

# DRAGON DICE™

## STANDARD FLOOR RULES

### FOR SANCTIONED TOURNAMENTS

2011 Tournament Season  
Effective January 1, 2011

## 1. INTRODUCTION

The Dragon Dice™ Standard Floor Rules are the foundation of fair and consistent Dragon Dice™ tournament play worldwide. In order to maintain standardization, tournament participants must abide by both the rules themselves and the spirit in which they were created. Players who violate sections of the Standard Floor Rules or the Codes of Conduct will be subject to the appropriate provisions of the penalty guide. The codes of conduct and the penalty guide are included in the Appendix.

**NOTE:** All words or phrases appearing in *italics* are defined in the Appendix, Section 5.1: [Definition of Terms](#).

### 1.1. Necessary Tournament Materials

Players must bring the following items to a tournament in order to participate:

A visible method to indicate effects (e.g., spells and SAIs) with a duration (spell cards, pen and paper, and so on).

A visible method to identify armies and their owner (the pre-printed army cards supplied with the starter set, custom army cards, index cards, etc).

Any materials specifically required for a particular tournament format.

**Example:** Players need to bring their own dice for "build-your-own" tournaments.

Additional required materials--if any--are determined by the related rules sections or by the tournament organizer. Tournament organizers specifying additional required materials for their tournaments must announce this requirement sufficiently in advance of the tournament.

### 1.2. Tournament Sanctioning & Rating Types

SFR, Inc., sanctions championship-style tournaments, such as Regional Championships, National Championships, and the World Championships. In addition, the SFR, Inc., produces the following ratings and rankings categories:

To be determined.

### 1.3. Pregame protocol

The following steps must be performed before each [game begins](#). A screen may be used to conceal a player's dice during these steps.

Players divide their dice into home, campaign, and horde armies (and a promotion pool, if applicable). Army cards should be used to identify each army. If no form of identification is used, then the army to the player's left is assumed to be their home army, the army to the player's right is assumed to be their horde army, and the army in the middle is assumed to be their campaign army.

Players select one terrain as their home terrain and a second terrain as their proposed frontier terrain. The home terrain should be placed in front of the home army, and the proposed frontier terrain should be in front of the campaign army. Both terrains should be showing the eighth face to make it very clear exactly the terrain type.

Players place dragon(s), dragonkin, minor terrains, and any promotion pool dice below and to the left of their home army in what will collectively be called the "summoning pool". If a King's Die is used, it is placed below and to the right of their horde army, in what will become the reserve area.

Players must remove all other dice from the table.

All players reveal their armies simultaneously. Once players reveal their armies, they cannot alter their setup.

