

Legend of the Five Rings

Floor Rules

Effective February 15, 2015

Introduction

The purpose of this document is to provide the complete guidelines needed to run AEG tournaments by defining appropriate rules, responsibilities, and procedures. All AEG tournaments are to follow this document regardless of specific event circumstances. This ensures equal treatment of players and event staff in different regions and nations. By adhering to this document we establish a standard that will ensure the continued success of AEG games and tournaments. This document is not limited to Legend of the Five Rings (L5R), but the primary use is for L5R.

All players and event staff share equal responsibilities according to the exact format of each event. Both players and event staff should be familiar with their particular roles as described in the most current version of this document. Players and event staff must act in a fair and respectful manner at all times, following both the letter and spirit of the rules.

Specific events may have additional guidelines. Any contradiction between the floor rules and guidelines for a specific event will be highlighted and announced prior to the event date, after having been approved by the AEG Major Events Manager. If a question occurs regarding priority the event specific guidelines take precedence and ultimately the event organizer has the final say.

Information in this document may contradict that contained in the L5R Specific Rulebook, the AEG forums and previous rules documents. In all cases this document takes precedence. AEG reserves the right to alter, interpret, clarify, or otherwise issue official changes to these rules without prior notice. AEG will make all effort to announce any changes at least 30 days prior to their implementation. Circumstances may occur necessitating faster implementation. Each year the current AEG Major Events Manager will review and revise, as needed, the floor rules document.

As need arises players and event staff may need to contact regarding clarifications, interpretations, and other questions. This is done through the email below. This is not the same link used for appeals and to report rules infractions.

This document is designed for use in combination with the Code of Bushido.

Events@Alderac.com

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Section 1: Tournament Information

1.A Tournament Types

There are two major tournament types: Limited and Constructed. In Limited tournaments, all products for play is provided during the tournament. In Constructed tournaments, players compete using decks prepared beforehand.

Additional rules regarding specific sub-formats for both Constructed and Limited will be discussed later in this document.

1.B Tournament Roles

The following roles are defined for tournament purposes. The first three roles are considered tournament officials.

- ❖ Tournament Organizer
- ❖ Head Judge
- ❖ Scorekeeper
- ❖ Floor Judge
- ❖ Player
- ❖ Spectator

In most circumstances tournament participants may only act in a single role at any single event. The following are three specific exceptions to this rule.

- ❖ Individuals specifically designated by the Head Judge may act as Floor Judges when not actively playing.
- ❖ All participants not actively playing become Spectators as long as they remain in the play area.
- ❖ For Stronghold Events only, a single person may act as any or all Tournament Official roles.

1.C Participation Eligibility

Anyone is eligible to participate as a player in an AEG tournament with the exception of the following:

- ❖ Individuals currently under suspension by AEG.
The following individuals are under suspension:
Bob Yager until May 1, 2016 as any form of tournament official.
- ❖ Individuals currently under life time ban by AEG.
The following individuals are under life time ban: No One.
- ❖ Anyone prohibited by federal, state, or local laws.
- ❖ Individuals acting as a Tournament Official for the event in question.

A Tournament Organizer may request that specific individuals be denied eligibility to participate in a specific event(s). The request is made to the AEG Major Events Manager in

writing at least 30 days prior to the event date. The TO should include a detailed explanation with a list of specific events and/or reasons causing this request to be made. The AEG Major Events Manager may seek additional information from either the player(s) in question and/or the TO making such a request. In all cases a final decision will be made at least 14 days prior to the event date. Once made, this decision may not be appealed without new information.

Players under the age of 13 must provide parental consent. Their parent or guardian must either be present at the event or provide written consent to the Tournament Organizer.

1.D Tournament Tiers

All Legend of the Five Rings events fall into one the following three categories.

- ❖ Stronghold
- ❖ Kotei
- ❖ Kami

These categories are described and examples provided below.

Stronghold Events

These events are targeted with a store level focus. Both story and physical prizes are tiered in such a way as to draw and reward players who already, or may be convinced, to support the store on a regular basis. In some cases these results may be part of a greater global event or may be unique to the store.

The following are examples of Stronghold Events.

- ❖ Pre-Release Events
- ❖ Global Storyline Events
- ❖ Level 10, 15, 20 or 25+ Imperial Assembly Store Reward Events

As a store qualifies for a Stronghold Event, the AEG Major Events Manager will contact the store owner to schedule the event. Unless specifically designated these events will be held on specific weekends that do not overlap with either a Kotei or Kami Event.

Kotei Events

These events are targeted with a regional level focus. Prizes are tiered in such a way as to draw for hundreds of miles. All Kotei Events award seed(s) into that year's Kami Events. Seeds are explained in depth later in this document.

Kotei story prizes are designed to influence the greater story line as a whole. Players have the chance to make dynamic decisions either through an overall mega game theme that lasts the entire season or through unique specific story decisions at each event.

Some examples of Kotei story choices include.

- ❖ Choosing the new Topaz Champion
- ❖ Choosing which Clan discovers the relationship between the Sparrow and the Spider clans.

Kami Events

There are only a few events each year that qualify as Kami Events; The North American/European Championship and the World Championships. These events are considered the upper most tier of competitive play.

Kami Events consist of multiple tournaments held over multiple days. Typically three or four days in length, Kami Events decide some of the most pivotal stories in the history of L5R.

Kami events also decide the North American/European Champions as well as the World Champion each year. The World Championship will alternate between the North America & Europe from year to year. One location hosts the World Championship and the other hosts only their respective regional championship, then switch for the following year.

The winner of any Kami Main Tournament receives a lifetime seed into future Kami Main Tournaments. (Seeds are explained later in this document)

Section 2: Tournament Personnel

This section addresses specific expectations and duties attributed to the various roles discussed earlier.

2.A Tournament Organizer

The Tournament Organizer or TO of a tournament is responsible for all tournament logistics including:

- ❖ Securing sanctioning from AEG.
- ❖ Providing a site for the tournament that meets expected needs.
- ❖ Promoting the tournament in advance of the tournament date.
- ❖ Staffing the tournament with appropriate tournament officials.
- ❖ Providing all materials necessary to operate the tournament (e.g. product for limited format tournaments).
- ❖ Providing for and distributing all prizes both those provided by AEG for the specific event and additional prize support as warranted by the size of the event.
- ❖ Reporting the tournament results to the AEG Major Events Manager in a timely fashion following the completion of the event.
- ❖ Assisting in all other duties of the event so that the event runs smoothly and efficiently.
- ❖ Being the final arbitrator of any disputes and being accountable to the AEG Major Events Manager for any decisions that occur at the event.
- ❖ Verify that the event meets all federal, state and/or local laws.

The TO will never be the final arbitrator of any dispute concerning the mechanical rules of the game, this duty falls under the Head Judge role. In extremely rare circumstances the TO can overrule the Head Judge concerning anything not specifically related to the mechanical rules of the game but must have sufficient reason. This action is only taken in response to specific misconduct on the part of a Tournament Official, requiring his/her replacement mid event. Misconduct of a Tournament Official can best be defined as any action that would make him/her no longer eligible to act in that role. This action is subject to full review on the part of the AEG Major Events Manager.

In circumstances requiring cross language translation, the TO will make every possible effort to ensure adequate resources are available. For International Events (i.e. World Championships) the default language should be posted prior to the event date.

2.B Head Judge

Sanctioned tournaments require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any sanctioned tournament and all tournament participants are expected to follow his or her interpretations.

The Head Judge is expected to have a complete knowledge of the mechanical rules of the game including the Comprehensive Rules located at www.rules.15r.com as well as any specific errata and clarification as released by AEG. In addition to the mechanical knowledge of the game, the Head Judge must have a comprehensive knowledge of the Code of Bushido.

The Head Judge's responsibilities include:

- ❖ Monitoring for any rules infractions or mechanical errors. Correcting those errors at all times as he observes them.
- ❖ The Head Judge is expected to be located on the play floor at all times during a round as long as games are in progress. Once at least two floor judges are available this duty may be passed off to help the TO prepare the next round.
- ❖ Ensuring that all necessary steps are taken to deal with rule violations. These include those directly observed by the Head Judge and those reported to him/her.
- ❖ Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge.
- ❖ Coordinating and delegating tasks to floor judges as needed.
- ❖ Reporting any rules infractions and penalties issued to the TO, explaining or consulting as required.
- ❖ Having on hand a copy of the 'Code of Bushido' document, it can be found on the www.L5R.com website.

