



TOURNAMENT GUIDE

Version 2.2



Star Wars CCG Official Tournament Guide



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Star Wars CCG Official Tournament Guide



SECTION ONE: INTRODUCTION

1.1. 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)

1.2. 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 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 TWO: GENERAL RULES AND LEGALITY

2.1. Current Rulings and 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 ruling just as they would refer to the AR. Newly released errata are tournament-legal immediately when officially released, whether by the Rules team or other governing body, unless specifically noted otherwise when announced. These documents can be found at:

<https://www.starwarccg.org/resources/rules/>

2.2. Tournament Judging:

2.2.1. 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, and are not allowed to ask for game text of a card not in play or in their hand. Rules questions should be directed only to the Tournament Director or a designated judge. Such questions may be asked in private to a judge or Tournament Director, so as to not reveal hidden information to the player's opponent. 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.

2.2.2. Active Judging – If an event has the Tournament Committee's approval, active judging may be implemented for Swiss and/or Match Play rounds of the tournament. The Tournament Director and their designated judge(s) are allowed to correct illegal board states and any other rules infractions in-game, as observed. Judges will be held to the highest expectations of fairness to observe all games at regular intervals and catch any infractions observed. Further details should be obtained from the Tournament Committee if you wish to run a tournament with active judging.

2.2.3. Fixing Illegal Board States – If an illegal board state is identified by the players of a game (or one is identified under active judging), they should immediately bring it to the attention of the Tournament Director or a designated judge. If feasible, the players should rewind the game to a point prior to the illegal play and continue legally. If an easily agreed-upon resolution cannot be agreed upon, the TD or judge should use their best judgement as to the most fair way to resolve the state back to a legal one (or to let the state continue to exist, if that is more reasonable).

2.3. 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.



2.4. 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.

2.5. Marked & Damaged Cards: Cards or card sleeves that are not uniform in their facedown 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 must proxy it, using the same rules found under Section 2.4. Card faces may be autographed, but the game text must be clearly readable. If the game text cannot be read, the card must be proxied.

2.6. Proxies and Unofficial Alternate Image Cards: 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.

Home-made alternate image cards and slips using official LucasFilm images (other than those produced by Decipher) are not admissible in sanctioned tournaments. If an opponent or tournament director finds such a card, the player will be asked to replace the card or slip in question with the official card or slip and resume play as normal.



The replacement of an unofficial slip, if done in the middle of a timed round, should not cause a time penalty to occur for the round- the tournament director should grant the players a time extension if necessary. If the player cannot or chooses not to produce a replacement, the player may continue playing the deck, but removes that card from his or her deck and plays without that card until a replacement can be found. The player is not subject to additional 'illegal deck' penalties for this.

2.7. 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.

2.8. 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 TD may look up the text on the official PC website.

2.9. 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". The following cards create such opportunities, and 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. Although the Starting Effects state that a player may play 'any number of Defensive Shields from outside your deck,' this does not allow the player to bring an unreasonably large number of Defensive Shields for the purposes of stalling or showmanship. Tournament directors may, at their discretion, require a player to limit the cards under his or her Starting Effect to a reasonable number. This number cannot be less than the number of distinct Defensive Shields or other cards allowed under Starting Effects that are tournament-legal at the time of the tournament.
- **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.
- **Luke Skywalker, The Emperor's Prize:** This is a special Dark Side card. It functions in the same manner as Jabba's Prize (V) above.
- **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.



2.10. 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 are legal for tournament play and count toward the deck’s card limit. No other oversized or undersized cards are legal for tournament play.

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

- **Hyperroute Navigation Chart**
Note: A player wishing to use the Hyperroute Navigation Chart should bring a sleeve in an opaque color, and place it upside down over the face of the card. The sleeve can thus be used to slide the Chart to the appropriate parsec number.
- **Blown Away’ Location Markers**



2.12. 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.)

2.13. 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 THREE: RUNNING A TOURNAMENT

3.1. 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.

3.2. Tournament Directors: Tournament directors for sanctioned events must be at least 18 years old.

3.3. Resources: 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. All forms and documents necessary to run a SW: CCG tournament can be found at:
<https://www.starwarsccg.org/resources/tournament-resources/>

3.4. 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).

3.5. 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 backup 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.



3.6. Round Timing: For all Swiss Constructed Deck formats, a game time of 60 minutes should be enforced. For games during Match Play, a game time of 75 minutes should be enforced. Tournament directors should announce the time for each game within a match before the tournament begins. All games during the entire course of the tournament are encouraged to use the same time limit enforcement, for fairness to all participants, for the sake of efficiently keeping the tournament as close to on schedule as possible, and for the sake of the audience viewing experience for streamed games. Exceptions to this are at the discretion of the Tournament Director.

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.

3.7. 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.

3.7.1. First game 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.

3.7.2. Reporting the game score - When players complete their game, they must approach the TD'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. The TD will mark each player's card with their 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 each player's cumulative score by adding the victory points (and differential if used) for this game to their previous cumulative score. It is recommended that each player initial their 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 their 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.

