

Section 1: Introduction

1. Aims and Goals: This document is intended to address all issues regarding running official Star Wars CCG tournaments. Tournaments that are sanctioned by the Players' Committee use the rules herein to govern them. These are defined as any tournament with official PC sponsorship, including but not limited to the following:

- State Championships
- Regional Championships
- National Championships
- Star Wars CCG World Championship (held annually)
- Star Wars CCG Match Play Championship (held annually)

2. Tournament Advocate: The Tournament Advocate is an appointed Advocate position with full voting powers. The duties of this position include ensuring that all official PC-sponsored tournaments are well-organized and properly supported, in addition to creating and maintaining a robust organized play environment that encourages and fosters a fair and fun environment in which to play Star Wars CCG. The current Tournament Advocate is Chris Schoenthal (username imrahil327). He can be reached via private messages on the Star Wars CCG forums, or via email at tournaments@starwarsccg.org.

Section 2: General Rules and Legality

1. Current Rulings & Errata: All Star Wars CCG tournaments should be played according to the most current rules as defined by the Advanced Rulebook and all current errata/rulings, unless noted ahead of time by the tournament director (in the case of legacy events, for example). Occasionally, the Rules Team issues new rulings and errata. Such rulings and errata are effective immediately (unless noted otherwise) and can be found in the "Current Rulings/Errata" thread at the top of the Star Wars Players Committee Rules Forum, where they remain until they are incorporated into the next version update of the Advanced Rulebook. Tournament directors should be prepared to refer to these rulings just as they would refer to the AR. Newly released errata are tournament-legal immediately when officially released, whether by the Rules team or the Competitive Balance Team, unless specifically noted otherwise when announced. These documents can be found at

http://www.starwarsccg.org/index.php?option=com_phocadownload&view=category&id=4:rules&Itemid=149

2. Rules Questions: If a player is unsure of a ruling or requires help during a game, they are encouraged to ask a Tournament Director or a designated judge immediately. The Tournament Director is the player's resource for all rules questions. A player should not ask questions of their fellow players or of their opponent. Game play questions should be directed only to the Tournament Director or a designated judge. In the event that the rules documents do not answer a question, the Tournament Director (or designated judge) is the final authority. The Tournament Director is responsible for having all necessary official documentation to refer to during the tournament

3. New Expansions: Newly released expansions are tournament-legal one week after their official release date, as defined by the release of the PDF containing the virtual card slips.

4. Warped Foils: A player may use a proxy card instead of a foil card that is noticeably warped. The proxy should be the same card type (interrupt for interrupt etc., with the exception that any character type is acceptable for another character) and destiny number as the card it is replacing (if possible). Also, it cannot be used in the player's deck at the same time (Example: If a player uses a Rogue Gunner as a proxy for a foil Mace Windu, he may not also use Rogue Gunner in his deck). A player must inform his opponent of the proxies in his deck before the game starts, and the player must have as many copies of the foil card with him as are in his deck. An opponent may request that a player proxy a foil, provided that he can prove that the foil is easily identifiable compared to other cards from that deck.

5. Marked & Damaged Cards: Cards or card sleeves that are not uniform in their face-down appearance or feel are considered marked. If a sleeve is marked, it must be replaced with an unmarked sleeve. If a card itself is marked, the player may proxy it, using the same rules found under Section 2.5. Card faces may be autographed, but the game text must be clearly readable. If the game text cannot be read, the card is considered marked.

6. Proxies: Aside from instances of warped foils or damaged cards (See Section 2.4 and 2.5), the use of proxy cards is strictly forbidden during official tournaments. The only cards legal for tournament play are Decipher-printed SW: CCG cards and the virtual cards issued by the Star Wars CCG Player's Committee. Alternate-image cards not sanctioned by the Players' Committee are not legal and must be replaced upon the request of an opponent.

