

# ARGENT SAGA FLOOR RULES & TOURNAMENT GUIDELINES

Ver.1

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## **1. Tournaments Fundamentals**

### **1.1 Organizers**

Tournament Organizers are responsible for arranging and running the tournament.

- Must secure enough event space.
- Must have Internet

- Providing Staff, Judges and Scorekeeper.
- Announcing, Advertising and marketing the event.
- Follow proper tournament guidelines.
- Provide all supplies.
- Examples: Computer, Printer, Paper Cutter, Paper, Deck List, Table Numbers etc.

## **1.2 Judges**

Judges are referred to as Rules Advisers, Floor Judges, Stream Judges, Assistant Head Judges and Head Judges for the events.

- Judges may intervene in a match if they see a mistake in the rules or witness a wrongful player interaction.
- It is up to the Judge to actively resolve actions or situations where there is a disagreement between active players of the rules.
- All Judges must provide fair and equal rulings to all players.
- Holding each player to the same standard regardless of experience.
- Judges should always be out on the floor actively observing the game environment.
- Judges should never reveal information or private knowledge when answering a question.

Judges are human and make mistakes. If a judge makes a mistake, the Judge should acknowledge the mistake, apologize and fix the situation if it is not too late.

### Rules Advisers

These are entry level Judges with knowledge of the rules. They are dedicated to helping out their local Gaming Store and aspiring to become Judges for higher events.

### Floor Judges

These are Judges hired by the Tournament Organizer to help with different roles of the event.

- Answer ruling questions.
- Correct illegal plays.
- Help with task throughout the day that is requested of them.
- Deck Checks.
- Organizing Deck Lists.

Ruling from Floor Judges can always be appealed to the Head Judge.

### Stream Judges

These are Judges who are dedicated to a Stream Match. Stream Matches are being recorded to be uploaded later or being streamed live to an audience.

- Focus on the one Match.
- Staying alert at all times since the match is your responsibility.
- Making sure no Violations or Mistakes happen during the match.

- Keeping players away from the Stream Match Location.
- Helping with the staff recording the Stream Match.

### Assistant Head Judge

At larger events you may want to assign an Assistant Head Judge to help out the Head Judge with tasks throughout the day.

- Assign task to Judges.
- Help cover appeals if the Head Judge is not currently available or handling other appeals. Appeals are final by Assistant Head Judge only if the Head Judge is not available.
- Help with keeping Judges & Staff organized.

### Head Judge

The Head Judge helps oversee the tournament, managing Judge staff, and has the final decision regarding card rulings and interpretation.

- There can only be one Head Judge at an event.
- Head Judge must be familiar with all rulings and policies before an event.
- They cannot create new tournament rules or policies.
- Must uphold current tournament policies and enforce them.
- Help mentor the Floor Judges during events and lead by example.
- The Head Judge gives the final ruling for any game play issues and appeals.
- They are responsible for communicating and making sure players have accurate information. Such as player meetings etc.

Head Judges have the authority to disqualify players from an event after communicating with the Tournament Organizer running the event.

## **1.3 Players**

Players have several responsibilities when attending an event and must be prepared when at the event.

- Must be on time and follow the tournament structure.
- No illegal activity.
- During a Match players cannot leave the set.
- Get a Judge if they witness a rules violation when it happens.
- Work with the Judges when they are trying to assist you.
- Call a Judge if you see something illegal or being offered a bribe.
- Properly report a match result and tell the Judge if there is an error.
- Show up with a tournament legal Deck for events.
- Have proper markers and tokens if your deck requires them.
- Extra card sleeves in case they get damaged during game play.
- Understand tournament policy.

- Turn in lost or misplaced items to the Tournament Staff.
- Turn in a Deck List at the start of Round 1 or when designated by TO.
- If players need special assistant due to disabilities or conditions should contact the Tournament Organizer before an event.

If you are spectating an event you must always remain neutral when observing gameplay and may be asked to move if your disturbing the gaming environment or blocking a Judge's view.