3.7.3. Second game 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. In a strength of schedule tournament, separate each of those piles based on each player's total score (VP) and shuffle each of these new piles. Then combine those randomized "sub piles" in descending order based on total score (VP). In a differential tournament, each pile should be sorted top to bottom based on total score (VP), then total differential.

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 initially matched up to face the same opponent more than once with the same allegiance. In this event, the pairing should be modified to prevent this. 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. All attempts must be made to ensure players are paired against players with the same total score (VP). If a player has played that allegiance against all other players with the same total score, only then should players with the next lowest total score be considered. In the very rare case that the player has already faced all the players remaining in the pile, then leave the initial pairing as it originally was. A player should report any problems in pairings to the judge immediately.

3.7.4. 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. In a strength of schedule tournament, separate the pile based on the player's total score (VP) and shuffle each of these piles. Then combine those randomized "sub piles" in descending order based on total score (VP). In a differential tournament, the pile should be sorted top to bottom based on total score, then total differential.

3.7.5. Beginning a new round - To begin the next round, repeat the pairing process from Section 3.7.1. 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. However, if the two players have already played each other with the same allegiances, the pairings shall be modified. 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 pairings with the next highest ranked player, repeating if necessary. Repeat to finish the pairings for the game.

3.8. Scoring a Game: 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.

3.8.1. Tied Games - In the case of a true tie, apply these tiebreakers in the following order:

- (a) Player with less cards in their Lost Pile is declared the winner. (Cards out of play do not count toward this number)
- (b) Player with less cards in their hand is declared the winner.
- (c) Players shuffle together all cards in their last-played deck, other than Starting Effects and cards that started on table (i.e. everything that would be in hand, life force, and lost pile) and play one hand of Sabacc to determine the winner, with two small exceptions to the normal rules:
 - no 'wild' or 'clone' cards are to be used
 - neither player goes first, both players choose their actions and reveal simultaneously (as close as reasonably possible)

Full rules for Sabacc can be found in the Advanced Rulebook under "Sabacc - Playing sabacc". In case of a tied Sabacc game, re-play until a winner is determined.

3.8.2. Conceding Games – If the tournament format is Strength of Schedule (Section 3.9), a player is allowed to concede a game to their opponent at any point until the result is recorded by the Tournament Director. If the tournament format is Differential (Section 3.10), a player is not allowed to concede before the game's natural finish, so that there is a differential to be used for scoring. During Match Play, a player may not concede the first game, but at any time may concede the entire match (and consequently, a player may also concede the second game if doing so is also conceding the entire match)

3.9. 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 each player's total Victory Points. If the opponent dropped, give them 1 Victory Point for each game they didn't play.
- Apply a floor of 1 Victory Point for every round (i.e., 1 Victory Point for every two games) to each player, including the bye.
- Each player's Strength of Schedule score is the sum of all their opponents' adjusted Victory Points, including the bye.
- In the case of two or more players having equal Strength of Schedules, drop each player's lowest opponent until the tie is resolved.
- If still tied, compute the Opponents' Strength of Schedule by summing the SoS score of each opponent. Each game not played (for byes and drops) should count as a 4VP opponent in a six-game event, or a 6VP opponent in an eight-game event. So, in a six-game event the bye will have a SoS score of 24 (6 games x 4VP per game), and in an eight-game event the bye will have a SoS score of 48 (8 games x 6VP per game).
- If a tie still remains, the player with the better head-to-head record advances.
- If a tie remains or the two players did not play, the two players play a hand of Sabacc to determine who advances, as described in Section 3.8.1.c, using each player's last-played deck from the tournament.

3.10. 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.

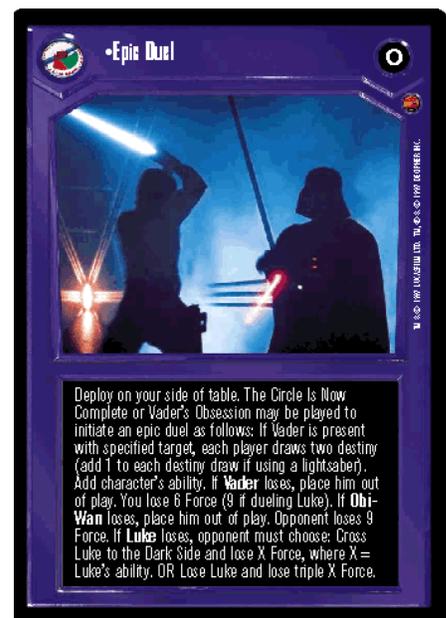
3.11. Match Play: In a match play format, players will play both sides against each other to complete a match. This is the official format for Day 3 of the World Championships, Day 2 of most major events and, at the Tournament Director's discretion, the Final Confrontation of a State or Regional event. 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 players resolve the tie by a hand of Sabacc, as described in Section 3.8.1.c, using each player's last-played deck from the match.

