

Universal Player Penalty Guidelines

Version 1.00

The DeckTech Players' Challenge
April 1, 2002



Introduction

These Penalty Guidelines should provide a structure to help judges determine the appropriate penalty for infractions that occur during the course of a DeckTech Players' Challenge Tournament. Penalties exist to protect players from potential misconduct. All penalties in this document assume that the infraction is unintentional. If any judge believes that an infraction was intentional, the penalty will be upgraded. If the judge believes that the situation has significant, extenuating circumstances, he, or she, is free to modify the penalty as appropriate (with approval of the Head Judge).

Head Judge - Has the final say on all rulings that occur during the tournament

Rules Judges - Can make minor rules calls during the tournaments

Rule 101 - Penalty Definitions

Below are definitions of various penalties that players may be given for rules infractions.

- a) **Minor Penalty** – This penalty results in a verbal warning from the judge, and the aforementioned warning will be recorded on the penalized player's 3x5 register card. If a player gets three **Minor Penalties**, throughout the tournament, it will result in an automatic **Major Penalty**.
- b) **Major Penalty** – This penalty results in a full game loss, and in the case of SW:CCG a minus thirty point differential. This will be enforced on the player's next game (if it is a deck penalty, than it will be enforced when the player plays that side next). When the penalty is imposed, the player who would have been his or her opponent receives a (plus thirty point differential) full game win. If this occurs during the last game of the tournament (or last game with a specific deck on one side of the force) then the penalized player will immediately forfeit the current game and the results will be given as a full loss by a differential of minus thirty.
- c) **Misconduct Penalty** – This penalty will result in immediate disqualification from the tournament. In addition; to the disqualification imposed under these rules, the Head Judge may, at the conclusion of the tournament, at their discretion, investigate any incident that occurs in connection with any game. If the Head Judge deems necessary he or she may contact the Official Rules Committee, with details of the offense, for additional suspensions or sanctions

If the Head Judge deems necessary he or she may assess additional suspensions for any offense committed before, during the course of a tournament, or any aftermath thereof by a player, whether or not such offense has been penalized by the Head Judge.

Any judge that awards a Misconduct penalty to a player must notify a member of the DeckTech Players' Challenge rules committee of the misconduct penalty within 48 hours of the offense.

Please note that the Head Judge has the final decision and may choose to change any one of these penalties to fit the severity of the infraction.

Rule 102 - Deck and Decklist Misrepresentation Penalties

The following is a list of possible deck problems that might occur before, during, or after the tournament. Please read the following carefully. There will be a 'no tolerance' attitude taken in respect to each of these issues.

Each player is expected to conform to the Sanctioning Bodies tournament rules with regards to deck construction. If the deck or decklist does not conform to the rules the offending player will be considered to have misrepresented his or her deck or decklist.

A player will not be allowed to begin the tournament without filling out an appropriate decklist.

- a) The following deck and decklist misrepresentations may result in a **Minor Penalty** (Rule 101a):
- Player's decklist is greater than the cards allowed.
 - Player's decklist is correct, yet the corresponding deck totals less than the cards listed on the list.
 - Incorrect quantity of a card listed on the corresponding decklist
 - Illegible decklist

Resolutions to violations of Rule 102, Section 1:

- It is the player's responsibility to change his or her decklist to match his or her deck as soon as possible
- If a player's deck is less than the minimum requirement a Judge will correct the corresponding deck when it is not in play by adding in inert cards, cards with no strategic value, to increase the deck size to minimum accepted size.

- b) The following decklist misrepresentation may result in a **Double Minor Penalty** (two minor penalties):
- Player's decklist totals, or is greater than, the maximum cards allowed; and the corresponding deck totals greater than the maximum cards allowed.

Note: It is the player's responsibility to change his or her decklist to match list as soon as possible (between next round). If the offending deck is currently being played the Head Judge has the right to resolve the matter as he sees fit. Most often by simply removing a random card from the offending players deck.