If necessary, the Head Judge may temporarily transfer his or her duties to any judge if he or she is unable to fulfill them for a period of time. Kami Events have multiple Head Judges, for example GenCon which is run by AEG, and/or different Head Judges for different portions of the tournament. Any such multi-judge event will be announced prior to the event date. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

2.C Floor Judges

Floor judges usually consist of two to three individuals coordinated by the TO to assist the Head Judge. Floor judges fall into one of two categories; assistant judges and player judges.

Assistant judges are lower level judges who do not play in the events and whose sole duty is to assist the Head Judge perform his/her various duties. The assistant judge(s) is the default backup should the Head Judge need to step down during an event for any reason. This transfer can be temporary or for the remaining of the event. If the Head Judge needs to be replaced for the duration of the event clarification may need to be provided to the AEG Major Events Manager as requested.

The Floor Judges are expected to have an advanced knowledge of the mechanical rules of the game including the Comprehensive Rules and the Code of Bushido located at www.rules.l5r.com as well as any specific errata and clarification as released by AEG.

Player Judges are individuals, designated by the Head Judge prior to the 1st Round of an event beginning, that are allowed to answer rules questions. Player judges are players who possess an advanced knowledge of the rules and *WHEN NOT PLAYING* are willing to help the Head Judge with his/her duties. The Player judge at no time will replace the Head Judge while they remain an active player in the event. A player judge will not issue penalties for any rules infractions but will report them to an assistant or head judge for further action. A player judge is expected to remain in the play area as they finish play but while other games are still in progress to answer any questions or disputes that arise. Any ruling by a player judge may be appealed to the Head Judge.

The duties of Floor Judges include:

- ❖ Monitoring for any rules infractions or mechanical errors. Reporting those errors as he/she observes them.
- ❖ Replacing the head judge by physically remaining on the play floor at all times during a round as long as games are in progress. (See Head Judge duties)
- ❖ Reporting any and all rules infraction directly observed.

Judges will not generally assist players in determining the current game state but can answer questions about the rules, interactions between cards, and/or provide the Oracle wordings of relevant cards. If a player wishes to ask his or her question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls, but may appeal any decision to the Head Judge.

Judges do not intervene in a game to prevent illegal actions, but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

2.D Scorekeeper

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the tournament. He/she is expected to know, utilize and answer questions regarding the electronic software. The AEG Major Events Manager can provide a copy of the recommended electronic software for easy distribution.

The Scorekeeper's responsibilities include:

- ❖ Generating pairings, provide postings of said pairings and print Result Entry Slips for each round.
- ❖ Accurately entering the results of each round in a timely fashion.
- ❖ Keep track of the time remaining in the round and communicate this number to both the TO and Head Judge as required.
- ❖ Solving all scorekeeping problems that arise in consultation with the TO.
- ❖ Accurately fill out the entire event in the electronic software, saving a physical or electronic report should the AEG Major Events Manager need to address any disputes at a later date.

The TO has the final authority in determining corrective action for scorekeeping errors; this should be made in consultation with the Head Judge.

2.E Player

A Player is defined as any individual who is participating in any event regardless of Tier. Players are expected to follow a certain code of conduct as well as any rules and laws specific to the region of the event.

Players are responsible for:

- ❖ Behaving in a respectful manner toward tournament officials, other players, and spectators.
- ❖ Refraining from unsportsmanlike conduct at all times.
- ❖ Maintaining a clear and legal game state. Communicating this to both his/her opponent and any judge requesting the information.

- ❖ Complying with announced start times and time limits. Reporting results in a timely fashion.
- ❖ Bringing to a judge's attention any rules or policy infraction they notice in their matches.
- ❖ Bringing to a judge's attention any discrepancies in their tournament match record.
- ❖ Refraining from enrolling in tournaments they are not allowed by policy to participate in.
- ❖ Being familiar with the rules contained within this document.

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 player is responsible for knowing both his/her honor total at all times and be able to clearly track and provide this information. A notepad and writing utensil is ideal however honor counters, dice, etc. are also commonly used and acceptable.
- ❖ Any materials specifically required for a particular tournament format, such as assembled decks and/or deck lists for constructed tournaments.
- ❖ Any physical tokens required via game mechanics to be represented in the game. If multiple tokens are generated multiple tokens should be used. It is recommended the tokens provided in many L5R boosters' packs be used. If multiple tokens types are created then each type should be visually distinctive.
- ❖ If any full bleed or other promotional cards are used that do not provide the full text for a particular card, you must provide the most current version of said card that accurately contains the entire text box. This includes any cost, focus value, force/chi and all mechanics found on the card.

It is common to sleeve assembled decks to prevent damage to cards from use during games. These sleeves must be opaque and not distinguishable in any way from one another. The sleeves should not be reflective, contain distracting markings, obscure the card face or be offensive.

The single exception to the use of opaque sleeves is the method known as "Deck Backing." This practice refers to using transparent sleeves and obscuring the card backs with a second card or piece of paper. This is acceptable in place of opaque sleeves provided that all deck backings are uniform and not distinguishable from one another. Decks may not be backed with cards currently legal for the tournament format.

The use of a play mat is also fairly standard practice. The artwork represented on the play mat must be non-offensive and not contain any reflective or intentionally distracting images. No cards may be placed beneath the play mat at any time during the match.

If a player finds the particular sleeve, deck backer or play mat used by a particular opponent distracting or offensive he/she may request they no longer be used. The Tournament Organizer is the final arbitrator of any such dispute.

Players are expected to act appropriately at all times. If any event participant encounters a problem with, or becomes uncomfortable due to the behavior of another participant, they should report it to the TO immediately; the TO will attempt to resolve the situation in a swift and dignified manner to the best of his/her ability.

The following are general points to keep in mind:

- ❖ All players are expected to have and maintain an appropriate level of personal hygiene.
- ❖ All players must refrain from the consumption of illegal drugs immediately prior to or during any event.
- ❖ TO's may allow the sociable and responsible consumption of alcohol at an event, subject to prior announcement. All alcohol consumption must follow local law and any additional restrictions announced by the TO (for example, drinking only alcohol purchased from an on-site bar). Intoxication is not an excuse for disruptive behavior. The TO may, at any point, eject people on the grounds of excessive or disruptive intoxication.
- ❖ All players must act in an honorable and sportsmanlike manner. This includes all times during, before and after the event. Regardless of circumstance this applies to all participants in relation to everyone.
- ❖ Be sensitive to the feelings of others. Any language, behavior or dress that is derogatory or offensive for ANY reason is not acceptable.
- ❖ All attendees, staff and players included, are expected to be familiar with the Code of Conduct, which can be found here: <http://www.l5r.com/code-conduct/>

Players who do not fulfill their responsibilities may be subject to penalties and review by the AEG. The AEG Major Events Manager will arbitrate any questions. AEG reserves the right to suspend or otherwise penalize any player without prior notice for any reason they deem necessary.

2.F Spectator

Any person physically present in the play area of 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. This should be done in a manner that does not interfere with the game in progress. The judge will interfere if a valid need arises.

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 to observe a match or matches.

Any player not actively playing in a match is considered a spectator under this section.

Section 3: Tournament Mechanics

3.A Match Structure

Matches of L5R follow one of two formats; single game matches or best-two-out-of-three matches. When applying for any event, the TO selects which option he/she would prefer to use. In some cases the format has been predetermined by the nature of the event. In either case the AEG Major Events Manager will verify the event match structure when the event application is approved. If any changes are desired they must be cleared with the AEG Major Events Manager 30 days before the event date, and must be announced accordingly 30 days prior to the event date.

The match structure determines the time length of the round, the number of rounds played and the cut threshold.

Single Game Matches

This format uses a single game to determine the winner of a match. The game lasts 45 minutes. If either player wins the game, the match is over. That player wins. If no winner has been determined, once time is called, the match results in a draw.