### Proper Behavior

When attending events there are many guidelines that must be followed if you fail to adhere to this you may be penalized, asked to leave the event or even be suspended from playing in future events.

- Unsportsmanlike conduct or behavior.
- Rude Language.
- Disrespectful behavior.
- Inappropriate clothing.
- Inappropriate supplies.
- Intoxication or under the influence.
- No electronics during a match including headphones, phone, vapor cigarettes etc.
- Cannot wear Mask or Hoods unless in Costume with permission from the TO.
- Proper Hygiene.

## **2 Game-Related Preparations**

### **2.1 Deck Construction**

All decks must follow the proper constructed guidelines when playing in events.

- Main deck consist of 40-60 cards.
- Side deck consist of up to 0-15 cards.
- 1 Champion and Spirit that do not count towards the Main deck total.
- Shard deck consist of 10 Shard Cards.
- Towers that consist of 1 Fire, Water, Air, Dark and Light Elements.

### **2.2 Cards**

Only official cards created by Argent Saga may be used at all events. The following list refers to what is NOT allowed.

- Proxy cards.
- Printed Cards.
- Modified cards that have been made to be thicker or thinner than originally printed.
- Damaged cards that can be easily distinguished from others.
- Official Argent Saga Cards not being used cannot be in the same deck box where your deck is being kept for the tournament.
- Cards on banned or restricted list cannot be used.
- Using Argent Saga cards (not a token) as Tokens.

- Hiding cards during gameplay.
- Text being covered by autographed or written on.

### **2.3 Side Deck**

The side deck is used to adjust their players decks between games. The side deck still follows the same deck building rules and guidelines as the main deck.

- A side deck can include up to 15 cards.
- Side Deck cannot contain Champion or Shard Cards.
- You can only have up to 3 copies of a card or 1 of the same legendary cards shared between your main deck and side deck.

Guidelines when siding is you must keep within the Game Rules. You may Side Deck any Element card, as long as when you start a game, your Main Deck has the legal Elements and correct number of cards.

Example: You have a Water Spirit and 8 Water Element cards in your deck, you can side in an Air Spirit with it's Infinity Number of Air Element Cards as long as you side out all the Water Element cards and the Water Spirit.

You can also do the same with Tower Cards as long as you have a tower of each element you must have a tower of each element.

Siding between games can only extend to three minutes. All preparation and shuffling between main/side deck must be carried out within these three minutes. Players may be penalized if the time goes over the three minutes and a Judge determines it to be intent of taking longer to stall for time etc.

Before the start of a match a player must present that they have a side deck to their opponent. The amount of cards in a side deck is public knowledge.

The Side Deck must always include the same amount of cards between games.

### **2.4 Sleeves & Supplementary Items**

#### Sleeves

Players are allowed to use sleeves to protect their cards. If a player uses sleeves, all sleeves in the Main and Side Deck must be identical in design, color, and wear.

Your Champion/Spirit/Tower/Shard Cards can be in different sleeves that are not identical to the Main and Side Deck. However if you do this the Shard Cards must be in matching and the

Tower Cards must be matching as well. We recommend that you keep your other cards in separate sleeves that way they won't get shuffled into your Main and Side Deck between games.

Cards in Sleeves must also be matching in the Side Deck. Example being if you switch out a Tower Card with one in your Side Deck it must be in a matching sleeve.

- When your cards are sleeved, all cards must be placed in the same direction and manner.
- You may "Double Sleeve" your deck but you cannot "Triple Sleeve".

You will be asked to resleeve your deck if there is any excessive wear, noticeable wear, factory defects or any other identifying issues.

### Supplementary Items

You may during a game use small supplementary objects to help track changes to cards and difficult to remember public information. Items used must be easily distinguishable from other cards on the gaming area. You cannot use Argent Saga Trading Cards as supplementary objects or use Card Sleeves.

## **3 Tournament Information**

### **3.1 Tier Level Events**

There will be different Levels of Events you can attend through Argent Saga's Organized Play.