7. Virtual Cards: The use of virtual cards requires that a player makes every attempt to ensure that all game play elements of a card may be read easily by their opponent (the picture should never be obscured). Virtual card slips must be cut out so that they cover all relevant parts of the card they are replacing without obscuring the parts of the card they are not replacing. This means a virtual card must cover all game text without obscuring the card image, lore, or destiny number. Full template virtual cards (virtual cards that replace game text, card name, lore, card type, and destiny number) must cover all relevant parts of the card they replace (game text, card name, lore, card type, and destiny number). Virtual card slips must display the information at the bottom of the virtual card slip (the original card name, virtual set number, and virtual set icon.) All virtual cards must have the proper underlying card, even ones that entirely obscure the card underneath due to new art. As virtual cards may sometimes go through revisions, the virtual card slips should be from the most recent version, to avoid confusion. It is recommended that a player use a virtual card slip with the English version of that card.

8. Foreign Language Cards: If a player's deck includes a foreign language card, an English version of that card (or printout from starwarsccg.org) from outside that player's deck must be available for reference upon the request of their opponent. It is the responsibility of the player using a foreign language card to provide an English version if a copy is unavailable from any other source. If an English translation cannot be found, the tournament director may look up the text on the official Players Committee website.

9. Cards Not Included in Reserve Deck:

There are several opportunities for players to bolster their 60-card deck with additional cards from “outside the deck”. Currently five such cards create these opportunities, though future virtual cards may add to this list. Each of these cases, and their role in tournament play, is described below. Note that cards “outside the deck” do not have to follow the sleeve restrictions in section 2.13.

- **Starting Effects:** Per the AR, each player is entitled to deploy one Starting Effect at the beginning of the game (never at any other time). Starting Effects instruct players to stack additional cards from “outside the deck” underneath. Players may stack any cards they wish, but typically only Defensive Shield cards will be useful. Players must stack the same set of cards under their Starting Effect for every game in the tournament in which they play that deck. The cards stacked under the Starting Effect must be included on the deck list.
- **Jabba’s Prize (V):** This is a special Light Side card. If a player chooses to include Jabba’s Prize (V) with their Light Side deck, they must reveal this card during the start of every game in which they play Light Side. They must then play the card according to its instructions (deploying it or placing it out of play at the start of the game). A Light Side deck may not have more than one copy of Jabba’s Prize (V) included from “outside the deck”. This card must be included on the deck list.
- **Strong Is Vader:** A player who is playing Strong is Vader may bring up to 6 Jedi Tests from “outside the deck” to place underneath it. Per the AR, “up to 6” means “1 to 6”, not 0. These 1-6 cards must remain the same throughout a tournament and must be included on the deck list.
- **Hidden Fortress:** A player who is playing Hidden Fortress may bring up to 3 systems from “outside the deck” to place underneath it. Per the AR, “up to 3” means “1 to 3”, not 0. These 1-3 cards must remain the same throughout a tournament and must be included on the deck list.
- **Hidden Base Indicators:** Per the text on the Hidden Base objective, a player using Hidden Base is required to select a Hidden Base indicator card from “outside the deck” at the beginning of the game. The player is entitled to bring any number of Light Side system cards (limit 1 copy per system) to use as potential indicators during the tournament. The Light Side player may select a different indicator card in every game. The Light Side player makes this selection when it is time for the Hidden Base objective to be resolved (typically this will be after the Dark Side objective has been resolved). The potential indicator cards do NOT need to be included on the deck list.

10. Non-Standard Sized Cards: The oversized objective cards Hunt Down And Destroy The Jedi/Their Fire Has Gone Out Of The Universe and Mind What You Have Learned/Save You It Can (and their respective virtual versions) are legal for tournament play and count toward the deck’s card limit. No other oversized or undersized cards are legal for tournament play.

11. Game Aids: The cards on this list are considered ‘game aids’ and are not legal for inclusion in any deck:

- Hyperroute Navigation Chart

• 'Blown Away' Location Markers

12. Sleeves: For tournament play, all decks must be sleeved. All deck sleeves for cards in a given Reserve Deck must be of a uniform size, color and design. In the event that a player's sleeves become marked during tournament play, that player must replace the sleeve(s) in question immediately. Decks must be sleeved using opaque, non-reflective sleeves that do not have offensive images (as determined by the tournament director.)