- c) The following infractions may result in a **Major Penalty** (Rule 101b):
- After being assigned a **Minor Penalty** for a misrepresented deck or decklist, (Rule 102a), the player persists in playing with the illegal deck.
- d) The following infraction may result in a **Misconduct Penalty** (Rule 101c):
- A player persists in manipulating his or her deck to his or her advantage after he or she has been warned by the Head Judge.

Rule 103 – Illegal Cards

The following is a list of illegal card problems that might occur during tournament games. In all instances illegal cards must be replaced or repaired **immediately** (game time will be temporarily suspended while a replacement is being found)

- a) The following infractions may result in a **Minor Penalty** (Rule 101a):
- Any card 'blacked-out' more than 20%, that can be seen when the card is face up (Head Judge's Decision)
 - Any sleeve that is on backward (ultra-pro emblem on the back of the card)
- b) The following infraction may result in a **Major Penalty** (Rule 101b):

- Any card with an intentional marking, or pattern, that can be seen when the card is face down
- Any card 'blacked-out' more than 50% (Head Judge's decision)
- Any card that can be consistently distinguished from other cards without looking at the card face. (Head Judge's decision)

c) The following infractions may result in a **Misconduct Penalty** (Rule 101c):

- A player persists in playing with any card that has been, previously, deemed illegal by the Head Judge

Rule 104 – Supplementary Discipline

a) Procedural Penalties

The following infractions may result in a **Minor Penalty** (Rule 101a):

- A player fails to write his or her name on his or her decklist.
- A player does not shuffle his or her deck before presenting to opponent for cutting.
- A player does not present his or her deck for the opponent to cut.
- A player is late to his or her next game (by more than five minutes).
- A player hands in his or her decklist after the after the time designated by the judge.
- A player draws too many cards for his or her starting hand; starting hand will be reshuffled into the deck and the offending player will draw his or her starting hand with a Judge present

b) Unsportsmanlike Conduct

1) The following infractions may result in a **Minor Penalty** (Rule 101a):

- A player uses, or persists in using, negative language, vulgar profanity, racial slurs, actions, etc. against another player or judge.
- A player consistently argues with the Head Judge.
- A player refuses to play at the Featured Match table.
- A player throws his or her cards, deck, or deck box
- A player fails to report the results of a game to the Judge's Table, both players must be present
- A player stalls (Head Judge's, or Judges, decision).
- A player continues to stack effects, after opponent has asked for the effects to remain unstacked.

2) The following infractions may result in a **Major Penalty** (Rule 101b):

- Bribery/Collusion
- A player throws his or her cards, deck, or deck box at another player or Judge
- A player fails to report the results of a game accurately to the judge's table.
- A player attempts to manipulate the game, and or tournament, rules to his or her advantage.

3) The following infractions may result in a **Misconduct Penalty** (Rule 101c):

- A player being incorrigible
- A player uses a false name or player ID to register for the tournament

The Head Judge reserves the right to give any form of penalty if he or she believes that "beyond a reasonable doubt" a player is violating any rule that is not listed above.

Rule 105 – Appeals Process for Misconduct Penalties

Any player assigned a misconduct penalty has the right, and is encouraged, to appeal. Contact dpcappeal@decktech.net with the details of the instance. The Official Rules Committee, after hearing all sides of the argument, will then confer a ruling as to whether or not the misconduct penalty will stand. All appeals must be received by e-mail no later than one week after the event. If no appeal is received one week after the event the misconduct penalty will stand and any number of the following sanctions could be enacted.

- Temporary banishment from future DPC events and the DeckTech network

The Official Rules Committee has no desire to ever hear of a misconduct penalty being assigned. But to protect all players, and the sanctity of the SWCCG game, the misconduct penalty structure must be established. All Head Judges must be prepared to defend the assignment of such a severe penalty.

Thanks go to the following members of the Official Rules Committee for preparing this document:

Michael Girard, and Chris Janiak for being the creators of the first edition of such an important document.

Scott Anderson for cleaning up the Guidelines, and adding needed changes.

Eric Olson for assisting in the grammar of the document, and high quality suggestions.

The Official Rules Committee reserves the right to update this document, anytime, under a process of review. Please make sure you have the most current version. All rights reserved.