

Cryptozoic Entertainment Official Tournament Policy

1. Document Information

1.1 Version Information

This version of Official Tournament Policy was updated July 17th, 2012. The most up-to-date version may be found at www.wowtcg.com/documents.

This document may be updated at any time, with or without notice. It is the responsibility of players and tournament officials to ensure they are using the most up-to-date version of this document at all times.

1.2 Purpose and Use

This document outlines rules and procedures governing all CZE sanctioned tournaments. These rules exist to ensure that all players have fair tournament experience.

In addition to Official Tournament Policy, the following documents exist:

Appendix: World of Warcraft® Trading Card Game Policy

This document outlines the rules and procedures specific to the World of Warcraft® Trading Card Game.

Appendix: Penalty Guide

This document explains the tournament infractions and the penalties associated with them.

2. Tournament Information

2.1 Minimum Number of Players

A minimum of four players is required for individual events. Team events require a minimum of four teams. This applies to all games and formats; however, certain premier level events may require a higher minimum number of players.

2.2 Rounds and Top Cut

The number of rounds in a tournament and the top cut, if there is one, are determined by the number of players. The following chart should be used to determine the appropriate number of rounds. In extreme cases, such as venue closing times, tournament organizers may alter the number of rounds in the tournament, provided they make the change known to all players at the beginning of the tournament.

| Best 2-of-3 Rounds | | | Single Game Rounds | | |
|--------------------|-------------|-------|--------------------|-------------|-------|
| # of Players | # of Rounds | Cut | # of Players | # of Rounds | Cut |
| 4-8 | 3 Rounds | Top 2 | 4-8 | 4 Rounds | Top 2 |
| 9-16 | 4 Rounds | Top 4 | 9-16 | 5 Rounds | Top 4 |
| 17-32 | 5 Rounds | Top 8 | 17-22 | 6 Rounds | Top 8 |
| 33-64 | 6 Rounds | Top 8 | 23-36 | 7 Rounds | Top 8 |
| 65-128 | 7 Rounds | Top 8 | 37-52 | 8 Rounds | Top 8 |
| 129-256 | 8 Rounds | Top 8 | 53-94 | 9 Rounds | Top 8 |
| 257-512 | 9 Rounds | Top 8 | 95-152 | 10 Rounds | Top 8 |
| 513-1024 | 10 Rounds | Top 8 | 153-256 | 11 Rounds | Top 8 |
| 1024+ | 11 Rounds | Top 8 | 257-440 | 12 Rounds | Top 8 |
| | | | 441+ | 13 Rounds | Top 8 |

Darkmoon Faires, Realm Championships, Continental Championships and World Championships may have different number of rounds and may follow a different playoff structure than above. Their tournament structure is announced in conjunction with the tournament announcement.

2.3 Event Tier Levels

CZE events are divided into five tiers which are representative of the approximate difficulty of the tournament relative to other tournaments. The tiers are as follows:

Local: Includes Battlegrounds, Draft Rallies, Sneak Previews, Release Celebrations, Holiday Celebrations and other sanctioned local events.

City: Includes Elite Series, Spectral Safaris and City Championships.

Regional: Includes Regional and Realm Qualifiers, Showdowns and State Championships.

National: Includes Darkmoon Faires, Continental, Realm and National Championships, World Qualifiers.

World: Includes the World Cup, World Championship and other world-based events.

2.4 Event Competition Levels

CZE events fall into one of two competition levels: Competitive and Normal. Competitive Level events include:

- Regional and Realm Qualifiers
- Last Chance Qualifiers
- World Qualifiers
- Darkmoon Faires
- Realm, National, Continental and World Championships
- World Cup

Some Public Events at conventions, or at the National and World tier, are considered Competitive Level. Players wishing to determine the Event Competition Level of a Public Event may ask the head judge.

Tournament Organizers may designate their tournament as Competitive, as long as they announce this prior to the start of the tournament.

Normal Level events are any event that is not explicitly listed as being a Competitive Level event.

2.5 Deck Lists

Most Competitive Level events require players to register the contents of their deck and side deck (when used) prior to the start of the tournament. Tournament Organizers must announce before the start of the tournament whether deck lists will be required for that tournament.

2.6 Eligible Players

Most CZE sanctioned tournaments are open to all players in good standing. Tournament organizers may not arbitrarily prohibit players from participating in events they sanction.

