

STARGATE™

TRADING CARD GAME

COMPREHENSIVE TOURNAMENT FLOOR RULES 1.0

Last Updated April 18th, 2007

SECTION 1 – OVERVIEW

1.1 - This document contains the Floor Rules for the Stargate Trading Card Game (TCG) by Comic Images. The Floor Rules are strictly for use in sanctioned tournament play only.

1.1.1 - The Floor Rules will change periodically. The most recent version always takes precedence. The most recent Floor Rules may be found at:
stargatetcg.gamersroundtable.com/tournaments/

1.2 - It is the responsibility of every tournament Player, Judge, Tournament Organizer (TO) and Manager to familiarize him/herself with the most recent printing of the Floor Rules.

1.3 - Failure to comply with the Floor Rules may bring penalties outside of a tournament situation. Comic Images reserves the right to ban Players from sanctioned tournament play for any length of time.

SECTION 2 – PLAY EQUIPMENT

2.1 - Each Player is required to bring to the tournament all of the materials and equipment necessary for the proper completion of a tournament match.

2.1.1 – This includes, but is not limited to: legal tournament deck, deck list (if applicable), proper behavior, knowledge of current rules.

2.2 - Soft plastic card sleeves are permitted as long as the color, size and style of sleeves are consistent throughout the entire deck. The condition of the sleeves must be consistent throughout the deck as to ensure, in the opinion of the Judge, no unfair advantage can be gained by illegal markings.

2.2.1 - EXCEPTION: A player may opt to sleeve his Mission deck and/or Starting Team Members with sleeves of a different style/color. All sleeves for these cards must remain consistent for each type of card.

2.2.2 - Hard plastic sleeves are not permitted in sanctioned Stargate TCG events.

2.2.3 - If card sleeves are used, only one card per sleeve is allowed.

2.2.4 - If the card sleeves used contain a marking such as a manufacturer's logo, the marking may not be visible on the back of the card sleeve. All such markings must face forward and be in the same corner of the card.

2.3 - Proxy cards (cards used to represent a different card) and cards not made by Comic Images for the Stargate TCG are not allowed in tournament play.

2.3.1 - Promotional cards are allowed at the discretion of the Judge unless explicitly allowed or banned by Comic Images.

SECTION 3 – TOURNAMENT MATCH STRUCTURE

3.1 - Players must take their seats in a timely manner upon the announcement of the pairings. It is the Players' responsibility to ensure that they are playing the correct opponent.

3.1.1 – Players may record the events of their game as long as the record is kept in plain view, and the recording of information does not infringe on the time limit for the match. No player may record any cards viewed in any area that is not Public Knowledge (see 3.6.4) in a game they are playing in.

3.2 - Players then reveal their Starting Team Members.

3.3 - The decks are shuffled by their owners and then presented to the opponents for final shuffling/cutting.

3.3.1 - Once the deck is shuffled/cut by the opponent, no further shuffling of that deck is permitted. After any Player has shuffled any deck, the other Player may opt to cut the deck.

3.3.2 - Any reasonable shuffling method is acceptable. A reasonable shuffling method is one that is not likely to cause damage to the cards or protective sleeves, and will cause the deck to be randomized.

3.3.3 - A Player may at this time count his opponent's deck as long as this is done expediently, in full view of both Players, and without being able to determine the characteristics of any particular one card (foil, non-foil etc.)

3.3.4 - Cutting a deck is defined as dividing the deck into two separate stacks of any size and placing one stack on top of the other. Anything other than this is to be considered a shuffle.

3.4 - Players then determine which Player goes first using the method outlined in the most current set of rules.

3.5 – Players then draw their starting hand of 8 cards.

3.6 - Each player follows the basic turn structure as outlined in the latest copy of the Stargate TCG Rule Book (as found in starter decks or online at stargatetcg.gamersroundtable.com/game_rules/)

3.6.1 – All tournament games have a 50-minute time limit.