Store Events-This will be your local gaming store and a more casual learning experience. They are designed for casual play and relaxed rules enforcement by the Rules Adviser assigned to the Store. Penalties may still be implemented at these events if needed, but should always be a friendly and fun atmosphere for all attending.

Regional Events-This will be a weekend event that will be a Swiss Tournament concluded with a Top Cut. Moderate to highest level of penalty and rules enforcement may be applied to this kind of event.

Convention Events- These are the events that will be held at Conventions or Celebration type of events. Event should be held with a moderate rules enforcement as there will be gatherings of new and experienced players.

Premier Events-This will be our bigger events with more prizing and prestigious awards. This will have the highest level of penalty and rules enforcement by the Judge Staff.

### **3.2 Tournament Structure**

These are the two tournament types that can be played at events.

Single Elimination-The player who loses the Match will be eliminated from the tournament, while the winner goes on to the next round. This continues until only one player remains and is then declared the winner.

Swiss Round-Players are not eliminated when they lose a match during this type of tournament. They continue to play paired off based on each player's win/loss record. Then when the tournament is over ranking is placed on amount of points at the end. Players have the opportunity to play in all the rounds.

### **3.3 Match Structure**

These are the two different ways you can handle a match based on time allowed for an event.

Best Of One Match-First player to win a game is the winner, there are no other games.

Best of Three Match-First player to win two games out of three is the winner.

### **3.4 Number of Rounds**

Number of rounds played in an Argent Saga event and is based on the total number of players enrolled in the event. Local Stores do not need to do a top cut but should always announced it before the event starts. Premier and High Level events always need to finish tournaments with a Top Cut.

Players	Number of Swiss Rounds	Top Cut
4-8	3	None
9-16	4	4
17-32	5	8
33-64	6	8
65-128	7	8
129-256	8	16
257-512	9	16
513-1024	10	32

Regional Level and One Day events with Top Cut will always cut to top 8 regardless of player numbers.

The number of Swiss rounds is based on the total participants when the tournament registration has closed and the tournament has started. Players added to the event after will not affect the number of Swiss Rounds. For one day events Tournament Organizers may announce at the start they can cut the Number of Swiss Rounds short if there is only ONE undefeated player left but must make this announcement before the Tournament begins.

### **3.5 Time Limit, End of Match Procedure & Point Structure**

This is the structure that needs to be handled with Time given to a match, end of match procedure and how Points should be handled during Tournaments.

### Time Limit

Local & Regional Level Events-The allotted time per match is 45 minutes.

For Grand Prix Level Events-The allotted time per match is 50 minutes.

Best of One Events-The allotted time per match is 25 minutes.

### End of match procedures

When the time limit expires during a game, players will then play an additional three turns, with the current activate player's turn becoming turn 0. The second player's next turn will be turn 1, followed by turn 2 to the first player, and then back to the second player for turn 3 which will be the final turn. If neither player has won at the end of these extra turns, the game is declared a draw. This gives a total of 3 extra turns once time has expired for players to finish out a match.

For the additional turns players will be given 5 minutes to complete them. If the players have not finished all additional turns by the end of the 5 minutes and there is no winner the game is considered a draw.

Grand Prix Level Events the time given will be 10 minutes to complete additional turns and 5 extra turns.

Best of One Events will have 5 minutes to complete additional turns.

After carrying out the above procedures, or if the time limit has been reached between games, compare the number of games won by each player. If they both have won the same number of games, then the player with the most Towers left at the end of that match is the winner. If the number of Towers is tied between both players then that match will be a draw.

the match is declared a tie. If a player has won more games than the other player, that player is considered the winner of the match. If you are in Top Cut there cannot be a tie and the winner will fall on who has the most Towers left.

## **3.6 Match Slip and Point Structure**

### Match Slip

Tournament events should have you fill out a match slip. A match slip lets the Score Keeper and TO know who won the match. The Winner of the match is the only player who should turn in the match slip once the match is over.

Players should consult the Tournament Organizer if you are unsure of the procedure when reporting your match result.