Some tournaments may be age-restricted; meaning only players within a certain age range may participate. Some higher-level events may require invitations in order to participate. Examples of such tournaments include Continental and World Championships. For each tournament that requires an invitation, invitation requirements will be announced well ahead of time.

Players who meet any of the following criteria may not participate in sanctioned tournaments:

- Any tournament official, including the judge staff, scorekeeper, or tournament organizer of the tournament. Local level events are an exception to this rule.
- CZE employees unless the tournament has been advertized to include play against CZE employees. Local level events are an exception to this rule.
- Employees of partner companies with prior knowledge of card sets for games managed or associated with their companies cannot participate in events where prior knowledge of cards would provide benefit, such as Sneak Previews and Release Celebrations.
- Players who have been suspended by CZE because of policy violations.

2.7 CZE ID

All players wishing to participate in sanctioned CZE events must obtain a CZE ID. Tournament organizers can provide players who do not already have one with a CZE ID at any sanctioned tournament. Players wishing to register for a CZE ID will be required to fill out a short registration form. It is the responsibility of the tournament organizer to return that form to CZE.

CZE IDs are eight digits, in an XX-XXX-XXX format. Players should be sure to bring their CZE ID with them to all sanctioned events. Photocopies, memorization, and digital storage (such as entering it into a mobile phone) are acceptable ways to bring CZE IDs to events.

Players may have only one CZE ID. It is the responsibility of every player to ensure that they do not register for more than one CZE ID. If a player forgets their CZE ID, tournament staff may be able to look it up. In the case of a player discovering that he or she has more than one CZE ID, he or she should immediately contact player@cryptozoic.com to have the numbers combined.

2.8 Tournament Sanctioning and Reporting

Tournament organizers who wish to sanction their tournaments should download the latest version of CZE Tournament Tracker software from wowtcg.com/tracker. This software will be used to sanction, run, and report sanctioned tournaments.

Records of all sanctioned tournaments, either in electronic or paper form, should be kept for a minimum of six months after the conclusion of the tournament in case of player history disputes.

Sanctioned tournaments are reported through the Tournament Organizer portal at www.wowtcg.com/to. All sanctioned events must be reported within 14 days of the tournament's conclusion. Organizers who routinely report tournaments late or fail to report them may lose their privilege to sanction tournaments.

2.9 Event Information and Promotion

CZE reserves the right to publish tournament information, such as the contents of a player's deck, photographs, interviews, or video footage of official CZE events at any time for any reason. Tournament organizers may also publish this information after the conclusion of their events.

3. Tournament Match Information

3.1 Pre-Game Procedures

As of March 2011, pre-game procedures have been simplified. Players are no longer required to perform cuts after shuffling. The following steps must be performed before each game begins:

1. Prior to the first game of the match, players must determine who will go first. (See section 3.3 for procedures for determining who will go first.)
2. After the first game of the match, if side decks are being used, players may exchange cards in their main decks for cards in their side deck. (See section A6 of the WoW TCG Appendix for proper side decking procedures.)
3. Players must shuffle their decks and then present them to their opponents. (See section 3.2 for proper shuffling techniques.)
4. Players may shuffle their opponents' decks. This step is required at Competitive Level events. Shuffling the opponent's deck is final and no further actions are necessary.
5. Each player puts the top 7 cards of their deck into their hand.
6. After reviewing their hand, but before starting the first turn, each player may mulligan one time only. (See section 101.2 of the Comprehensive Rules for mulligan instructions.)

3.2 Shuffling and Randomization

Anytime a player is required to shuffle a deck, that player must randomize the deck. Randomization is defined as using a variety of shuffling techniques to bring the deck to a state where the order or distribution of any card in the deck is unknown to any player.

Common shuffling techniques include the riffle, mash and pile shuffle. It is important to note that pile shuffling alone is *not* a technique that provides sufficient randomization and should never be used by itself. Although cutting the deck can be used as part of shuffling, by itself it is not a technique that provides sufficient randomization.

Players have three minutes to shuffle and present their decks at the beginning of each game; this includes side decking (when applicable) and mulligans. When shuffling during a game, such as after a search effect, players have 30 seconds to shuffle and present.