3.12. Tournament Event Levels: Each tournament has a different level of classification. The levels are as follows:

- Level 0: local tournaments
- Level 1: States, Provincials, Districts, Mini-Opens
- Level 2: Regionals, European Nationals
- Level 3: Majors
- Level 4: World Championship

Major tournaments include: European Championships, Match Play Championships (Euro and US), US Nationals, Texas Mini Worlds (or equivalent), Grand Prix (or equivalent). Any other tournament events can be granted Major status with approval of the Tournament Committee.

All States, Regionals, Provincials, Districts, and Nationals events must occur in the applicable location designated by the event title.



3.13 Final Confrontation: The scheduling of a Final Confrontation at all events is optional, but is strongly encouraged for events of Levels 2, 3, and 4. 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.

3.14. Travel Vouchers: As a replacement for the Worlds Bye prize system, a travel voucher system has now been implemented for all Level 1 and 2 tournaments. Level 1 events will now award a \$50 travel voucher to the winner, and Level 2 tournaments will award \$75 and \$50 vouchers to winner and runner-up, respectively. A few rules apply to this system:

- A voucher can be redeemed at a Level 3 or 4 event within one calendar year of being earned.
- A given person may only earn two vouchers per tournament season, and only one per event (So if a person comes in second, he/she cannot be passed the first place voucher AND still keep its second place voucher).
- If the winner of a voucher has earned two vouchers already, or knows that he or she cannot attend any Level 3 or 4 events within a year, the voucher may be passed down in the standings to the next player, until an eligible or accepting player takes it. The voucher must be passed down on the day of the event (i.e. immediately).
- The vouchers will be kept in a file by the PC and a player wishing to use a voucher will simply inform the tournament director at a given event when registering. The TD will give the amount to the player, let the PC know that it has been used, and the PC will reimburse the TD for the amount.
- European Nationals/Regionals events will not be required to purchase the package, since their prize structure is established by a different means.

3.15. Waiver and Streaming Feature Matches: In order to participate in any Level 3 or 4 event where online streaming of games will occur, all players must sign a waiver before the start of the event. The waiver gives the Players Committee permission to record players and display their name (or, upon request, forum handle) in any event coverage or other promotional material that the PC sees fit. This also means that by playing in such an event, that players agree to waive their right to refuse to be chosen for a “feature match” on-stream. If the Tournament Director decides to stream your match on camera, you cannot decline the request. The waiver also asks players to acknowledge some basic legal language with regards to cash prizes for events. This is standard language for any competition or contest which offers a cash prize and is designed to protect the Players Committee in the event of any dispute arising from a prize payout.



SECTION FOUR: TOURNAMENT RULES AND INFRACTIONS

4.1. Deck Lists:

4.1.1. Deck list requirement:

Deck lists are required for all Levels 2, 3, and 4 events, and must be submitted before a player can begin the tournament. Failure to do so may result in forfeiture of the first game or assignment of the BYE (if the tournament has an odd amount of players), at the TD's discretion. Deck lists will be posted publicly after each event, after the event has concluded.



4.1.2. Starting Location/Objective:

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.

4.1.3. Abbreviations

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. Profanity or profane images are not acceptable on deck lists.

4.2. 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.

Violations include (but are not limited to): 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, or if the underlying card for a virtual card is incorrect. Other violations are at the Tournament Director's discretion. For each violation, 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.

4.3. Actions:

4.3.1. Action Contents - A player performs 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 4.3.3, *Taking Back Actions*, for details.

4.3.2. Forgotten actions – The owner of a card has the primary responsibility to perform or enforce any actions resulting from that card, including automatic/mandatory actions; however, both players have a responsibility to perform any automatic/mandatory actions specified by a card on table, regardless of the owner. Further, a player may also remind their opponent of their actions (and should remind them for automatic/mandatory actions, as observed).

4.3.3. 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.

4.3.3 Taking back actions – 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 4.5 for details on insert cards.

4.4. Decks and Piles

4.4.1. 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.

4.4.2. Counting Piles - 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 for Insert Cards (See Section 4.4.4.). Lost Piles must be counted face down without revealing the cards in the pile to either player.

4.4.3. Lost Piles - 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.

4.4.4. 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.

4.4.5. 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.

4.5. 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.

4.6. 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.

4.7. Non-Interference: Unless active judging is being used, 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, but they may discretely inform a TD or designated judge of something they believe they see, if active judging is being used.



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

4.8.1. 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.

4.8.2. Following card game text – Players are expected to abide by the game text of all cards on table, regardless of who owns the card. It is understood that Star Wars CCG is a complicated game in which it can be difficult to remember every card in play; however, a player may not **intentionally** disregard the text of any card on table, regardless of which player's card it is.

4.8.3. Cheating - Cheating is defined herein as the **intentional** breaking or ignoring of rules (game rules or tournament rules) or game text on cards in play (regardless of owner), and is not a strategic option, nor is it 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.

4.8.4. *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.

4.8.5. *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.



SECTION FIVE: ALTERNATE TOURNAMENT FORMATS

There are several different kinds of tournaments available to the Star Wars CCG community. These are explained more in-depth in the Alternate Formats Tournament Guide.

... and never forget to end your turns with, “The Force is with you...”