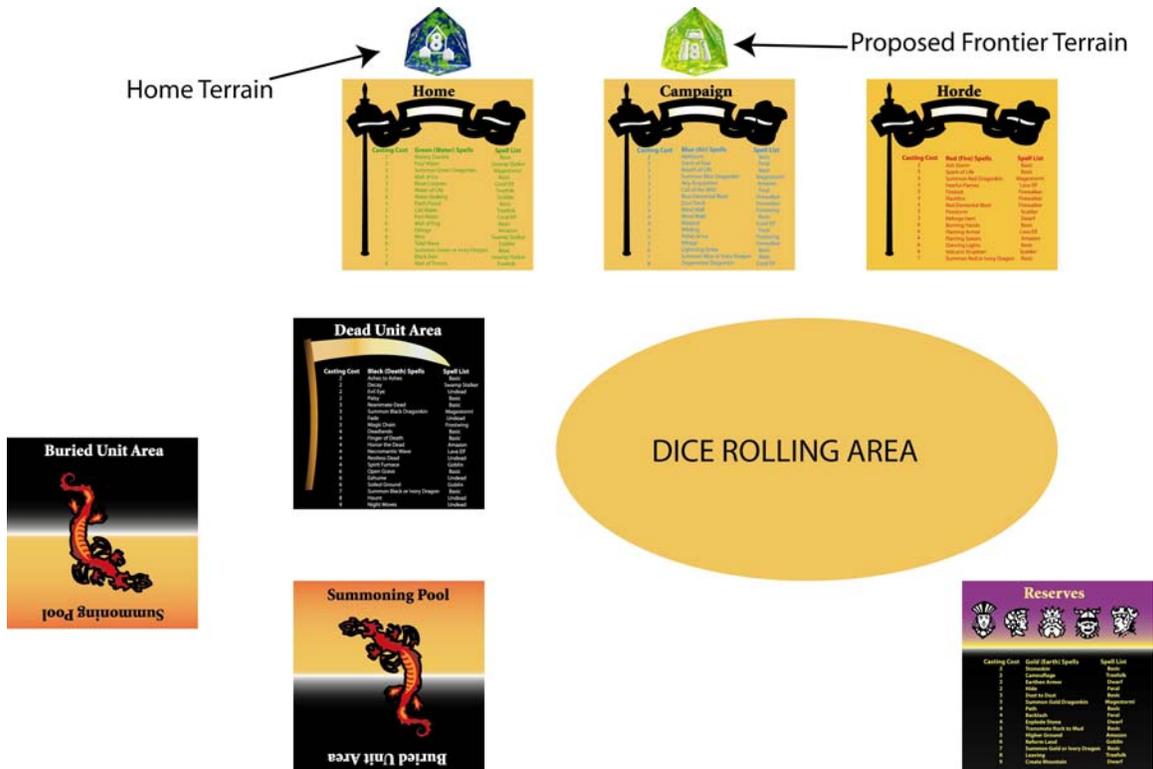


Figure 1 - *Typical Pre-Game Layout*, shows the suggested placement of a player's dice at the end of set-up. This set-up will be assumed unless some visible method to identify armies was employed. The dead unit area, which will not contain any units at set-up, is shown for completeness, as are the buried units. The exact placement of the dead unit area and placement of buried units is not specified. However, they must be in the same general area as the summoning pool (i.e., below and to the left of the player's home

terrain). In addition, all three sets of dice (i.e., the summoning pool, the dead units, and the buried units) must be distinct and clearly separate from one another.

It is suggested that the dead unit area be placed further away from the player (as shown in figure 1) so that it is more easily visible to other players.

## **2. STANDARD FLOOR RULES**

**Important note regarding all optional floor rules:** Tournament organizers, tournament officials, and head judges who choose to use any floor rule marked "optional" must provide adequate notice to participants before the *tournament begins*. Optional rules may not be invoked or altered either by tournament officials or players once the tournament begins.

### **2.1. Rules Governing All Sanctioned Tournament Play**

#### **2.1.1. Player Eligibility**

Any player is eligible to participate in an open, non-invitational, sanctioned tournament event except for the following:

- The tournament organizer (unless he or she is judging in an event that uses the Three-Judge System; see section 2.1.1.1);
- The head judge and any other listed judges of record (exception: see section 2.1.1.1--Three-Judge System);
- Players currently suspended by the sanctioning organization.
- Playtesters of dice sets used in the event (until one month after the official release date of those dice sets).
- Other players specifically prohibited from participation by SFR.

Any ineligible player participating in a sanctioned tournament will be subject to the Penalty Guidelines and further review.

##### **2.1.1.1. Three-Judge System**

The Three-Judge System may be used at any tournament. Organizers choosing this system must announce its use before the tournament begins and identify the three judges as head judge, secondary judge, and tertiary judge. Tournament organizers may only participate in events they sanction if they are using the Three-Judge System and work as a judge within that event. These types of events are the only ones in which judges and/or tournament organizers are allowed to participate.

When using the Three-Judge System, the head judge makes all rulings, except when a decision is needed in a game in which the head judge is participating. If a ruling is needed in a head judge's game, the secondary judge makes the call. The only time the tertiary judge makes a ruling is when the head judge is playing against the secondary judge.

## 2.1.2. Rules Knowledge Responsibilities

Competitors in sanctioned tournaments are responsible for knowing and following the most current version of the Standard Floor Rules and any other applicable regulatory documents.