Once the deck is shuffled, it must be presented to an opponent. By doing so, players are implying their decks are legal and sufficiently randomized. The opponent has the option to either shuffle that deck further, or accept the deck as is. There is no longer a cut involved with deck shuffling. If the opponent shuffles the deck, then there is nothing more to be done and that deck is given back to its owner. At Competitive Level events, players *must* shuffle their opponent's decks when presented to them

If a player does not believe their opponent made a reasonable effort to randomize their deck during shuffling, that player must notify a judge immediately.

Decks may be in any configuration before shuffling. Players must shuffle their decks at the match table as any shuffling done away from the table cannot be verified by the opponent. Stacking the deck, or illegally manipulating the position of any card in the deck, is considered cheating and should be dealt with as described in the penalty guide.

3.3 Determining Who Plays First

At the start of each match, before the beginning of the first game, players must use a random method, such as flipping a coin or rolling dice, to determine who plays first. For each subsequent game in a match, the player who lost the previous game chooses which player goes first. In the case of a game draw, the player who chose who played first the previous game chooses who will play first in the next game.

Players who do not specify who they chose to play first before looking at their opening hand are assumed to have chosen themselves to play first.

3.4 Match Outcome

A match outcome is not considered final until the match result has been reported to the scorekeeper. In most cases this will be when the match result slip is turned in to a tournament official. At local level events with few players, this may be when the players verbally report the result to the scorekeeper.

Players may concede a game or match for any reason, provided they do not accept compensation for their concession. Offering or accepting a bribe is grounds for disqualification, as described in the penalty guidelines.

Players may not randomly determine the outcome of a match.

3.5 Match Draws

Matches in CZE sanctioned tournaments may not end in draws. If players are still playing when time in the round is called, refer to end of match procedure for the game to determine the winner of the match.

3.6 Tiebreakers

During the course of a Swiss tournament, some players will accumulate the same number of match wins as other players. A three tiebreaker system will be used and applied to accurately rank players in the tournament. A tiebreaker may be a positive or a negative number. The Cryptozoic Tournament Tracker software uses this tiebreaker system.

Tiebreaker #1 (T1): Win/Loss Sum

Tiebreaker #1 represents the performance of opponents that a player has played over the course of the tournament. Players that played against stronger opponents will be ranked higher within the tournament. The formula to calculate the number is:

Total the number of points each opponent contributes.

Opponents contribute +1 point for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a player's first tiebreaker. A bye does not contribute any points towards a player's tiebreaker.

***Example:** Scott has played against three opponents and has one bye. Scott's fourth-round opponent has four wins and zero losses (+4). Scott's third-round opponent has two wins and two losses (+0). Scott's second-round opponent has zero wins and four losses (-3). Scott had a bye during the first round (+0).*

To determine Scott's T1, add up all of the point contributions: +4, +0, -3 (because each single opponent may never contribute less than -3 points to a player's tiebreaker), and +0 (A bye contributes no points), for a total of +1.

Tiebreaker #2 (T2): First Tiebreaker Sum

Tiebreaker #2 represents the performance of the opponents that all of a player's opponents played. Players that played against opponents who consistently played against stronger opponents throughout the tournament will be ranked higher. The formula to calculate the number is:

Total the sum of Tiebreaker #1 (T1) for all opponents that player played.

Example: Jeff has played against five opponents. Jeff's first-round opponent's T1 is +3. Jeff's second-round opponent's T1 is -2. Jeff's third-round opponent's T1 is +5. Jeff's fourth-round opponent's T1 is 0. Jeff's fifth-round opponent's T1 is +4.

To determine Jeff's Tiebreaker #2, add up all T1 values from all of his opponents: +3, -2, +5, +0, and +4, for a total of +10.

Tiebreaker #3 (T3): Timing

Tiebreaker #3 represents the importance of the rounds in which you lost. Players losing in later rounds will be ranked higher within the tournament. The formula to calculate this number is:

The sum of the squares of the rounds in which you lost.

Example: Jake has five wins and two losses. Jake lost in Round 5 and again in Round 6.

To determine Jake's Tiebreaker #3, add up the squares of the rounds in which he lost: $25 + 36 = 61$

3.7 Note Taking

Players may take any notes they wish during a match and may refer to those notes at any time, provided that note taking does not interfere with the pace of play. Any notes taken are public information, but they do not have to be understandable. Notes taken outside a match, including side decking notes, may not be consulted during a match.

