustration out on a specific judge providing the ruling. As soon as an exception is made, the focus—and any blame that comes with it—is put on the judge.

If an exception is made, the head judge should make it clear to the players involved that the situation is unique and explain why an exception is being made.

Rewinds

A rewind is a judge-led backup of the game state. A rewind can only be performed if no player has passed the turn since the infraction occurred and the game state has not changed significantly. To determine whether the game state has changed significantly, ask the players what actions were taken and what information has been revealed since the infraction. If a player has passed a turn or the game state has changed significantly, refer to the infraction-specific section for possible fixes.

Only the head judge of a tournament may allow a rewind. If another judge believes a rewind is necessary, the judge must notify and confirm with the head judge before performing the rewind.

Shortcuts and Out of Order Sequencing

Some players will take an action with a shorter method than the game rules allow or take multiple actions in the incorrect order. Oftentimes, this is merely a method of playing the game in the fastest way possible or to avoid forgetting a trigger that would resolve after a number of other effects. Shortcuts are allowed as long as players have agreed upon the shortcut and the end result is the same as if each action were taken individually. Out of order sequencing is highly discouraged, but it is legal as long as the player performing the out of order actions explains the actions before he or she performs them and the end result is the same as if the actions were performed in order.

For example, Kate makes a run on R&D with the intent of breaking every piece of ice. She has made the same run the past two turns. No new ice has been installed and no new effects that would affect the run exist. Knowing that the total cost to break all ice subroutines is seven credits, she removes seven credits from her credit pool and shows the Corporation that she is paying the full amount. Then she resolves any successful run triggers and accesses R&D. The following turn she makes the run again. Instead of paying the full cost, she states that she is paying five credits and taking the 3 net damage from an installed Neural Katana. Because nothing has changed from previous turns and Kate has stated the one change in her run, this is acceptable.

A player must complete all actions that are part of a shortcut or sequence before taking a separate action. If a player performs actions out of order and has not completed all actions before taking a different action, then he or she has broken the rules through a Missed Trigger or Illegal Game State infraction.

Even though shortcuts and out of order sequencing are allowed, judges should encourage players to play correctly. Rushing through complicated actions solely to save time can be dangerous and introduce errors to the game unintentionally.

Judging a Casual-Level Event

Casual-level tournaments emphasize fun and an enjoyable atmosphere and should not adhere to the penalties assigned within this document. Instead, judges and TOs of casual events should work toward educating players when they break the rules and encouraging players to familiarize themselves with judges, their role at a tournament, and the process of dealing with a judge.

Except for instances of Conduct infractions, penalties should be downgraded to a Caution. Penalties assigned to Conduct infractions should not be downgraded, as these rules protect players' safety and comfort, as well as adhere to some territorial laws. If a judge suspects a

player is intentionally cheating, the judge should talk with the player about why he or she is cheating at a casual event and may disqualify him or her at the judge's discretion. If the player continues the behavior, then penalties should be upgraded to above a Caution.

Common infractions that appear at casual-level tournaments are:

- **Missed Trigger:** *Android: Netrunner* board states can get quite complicated and it is hard for newer players to keep track of everything going on. Even the best players occasionally miss a trigger once in a while. When correcting a player, explain that it is not a serious offense, but encourage them to pay more attention to their own cards and learning what they do in all situations.
- **Drawing Extra Cards:** Most card games have a mandatory draw of some sort at the beginning of each player's turn. The Runner does not. It is common for newer players or those that do not play *Android: Netrunner* often to accidentally draw a card at the beginning of their turn. When correcting this mistake, a judge may allow the player to return the card and shuffle his or her deck (keeping any known cards in the correct location) so that they are not forced to draw the card.
- **Illegal Game State:** This infraction covers many common, but minor, mistakes that occasionally trip up the most experienced players. Inform the player that it is not a serious offense, but encourage them to be more mindful of their actions and the game state as they play.
- **Slow Play:** While casual-level tournaments tend to be smaller, the need to keep rounds moving smoothly is as important as higher level tournaments. Inform your player that it is completely understandable that they may feel overwhelmed or need time to make a decision, but they need to play at a reasonable pace so that everyone else at the tournament does not have to wait additional time to play the next round.
- **Illegally Installing Facedown Cards:** While infractions at casual-level tournaments should not be treated as harshly, certain errors, such as installing an illegal card facedown, can alter a game significantly. If it is a different turn or the game state has changed significantly since the infraction occurred, the illegally installed card is trashed. If it is unclear which card is illegally installed, all cards that could have been installed illegally are trashed. For example, if two assets are installed in a remote server and players cannot agree on which card was installed last, both are trashed.

Deck lists are not required at casual-level tournaments. The TO may require them at his or her discretion, but illegal decks should not be punished harshly.