3.6.2 - It is both Player's responsibility to ensure that each turn is played in a timely manner, and that all cards played are played legally and properly.

3.6.3 - It is both Player's responsibility to ensure that their knowledge of the rules is current, and they are aware of any outstanding card errata, particularly for cards in their own deck.

3.6.4 - A player may question his opponent on any aspect of the game considered Public Knowledge. Currently the Public Knowledge areas are: The number of cards in hand, deck or Mission pile. Any cards in play. Any card removed from the game entirely. Current Victory Total of any Player. Any current and ongoing card effects. Updated wording on any card is a Public Knowledge area.

3.6.5 - Any area not defined in Rule 3.6.3 as Public Knowledge is considered Private.

3.7 - Each Player's Mission pile must be placed nearby in an area visible to both Players.

3.8 - Each Player's Draw Deck must be placed nearby in an area visible to both Players.

3.9 - At the conclusion of the game, the players must determine whether the game ended in a win or loss for each player. They must then inform the Judge or pre-determined score keeper of the outcome.

3.9.1 – In the event of a timed game, both players count the number of glyphs they currently have on characters, the player with the higher total is declared the winner. If there is a tie, both players count their Hero Victory Total, the player with the higher total is declared the winner. In the event of another tie, both players count their Villain Victory Total, the player with the higher total is declared the winner. In the event both players are still tied, the player with the largest Starting Team Member point total is declared the winner. If both players are still tied after all these tie-breakers, randomly determine the winner.

3.10 - Players may agree on a game result at any time as long as the decision is reached without any discussion of collusion or bribery. If a game is won by concession, the match is recorded as a full victory for the winner.

SECTION 4 - CARDS AND CARD INTERACTIONS

4.1 – Any player is entitled to a ruling by a Judge during a tournament match in which he or she is a participant.

4.2 – Any player is entitled to the current wording and errata from a Judge for any card in the Stargate TCG.

SECTION 5 - TOURNAMENT STRUCTURE

5.1 - Sanctioned Stargate TCG tournaments (and the organizers thereof) must comply with all local, state and national laws.

5.1.1 - Unless permission is given otherwise, sanctioned Stargate TCG tournaments are open to the general public. (The rules and policies of the local tournament venue may override rule 5.1.1)

5.2 - It is the responsibility of the Tournament Organizer to start at (or reasonably close to) the advertised starting time.

5.2.1 - Players who arrive after the advertised starting time may still enter the tournament (at the discretion of the Judge). These players will be given a loss for each round that started in their absence. The TO and/or Judge is in no way obliged to reduce the entry fee in this case.

5.3 - Pairings should be made using the Swiss system (Section 6) unless otherwise advertised. Initial pairings must also be made randomly.

5.4 – A computer may be used, as long as being run on a computer does not adversely affect the tournament. Tournament software is recommended, and is provided at: stargatetcg.gamersroundtable.com/

5.4.1 – All tournament results must be entered into the official Stargate TCG Gamer's Round Table software provided at the link above by either the TO or Judge. However, they do not have to run the software live to use it. Please familiarize yourself with this software and how it works.

SECTION 6 - THE SWISS SYSTEM

6.1 - Wherever possible, the Swiss system will be used in sanctioned tournament play unless permission is given by Comic Images.

6.1.1 - Any number of the following alternatives to the Swiss system may be used: Single Elimination, Double Elimination, Standard Swiss.

6.1.1.A - Single Elimination expels from the tournament any Player who loses to an opponent for any reason.

6.1.1.B - Double Elimination is similar to 6.1.1.A with the exception that it requires two losses for a Player to be eliminated from the tournament.

6.1.1.C - Standard Swiss is the normal tournament format. Players will play opponents of similar win/loss records in each round.