13. Player Belongings: Players may only have recognized game elements on the table during a game. These include:

- Tournament decks (1 Light Side, 1 Dark Side) and cards that from outside these decks as applicable (See Section 2.9)
- Game aids as necessary (See Section 2.11)
- Extra sleeves (at least 5 per side)
- Deck box (with nothing in it aside from the above)
- Cellular phone (For use only in an emergency- it is not allowable to read any documents or websites on a phone during game play)

Any additional items, such as official rules documents, English translations of foreign cards, etc., may only be referenced when a ruling is requested and when the Tournament Director or appointed judge is present. A player may not reference the tournament deck that he is not currently playing to aid in remembering card text. No writing is allowed during play.

Section 3: Running a Tournament

1. Tournament Venue: Tournaments should always be held at a public venue that is accessible to all ages. If this is not possible, the Tournament Advocate should be notified and it should be announced in the Tournaments forum at starwarsccg.org at least three weeks in advance of the event. Suspension of this rule is at the Tournament Advocate's discretion.

2. Tournament Directors' Age: Tournament directors for sanctioned events must be at least 18 years of age.

3. Resources: All forms and documents necessary to run a SW: CCG tournament can be found at www.starwarsccg.org. Minimally, a Tournament Director must have a command card for each player, a copy of the most recent rules documents and updates, and this official tournament guide.

4. Minimum Number of Players & Games: The minimum number of players for a sanctioned Star Wars CCG tournament is four.

The minimum number of games in a tournament depends on the format as follows:
Constructed Deck Tournaments – The minimum number of games for a Constructed Deck tournament is four (2 rounds of play). The number of games played should always be even.

Sealed Deck Tournaments – The minimum number of games for a Sealed Deck tournament is three.

Watto's Chance Cube – The minimum number of games for a Watto's Chance Cube tournament is three.

It is strongly recommended that whenever possible:

- Tournaments with at least 32 players should include 6 games (or 3 rounds of play).
- Tournaments with at least 48 players should include 8 games (or 4 rounds of play).

5. Three-Judge System: Tournament Directors may compete in their own event as long as the following rules are observed:

- The Tournament Director must assign an assistant judge and a back-up judge. The assistant judge will make rulings where the Tournament Director is playing and the back-up judge will make rulings where the Tournament Director and assistant judge are playing.
- The tournament be a Regional-level event or lower.
- Tournament Directors must include in all tournament announcements that he or she is playing and the 3-judge system will be utilized. The assistant judge and back-up judge must be named before the first round pairings are announced.
- Tournament Directors should voluntarily receive the Bye in the first round of the tournament if there are an odd number of players.

6. Round Timing: For all Swiss Constructed Deck formats, a game time of 60 minutes should be enforced. More time can be given for Match Play games. Tournament directors should announce the time of each game within a match before the tournament begins. Tournament Directors should make every effort to announce at regular intervals how much time is remaining in the game. If the Tournament Director notices that a game is approaching the time limit, they or she should alert the players of the approaching time limit and then watch the conclusion of the game to make sure it is scored properly.

When the time limit for a game has elapsed (in any format), players will continue the game until the end of the turn of the player who went second in the game (normally, this will be the Light Side player; however, various cards may create situations where the Dark Side player will have gone second. In these cases, the Dark Side player will finish out their turn and then the game is over). If the game comes to a normal conclusion (depletion of Life Force) after the time expires, the game should be scored a full win or full loss. Otherwise, a full win will be scored for the player with more life force remaining. In a match-play or differential tournament, the winner will be awarded differential equal to the difference in the two life forces. If the game ends in a true tie, use the tiebreaker procedures in section 3.8.

7. Pairings: When a player arrives, have them fill out the top portion of their Command Card, indicating all relevant information. For a Constructed Deck tournament, after all players have completed their Command Cards and/or deck lists, shuffle the Command Cards so that they are sufficiently randomized and begin the first pairings.

