



OPHIDIAN TOURNAMENT RULES

The purpose of this document is to provide the infrastructure used to run Ophidian 2360 tournaments by defining appropriate rules, responsibilities, and procedures to be followed in all Hack and Slash Games (HSG)-sanctioned Ophidian tournaments.

HSG-sanctioned tournaments are to be run consistently regardless of their location. This ensures equal treatment of players in different regions and also enables their smooth transition to international tournaments. All players are treated equally and share responsibilities according to the rules of the tournament.

Both players and officials should cooperate to achieve their common goal of running a proper HSG-sanctioned tournament. Players and officials must treat each other in a fair and respectful manner, following both the rules and the spirit in which those rules were created. They are responsible for following the most current version of the Ophidian Tournament Rules and Ophidian Current Rulings. Spectators have their own set of responsibilities. Individuals violating HSG rules are subject to penalties. Information in this document may contradict (or have information not contained in) the Current Rulings. In such cases, this document takes precedence. Official tournament update sheets located on the Hack and Slash Games website for specific tournaments may define alternative or additional policies or procedures. If a contradiction exists between this document and an official update sheet located on the Hack and Slash Games website, the information in the update sheet takes precedence. Hack and Slash Games reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice. Future updates to this document are scheduled to be announced on the first Monday of the month. Each update will become effective on the following Monday unless otherwise noted.

Participation Eligibility

Anyone is eligible to participate as a player in a HSG-sanctioned tournament with the exception of the following:

- Individuals thirteen (13) years of age and younger who do not have their parent/guardians' permission;
- Anyone prohibited by federal, state, or local laws, the rules of the Judge, or by a venue's management.
- Individuals specifically prohibited from participation by HSG or Hack and Slash Games policy (such determination is at Hack and Slash Games's sole discretion);

Tournament officials may participate in events as long as they are not Championship-Level events, or in events that have 40 or more players. In these cases, one other judge must be available, and a third judge must be available to monitor a match between the first two judges.

Players are responsible for:

- Behaving in a respectful manner toward tournament officials, other tournament participants, and spectators and refraining from unsporting conduct at all times.
- Maintaining a clear and legal game state.
- Complying with announced start times and time limits.
- Calling attention to any rules or policy infraction they notice in their matches.
- Bringing to a judge's attention any offers of bribery, wagering, improper game result determination, and any

discrepancies in their tournament match record.

- Informing HSG of any discrepancies in their overall match history, or rankings as soon as they become aware of it. If players believe there is an anomaly in their match history, or ranking they should contact Hack and Slash Games immediately.
- Having a single event number. Individuals holding more than one number must contact Hack and Slash Games so that their numbers can be merged.
- Refraining from enrolling in tournaments they are not allowed by policy to participate in.
- Being familiar with the rules contained within this document.
- Being physically present for the tournament.

A player must bring the following items to a tournament in order to participate:

- A physical, visible, and reliable method to maintain and record game information (tokens, score counters, pen and paper, and so on).
- A valid HSG membership number registered in the participant's name. New players may register for HSG membership when enrolling in the tournament.
- Any materials specifically required for a particular tournament format, such as assembled decks and/or decklists for constructed tournaments. (decklists will only be required for Championship-Level events)

Players retain their responsibilities even if a judge provides them with extra assistance.

Spectators

Any person physically present at a tournament and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official tournament sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. In normal events, spectators are permitted to ask the players to pause the match while they alert a judge. At Championship-Level events, spectators must not interfere with the match directly.

Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament officials may also instruct a spectator not observe a match or matches.

Preparation

In advance of the event, you will need to make copies of the Manager Score Sheet, enough for all participating players. This can be found on the **Hack and Slash Games website**.

When the players arrive, have them fill out the top portion of the Score Sheet with all of their personal information, Team Name, and the Gladiators that they are using. Team Name should be whatever they'd like to name their team for that event, and has no impact on the game. <info about User ID>

This information will be used to record their scores into Ophidian's ratings system.