## 2.1.3. Standard Floor Rules

Tournament organizers must have a current copy of the Standard Floor Rules available at any sanctioned events they are running.

## **2.2. Head Judge**

Officially sanctioned competition requires the presence of a head judge during play to interpret rules, disqualify players, and make other official decisions. The head judge may enlist the help of other officials to answer rules questions or perform other tasks at the head judge's request. (The head judge and the tournament organizer can, but do not have to, be the same individual.)

### 2.2.1. Appeals to the Head Judge

If players should disagree with a tournament official's decision, then they are free to appeal the ruling to the head judge. The head judge has the right to overrule all tournament officials' decisions.

Note that the head judge loses his right to overrule a tournament official's decision if that decision affects a game in which the head judge is currently playing (see Eligibility of Tournament Officials).

## **2.3. Rules Infractions & Judicial Responsibilities**

Judges must take action to resolve any rules infraction (whether a violation of the Standard Floor Rules or the rules for Dragon Dice™) they notice or that is brought to their attention. Competitors are not permitted to waive penalties on behalf of their opponents. The head judge must ensure that the appropriate penalty, if any, is imposed.

## **2.4. Rules Most Likely to Require Enforcement or Interpretation**

### 2.4.1. Termination of Lengthy Games

The head judge may be required to determine the outcome of an excessively long [game](#) prior to its actual conclusion. Before intervening to terminate a game, the head judge must give the players involved at least ten minutes prior notice.

Once the notice period passes, the judge announces that the game is over. A player in mid-march is permitted to complete his or her march before the game result is determined. (A player in mid-march is someone who has rolled a minor terrain, if one is present, or has rolled their army in either the maneuver or action phase of a march.)

### 2.4.1.1. Deciding Tied Games

A player wins a game when he or she has captured two terrains, or when he or she is the only player with units remaining in play. If a game is terminated due to a time limit and no player has achieved these victory conditions, the following criteria (in the order presented) will be used to determine the winner:

1. **Possession of a single eighth face.** If exactly one player is in possession of a single eighth face, then that player is the winner. If two or more players have a single eighth face, or if no player has a single eighth face, then -
2. **Most health in play.** If a Swiss tournament game, then this is a draw, and each player gets 1½ points. Otherwise, the tied players total the health values of all components (excluding Dragonkin). The player with the most health in play is the winner. If two or more players have the same health in play, then -
3. **Least health buried.** The tied players total the health values of all dice that have been buried (excluding Dragonkin). The player with the least health buried is the winner. If two or more players have the same health buried, then -
4. **Home terrain roll.** The tied players each roll their home terrain. The player with the highest result is the winner. If two or more players roll the same high result, then the tied players (and only the tied players) roll again. This continues until there is a single winner.

Note: It is recommended that for tournament championship rounds, the players be allowed to come to a definitive conclusion. In other words, the game ends when one player has captured two terrains or is the only player with units remaining in play; no tie breaking is permitted.

### 2.4.2. Tempo of Play

Players must take their turns in a timely fashion. Whereas taking a reasonable amount of time to think through game strategy is acceptable, taking an excessive amount of time or deliberately stalling for time is not.

The time it takes for a player to complete his or her turn will depend on many factors, including tournament type, number of opponents, [battle size](#), level of difficulty, the player's skill level, and the overall tempo of the game. Thus, defining "a reasonable amount of time" is not possible. However, as a guideline, the typical length of a turn in a 36-health Classic tournament game being played by two experienced players is between three and five minutes.

If the [head judge determines](#) that a player failed to complete his or her turn in a reasonable amount of time, that player will be subject to the appropriate provisions of the [penalty guide](#).

#### 2.4.2.1. Pregame Time Limit

Prior to each [game](#), competitors have five minutes to set up their dice.

If the [head judge determines](#) that a player exceeded the time limit on purpose and is stalling, the head judge will subject the player to the appropriate provisions of the [penalty guide](#).

The head judge or tournament organizer may set a time limit of less than five minutes for these procedures, but if he or she does so, this policy must be announced to players prior to the beginning of the tournament.