1. First pairings - Randomize the pile of Command Cards. Flip a coin (or use a similar method) to determine what allegiance the top Command Card (and thus every odd Command Card in the pile) will be. Take the top 2 Command Cards off the pile and pair off these players, noting the names and affiliations on each card. Then repeat this process for the 3rd and 4th Command Cards, and so on through the pile. If there are an odd number of players competing in the tournament, a bye (for that game) will be assigned to the player with the last card remaining.
2. Reporting the game score - When players complete their game, they must approach the director's table together to report the results. Players must never mark their (or any other) Command Cards unless asked to do so by the Tournament Director or judge. Mark each player's card with his or her game score (See Scoring). Collect all Command Cards, including the card from a player with a bye if there was one. After each game, update the player's cumulative score by adding the victory points and differential for this game to their previous cumulative score. It is recommended that each player initial his/her own card to show acceptance of reported score for that game. A player should report any problems on a Command Card to the judge immediately. A player may view his own Command Card, but should not be allowed to view the Command Cards of any other player, except immediately following a match between the two players to ensure accuracy in the recording of the result.
3. Subsequent pairings - When all players have completed play and all Command Cards have been marked with the results of the first games, separate the Command Cards into two piles according to each player's allegiance in the game just played. Arrange the cards in each pile in descending order according to the player's total score, with the highest score on top, second highest score beneath it, and so on until the card with the lowest score is on the bottom.

For the second game of the round, pair the highest scoring player from the Dark Side pile with the highest scoring player from the Light Side pile, and so on, until all players have been paired. If there are an odd number of players, the last player (a player with the lowest number of victory points) receives the bye for the next game. If that player has previously received a bye in this tournament, reassign the bye to the next lowest ranked player in the same pile (that has not already received a bye).

Players now play the second game of the round with an allegiance opposite that which they just played in the previous game. This way, each player completes a round having played one game with a Dark Side deck and one game with a Light Side deck. Again, be sure to record the player's allegiance for each game on their Command Card.

It is possible that players could be matched up to face the same opponent more than once with the same allegiance. In this event, an attempt must be made to modify the pairing. Pair one player with the next highest ranked player after the one they were originally supposed to play. If they have already faced that person, pair them against the next highest ranked player of the opposite allegiance, repeating if necessary. In the rare case that the player has already faced all the players remaining in the pile, then leave the pairing as it originally was. A player should report any problems in pairings to the judge immediately.

4. Completing a round - Once the second game is over, the round is complete. Calculate cumulative scores on each card as it is received. Now, place all Command Cards together in a single pile, arranging them in descending order, with the highest cumulative score on top, and the lowest on the bottom.

5. Beginning a new round - To begin the next round, repeat the pairing process from Step 1. It is possible that players could face the same opponents more than once. If the two players previously played each other with the opposite allegiances, then the pairing stands. However, if the two players have already played each other with the same allegiances, an attempt must be made to modify the pairing. If the two players have not played each other with allegiances opposite to the current pairing, modify the pairing to create that match. If that modification is not possible, the lower-ranked of the two players should switch rankings with the next highest ranked player, repeating if necessary. In the rare case that the player has already faced all the players remaining in the pile, then leave the pairing as it originally was.

Repeat Steps 2 through 4 to finish the round.

8. Scoring: Players score 2 victory points for a win and 0 victory points for a loss, regardless of whether or not the game ended before time was called. A player receiving a bye scores 2 victory points. True ties only occur at the end of timed games, when both players have equal numbers of cards in their Life Force. In the case of a true tie, apply these tiebreakers in order:

- 1) Player with least cards in their Lost Pile is declared the winner. (Cards out of play do not count toward this number)
- 2) Player with least cards in their hand is declared the winner.
- 3) Winner determined randomly. (Coin toss or other random method)

9. Strength of Schedule: Strength of Schedule is the recommended scoring method for breaking ties at the end of a Swiss tournament that has more than 8 participants. The calculation method is as follows:

- For all of your opponents: Calculate their total victory points, and then calculate the total number of games they played. Divide the total VP by the total number of games played; this is your Strength of Schedule score.
- If a player has fewer than .5 victory points per game played, adjust that player's victory point total so it is equal to .5 VP/GP
- In the case of two or more players having equal Strength of Schedules, drop each player's lowest opponent until the tie is resolved.

10. Differential: Differential is an alternative tie-breaking and scoring method, and refers to the difference in life force between a winning and losing opponent in a game. Once one player's life force is depleted, the other player should count his or her life force to determine the differential. For each card remaining in the winner's Life Force, the winner scores 1 positive differential point, and the loser scores 1 negative differential point. For instance, if the winner has 15 Life Force remaining when their opponent runs out of Life Force, he or she receives a score of 2(+15) and the loser receives a score of 0(-15). A player cannot win (or lose) by more than a 59 differential. At the end of a tournament, the

differential for each game is added (or subtracted, in the case of a loss) to determine the final standing of the players.