3.8 Reminders

During the course of a game, players may wish to use items or notes to help remind them to perform certain actions (triggers, attacking, etc). Players may use such a reminder; however, it must be clearly distinguishable from other gameplay items such as tokens or counters. These reminders can be used for mandatory and/or optional effects.

3.9 Outside Assistance

Players may not ask for or receive assistance from outside sources during a sanctioned match. This includes, but is not limited to, asking for or receiving advice from spectators or other players, either verbal or nonverbal, and referring to notes taken outside the match.

3.10 Ruling Appeals

Players, who believe that an assistant floor judge has made an incorrect ruling, have the right to appeal to the head judge. The head judge's ruling cannot be appealed. In all cases, the head judge must be physically present at the match in question to answer the appeal.

3.11 Prize Splits

Players playing in single-elimination finals may choose to split prizes. Only prizes offered to first and second place may be negotiated in the prize split; nothing may be added from outside the official, advertised prize pool, including cash and additional product. Players may never concede for prizes. All negotiations must be done in the presence of the head judge. After split negotiations, a player may choose to drop prior to the final match in order to preserve their rating. In such cases, the remaining player in the tournament wins vs. a bye in the final round.

3.12 Marked Cards

Players are responsible for ensuring that their cards are in good condition and have no marks that would make any card distinguishable from another in the deck by looking at the back or sides. Sleeves are considered extensions of the card. Any card in a sleeve that is marked is considered marked. It is recommended that players check their cards and sleeves frequently over the course of the tournament to ensure that they have not become damaged or marked.

Players may modify the face of their cards, provided that the modifications do not obscure the picture or text significantly or make the card identifiable while in a deck. What modifications are considered significant is at the sole discretion of the head judge of a tournament. Players wishing to use modified cards should consult the head judge before playing with them.

3.13 Sleeves

Players are encouraged to sleeve their decks to avoid damaging their cards. Any sleeves are legal for CZE sanctioned tournaments, provided they meet the following guidelines:

- Sleeves must be identical in all ways. This includes, color, picture alignment (if the sleeves have images on them), manufacturer, length, and amount of wear.
- Sleeves must not be reflective.
- Sleeves must not obstruct the face of the card in any way.
- Each card may only be sleeved in one sleeve.

Players should be sure to change their sleeves often to avoid wear and damage that may mark their cards. When sleeving a deck, it is advised that players shuffle both the new sleeves and the deck beforehand to avoid marking patterns in the case of a manufacturing error that may mark the cards.

3.14 Counterfeit Cards and Proxies

Counterfeit cards are illegal and never allowed in sanctioned tournaments. If a player discovers counterfeit cards at an event site or elsewhere, he or she should bring them to the attention of CZE as soon as possible. At an event, counterfeit cards may be reported to any tournament official.

Proxies, cards meant to represent other cards, often photocopies, are considered fake and are not allowed in sanctioned tournaments. In rare instances, such as damaged cards in a limited event, the head judge may allow a player to play with proxies.

3.15 Wagering

To preserve tournament integrity, players and tournament officials may not wager on the outcome of any sanctioned match.

4. Responsibilities

4.1 Common Responsibilities

All event attendees share the following responsibilities:

- Be familiar with and follow all tournament policies applicable to the game and format being played.
- Act in a respectful manner at all times. This includes avoiding the use of profanity and refraining from making offensive comments or gestures.

- Avoid wearing inappropriate or offensive clothing.
- Avoid interfering in a match in progress. Judges may answer rules questions and resolve game issues.
- Avoid discussing an ongoing match with other spectators when within earshot of the game.
- Notify a tournament official in a timely manner and in good faith if a player is observed failing to follow any game or tournament rules or incorrectly tracking game score or life totals during a match, regardless of whom the error benefits.
- Follow instructions given by any tournament official.

4.2 Player Responsibilities

Players are responsible for the following in addition to common responsibilities:

- Ensure they only register for one CZE ID.
- Clearly communicate moves they make during game play.
- Keep their hands and cards above the table during matches.
- Notify an opponent if he or she fails to follow any game rules or incorrectly tracks game score or life totals during a match, regardless of whom the error benefits.
- Notify a judge in a timely manner and in good faith if he or she observes a failure to follow any game or tournament rule during a match, regardless of whom the error benefits
- Avoid insulting other players, their strategies, and their play skills.
- Maintain accurate information for their CZE ID.