Make sure that all players fill out the Score Sheet completely and legibly. Remind players to use a consistent format and spelling for their name, address, and email every time that they enter an event, or they might end up with multiple ratings which will be difficult to merge later.

While events may be run using elimination, multiplayer, or other rules, for official tournament play, Swiss rounds will be used.

Swiss rounds

In this format, players are not eliminated; every player may play in every round.

Verify that the players have filled out all of the required information on their Score Sheets.

After you have collected all of the Score Sheets, shuffle them so that they are randomized. Take the top two Score Sheets off of the pile, and pair these two cards, writing the name of each player's opponent on their card. Continue pairing players in this way until all players are paired. If there is an odd number of players in the event, the player with the last card remaining will be assigned a Bye (see Game Results and Scoring) for this round. Please write "Bye" in the Player area for that round.

When players complete a game, they must approach the Judge together to report the results. Players should not score/record their own game. The Judge should mark each player's Score Sheet with the player's game score (see Game Results and Scoring).

For all subsequent rounds after the first, pair players by their win record. Example: Round 2: a 1-0 plays a 1-0 & 0-1 plays 0-1. Round 3: a 2-0 plays a 2-0, a 1-1 plays a 1-1, and a 0-2 plays 0-2. Do not use tiebreakers when pairing between rounds. Do not use tiebreakers when pairing between rounds. To accomplish this arrange the Score Sheets in descending order according to the player's win record, with the highest number of wins on top, second highest beneath it, and so on until the Score Sheet with the lowest number of wins is on the bottom.

Pair the top two players in the stack, writing opponent's names on the Score Sheets. Then pair the third and fourth players, and so on until all players have been paired.

If you have an odd number of players the bottom player card will receive a Bye. If that player has previously received a Bye in this event, reassign the Bye to the next highest player in the stack who has not already received a Bye.

If possible, players should not play the same opponent more than once during an event. If this happens during pairing, pair the first player with the next highest opponent that they have not played during this event.

For example, if the 5th-ranked player has already played the 6th-ranked player, the 5th-ranked player would instead be paired with the 7th-ranked player (if they have not already played that player) and the 6th-ranked player would be paired with the 8th-ranked player.

In the very rare situation that a player has already played all remaining players in the stack, leave the pairing as it is. Never move a player upwards in the stack.

Suggested number of rounds for Swiss play

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|---------------------|----------|--------|
| • 8 or less players | 3 rounds | |
| • 9 – 16 players | 4 rounds | |
| • 17 – 32 players | 5 rounds | |
| • 33 – 64 players | 6 | rounds |

Timing of Rounds

For Swiss format, a round time of 45 minutes should be enforced, with 10 minutes between rounds.

When the time limit for a round has elapsed, play will continue in a game until Momentum passes. If time expires during a Breather, the game ends immediately and all play should stop.

Game Results and Scoring

The Judge should record the following information:

- Circle the result of the game (A=Annihilation, CR=Crowd Riot win, P=Victory Point win, L=Loss)
- Record each player's Victory Point total.
- Record which player was the Crowd Favorite (if there was one) with a check mark.
- Record each player's Cheer Total.
- A player with a Bye is given a "P" win with 2 Victory Points and 5 Cheer.

End of Event

After the final round, the player with the highest number of wins is the winner of the event, the player with the second highest number of wins comes in second place, and so on. If there is a tie in total number of wins between players, use the following method to determine placement among the tied players:

- Most Annihilation (A) Wins
- Most Crowd Riot (CR) Wins
- Most Victory Point (P) Wins
- Most Victory Points (running total)
- Most times as Crowd Favorite
- Most Cheer (running total)

If there is still a tie, flip a coin to break the tie.

Conceding

At any time during a match, a player may concede. The Judge should be called to the table immediately. The player that conceded is given a Loss, and the opponent is given a "P" Win, marked as Crowd Favorite, and given Victory Point/Cheer totals as deemed fair and appropriate by the Judge. The Judge can decide if the conceding player will be allowed to continue in the event.