6.1.2 - The purpose of the Swiss System is to have one undefeated player at the end of rounds. This is not always possible, but the formula must still be followed: 8 Players or less - 3 Rounds. 9-16 Players - 4 Rounds. 17-32 Players - 5 Rounds. 33-64 Players - 6 Rounds. 65-128 Players - 7 Rounds.

6.1.3 - For the initial round 1 pairings, the Swiss system is not used, since all players have the same Match Points. Pairings must be done randomly.

6.1.4 - Odd numbers of participants will generate a random Bye. The player receiving the Bye will receive 3 Match Points for a full victory. Tiebreakers will not count this game as being played (although the 3 Points still counts.)

6.1.5 - A player may only be given a random Bye if they: (a) Have not had a random Bye for this tournament, and (b) Has (or is tied for) the lowest Match Points amongst those players eligible to receive a random Bye.

6.1.6 - Players will occasionally be awarded Byes through some predetermined method (such as winning a World Championship Qualifier tournament, etc.) Awarded Byes are granted by Comic Images or Sony Online Entertainment for specific tournaments only. Awarded Byes follow the same rules as Random Byes, except that the same Player may have more than one in a Tournament, and more than one player may be affected.

6.2 - Scoring for tournament matches is as follows: 3 Points for a Full Victory. 1 Point for a Loss. 0 Points for a Missed Game. Game Disqualification counts as a Full Victory for the opponent (3 points) and Missed Game (0 points) for the person disqualified. Double Match Disqualification (both players Disqualified – in the event of collusion, etc.) is a Missed Game for both players (0 points for both players).

6.3 - Swiss pairings are performed after all games in the previous round are completed.

6.3.1 - Players who are on the same Match Points must be paired within the same group, or as closely as possible.

6.3.2 - It is possible for players to be paired against someone with more or less Match Points.

6.3.3 - Players may not be paired against each other if they have already played once during Swiss rounds. (EXCEPTION - If the nature of the tournament requires two players to play an extra game in the Finals, or in the case of Double Elimination, these players may play regardless of tournament history.)

6.3.4 - Once the Swiss rounds have been completed, the Judge must then calculate the final standings. Once completed, this information is considered Public Knowledge.

6.3.5 - If the Tournament Organizer/Judge wish to perform playoffs, they must determine the Players eligible. These Players will then be put into a standard elimination bracket.

6.3.6 - The amount of Match Points currently awarded to each player is considered Public Knowledge.

6.3.7 - Each player is responsible for keeping track of his own Match Points in order to bring a possible discrepancy to the attention of the Judge. Discrepancies for the last round played must be reported before the current round is finished. (EXAMPLE - A misreported game in round 3 must be reported before the pairings for round 5 are completed.)

SECTION 7 – MISCONDUCT

7.1 – The Judge may take action based on misconduct such as (but not limited to) stalling, unsportsmanlike conduct, excessive profanity, or cheating.

7.1.1 – Stalling may be called on a player recording the information of their own match if the recordkeeping will encroach on the time limit of the match.

7.2 – The actions taken are at the Judge’s discretion, though a sample structure could include: First Offense – Verbal Warning, Second Offense – Match Loss, Third Offense – Removal from Tournament.

7.3 – If disciplinary action results in removal from the tournament, the Tournament Organizer and/or Judge bears no responsibility for the refund of entry fees.

7.4 – Players may not watch game play for any games they are not in. This is considered Scouting and is a form of misconduct. It is suggested that players leave the tournament area when their games are finished.

7.4.1 – Players may not discuss the strategy or cards of a player's deck during a tournament (unless you are discussing your opponent's deck with them during a game you are currently in with them – and even then it needs to be topical to what is currently happening in the game). This is considered Scouting and is a form of misconduct.

SECTION 8 - INDIVIDUAL TOURNAMENT FORMATS

8.1 - The following section contains the individual tournament formats. Only these formats may be used in a Stargate TCG sanctioned tournament.

8.1.1 - Each tournament's format is locked and unchangeable once the tournament has started. Tournaments may not mix formats.