### Point Structure

Players are awarded points based on the outcome of a match.

Winner is awarded 3 points.

Draw is awarded 1 point to each player.

Loss rewards 0 points.

## **4 Game Organization**

### 4.1 Shuffling

A player's Deck must be randomized using a shuffling method and then cut. This has to be done at the start of every Game, and whenever a mechanic requires you to shuffle your Deck.

- You cannot check or arrange cards in your deck while shuffling.
- You must shuffle your deck to randomize it where your opponent can watch.
- You must shuffle your deck and cannot pre-sort it without doing this first.
- Always check in making sure you have not shuffled in any cards that do not belong in the main deck.

If a card has you search through the deck after you complete all instructions of the card you will always shuffle your deck unless it specifies differently.

After a Deck is randomized, it has to be presented to the opponent. The opponent then can choose to shuffle the Deck and then return it back to the owner.

Once the deck has been shuffled by both players the Owner may then "Cut" their own deck and then the opponent has final "Cut" of the deck without shuffling.

Once presenting your deck to our opponent, you agree that you have shuffled your Deck and that your Deck is legal and matches the Deck list submitted for the event.

### **4.2 Finding Out Who Goes First**

Before you have drawn any cards or started the Game you must find out who will go first using a random method.

- Roll a die.
- Toss A Coin.
- Etc.

The method must be agreed upon and a legal way to decide on who will go first.

The winner of this method then gets to select who goes first or second at the start of the first

Game.

During the 2nd and 3rd game the player who lost the previous game gets to decide who will be going first or second.

If a Game ends in a draw then the player who lost the previous game still gets to decide. If this was the first game you will decide a random method to determine who will go first.

During Top Cut the Player with the highest seat number before the start of the Match gets to decide if they are going first or second during the first Game played.

#### **4.3 Field Layout**

You are responsible for placing all of yours cards in the official layout zones as shown in the official field layout. All zones must be kept in the same order and played in throughout the match.

You are not allowed to create or rearrange your own layouts. If for any reason you need to change a layout based on physical needs or an injury it is your job to get permission from the Tournament Organizer or Head Judge and inform your opponent about the changes before the start of a match.

#### **4.4 Note Taking**

You are allowed to take Notes during an event. If you do take Notes during a Match it can not impede the pace of a Match and you can be penalized if you are taking more time for your Notes than you should.

#### **4.5 Public & Private Knowledge**

Public Knowledge is areas that players cannot lie about and must always tell truthfully when questioned about it.

- Number of cards in the player's hand.
- The amount of cards in a player's discard zone.
- The amount of cards in a player's Main/Side/Shard Deck.
- The expelled zone.
- The Towers that have been destroyed.
- The Players Champion & Spirit once the Game has started.

If a card has you search for a specific card from your deck you must always reveal that card to your opponent and then add it to your hand.

Example: You search your deck for a Unit card you will need to reveal it to prove that is the card you added from deck to your hand.

Private Knowledge is areas that players do not have to answer or reveal unless an effect

specifies otherwise. Also players cannot lie about Private areas to give false information which can lead to a penalty.

- Specific cards in both players' hands.
- All information of cards in the Main & Shard Deck is Private Knowledge.
- Unrevealed Towers is private knowledge.
- Champions & Spirits before the game starts.

If a card has you search for a non-specific card from your deck, you do not have to reveal that card to your opponent before adding it to your hand.

Example: A card has you add one card from your deck to hand but does not specify what type of card or a specific name then you do not have to reveal it to your opponent before adding it to your hand.

#### **4.6 Intentional Draws**

Argent Saga allows players to Intentional Draw in games. This means both players can decide to take a Draw instead of playing out the match at events. However there are a few guidelines that must be followed to uphold tournament regulations.

- Players can only ID if they have not presented their Deck to the opponent.
- If a player has started a match they are not allowed to ID.
- If players are found to have ID after they have started a match they can be penalized.
- Players also cannot decide to ID by gathering information by leaving their seat/table.