Players may not agree to a concession or draw in exchange for any reward or incentive. Doing so will be considered Bribery (See Bribery)

Participation Minimums

Participation minimums for a tournament to be sanctioned as a rated tournament are as follows:

- For individual tournaments, a minimum of eight (8) players must participate.
- For multi-player tournaments, a minimum of four (4) teams must participate.

If the participation minimum is not met, the tournament is no longer HSG-sanctioned and will not provide prizes. If participation minimums are not met for any HSG-sanctioned tournament, the Judge should report the tournament as "Did Not Occur."

League Events

Let your players know if there are any special event/league rules.

League events are geared towards social play. We recommend that you run three (3) Swiss rounds with no finals (see Swiss round).

Rounds should be 45 minutes long with 10 minutes between rounds.

Suggested number of rounds for League play is the same as for Swiss rounds above.

Post the names of all the players on the League poster with their standings

Tournament Violations

Cheating

Cheating will not be tolerated. The Judge reviews all cheating allegations, and if he or she believes that a player has cheated, he or she will issue the appropriate penalty at the Judge's discretion. All disqualifications are subject to HSG review and further penalties may be assessed.

Bribery

The decision to drop, concede, or agree to an intentional draw cannot be made in exchange for or influenced by the offer of any reward or incentive, nor may any in-game decision be influenced in this manner. Making such an offer is prohibited. Unless the player receiving such an offer calls for a judge immediately, both players will be penalized in the same manner. Players may not make any offers to tournament officials in an attempt to influence the outcome of a ruling.

Players are allowed to share prizes they have not yet received in the current tournament as they wish and may agree as such before or during their match, as long as any such sharing does not occur in exchange for any game or match result or the dropping of a player from the tournament. As an exception, players in the announced last round of the single-elimination portion of a tournament may agree to divide tournament prizes as they wish. In that case, one of the players at each table must agree to drop from the tournament. Players are then awarded prizes according to their resulting ranking.

The result of a match or game may not be randomly or arbitrarily determined through any means other than the normal progress of the game in play. Examples include (but are not limited to) rolling a die, flipping a coin, arm wrestling, or playing any other game.

Players may not reach an agreement in conjunction with other matches. Players can make use of information regarding match or game scores of other tables. However, players are not allowed to leave their seats during their match or go to great lengths to obtain this information.

Players in the single-elimination rounds of a tournament offering only cash, store credit, prize tickets, and/or unopened product as prizes may, with the permission of the Judge, agree to split the prizes evenly. The players may end the tournament at that point or continue to play. All players still in the tournament must agree to the arrangement.

Wagering

Tournament participants, judges, and spectators may not wager, ante, or bet on any portion (including the outcome) of a tournament, match, or game.

Unsporting Conduct

Unsporting conduct will not be tolerated at any time. Tournament participants must behave in a polite and respectful manner. Unsporting conduct includes, but is not limited to:

- Using profanity.
- Engaging in behavior that could reasonably be expected to create a feeling of being harassed, bullied, or stalked.
- Arguing with, acting belligerently toward, or insulting tournament officials, players or spectators.
- Violating the personal privacy or safety of any participant, including spectators and staff.
- Using social media to bully, shame, or intimidate other participants.
- Failing to follow the instructions of a tournament official.

Officials are expected to investigate potential matters brought their attention as soon as possible and take actions to discourage repeat behavior. All incidents of unsporting conduct are subject to further HSG review.

Slow Play

Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified for the tournament. Players must maintain a pace to allow the match to be finished in the announced time limit. Stalling is not acceptable. Players may ask a judge to watch their game for slow play; such a request will be granted if feasible.

Deck Construction Restrictions

Constructed Strategy Decks must contain a minimum of fifty (50) Strategy Cards. There is no maximum Strategy Deck size. If a player chooses to bring Reinforcements to the game, they may not bring more than three at the start of the game. With the exception of cards with text or icons that specifies otherwise, a player's deck may not contain more than three of any individual Strategy Card, based on its English card title, and all Gladiators on your team are limited to one. A card may only be used in a particular format if the card is from a set that is legal in that format or has the same name as a card from a set that is legal in that format. Cards banned in a specific format may not be used in decks for that format.