Best-Two-Out-Of-Three

This format uses a series of multiple games to determine the winner of a given match instead of a single game. The series lasts until time limit is reached or a single player has won 2 games.

Two out of three matches vary from single game matches in a number of specific ways listed below.

- ❖ The time limit is 75 minutes instead of 45 minutes.
- ❖ In the event of a starting honor tie the loser of the previous game has the option to go first or second in the next game of the match. (e.g. If Player A loses game 1 that player can then choose to go either 1st or 2nd in the next game depending upon whichever strategy he/she feels will best allow him/her to recover. If Player B then loses game 2 the option reverts to the player having lost game 2 being given the choice.)
- ❖ Once time is called, if the match is in the 1st or 3rd game, the result is a Draw.
- ❖ Once time is called, if the match is in the 2nd game, the winner of game 1 is the winner of the match.

All Top 8, Top 4 and Top 2 matches must be run best-two-out-of-three regardless of the match structure used in previous rounds. This holds true for all Kotei and Kami events.

3.B Pregame Procedures

The following steps must be performed in a timely manner before each game begins:

1. Players shuffle their decks. Each side separately and completely.
2. Players present their decks to their opponents for additional shuffling and/or a cut. Once a deck has been cut/shuffled and returned it may not be further manipulated by either player. The sole exception to this is either player may request a judge

shuffle and/or cut one or both decks. This should be done with care and for specific explainable reasons only. Abuse of this request may be grounds for a penalty.

3. Players present reveal their stronghold, wind, sensei or any other pregame cards to their opponent.
4. Players determine which player is starting the game first. This is done via the mechanics for L5R (highest starting family honor). This occurs in all games of a match. If Player A has higher honor then Player A will go first in all games played against that opponent. In the event of a tie players should roll off, coin flip or some other random method to determine priority. If players cannot come to a consensus players may request the assistance of a judge.
5. Players must flip to the appropriate side of their stronghold card. Per the Ivory Edition Rules each stronghold is double sided with Side A for the player going first and Side B for the player that goes second.
6. Each player draws the appropriate starting hand. Optionally, these cards may be dealt face down on the table before actually drawing them into hand. This is done to visibly verify to each player that the correct number is drawn and while not required is highly recommended in competitive play.

Pregame procedures may be performed before time for the match has officially begun. Play cannot begin until time is started.

The Pregame Procedures must occur before each game has begun. This includes before the game of a single game match and before each individual game in a best-two-out-of-three match.

3.C Drawing and Conceding Matches

Players may concede or mutually agree to a draw in any game or match. A match is considered complete once the result slip is filled out. Until that point, either player may concede to or draw with the other. Intentional draws are always reported as 0-0-1. Both players must agree to any such result that does not come from having played out the standard single game match.

Players may not agree to a concession or draw in exchange for any reward or incentive. This includes splitting potential prizes, bounties or other non-tangible items. Doing so will be considered Bribery.

If a player refuses to play, for any reason, it is assumed that he or she has conceded the match.

3.D End-of-Match Procedure

Each match lasts for a specified length of time (typically 45 or 75 minutes). The players have this amount of time to determine a winner. The TO will announce a 5 minute warning prior to this point. All play must **stop** at the 45th/75th minute mark.

The players then have a small window (typically 5 minutes) in which to report their results. The Tournament Organizer will announce the length of this window before first round play begins. It is the responsibility of the players to have this result turned in prior to this point. Any and all results not reported prior to this 5 minute delay result in a draw, reported as 0-0-1.

A full explanation of round time may be found later in this document. (section 5.D)

In elimination rounds (Top 8 & Top 4), matches may not end in a draw. Once standard time is called for any elimination round, if no winner can be determined (i.e. the match is in the 1st or 3rd game), the match goes into a 15 minutes time extension. At the end of this time period a winner must be decided between the players. If the players refuse to reach a mutually acceptable method for determining this winner it is the responsibility of the TO to decide the method of selection.

Examples of methods to determine a winner include

- ❖ Rolling dice
- ❖ Flipping a coin
- ❖ Rock, Paper, Scissors

The final best-two-out-of-three match (Top 2) continues until a single winner is determined. In the event the venue places time limitations on finishing the event, a secondary venue should be available to finish the final match. If a secondary location is not available, the players should be given at least 2.5 hours to finish their match before time can be called. This time limit is enough for 3x standard 45 minute games plus the 15 minute extension. In either case a detailed explanation should be provided to the AEG Major Events Manager.

3.E Time Extensions

If a judge delays a match for any reason longer than one minute while the round clock is running, he or she should extend the match time appropriately. This includes any time needed to make a judge call.

If time is called during an elimination match an additional 15 minutes will be added to the match.

Optionally the TO may choose to run the elimination rounds without a time limit, this choice once made remains in effect for the remainder of the event. It is recommended, and expected, that this be done in the Top 2. It may be adopted earlier as times allows and at the discretion of the TO. In multi-day events, all efforts should be made to run majority or all Top X matches under the "No Time Limit" option. If possible this should be announced 30 days prior to the event date.

3.F Appeals to the Head Judge

If a player disagrees with a judge's ruling, he or she may appeal the ruling to the Head Judge. In larger, Kotei and Kami Events the Head Judge may designate additional Appeals Judges who are also empowered to hear appeals.

Players may not appeal before the full ruling is made by the responding floor judge. Rulings made by the Head Judge or designated Appeals Judges are final.

3.G Dropping from a Tournament

Players may drop from a tournament at any time. If a player drops from a tournament before the first round has started, he or she is considered to have not participated in the tournament. Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next round are generated. Players wanting to drop after the Scorekeeper begins pairing for the next round will be paired for that round. If a player does not show up for his or her match, he or she

will be automatically dropped from the tournament, after 10 minutes from which the round began, unless they report to the Scorekeeper. Players that repeatedly and/or intentionally drop from tournaments without informing the scorekeepers of those events may be the subject of penalties up to and including suspension.

Players who drop during limited events own the cards they have in their possession at that time. This includes any unopened or partially drafted boosters. If a player drops from a tournament after a cut has been made, such as a cut to the top 8, no other player is advanced as a replacement. That player's opponent receives a bye for the round. A cut is considered to have been made once the cut itself or pairings for the round following the cut have been posted or announced.

Players who have dropped may reenter a tournament at the discretion of the Head Judge. Players may not reenter a tournament after any cut has been made.

Players may not drop from a tournament in exchange for or influenced by the offer of any reward or incentive. Doing so will be considered Bribery.

3.H Match Points

All events utilize a 3 - 0 - 1 point method for match wins. This translates into all match wins award 3 match points, all losses award 0 match points and a draw (intentional or not) awards 1 match point.

3.I Top of Clan

All sanctioned events have a wide variety of prizes and prize categories. Each unique event may and/or will be different from other events of the same level. It is the responsibility of the TO to announce his/her prize distribution prior to the start of play at the event. If at all possible large, unique prizes should be announced as soon as possible prior to the event date.

One of the most common secondary prizes is the awarding of "Top of Clan" prizes. Not all events will provide "Top of Clan" prizes. Any TO that does offer this prize should follow this format. This section provides a standard format for determining this prize.

- ❖ All "Top of Clan" awards are based upon final ranking after the completion of the event. This includes all Elimination Rounds.
- ❖ For players that are eliminated in the same Top X round, the players' final rankings are determined following the completion of the event. This includes all remaining Elimination Rounds.
- ❖ Following the final match of the event a comprehensive player ranking is available through the event software. This ranking takes a player's final record into account including progress in Elimination Rounds and opponents' records in those rounds.
- ❖ For factions that are not represented in the elimination rounds, Swiss rankings are used to determine the Top of Clan individual.
- ❖ Prizes may be awarded as the winner is determined or at the end of the event.

3.J Honor Contest

For all L5R Kotei events, the TO is required to run a secondary contest that is part of the official kotei and must be submitted with the kotei event results. The AEG Major Events Manager will work with the AEG Story Team to determine the storyline aspects of all honor

and main card events. These aspects may be universal to all kotei events and announced at least 30 days prior to the start of the kotei season.