11. Match Play: In a match play format, players will play both sides against each other to complete a match. This is the official format for Day 3 of the World Championships, Day 2 of most major events and, at the Tournament Director's discretion, the Final Confrontation of a State or Regional event. The player who is seeded higher, either through Swiss scoring rounds or through seeding via committee in the case of the Match Play Championship, determines which side of the Force he or she plays first. The players play one game, with the cards remaining in the life force of the winning player being the final score. The players then switch sides, and the same scoring method is employed. For both games, both players should count the number of cards in their respective lost piles for tie-breaking purposes. If either game reaches the time limit set by the tournament director, the score is the difference in life force between the winning and losing player. At the end of the match, if one player has won both games, he or she advances. If the players each won one game, the player who won his or her game by more life force advances. If the differential in each game was the same, the player who had fewer cards in his or her lost pile through the course of the two games advances. If there is still no winner after the previous two tiebreakers, the player who has fewer cards combined in his or her lost and out of play pile advances.

12. Final Confrontation: The scheduling of a Final Confrontation at Championship Level events is optional. Whether or not it will be played must be indicated on all tournament announcements. If the tournament is scheduled to have a final confrontation, the final confrontation must be played unless the second-seeded player waives their right to it. For final confrontations, Section 4.2 is waived providing that the players in the match or final confrontation played each other using the same sides of the Force during the course of the regular rounds of play.

13. Championship-Level Events: A Championship Level event is any event at which one or more automatic byes to Day 2 at Worlds are at stake. This includes States, Regionals, Nationals tournaments, as well as any additional events that the Tournament Advocate approves and authorizes. Worlds Day 1, Day 2 and Day 3 are also Championship Level events.

14. Day 2 Automatic Bids: At least one automatic bye to Day 2 at Worlds is issued at a Championship Level event. These byes are issued to the highest-placing players in the tournament, passing over those that already have a bye or who have chosen to opt out of competing for the byes.

Players must indicate after the tournament if they are "opting out" for the bye. Once the results are sent, there is no further opportunity to change the name of person who is awarded the bye. If a tournament included a Worlds Day 2 bye and/or a virtual card design opportunity, the Tournament Director must send a private message or email to the

Tournament Advocate with the names, e-mail addresses and forum usernames of the players receiving those prizes.

Section 4: Tournament rules and infractions

1. Deck Lists:

1.1. Deck lists are required for all Championship Level events where the prizes include more than one Day 2 Automatic Bid.

1.2. The first line of each deck list must have either a starting location or an objective listed. This will be one of the first cards revealed at the start of the game (after any Starting Effects) and may not change for the entirety of the regular rounds of play. If any person is witnessed starting a card other than the one specified on their deck list, it is treated as a rules violation described in Section 8.2.

1.3 Abbreviations are admissible at the tournament director's discretion. Generally speaking, popular cards with easily identifiable abbreviations, such as "DVDLOTS" for Darth Vader, Dark Lord of the Sith, or "WMAOP" for We Must Accelerate Our Plans, along with the titles of objectives, are allowed. Additionally, it is permissible to write the first half of a combo card and then "Combo," such as "Control Combo" for Control & Tunnel Vision, or "All Wings Combo" for All Wings Report In & Darklighter Spin. Humorous nicknames, while fun, should be discouraged, and the tournament director should request that they are corrected at the player's earliest convenience.

2. Deck Checks:

If it is feasible without disrupting the tournament, it is recommended that a Tournament Director randomly check the decks of at least 25% of the competing players against their deck lists between games throughout the tournament. Tournament Directors are encouraged to check the decks of all players competing in Day 2 (or a Final Confrontation) of an event before the elimination rounds begin.

A deck list that does not match the deck may result in penalties. If a deck contains more than the allowed limit of cards or if a deck contains cards other than those specified on the deck list, the Tournament Director has two options: (1) The violation is deemed to be major, results in a full loss for the prior game (and a full win for the opponent). If differential is being used and the player whose deck is in violation lost the prior game by 30 or more differential, that game's result stands, otherwise score a -30 differential for that player and a +30 differential for their opponent. (2) The violation is deemed to be minor (the deck is simply missing one or more cards that were misplaced from a previous game, etc), the player has the opportunity to replace the missing card(s) without penalty. A deck list violation is only be considered major if it is clear to the Tournament Director that the player's intent was to cheat by incorrectly completing his deck list, or by including additional cards in his deck.