4.3 Assistant Judge Responsibilities

Assistant judges aid the head judge in ensuring a fair tournament environment. Assistant judges are responsible for the following, in addition to player responsibilities:

- Be physically present at the tournament.
- Maintain an expert level of knowledge of all game and tournament rules.
- Arrive at the tournament site at least 30 minutes before the first round begins, or when instructed by the head judge.
- Observe the tournament area and players at all times.
- Perform deck checks quickly and accurately when required.
- Wear appropriate attire that clearly distinguishes him or her from players and spectators.
- Avoid showing favoritism to any player or team.
- Quickly and efficiently resolve any rules errors that he or she witnesses.
- Ensure that all tournament penalties are reported to the scorekeeper.
- Ensure that match results are verified by both players and reported quickly.

4.4 Head Judge Responsibilities

The head judge is the final arbiter of disputes during a tournament. The head judge's rulings cannot be appealed. The head judge issues rulings, manages the tournament staff, and keeps the tournament running smoothly. Head judges have the following responsibilities in addition to the responsibilities of assistant judges:

- Be physically present and available throughout the tournament.
- Ensure the scorekeeper prepares the next round pairings quickly.
- Ensure the start and end of a round are clearly and efficiently communicated to all players and judges.
- Be available to moderate rulings which players have appealed.
- Ensure all judges are properly listed in tournament software.
- Ensure assistant judges are aware of their responsibilities and duties.

4.5 Tournament Organizer Responsibilities

Tournament organizers arrange tournaments and work to ensure that they run smoothly and successfully before, during, and after the event. A tournament organizer may not play in a tournament he or she organized, with the exception of Local tier events. Tournament organizers have the following responsibilities:

- Make arrangements for the venue, staff, and materials needed to successfully run the tournament. This includes securing the venue in advance, finding judges willing to volunteer at the event, and ensuring the site is equipped with tables, chairs, tablecloths, table numbers, printer and paper, a computer with tournament software, a time clock, and so on, as appropriate.
- Ensure the tournament is officially sanctioned in advance and reported within fourteen (14) days of its conclusion.
- Communicate appropriate dress requirements to all tournament officials and judges for the event.
- Appropriately reward tournament officials and judges for exceptional service.
- Ensure all prize payouts, tournament entry fees, tournament start times and tournament rules are clearly advertised before the tournament begins.

4.6 Spoiler Information

If a player, through any means, receives spoiler information on an unreleased set, that person must notify Cryptozoic immediately at player@cryptozoic.com. That spoiler information must be sent to Cryptozoic Entertainment and then be destroyed. Spoiler information must not be passed on to any other person. Any person who receives spoiler information and does not notify CZE within 24 hours may be suspended from playing in Cryptozoic events.

5. Conduct Unbecoming

5.1 Definition

If players or spectators violate the responsibilities outlined above or commit tournament infractions that result in disqualification may be suspended by the Penalty Committee. The length of the suspension depends on several factors, including the severity of the infraction, the player's willingness to cooperate with the investigation, and player history. Suspension lengths and common infractions that incur them are outlined below. The Penalty Committee may determine that the infraction does not fall into any of the categories and may issue a suspension for a length of time that they feel is appropriate.

5.2 Conduct Unbecoming – 1 Year

- Unsporting Conduct: Cheating
- Unsporting Conduct: Severe
- Failure to Obey Tournament Official's Instructions
- Obstruction of Investigation
- Playing under a Fraudulent Name or CZE number
- Presence at Tournament Venue While Suspended
- Tournament Fraud

5.3 Conduct Unbecoming Major – 3 Years

- Theft
- Harassment
- Violent Behavior
- Vandalism
- Severe Tournament Fraud

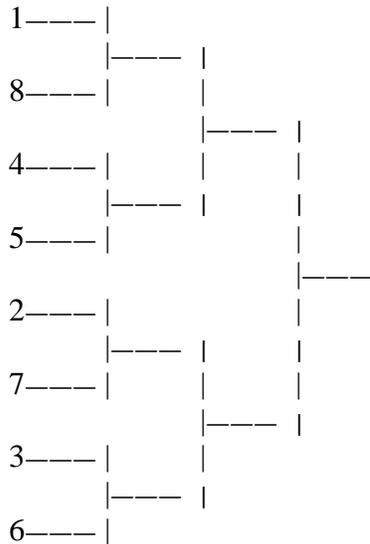
5.4 Conduct Unbecoming Severe – 5 years or more