For purposes of any storyline result that is linked to the winner of the honor contest, the winner's clan affiliation is considered the same as the clan being played in the main card event.

Tournament officials may not participate in the honor event.

Participation in the honor event is included in the price for the main card event. No additional amount may be charged to those players. If the TO chooses to allow participants into the honor event who are not enrolled in the card event, the TO may charge an additional fee for those outside participants only. This fee should be no more than \$5. The decision to allow outside participants into the honor event and any amount charged to those outside honor participants must be announced at least 30 days prior to the event date.

3.K Deck Registration

Players are required to register their decks in Kotei and Kami events. Registered deck lists record the original composition of each deck. Once a deck list has been accepted by the Tournament Officials it may not be altered.

Players have the right to request to see their deck list between matches. Such a request will be honored if logistically possible. Deck lists are not public information and are not to be shared with others players and non Tournament Officials during a tournament.

A blank copy of the official deck list form can be found here:
<http://www.l5r.com/files/2014/03/L5R-Decklist-Sheet-2014.pdf>

Upon completion of a Kotei/Kami, Level Event the Tournament Organizer is responsible for submitting the Top 8 Deck lists to the AEG Major Events Manager via email at Events@Alderac.com. They must be submitted in a digital/typed format. If at all possible this should be submitted with the Kotei results. Failure to submit deck lists and results in a by the Wednesday immediately following the event, must be explained and may result in additional action.

3.L Deck Checks

Deck checks must be performed at all Kotei and Kami events. Before play commences for the Top 8, all remaining participants' decks should be checked.

It is common to perform additional checks over the course of the event. This is not required but highly recommended. Before play begins in each round, the Head Judge should randomly select 1-2 players. The most efficient way is to chose 1 match tables and check both players in this match. Efforts should be made to check between 10-20% of the total field over the course of the event. Once the players have been selected normal play time may commence for all other matches. Those players will be awarded a time extension to their round time equal to the duration of the deck check. If deck checks take more than 5 minutes, additional staff should be assigned to this task. All judges and tournament officials may assist in performing the deck checks. Any none judge performing such a check must be done under the supervision of a judge.

Section 4: Tournament Formats

AEG sanctions and promotes a wide variety of constructed and limited formats and sub formats. Full descriptions of each format are provided later in this document. The following list applies to Legend of the Five Rings only.

The majority of events will use one of the standard formats. Special requests may be made by the TO through the AEG Major Events Manager. Any variance from the standard formats must be approved. In some cases events are sanctioned under a specific format as a norm for all such events (i.e. all Kotei in a single season will use the same format) this cannot be modified. Ultimately the AEG Major Events Manager is the final arbitrator of any questions concerning event formats. The TO for each event is responsible for verifying and then posting the format of said event, this should be done at least 30 days prior to or as soon as the event is announced as circumstances allow.

4.A Formats

Constructed Formats

Standard

- ❖ Extended
- ❖ Arc
- ❖ Strict

Variants

- ❖ Big Deck
- ❖ Modern

Limited Formats

Standard

- ❖ Booster Draft

Variants

- ❖ Suicide

Team

- ❖ Triples Constructed
- ❖ Triples Limited

4.B Card Legality

As a general rule all L5R expansions are legal for constructed play within a month following their official public release date. The exception to this rule is any limited format. Cards are eligible for limited play as soon as they are physically released from AEG.

Some formats have specific legality guidelines listed below. Additionally some formats contain rules that can modify legality (i.e. banned and restricted cards). As new expansions release, cards receive bans & errata or story arcs rotate the lists below will be updated and formal announcements will be made.

In order to determine the specific formats in which any given card can be used, L5R makes use of Legality Bugs. These bugs are located in the bottom left and right corners of all cards. Cards are only considered legal for use if they have one or more of the Legality Bugs

marked as legal for that format. Below is a chart that specifically lists all Ivory & Twenty Festival formats as well as their corresponding Legality Bugs.

On occasion cards may be released to the public but do not follow standard legality guidelines. These cards become legal through their own distinct set of guidelines. The most common examples include cards released as part of the following:

- ❖ Demo Deck
- ❖ Learn to Play
- ❖ Holiday Pack

Many times these sources will include cards from expansions that have yet to be released. Because of this, cards from these sources do not become legal until they have been released with a Legend of the 5 Rings expansion legal for that format. This holds true regardless of the Legality Bugs individual cards possess. For example *The Currency of War* learn to play set includes many cards from the upcoming Twenty Festivals expansion. These cards include and are not limited to the Crane Stronghold, Small Library and Temple Fortress. All three of these examples have the Blue Legality Bug but are not yet legal for play in an Ivory Edition Format because they were not part of any Ivory Edition expansion.



Guidelines Shared by all Strict, Arc and Extended Formats.

All decks follow 40/40 minimum deck construction.

Strict, Arc & Extended formats share the following banned & errata.

Banned Cards:

- ❖ Advanced Warning
- ❖ Cavalry Escort
- ❖ Exotic Farmlands
- ❖ Well-defended Farm

Errata:

- ❖ Official Sanction: Gains "Card effects will not straighten this Item".
- ❖ Oboro: Invest now reads "Invest [3]: If you have not used the Invest trait of an Oboro this turn, shuffle all your other copies of Oboro in play and in your discard pile into your Dynasty Deck. Gain a Conspiracy token for each Oboro shuffled."
- ❖ Additional errata continue on the next page.

- ❖ Akagi Sensei: No longer gives +1 province strength & ability only targets scouts.
- ❖ The Exquisite Palace of the Crane: +1 gold bonus only lasts for the phase.
- ❖ Tsuijiken Sensei: Trait now reads " Your Stronghold has no abilities or traits. Your Samurai enter play for 1 more Gold. Your Political abilities in and out of play have Economic. Your Iron Mines in and out of play have Market."
- ❖ Priestly Feud: Text now reads " **Open:** If you control one or no Rings, your target unbowed Personality challenges another player's target Personality. Spells and Kihos have +1FV during the duel. The loser must declare an attack this turn (*if legal*) and must assign his Personality from the duel, opposing an army if possible."
- ❖ Fires of Turmoil: Text now reads " Battle: Discard the top card of a Fate deck. Target a card without attachments in a unit. If the discarded card's Focus Value is odd, bow the target (0 is even). Otherwise, straighten it. Move its unit home if the target has a Madness token."

For the 2015 Spring Kotei Season, events will follow one of 2 format structures determined by Twenty Festivals. All events that occur prior to March 27th, 2015 will use the Ivory Strict, Ivory Arc and Ivory Extended event formats. Those events that occur after March 27th, 2015 will use Twenty Festivals Strict, Twenty Festivals Arc and Twenty Festivals Extended.

The date March 27th is the legal date for Twenty Festivals despite the set being delayed in shipping. In order to not delay the legality of Twenty Festival events within the kotei season, any event that falls in the post March 27th, 2015 time frame has the ability to allow proxies of cards from the Twenty Festivals expansion only. Use of these proxies will remain legal until Twenty Festivals is physically available in stores.

Ultimately the AEG Major Events Manager is the final arbitrator of any questions concerning legality. The TO for each event is responsible for verifying and then posting any variance, this should be done at least 30 days before the event as circumstances allow.

Legality Bugs & Expansions

The following sections detail the four Legality Bugs that make up the formats for the 2015 Kotei Season. Each section contains a list of expansions that contain cards with the bug and a list of the promos that have the bug.

When viewing specific cards within a given expansion and determining legality, one major thing to be aware of is. Not all cards within a given expansion contain the corresponding Legality Bug. Some examples of this include the Ivory Edition Strongholds and Sensei. They have only the Purple Legality Bug instead of the Purple and Blue Bugs. The remainder of Ivory Edition has both bugs. Another example are the cards Spawn of Vritra and The Thunder Resounds from the Gates of Chaos expansion. These two cards have only the Green instead of the Green and Purple.