A player who has failed a deck check must match their deck to their deck list, or vice versa, at the Tournament Director's discretion. The Tournament Director should use his or her best judgment and common sense when ruling on this. For example, if a deck list lists a non-virtual objective, but all of the cards required by the virtual objective are in the

deck as well, the player should be allowed to correct the deck list and play the virtual objective as intended.

3. Actions:

3.1. A player performs (or begins to perform) an action when any of the following occur:

- A declaration is made (“I will Force drain you for 3 at Kessel”)
- A cost is paid (for example, Force is used)
- A card is played to the table
- An Interrupt is played

A player must notify his or her opponent of each action that he or she is taking, and give the opponent a chance to respond to it if applicable. See Section 3.3 for details.

3.2. Forgotten actions: The owner of a card has the responsibility to perform or enforce any actions resulting from that card including any automatic actions. However, this does not preclude their opponent from reminding them of their actions.

Examples:

- The Dark Side player has Visage Of The Emperor on the table. At the end of their turn, it is their responsibility to make himself and their opponent lose 1 Force. However, the Light Side player may remind the Dark Side player to perform this action.
- The Light Side player has Ice Storm on the table. During their control phase, it is their responsibility to move Ice Storm to the next marker site. However, the Dark Side player has no obligation to remind the Light Side player to do this.
- The Dark Side player has Battle Order on the table. During their control phase, they do not use three Force but proceed to Force Drain their opponent at a site. Their opponent can then remind them to use the three Force or else the drain may not be initiated.

3.3. Taking back actions: When a player declares a game action, it can only be taken back if such action has not resolved yet and the opposing player has not responded (or declined to respond) to that action. An action must be taken back if such action was made without allowing the opposing player to initiate (or pass on) a response to the player’s previous action or if such action was made without allowing the opposing player to initiate (or pass on) his or her own action. A player may ask their opponent to wait while he or she considers his or her options in response to actions.

Each phase in the game does not end until both players pass consecutively. However, players do not usually announce every pass action, as that becomes very tedious. Sometimes the other player wants to perform an action during a phase that gets skipped.

If a player performs (or begins to perform) the first action in a phase before a previous phase has ended (or completely skips a phase), then the other player may require that action be taken back, and the game returns to that previous phase.

Example:

The Dark Side player deploys three characters from hand at once and then uses a Force to initiate battle. Since the Light Side player was not given an opportunity to play a card between each individually played character, the Light Side player may require that the

game return to the state it was in right after the first Dark Side character was played that turn, allowing the Light Side player the option of playing a card such as Rebel Barrier on the first character deployed.

This rule should not be abused. This rule is intended to allow a player time to consider their options and is not a tactic to see what actions your opponent intends to do before making them back up. If a player is given plenty of opportunity to respond to an action, they should respond or ask their opponent to wait. Once a player passes their action or chooses not to respond, their opponent may continue and the player can no longer respond, except at his opponent's discretion.

3.3.1 Actions – Taking Back – Force Activation – If no other actions or responses have been made during a player's Activate Phase, that player may choose to “deactivate” up to as much Force as they has activated that turn and may “reactivate” Force up to the amount of activation they is allowed that turn. For example, a player has 4 Force saved from previous turns and may activate up to 12 Force this turn. The player activates all 12 Force and then decides to deactivate 2 Force. He then decides to reactivate 1 Force. This is legal if no other actions or responses have been made this phase. The player will remain in the Activate phase and does not go back to “Start of Turn Actions.” Note that if an insert card is in a player's deck, this rule is suspended. See Section 4.4 for details on insert cards.

4. Decks and Piles

4.1. Card Orientation: All cards in the Reserve Deck, Force Pile and Used Pile should be oriented in one direction (based on card back). If a player notices that an opponent's cards are not all oriented in the same way, they may ask for them to be re-oriented.

4.2. Players should count their opponent's cards before and after each game. It may seem discourteous, but there have been instances where people have accidentally left cards out of their deck. It is to everyone's benefit to have his or her decks double-checked. Decks are counted face down so that the opponent does not see the cards.