- Assault
- Severe Violent Behavior

6.0 Top Cut Brackets and Draft Pod Seating

6.1 Top 8 Brackets and Draft Pod Seating

The Top 8 bracket for an event is set up as follows, where 1-8 represents players' standings after the previous round:



The following is the correct order for Draft Pod seating:

1 6 4 2 8 3 5 7

This seating order prevents players from sitting next to their first 2 opponents in that draft when ordered pairings are used.

To seat players at a round table, start with player 1, and then seat each player to the left of the previous until all 8 have been seated. Seat players at a standard rectangular table as follows:

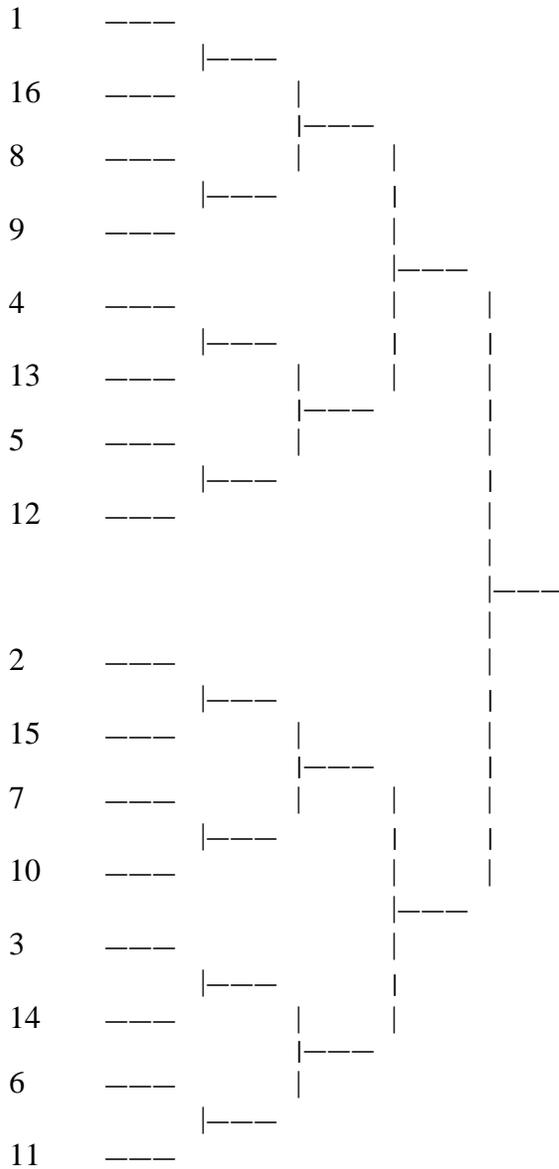
| | | | |
|---|---|---|---|
| 1 | 6 | 4 | 2 |
| 7 | 5 | 3 | 8 |

Once drafting is complete, there are two methods to pair the pod:

1. Ordered pairing. 1v8, 4v5, 2v7 and 3v6 as shown in the bracket above.
2. Random pairing. The pairings are determined randomly by the tournament software within each pod.

6.2 Top 16 Brackets and Draft Pod Seating

The Top 16 bracket for an event is set up as follows, where 1-16 represents players' standings after the previous round:



The following is the correct order for Draft Pod seating:

Pod One: 1 12 8 4 16 5 9 13

Pod Two: 2 11 7 3 15 6 10 14

This seating order prevents players from sitting next to their first 2 opponents in that draft when ordered pairings are used.

To seat players at a round table, start with the list player on the above list, and then seat each player to the left of the previous until all 8 have been seated. Seat players at a standard rectangular table as follows:

Pod 1

| | | | |
|----|----|---|----|
| 1 | 12 | 8 | 4 |
| 13 | 9 | 5 | 16 |

Pod 2

| | | | |
|----|----|---|----|
| 2 | 11 | 7 | 3 |
| 14 | 10 | 6 | 15 |