8.1.2 - EXCEPTION to 8.1.1: A tournament organizer may choose a different format for the Playoffs after all Swiss rounds have finished. (EXAMPLE: A Constructed tournament may have a Playoff where the format is Sealed Deck.)

8.1.3 - During a tournament, if a card has become damaged through no fault of the owner (e.g. soda spill, disgruntled opponent etc.), the head judge may allow the use of a proxy.

8.1.4 - For constructed tournament formats, sets or promotional products containing new cards are not legal until the 14th day following the official North American release date.

This date will be made available on stargatetcg.gamersroundtable.com/

8.1.5 - If Playoffs are being used, they must follow the standard format. Valid Playoff cuts are: Top 2, 4, 8 and 16. Larger cuts may be used if they follow this formula. The #1 ranked player plays the lowest ranked player, #2 plays the second lowest and so on. (EXAMPLE: In an 8 player playoff, 1st plays 8th, 2nd plays 7th, 3rd plays 6th etc.) Playoffs are single elimination.

8.2 – Constructed format. This will be the most common format used in tournaments, and is the default if no other format is announced/advertised. TOs are encouraged to use this format as their premier constructed format.

8.2.1 - All cards are legal in Constructed tournaments, subject to Section 10.

8.2.2 - EXCEPTION to 8.2.1: Theme tournaments may occur where only cards for certain sets are allowed. This must be well advertised by the TO well in advance of the tournament.

8.2.3 - The deck construction rules are found in the Stargate TCG rulebook from starters or online at stargatetcg.gamersroundtable.com/game_rules/

8.2.4 - The time limit in Swiss rounds should be 50 minutes. This may be increased, but only with the consent of Comic Images.

8.3 - Sealed Deck. Tournament Organizers are encouraged to use this format as their premier sealed (limited) format.

8.3.1 - Players are not required to bring cards to a tournament with this format. The cards will be provided by the Tournament Organizer or Hosting Store.

8.3.2 - EXCEPTION to 8.3.1: A Tournament Organizer may require that players bring sealed product (boosters/starters) to the tournament (usually for a discount to the entry fee.) If this option is taken, the sealed packages must be presented to the TO upon arrival to ensure that the product is adequately sealed and that tampering did not take place.

8.3.3 - If the Sealed Deck tournament is played with only starters, players will be given the starters before the start of round 1. Time for deck construction is not required, since the starters are legal preconstructed decks, although at least 5 minutes should be given for players to shuffle and/or sleeve the deck.

8.3.4 - If boosters are to be added, time for deck construction will be required. Players must be seated randomly for deck construction. No cards or obstructive items are to be on the tables at this time.

8.3.5 - Tournament Organizers/Judges may require that the contents of the boosters be written down. In this case, it is the responsibility of the TO/Judge to provide a means to do this. Contents of the starters are fixed and need not be written down.

8.3.6 - If a card has become damaged by the packaging/shipping process, the player must bring it to the attention of the Judge. The Judge may allow the player to use a proxy card for this tournament only, and only for the card(s) in question.

8.3.7 - If a card has become damaged through no fault of the owner (e.g. soda spill, disgruntled opponent etc.), the Judge may allow the use of a proxy.

8.3.8 - 15 minutes will be given for deck construction (if needed.) This time may be extended if the Sealed Deck tournament is played with a set that the public may not have much experience with (e.g. within a week of release.)

8.3.9 – Sealed Deck tournaments are exempt from rule 8.1.4 and may use any product available as long as the product is made available to all participants.

8.3.10 – Sealed Deck tournament players must still adhere to the normal rules of deckbuilding, as given in the Stargate TCG rulebook.

8.3.11 - The time limit in Swiss Sealed Deck rounds should be 50 minutes. This may be adjusted by Comic Images for any reason as long as the reason (and the new time limit) is announced to all players prior to the start of round 1.