Searches for cards within the Oracle of the Void database can take into account final legality and specific expansions at the same time. When determining cards to use in a deck this is a very good resource to verify if the cards within a deck are legal. The Oracle is found at: <http://imperialassembly.com/oracle/>

4.C Green Legality Bug

For easy reference the following sets contain cards with the Green Legality Bug:

- ❖ Forgotten Legacy

- ❖ Before the Dawn
- ❖ Second City
- ❖ Emperor Edition
- ❖ Embers of War
- ❖ The Shadow's Embrace
- ❖ Seeds of Decay
- ❖ Honor & Treachery
- ❖ Torn Asunder
- ❖ Coils of Madness
- ❖ Gates of Chaos
- ❖ Aftermath

This Legality Bug encompasses a larger time frame than the other bugs. This results in over 300 legal promos. Instead of listing them all here they can be found by searching Emerald Edition Legality & Promo Rarity in the Oracle.

4.D Blue Legality Bug

For easy reference the following sets contain cards with the Blue Legality Bug:

- ❖ Ivory Edition
- ❖ The Coming Storm
- ❖ A Line in the Sand
- ❖ The New Order
- ❖ Twenty Festivals
- ❖ Thunderous Acclaim (releases Spring/Summer 2015)

For easy reference the following promos have the Blue Legality Bug:

- ❖ Bisento-do
- ❖ Deadly Bisento
- ❖ Shabura

4.E Purple Legality Bug

For easy reference the following sets contain cards with the Purple Legality Bug:

- ❖ Coils of Madness
- ❖ Gates of Chaos
- ❖ Aftermath
- ❖ Ivory Edition
- ❖ The Coming Storm
- ❖ A Line in the Sand
- ❖ The New Order

For easy reference the following promos have the Purple Legality Bug:

- | | |
|----------------------------------|-------------------------|
| ❖ A Game of Dice | ❖ Daigotsu Hirose |
| ❖ A Glimpse of Fate | ❖ Deadly Bisento |
| ❖ A Great Victory | ❖ Elemental Adroitness |
| ❖ Akodo Daiken | ❖ Enigmatic Pendant |
| ❖ Armed Rice Farmer | ❖ Entrenched Position |
| ❖ Bamboo Harvesters, Experienced | ❖ Fallen |
| ❖ Bayushi Aibako | ❖ Family Dojo |
| ❖ Bisento-do | ❖ Family Maneuvers |
| ❖ Border Keep, Experienced | ❖ Family Sensei |
| ❖ Colonial Harbor | ❖ Family Sword |
| ❖ Creating Order | ❖ Frost Dragon Festival |

- ❖ Gaijin Sorcerer
- ❖ General's Hatamoto
- ❖ Hida Iguchi
- ❖ Hidden Weapons
- ❖ Horse
- ❖ Imminent Victory
- ❖ Imperial Sword
- ❖ Inari's Festival
- ❖ Isawa Hikarou
- ❖ It Was a Cat
- ❖ Kakita Izumiko
- ❖ Kataoka
- ❖ Keigo Sensei
- ❖ Lantern of Revelation
- ❖ Legionnaire's Appointment
- ❖ Losing the Way
- ❖ Merchant Guard
- ❖ Mirumoto Tsuda
- ❖ Oracle of the Void, Experienced
- ❖ P'an Ku Cultist
- ❖ Rice Farmer
- ❖ Sacred Temples
- ❖ Shabura
- ❖ Simple Spears
- ❖ Sleep
- ❖ Summon Fuschido
- ❖ The Amethyst Court
- ❖ The Emerald Dojo
- ❖ The Fever Breaks
- ❖ The Ivory Dojo
- ❖ The Jade Temple
- ❖ The Obsidian Dueling Grounds
- ❖ The Onyx Dueling Circle
- ❖ The Ruby Dojo
- ❖ The Topaz Dojo
- ❖ The Turquoise Court
- ❖ Traveling Market
- ❖ Trembling Earth
- ❖ Tsurushi Nishima
- ❖ Unseen Assassins
- ❖ Utaku Sang-Ju
- ❖ Ivory
- ❖ Yozo's Inspiration

4.F Black Legality Bug

For easy reference the following sets contain cards with the Black Legality Bug:

- ❖ Twenty Festivals
- ❖ Thunderous Acclaim (releases Spring/Summer 2015)

For easy reference the following promos have the Black Legality Bug:

- ❖ None to date

4.G Big Deck

Big deck is an optional variant originating from the player community. It has picked up a lot of popularity in recent years as a variant to the more standard Formats. All rules for Big Deck are listed below.

Big deck utilizes the standard Ivory Edition rulebook, the advanced Ivory Edition rulebook and the online comprehensive rulebook. In addition Big Deck allows the use of any and/or all cards listed in the Oracle of the Void database. Cards are played according to the wording on their Oracle listing regardless of what the physical card text reads. For purposes of card types and mechanics that are currently not part of standard Ivory Edition play, please refer to the section labeled "Legacy Changes to the Current Rulebook" at the following link: http://rules.l5r.com/Legacy_Format#Legacy_Pregame_Rules. This section of the online comprehensive rulebook will provide the appropriate guidelines. Big Deck makes use of this section and the following specifically designated optional rules only.

- ❖ Monkey Clan/ Toturi's Army
- ❖ Seppuku
- ❖ Starting Holdings
- ❖ Legacy Holdings
- ❖ Clan Allegiance

Deck Construction Guidelines

Big Deck follows 100/100 Highlander deck construction.

The 100/100 deck construction is both a minimum and a maximum value. Both fate and dynasty must contain exactly 100 cards. The only exception to this are cards that specifically modify the legal size of your deck (i.e. *Hato-gurama*, *Make a Wish*, *Stone of Remembrance*) or *The Khol Wall* that causes regions to not count against your deck total.

Highlander deck construction means you can only play 1 of any card in print. This includes cards that through their own text ignore the standard construction limitations. (i.e. Ratling & Naga cards that allow 4 copies, *Tapestry of the Void* that allows 7 copies, Hida's *Avalanche* that allows 10 copies)

Any card in the Oracle of the Void data base is legal for play (except those banned cards listed below) as long as the card has been released to the public. This includes cards from any expansion, promotional release and draft packs. Unlike standard constructed formats there is no legality delay. Cards are legal as soon as the card is released by AEG.

Cards Currently Banned in Big Deck are:

- ❖ Gates of the Second City
- ❖ Gozoku Sensei
- ❖ Jigoku Sensei
- ❖ Kakita Dueling Academy
- ❖ Koan's Jingasa
- ❖ Koan's Robes
- ❖ Kyuden Hitomi
- ❖ Kyuden Otomo Experienced
- ❖ Mirumoto Hakahime
- ❖ Palace of the Emerald Champion
- ❖ Razor's Edge Dojo
- ❖ The High House of Light
- ❖ The Master of Fire
- ❖ The Ruins of Isawa Castle
- ❖ Tomorrow Sensei
- ❖ Toturi Sensei
- ❖ Yoma Sensei

4.H Modern

Modern is a variant format created in the last year as a reaction to the Big Deck craze and in response to the difficulty involved in locating cards for Big Deck. In most areas Modern and Big Deck work exactly the same. The specific differences are listed here.

- ❖ The deck size is exactly 50 cards in Dynasty and 50 in Fate.
- ❖ The cards legal for use are those printed from Khan's Defiance through the most recent expansion. (Twenty Festivals as of this document release)
- ❖ Modern uses the Twenty Festivals Legacy rules.

In addition to the minor construction and legality differences, Modern has its own unique banned list. The following cards are banned in Modern.

- ❖ Bamboo Harvesters
- ❖ Bamboo Harvesters - Experienced 2
- ❖ Border Keep - Inexperienced
- ❖ Border Keep
- ❖ Border Keep - Experienced 2
- ❖ Brilliant Artisan
- ❖ Gates of the Second City
- ❖ Koan's Jingasa
- ❖ Koan's Robes
- ❖ Kyuden Hitomi
- ❖ Kyuden Otomo - Experienced
- ❖ The Governor's Estate
- ❖ The Inevitable Grasp of Conquest
- ❖ Riverside Port
- ❖ Yasuki Palaces - Experienced

4.I Booster Draft

Drafting Procedure

Booster draft is a format utilizing 4 standard 16 card booster packs. It is normally recommended that some combination of base set and expansion sets be utilized instead of 4 expansions. The draft stronghold is the 16th card in each booster pack so a typical draft should produce sufficient numbers to supply all players. It is recommended that the TO keep a number of additional draft strongholds on hand in the event players do not open enough of each side of the draft stronghold.