The final match of the tournament players CANNOT ID. If you are caught IDing in the final match you will be penalized.

#### **4.7 Conceding a Game or Match**

During a Game or Match players are allowed to concede to their opponent and giving them the Win. There are a few exceptions when this is not allowed.

- When the final attack has been declared that would give the player a Win.
- When a match is finalized during the time called at the end of additional turns.
- When a player has been decided as a winner they cannot concede.

### **5 Tournament Penalties & Infractions**

#### **5.1 Types of Penalties**

This is a list of the types of penalties that will be given out and handled at Events.

**Warning**-A penalty issued against violations, this is the standard penalty always given out for actions which interfere with the game. If the penalty has to be given out for the same Violation it will be upgraded to a Game Loss, Match Loss or even Disqualification from the Event.

**Game Loss**-A penalty issued against an upgraded Warning or a violation which makes a game

difficult or impossible to repair. A player given a Game Loss will lose the current game.

If the player is given a Game Loss and they are not currently in a Game or Match they will lose the next game they are suppose to play.

At the start of a match or during the match if a player is issued a Game Loss, they are allowed to Side Deck and decide which player will be going first or second for the next Game.

**Match Loss**-A penalty issued against violations that have escalated or issues which render game progression impossible or have a major impact on running the event.

A player currently in a Match when issued a Match Loss will lose the current match.

If the player is not in a Match then they will be issued a Match Loss on the next Match they are suppose to play.

If a player was supposed to lose the current match they are in because of the game play when the Match Loss is issued then the Judge can decide to carry over the Match Loss onto the next Match.

**Disqualification**-Is a penalty issued against violations that have escalated up to throughout the event, issues which damage the integrity of the event or examples of unsportsmanlike conduct.

Players Disqualified are immediately removed from the event and not allowed to play further. Can also be removed from the venue.

Prizes the player received during the event prior to the disqualification may be confiscated back.

Prizes that would be given to a player being disqualified is not allowed to receive them.

**Suspension**-Is a penalty issued to a player who has display issues of misconduct and damaged the integrity of events and already received multiple penalties through Events.

Players Suspended are immediately removed from the event and not allowed to play further.

Prizes the player received during the event prior to the Suspension may be confiscated back.

Prizes that would be given to a player being Suspended are not allowed to receive them.

A Suspension last a specific length of time specified by Argent Saga. Suspended players cannot enter official Argent Saga events for the duration of the Suspension.

## **5.2 How Penalties Are Assigned**

Any penalties above a Warning should always be brought up to a Head Judge before they are issued. Head Judges at Premier events or Tournament Organizers at Local events are the only Staff able to give out penalties higher than a Warning.

Penalties can be issued to a player who is not participating in the event or have left an event they had been playing in.

Judges must always explain the Penalty and how to resolve the situation to all players involved.

### **5.3 Violations**

Wrong, misconducted, and inaccurate actions because of a player breaking the official rules are known as Violations. Violations can be held under many different categories and held with different penalties this should help guideline which penalties should be for each Violation.

*At anytime a Judge may issue more severe penalties based on the situation.*

#### Not Following Proper Game Rules

##### **Failing to Observe Game Rules**

###### **Penalty: Warning**

When a player fails to observe a rule or misinterpreted it.

##### **Invalid Cards in Secret Area**

###### **Penalty: Warning**

When a player has an incorrect number of cards or cards that do not belong in a Secret Area.

##### **Accidentally Drawing Cards**

###### **Penalty: Warning or Game Loss**

When a player draws an extra card when they are not supposed to.

Warning: When the drawn card can be identified and shuffled back in.

Game Loss: If the drawn card cannot be identified or confirmed then a Game Loss will be issued.

##### **Looking at Extra Cards**

###### **Penalty: Warning**

Player looking at a card they were not suppose to see. This also can fall under the Accidentally Drawing Cards penalty.

##### **Missed Triggers**

###### **Penalty: Warning**

When a player controlling a card forgets to trigger its ability or when the ability triggered and they forgot to do it. This penalty may also fall on the opponent for not helping keep up with the

abilities as well when they are supposed to trigger since both players are held responsible for keeping proper gamestate.