During a game, players may count the cards in their (or request a count of the cards in their opponent's) deck, pile or hand at any time. The lone exception to this rule is Section 4.4. Lost Piles must be counted face down.

4.3. Lost Pile: A player may not look at the cards in their Lost Pile unless a card specifically allows them to do so. When cards are placed into or taken from a Lost Pile, this must be done one card at a time. The opponent must have the opportunity to see the cards and to keep track of this count.

4.4. Insert Cards: An insert card is a card that, when played, instructs a player to insert it face down in a Reserve Deck. If that Reserve Deck is sleeved, its owner must provide a sleeve for the insert card to match their deck. That sleeve should be marked in the middle of its back to indicate that it is an insert card. Players may not count their Reserve Deck if it contains an insert card.

If an insert card is in a player's Reserve Deck, during that player's Activate Phase, that player must declare how much Force they are going to activate before they activate any Force. If the insert card does not reach the top of that player's Reserve Deck, they may not activate any more Force this phase. If the insert card does reach the top of that player's Reserve Deck, they may then activate any additional Force available to them this phase.

4.5. **Stolen Cards:** If a card is 'stolen' by a Dark Side player and is then returned to the Dark Side player's life force, e.g. via retrieval or 4-LOM (v), the Dark Side player must replace the Light Side player's sleeve with one that matches the rest of his own sleeves so that the stolen card is not easily identifiable. The same is true if a Light Side player steals a card from the Dark Side player.

5. **Verification:** Certain cards or actions allow your opponent to verify or examine your hand, reserve deck, used pile, etc. When this occurs, you must give the indicated hand, deck, etc to your opponent to verify. Your opponent is then allowed to look through the cards in the manner indicated by the card or action. Your opponent may examine and read the game text, lore, etc of all relevant cards, and must be allowed enough time to complete the verification. However, this must be completed in a reasonable amount of time.

There are some situations in which a judge or Tournament Director must verify part of a game state. For example, if a player attempts to use Court of the Vile Gangster to deploy an unpiloted starship, but does not have a pilot in hand, the player's opponent may not verify the hand, but may request that a judge confirm that no pilots are in the player's hand.

6. **Scouting:** Scouting is defined as intentionally gathering details about a deck that an opponent is playing outside of normal game play situations. It is understood that due to playing space constraints, under most circumstances, it is impossible to prevent some details from being unintentionally gathered over the course of a tournament. It is the responsibility of the Tournament Director and of each individual player to keep this to a minimum. When a game is complete, a player should immediately leave the playing area with their opponent and report their final score to the Tournament Director.

7. **Non-Interference:** Tournament Directors (and designated judges) may not interfere in games. They may only take action when a rules or game play question has explicitly been asked or when a concern regarding stalling or cheating has been raised. Players, spectators, and observers may never interfere in games. Players must refrain from collusion to affect the tournament's results.

8. **Unsportsmanlike Conduct:** All penalties for unsportsmanlike conduct is ultimately at the discretion of the Tournament Director, and penalties for each include, but are not limited to, game forfeiture and tournament disqualification.

8.1. General: Players are expected to display maturity and the utmost respect to other players, Tournament Directors and designated judges at all times. Player's must refrain from physical or verbal harassment.

8.2. Cheating: Cheating is not a strategic option and is not tolerated. If someone suspects a player of cheating, they should request that the Tournament Director (or designated judge) watch the game. If a Tournament Director (or designated judge) witnesses an act of cheating, action may be taken and an appropriate penalty assessed.

8.3. Stalling: Stalling is not a strategic option and it is not tolerated. If a player suspects their opponent of stalling, they should request that the Tournament Director (or designated judge) watch the game. If the Tournament Director (or designated judge) subsequently witnesses an act of stalling, it is their right to force the guilty player to take an action, pass on an action or simply end their turn in order to allow the opponent to proceed. Repeated occurrences of stalling may lead to an appropriate penalty assessed.

8.4. Banned Players: If a player's behavior, either at a tournament or on the official Players Committee forums, is deemed sufficiently egregious by the Advocate council, he or she may be placed on the Banned Players list. Players on this list may not participate in any sanctioned Star Wars CCG tournament.