This format uses a 20/20 minimum deck construction. All cards must come from those drafted. If a player does not draft sufficient cards of both fate and dynasty to form a 20/20 deck, that person must concede their next match and withdraw from the event.

To begin a draft, players assemble into random drafting councils of roughly equal size at the direction of the TO (every effort should be made to create councils of 6-10 players.) Tournament officials then distribute identical sets of booster packs to each player. All players must open and draft the same type of booster at the same time. Players open their first booster pack and count the cards face down, removing token cards, rules cards, and any other non-game cards. Players who receive an erroneous number of cards at any time must immediately notify a judge.

Once drafting begins players choose one card (only one card no more or no less) from their current booster pack and then pass the remaining cards face down to the player on their left repeating until all cards are drafted. Once a player has removed a card from the pack and put it on top of his or her single, front face-down drafted pile, it is considered selected and may not be returned to the pack.

Players may not reveal their selections or the contents of a pack to other participants in the draft and must make a reasonable effort to keep that information from the sight of other players. Players are not permitted to reveal hidden information of any kind to other participants in the draft regarding their own picks or what they want others to pick.

Players may not look at their drafted cards between or during picks at Kotei and Kami. At Stronghold events, players are allowed to review their drafted cards between or during picks as long as they are holding no other cards at the same time. The Head Judge may choose to disallow this provided he or she announces it before the first draft. Between boosters there is a review period in which players may review their picks.

After the first pack is drafted and the review period completed, players open the next pack and draft in the same fashion, except that the direction of drafting is reversed—it now proceeds to the right. This process is repeated, reversing the direction of drafting for each booster pack until all cards in all booster packs are drafted.

If a player is unable or unwilling to continue drafting, but wishes to remain in the tournament, he or she is suspended from drafting and must construct a deck from whatever cards he or she has drafted thus far. For the remainder of the current booster pack, a tournament official randomly makes picks instead of the suspended player.

Draft Event Specifics

For 100% draft format event, participants should expect a number of additional changes from the standard event structure. These changes are detailed below.

Matches are best-two-out-of-three. This includes both swiss and elimination rounds.

Matches have a 60 minute time limit. This includes both swiss and all elimination rounds except the Top 2. The Top 2 have a 90 minute time limit, although this limit may be extended to 120 or no limit. Any such change must be made and announced prior to the Top 2 beginning play.

For Kotei and Kami level events, players will only play against players from within their drafting council. For Stronghold events, this restriction may be lifted but must be announced to the players before drafting begins.

Kotei and Kami events should use the following chart to determine number of rounds, when to draft additional packs and how large to make the elimination rounds

Players	Swiss Rounds	Number of Drafts	Elimination
8	3	1	n/a*
9-16	4	1	4
17-32	4	2	8
33-48	5	2	8
49-64	5	2	16
65-96	6	3	16
97-128	7	3	16

*For events of exactly 8 players, there is no elimination rounds. The top ranked player after the swiss rounds is the winner.

Events of a larger scale should expect to draft more than once in a single event. For events that draft 2 times over the course of the event, all players will draft and play their decks for the Swiss rounds. The second draft occurs in the elimination round. The top 8/16 will form into new 8 man councils and draft a new deck to be used for the remaining games of the event. Events with sufficient players to draft 3 times should schedule a draft before the first round begins and between rounds 3/4 form new councils based on records and hold a second draft. The players will then draft a third time in the Top 18 rounds.

After draft decks are formed, decks cannot be changed. It is suggested although not required that the TO require players to provide a deck list for the 20/20 deck.

4.J Suicide

Suicide is a popular casual limited format. This format is not intended for use as a main event format. The rules are provided here for reference only. Sanctioned events cannot use this format.

The main focus of Suicide is to allow players a fast easy way to play a game of L5R from a very limited card pool. It is common for players to play these games to fill time when not engaged in other activities at larger scale events. It is also suggested as a fun and easy way for players to purchase and experience new cards from your local store.

The steps to a Suicide game differ from a standard game of Ivory in a number of ways.

- ❖ Players begin with an equal number of L5R Booster Packs. It is recommended that both players also have the same Expansion Sets for their perspective decks. If this is not possible an equal total number of cards are at the very least needed.
- ❖ Players open their packs with the cards face down and divide them into Fate and Dynasty cards. This creates the 2 decks required for a L5R game.
- ❖ Players then layout their board according to the total number of Booster Packs involved. The table below lists a variety of factors including hand size, number of provinces and victory condition modifiers.
- ❖ Play priority is determined randomly and play begins using the Suicide Stronghold. Both players utilize the same stronghold. The base stats for the stronghold are Province Strength: 5, Gold: 6, and Honor: 7. You are considered all clans for purposes of playing cards or card effects.
- ❖ At any point during play if both the Fate or Dynasty is empty and a card is needed from that deck, the deck is reformed using the cards from the correct discard pile. If the discard pile is empty the deck is left empty until such time as a card enters the discard pile allowing it to be reformed.
- ❖ Any time a deck is reformed is adjusted the game in a number of ways. Whenever a Fate deck is reformed, the player reforming said deck gains 1 honor. Whenever a Dynasty deck is reformed, the player reforming permanently increases the gold production of his/her stronghold by 1.
- ❖ Events, celestials and cards discarded for a Karmic action are removed from the game instead of entering a discard.
- ❖ Token cards (both token attachments and token personalities) that are drawn or revealed during play are legal cards. Token cards are played for their printed cost. Token personalities in the fate deck may be Recruited as a limited action.

# of Packs	Provinces	Starting Hand	Honor Victory	Dishonor Victory	Ring Victory
1	2	2	20	-5	1 (Non-Void)
2	3	3	25	-10	2
3	4	4	30	-15	3
4	4	5	35	-15	4
5	Standard Ivory Edition Rules & Conditions				

4.K Team Events

Multi player formats are designed for casual play and/ or specifically designated story events only. As they rely on the idea that there are multiple winners, the winning team's players must decide among them how to allocate physical prizes, story prizes and/or seeds. It is not the responsibility of the tournament staff to arbitrate any disagreements within specific teams.

Triples Constructed & Limited

This format uses 3 person teams. It tends to be popular for a variety of reasons. The two biggest reasons are.

- ❖ Social aspects of playing as a team with 2 friends
- ❖ It mitigates a random bad draw hurting your team. If a single player gets poor luck, his/her team mates still have a chance to win their games. So the more skilled team tends to be the winner instead of the luckier team.

At the start of the tournament each team must designate an A Player, a B Player and a C Player. Once these roles have been assigned, they cannot change for the duration of the event.

The tournament progresses in exactly the same way as a standard event except that each team is treated like an individual person for purposes of Swiss and elimination match ups. When two teams are matched up against each other they arrange themselves with one team on each side of the table with the player A across from player A, B across from B and C from C. The players play standard 1 on 1 single game matches; A vs A, B vs B & C vs C. The winning team is the team who wins two out of the three match ups. The results are also entered like a best-two-out-of-three match up despite the players only playing a single game. (e.g. Team One Player A wins and Player B & C lose. Team Two Player A loses and B & C win, therefore Team Two is the winner and the result is entered; Team B wins 2-1)

Triples can be played using any constructed or limited format, as long as the players are not being asked to play an opponent with a deck from a different format. (e.g. Strict vs Strict and Big Deck vs Big Deck are ok, but Strict vs Big Deck and Big Deck vs Arc are not ok)

Triples drafting runs a bit differently from a standard draft. When the drafting counsels are formed, instead of random seating, players are alternated around the table. (e.g. player from team one then team two then one then two and so forth until all 6 players are seated) Players then draft per standard drafting procedures. Once players finish drafting, the teams are paired against each other in the same way as standard team matchups (Player A vs. Player A, B vs. B, & C vs. C)

Section 5: Sanctioning Guidelines

5.A Attendance

All sanctioned AEG events must meet certain attendance requirements. If an event fails to meet attendance minimums the event is no longer sanctioned and a report must be provided to the Major Events Manager by the TO. Any unique story prizes and seeds may be affected. The event may be canceled, rescheduled, or reassigned and could possibly affect future event bids. This will be done in only the most severe cases and in the most extreme need

Any decisions will be up to the AEG Major Events Manager and will be made with all due consideration, only after all other options have been explored. Factors like weather, previous attendance averages, proximity of additional events will all be taken into account before any result is invalidated. In the event a result is invalidated the AEG Major Events Manager will work the TO on any future actions.