8.3.12 – A Player may have more than 3 copies of any one card in their Sealed Deck (this supersedes 8.3.10). Missions are still restricted to 1 copy each and you cannot have more than one Character with the same title in your starting team.

8.4 - The Tournament Organizer/Judge may require that a decklist be required for the tournament. A decklist is a list of all cards in the deck (including Missions and Starting Team Characters), along with Player name and Player number (if applicable). The requirement for decklists must be announced before the start of the tournament. The official, and preferred, tournament deck list is generated using the Stargate Online TCG free software. To generate a deck list using this software go to Preferences/Deckbuilder/Default to showing all cards... then go to the Deckbuilder and build an exact replica of your deck. Once built, save it and then click the "Print List" button. There will be an additional pdf decklist on stargatetcg.gamersroundtable.com/tournaments/ in the future.

SECTION 9 - DECKBUILDING RESTRICTIONS

9.1 - All sanctioned tournaments must use the deckbuilding rules found in the most recent Stargate TCG rulebook. This section contains additional rules.

9.2 - Comic Images reserves the right to ban cards from sanctioned tournament play for any reason. You can find the current list of banned cards online at stargatetcg.gamersroundtable.com/

9.2.1 – It is the responsibility of each Player to ensure they are playing with legal cards. Fake or counterfeit cards will result in a Player being removed from the tournament.

SECTION 10 – RULINGS

10.1 - All sanctioned tournament are required to have on staff a person to make rulings and settle disputes in a fair and arbitrary manner. This person is known as the Judge.

10.2 - In tournaments with more than one Judge, a Head Judge is selected. When only one Judge is present, that Judge is considered the Head Judge.

10.2.1 - Rulings given by a Judge may be appealed by any player in the match. The Head Judge is the only person who will rule on the appeal.

10.2.2 - The decision of the Head Judge is final and binding. The Head Judge may tolerate a discussed appeal of his finding (for the purpose of making a correct and informed ruling.) This is at the sole discretion of the Head Judge.

10.3 – The Tournament Organizer is the person responsible for ensuring the tournament is arranged properly before, during, and after all tournament activities.

10.3.1 – The Tournament Organizer may also be a Judge or Head Judge.

10.3.2 – The Tournament Organizer may not make rulings if they are not also a Judge

10.4 - If a ruling takes more than a reasonable amount of time (i.e. more than 2 minutes), the Judge could grant a time extension to the match. The time extension should be approximately equal to the time taken for the ruling. This is at the sole discretion of the Head Judge.

10.5 - It is the responsibility of both players to call a Judge for a ruling. Rulings given by players and/or spectators are not binding and should not be solicited.

10.6 - A Judge may not be asked to make an official ruling on a game if the game result has already been turned in.

10.7 - In the case of a small tournament, a Multiple-Judge system may be used. All Judges using this system may play in the tournament, but may not make rulings on any Match in which they are participating. The minimum number of Judges required for a Multiple-Judge system is three.

10.7.1 – If there are more than 16 players in a tournament, the Judge may not play.

10.8 - A Player may act as Tournament Organizer if the integrity of the tournament would otherwise be compromised.

10.9 - A player may produce a ruling (hard copy) given by a Comic Images rules authority and present it to the Judge as part of arguing his case. This does not obligate the Judge in any way to follow such a ruling.

10.10 – Each Tournament Organizer must have on hand a copy of the latest FAQs (or access to the latest FAQs via the internet), and the latest rulebook from the most recently printed Stargate TCG expansion, and must make a reasonable effort to appraise himself of the most recent rulings appearing on stargatetcg.gamersroundtable.com/game_rules/

10.11 – The Head Judge and/or Tournament Organizer must be familiar with the Stargate TCG Gamer's Round Table software, and enter the results of any tournament in a timely manner. Failure to do so could result in the Head Judge and/or Tournament Organizer being stripped of their ability to run future events. You can find the Stargate TCG Gamer's Round Table software at: stargatetcg.gamersroundtable.com/