## **5.4 Event, Player & Game Errors**

### **Late Arrival**

#### **Penalty: Game or Match Loss**

When a player is not seated at the beginning of a match.

Game Loss: If a player is seated after 5 minutes of the Match beginning.

Match Loss: If a player has not shown up after 10 minutes of a Match beginning.

### **Slow Play**

#### **Penalty: Warning**

When a player intentionally or unintentionally slowing down the pace of a game. Even if there is no time limit given between actions it is expected of both players to play and react in a timely fashion. If a Judge feels a player is taking too long for a Play they are allowed to ask the player to proceed with an action.

### **Giving or asking for Outside Information**

#### **Penalty: Match Loss**

During a Match a player should never give information to another player in not in their match or ask for information from another player not in their match.

If the person who gave information is not currently playing at the Event then you can remove them from the Event. They can no longer attend or spectate at the Event.

### **Communication**

#### **Penalty: Warning**

Both players have a responsibility to understand and communication actions properly with their opponent. A player is treated as if they are obstructing the game if they cannot properly declare their actions sufficiently to their opponent. If possible you should always use verbal communication when declaring an action or when not taking an action.

### **Marked Cards**

#### **Penalty: Warning-Disqualification**

If a player has cards that are damaged or sleeves then a Judge can examine them to see what the issue is. If there is no uniform to the damaged cards or sleeves then the Judge can ask the player to replace them within a timely fashion and give a warning. If the player is in a match then there is a chance a Game Loss will need to be issued so the player can get them replaced.

If a player has cards that are damaged or sleeves that the Judge has declared to be uniformed in intent (Example if a player has three of the same cards in a damage sleeve or they are able to be noticed from the stack of cards). Then that Player can be Disqualified from an event for

Marking their cards with the intent to have an advantage.

### **Unsportsmanlike Conduct**

#### **Penalty: Warning-Suspension**

A player behaving negatively at an event or being unsportsmanlike to their opponent. This also falls under not listening or following instructions from a Judge/Tournament Staff.

### **Theft**

#### **Penalty: Suspension**

When a player intentionally takes something that is not theirs from Event Staff, other players etc.

### **Failure to Follow Official Announcements**

#### **Penalty: Warning**

Failing to follow instructions or information given out through Staff or Judge announcements while at an event.

### **Paying or Bribery**

#### **Penalty: Suspension**

When a player bribes or colludes with their opponent to get them to concede, draw etc. This also falls under taking the bribe yourself to even betting on the outcome of a match. You are not allowed to give or receive anything for a match result.

### **Social Media Behavior**

#### **Penalty: Suspension**

This is for people who behave in a negative manner online or any social media. This falls under examples of threatening others, unsportsmanlike conduct, racism etc.

This will always be brought up and handled by the Suspension Committee at Argent Saga.

### 5.5 Deck & Deck List Errors

When constructing your Deck before events and writing out the Deck List there can several issues that occur.

### **Randomly Determining the winner of a match.**

#### **Penalty: Disqualification**

Players must determine a winner by playing the game. Players can never use a random way to determine the winner.

### **Error in Deck**

#### **Penalty: Game-Match Loss**

When a player's deck or side deck does not match what they have registered on their decklist.

If a player's deck does not match the deck list then remove the cards that are missing and replace them with cards in the side. If the Shard deck is wrong they replace it with an Argent Shard.

Depending on the format there may not be a deck list or side deck (Example a player has fewer cards than minimum in a deck) issue a match loss and let them add cards to the deck until they equal the minimum deck requirements.

### **Error in Deck List**

#### **Penalty: Warning-Game Loss**

Deck list need to be filled out properly and legible. This will help the tournament run smooth with Judges able to organize and deck check efficiently. If they can not read what is written on a deck list they may require you to fill out another deck list for them.

If a deck list has too many of a card number written issue a Warning to the player and fix the issue on the list.