The following are attendance numbers for events:

- ❖ Stronghold: No minimum. These events are designed as a reward to the store and are thus under the store's direction. The only attendance requirements or restrictions would be those set by the store itself. Any such rules should be provided to the Major Events Manager and announced 30 days prior to the event date.
- ❖ Kotei: Minimum is 8 players. Although less than 16 may affect future bids.
- ❖ Kami: Minimum is 24 players.

5.B Number of Rounds

The number of rounds in any sanctioned event is determined by the event format and the number of players who begin round one. If a player signs up and drops from the event before play begins for round one that player does not count towards determining the final attendance number. The event format determines which of the following two charts should be used. The number of rounds should be announced at or before the beginning of the first round; once announced, it cannot be changed.

The following chart is the standard for Single Game sanctioned events:

Attendance	Number of Swiss Rounds	Points to make the Cut
8-16	4	9
17-42	5	12
43+	7	15

The following chart is the standard for Best-Two-Out-Of-Three sanctioned events.

Attendance	Number of Swiss Rounds	Players to make the Cut
8-16	5	2
17-24	5	4

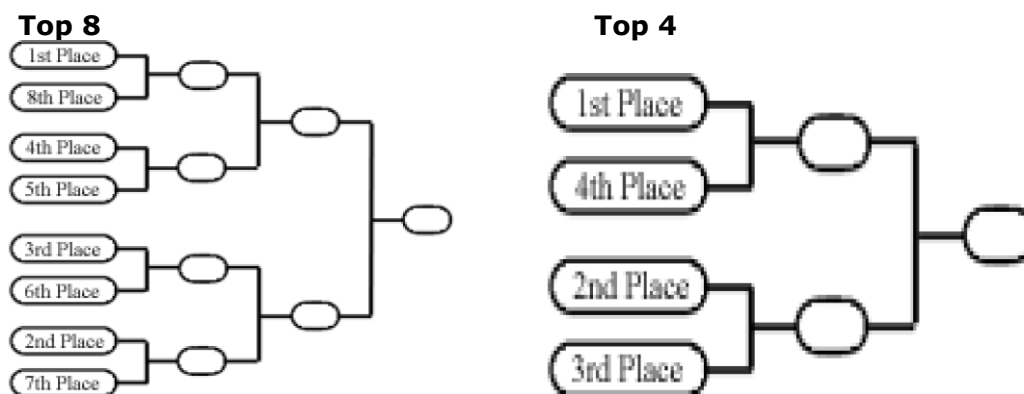
25-48	5	8
49-82	5	16
83-169	5	32
170+	5	64

For all events, both single game and best-two-out-of-three, with less than 8 players it is suggested that the TO make use of a Round Robin system of matches in which all players play each other participant once and the player with the best record is considered the winner.

5.C The Cut

All events run under the same general system. The players participate in a number of rounds of Swiss based upon the attendance value of the event. Following the Swiss rounds the players move into an Elimination Structure until a single final winner is determined. The tournament software will pair the elimination round based upon player standings following the final round of Swiss.

Below are two examples of cuts. The first is a cut to top 8 and the second is to top 4.



Additional brackets for larger cut numbers would follow the same pattern. The event software should provide a top X cut bracket for the Cut rounds of all events. The full bracket pairings and results for all elimination rounds should be submitted by the TO with the event report of any Kotei event.

Once the proper bracket has been determined all players will be paired according to overall post-Swiss ranking. A full discussion of tie breaks is provided later in this document.

5.D Round Time

The required time limit for every match is 45/75 minutes.

It is the responsibility of the Tournament Organizer to announce when time begins and ends. An additional announcement is required at the 40th/70th minute mark to provide a 5 minute warning. If this warning is delayed or not provided the round is extended to correspond to the delay. All efforts should be made to avoid any delays and if they occur habitually a new scorekeeper should be appointed. Additionally excessive abuse of round delays due to failure to provide warnings should be reported to the Major Events Manager.

Swiss

Once time begins, players have 45/75 minutes to play their match. At the 45th/75th minute mark all play must stop. Players have 5 minutes to report. Any match not reported by the 50th/80th minute becomes a draw. This does not mean play until 50/80 minutes and then report. It means you must have your results reported before the 50th/80th minute mark. The additional 5 minutes is to sign paper work, gather cards and turn in paper work.

Cut (Top 16, Top 32, Top 64....)

Once time begins, players have 45/75 minutes to play their match. Unlike Swiss there is a built in extension of 15 minutes as discussed above if no winner is determined by this mark.

Refer to the sections 3.D and 3.E for further details.

Cut (Top 8 & Top 4)

Once time begins the player have 75 minutes to play their match. Unlike Swiss there is a built in extension of 15 minutes as discussed above if no winner is determined by this mark.

Refer to the sections 3.D and 3.E for further details.

Alternatively a TO may run Cut rounds under a 120 minute or no time limit option, this must be announced after Cut matches have been made but before play begins. Once this decision is made the TO cannot reduce the time limit for further Cut matches. This is optional but is recommended for multi day events or should time allow.

Cut (Finals)

All finals matches must be run under the no time limit format. This means that the final two players have as much time as needed to finish their best-two-out-of-three match.

The following are additional miscellaneous time limits that must be followed.

- ❖ Limited formats must allow 20 minutes for deck construction
- ❖ Any event lasting 5 rounds in length or longer must provide at least one 30 minute food break. A TO should plan for at least a lunch break for any Kotei event. The option to provide a second break should be considered assuming time allows.

The TO is the final authority on time limits for a tournament; However, any deviation must be announced prior to and during tournament registration.

A TO may request a specific variance from the Major Events Manager, any request must come at least 30 days prior to the event and will be given full consideration before such a request is granted or denied. Assuming, approval any such variance must be posted with the other relevant event details so players know what to expect.

In timed rounds, players must wait for the officially tracked time to begin before starting their match.

5.E Event Schedule

Sanctioned events fall into two categories: Single-day and Multi-day events. The schedule of every event should be established to allow the event to be fully completed within the time frame. Events not fully completed may have results invalidated. It is recommended that events with extremely high expected turnout should schedule extra time or additional days.

Single-day events should start no later than 10:00am, however it is recommended and encouraged to begin earlier depending on expected turnout and 9:00am start time is a good target. Multi-day events should start no later than 12:00pm (noon).

An event should start enrolling players 30 minutes - 1 hour prior to start time. This should be announced with the event when the event is listed, the TO should allow time to seat the first round and make announcements prior to the listed start time.

Any event lasting longer than 5 rounds must include a lunch break lasting at least 30 minutes. It is recommended this should fall around 1:00pm - 2:00pm between rounds of Swiss. It is also recommended that for full day events that a dinner break be taken into consideration. A dinner break is not required. All break related decisions are the responsibility of the TO.

A example schedule for a 64 person event would be signups begin at 9:00am and last until 9:45. The TO posts round one pairings and players find seats by 9:50am. All pre-event announcements are made and play begins at 10:00am exactly. Then, allowing for 45 minute round lengths and 10-15 minutes to pair/begin the next round, lunch break would be at the end of round 3 approximately 1:00pm. Swiss around would resume after lunch and further announcements around 2:00pm. Playing the remaining Swiss rounds, along with time to compute and announce the Cut, should allow Elimination rounds to begin no later than 6:00pm. Single elimination cut rounds and prize distribution result in event completion around 10:00pm.

The above is an example of a hypothetical event schedule. An actual event may finish early or late depending upon unforeseen variables. TOs should plan accordingly.

5.F Venue Logistics

The venue used for all sanctioned events must meet a variety of minimum requirements. Some factors can modify these requirements. Any such variations must be preapproved through the AEG Major Events Manager. All TOs must provide a valid venue option with any application for event sanctioning. Failure to provide a valid venue will cause an application to be denied. The AEG Major Events Manager will notify the applicant TO for any event that meets all other requirements prior to denial.

The following are venue requirements for Kotei events.

- ❖ Access to at least 3 eating establishments within a 2 mile radius.
- ❖ Access to the space between the hours of 9am and midnight.
- ❖ Access to on site restrooms.

- ❖ Enough player table space to accommodate 50 players, although a contingency plan to accommodate as many as 100 players should be in place.
- ❖ Clearly designated registration area.
- ❖ Clearly designated scorekeeper area.
- ❖ Clearly designated judge station.
- ❖ Easy to access parking sufficient to handle expected crowds.

Factors like average yearly attendance numbers, geography, and weather will all be taken into account when looking at proposed venues.

Play Area

Within the venue itself, the actual tournament occurs in an area known as the “play area.” This area is defined as the room/space in which the actual play occurs, the tournament officials’ area (registration, scorekeeper area, judge station, etc.) and any space within 10 feet of tables where games are being played. The TOs’ areas may overlap and/or be the same space.

5.G Electronic Event Software

All sanctioned events must use electronic event software. Any TO that does not possess this software should contact the Major Events Manager for assistance.

The Scorekeeper is responsible for knowing and using this software in all events. Any Scorekeeper that has questions concerning the use of the software should contact the AEG Major Events Manager at least one week prior to the event date.

5.H Non-Physical Prizes

One common component of all AEG events is the awarding of non-physical prizes. These are sometimes awarded in addition to or in place of physical prizes. In the event of a non-physical prize being awarded, the AEG Major Events Manager will provide specific instructions for these prizes.

All prizes both physical and non-physical must be announced at least 30 days prior to the event date. In addition to the list of prizes to be awarded, the specific instructions under which each prize will be awarded must be announced.

The two most common non-physical prizes are Story and Seeds. These are discussed below.

Story

Story prizes come in a wide variety of forms. Most commonly they involve event winners, top in clan winners, or honor winners making some kind of decision. Some examples of past story prizes are listed below.

- ❖ Naming a card
- ❖ Choosing the new Emerald Champion
- ❖ Deciding which territory in the colonies to claim

The AEG Major Events Manager works in concert with the Story Team to offer as many new and unique prizes each year. It is common for Kotei story prizes to have a common theme

over the duration of each season. These themes or Mega Games offer participants a much greater chance to influence the world of the game than a standard single prize option.

In all cases story decisions are subject to story team approval.

Seeds

Kami Main Event Seeds, or simply "Seeds", are the ultimate prize for all Kotei events. These seeds refer to being qualified to participate in the Kami Event Main Events for the year in which the seed was earned. Seeds are all awarded based upon an attendance ratio. All events who meet minimum attendance requirements receive a single seed. Events receive an additional seed for every 40 players. (e.g. 8-39 players is 1 seed, 40-79 is 2 seeds, 80-119 is 3 seeds, etc.)

Players must win a new seed each year in order to participate in the Kami events. The only exception to this is previous Kami Champions. These players receive a lifetime seed to all future Kami events. Those players are listed below.

- ❖ Barakat, Salman
- ❖ Bergstrom, Chris
- ❖ Carpenter, Ken
- ❖ Earnshaw-Whyte, Eugene
- ❖ Kiyonaga, Case
- ❖ La, David
- ❖ Magda, Kamil
- ❖ Michalica, Jesse
- ❖ Ornatov, Andrew
- ❖ Reese, Bryan
- ❖ Rigsby, Jonathan
- ❖ Rixson, Scott
- ❖ Swanson, Brett
- ❖ Walsh, Justin
- ❖ Swann, Roby
- ❖ van Kraanen, Faber
- ❖ Donnat, Christophe
- ❖ Galazka, Sebastian
- ❖ Georgopoulos, Panos
- ❖ Koutsikos, Tolis
- ❖ Miura, Dimas
- ❖ Despretz, Maxime
- ❖ Walker, Daniel
- ❖ Wells, Timothy
- ❖ Tagarro, Jose Luis
- ❖ Silva, Johan
- ❖ Kirchgesner, Tom
- ❖ Jachymowski, Jacek
- ❖ Rojo, Pablo
- ❖ Chrobak, Bartolomiej

Seeds are non transferable. They may not be sold, traded, and/or gifted in any fashion.

Seeds are awarded in final standing order. (i.e. 1st place then 2nd place then 3rd place etc.) The event should be completed before any seeds are awarded. TOs should be able to provide the AEG Major Events Manager with the final standing for all players. This can be submitted with the other event results or kept on hand for the duration of that season.

If for any reason a player would be awarded a duplicate seed at a kotei event, then that seed will pass to the next finisher who does not already have a seed. This occurs regardless of whether the original player earned the first seed from a previous event that year or if that player has a lifetime seed.

An example of this would be in a 47 person event, two seeds are generated. The event finishes and the 1st place finisher already has a lifetime seed. So the seeds are awarded to the 2nd & 3rd place finishers.

At least 30 days prior to each Kami event, a full list of all those with seeds will be provided by the AEG Major Events Manager.

5.I Video Coverage

Some Kotei and Kami events use video for live streaming and replay broadcast of matches. Video commentators are considered spectators for the purpose of the tournament, but may talk during the match as long as they are out of earshot of the players. They are responsible for behaving respectfully to all tournament participants during coverage. Spectators are also permitted to record matches provided that they do so unobtrusively.

Because of the delays in video replay, judges may not use it to assist in making rulings during a match. Video replays may be used for later investigative purposes.

5.J Publication of Tournament Information

Alderac Entertainment Group reserves the right to publish Kotei and Kami event information at any time (including during the tournament). Tournament information includes, but is not limited to the contents of one or more players' decks, descriptions of strategies or play, transcripts, and video reproductions. Tournament Organizers are also allowed to publish this information. Alderac Entertainment Group reserves the right to publish penalty and suspension information.

Section 6: Judge Resource

6.A Active Judging

Active judging is defined as actively monitoring a game in progress, watching for any rules violation. It is the responsibility of the Head Judge to actively judge any and all games in progress during all rounds. The Head Judge should be on the floor at all times during game play. A temporary Floor Judge may assume this role as needed by circumstance. (see section 2.B and 2.C concerning judge duties)

Elimination matches require a unique direct active judge for every 2 matches underway. These judges should be coordinated by the Head Judge and TO. For all eliminations rounds prior to the final match floor judges can assume this duty. The Head Judge must actively judge the final match.

It is the responsibility of any participant to report any rules violation they witness to the Head Judge immediately. The Head Judge will then investigate and arbitrate as needed.

6.B Violations & Penalties

All tournament violations have a corresponding penalty. The severity of the penalty is dependent on a variety of factors, including severity of the violation, number of violations, and frequency of violations. It is the responsibility of the Head Judge to arbitrate any infraction, taking these factors into account. In some cases additional factors may apply. The Head Judge should report any penalty awarded to the TO. Any penalty awarded by the Head Judge is final.

The TO will only become involved in the case of an extremely severe infraction, or in the case of an infraction not directly relating to the playing of the game. It is the responsibility of the TO to report to the Events Manager Written Warning or above penalties. The TO should include a written report from the Head Judge concerning these violations, and submit it to the Major Events Manager. Players that commit repeated violations will be tracked for possible future increased penalties. These are at the discretion of the Events Manager and will only occur in the most severe or repeated cases. The Events Manager will investigate any violations that result in Event Disqualification.

All penalties may be contested after the event. The Head Judge and TO are the final word at the event, there is no exception to this rule. If a player feels they have been unfairly penalized or targeted that player should contact the Event Manager at: Events@Alderac.com.

For full guidelines concerning violations and their corresponding penalties refer to the *Code of Bushido* found alongside this document at www.15r.com. The *Code of Bushido* is the full guide to infractions and rules violations reference for judges. All Tournament Officials are required to be familiar with both documents prior to running any event.