#### **2.4.2.2. Game Time Limits**

The time limit on an individual game will depend on the tournament type, format, number of players, and [battle size](#). As a general rule, a game time limit of between 45 and 75 minutes should be sufficient for most forms of tournament play.

The head judge or tournament organizer may set game time limits, but if he or she does so, this policy must be announced to players prior to the beginning of the tournament. No game time limit shall be less than 30 minutes. A tournament official shall be designated to keep the game time, and will give players ten minutes notice before the scheduled end of the game (in accordance with 2.4.2.1).

#### **2.4.2.3. Tardiness**

Players are expected to be in their seats when each [game begins](#).

In two-player matches, players arriving at their seats after the game begins receive a first-[game](#) loss in the [match](#). For each additional ten minutes players are late, they receive one additional game loss. Players who accumulate enough game losses through this process will receive a match loss. Players who fail to arrive at their seats by the end of the first [round](#) will be ejected from the tournament.

In multi-player matches, players arriving at their seats after the any of the games begin receive a loss for that game.

### **2.4.3. Cheating**

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will issue the appropriate penalty based on the [penalty guide](#).

Cheating includes, but is not limited to:

- Receiving outside assistance or coaching
- Looking at opponents' dice during set up
- Manipulating your dice or your opponent's dice (e.g., illegally moving dice from one army to another).
- Deliberately stalling the length of a turn to take advantage of a time limit
- Intentionally misrepresenting *public information* (units in the dead unit area for burial, units in the reserves for mutation, duration of spells and SAIs).

#### 2.4.4. Unsportsmanlike Conduct

Unsportsmanlike conduct is unacceptable and will not be tolerated at any time. Judges, players, and officials must behave in a polite, respectable, and sportsmanlike manner. [Collusion](#) to alter the results of a [game](#) or [match](#) is considered to be unsportsmanlike and will not be tolerated. Players who engage in collusion, use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents, will be subject to the appropriate provisions of the [penalty guide](#).

#### 2.4.5. Proxy Dice

The use of [proxy dice](#) is not permitted, unless these dice are provided by a judge. If a judge determines that a die has become accidentally lost or damaged in the current sanctioned tournament, the judge may provide a proxy replacement die at his or her discretion.

**OPTIONAL:** If dice registration sheets are used, players may not replace dice they list on their dice registration sheets without approval from a judge.

The term "proxy" includes counterfeit dice or any die that is not a genuine Dragon Dice™. Violation of this rule will be considered unsportsmanlike conduct and the responsible player will be subject to the appropriate provisions of the penalty guide. All dice in the participant's forces **must** be genuine Dragon Dice™. Counterfeiters will be prosecuted to the fullest extent of the law.

#### 2.4.6. Rule Interpretation

All rules are interpreted using the most current Dragon Dice rules posted on SFR's website, appended by any official revisions, rulings, clarifications, and FAQs. During sanctioned competition, players must refer to these rules to settle disputes concerning the interpretation of an effect's wording or powers.

#### 2.4.7. Forgetting about Racial and Eighth Face Pre-March Abilities

If a player begins his or her turn (either by taking a march or by rolling one of their armies in dragon combat) without activating any racial or eighth face abilities that would normally be performed at the beginning of his or her turn, the effects of those abilities are not realized. However, an opponent rolling an attacking dragon does not preclude a player from activating any racial or eighth face abilities. For example, a player in possession of a City eighth face could not promote or recruit units, and a player with swamp stalker units could not attempt to mutate opponents' units.

However, a player may activate forgotten racial and eighth face prior to the end of his or her turn if:

- The abilities have no effect on armies/units that have already marched or been involved in dragon combat,
- All players agree to permit the late activation of these abilities.

- The abilities are then resolved immediately, and the player is subject to the appropriate provisions of the penalty guide.

#### 2.4.8. Spectators

Spectators are expected to remain silent during the course of the game and are not permitted to communicate with players in any way while a match is in progress.

Players have the right to request that a disruptive person be removed from the game area. All such requests should be made through the head judge.

#### 2.4.9. Lengthy Rulings

If a judge needs more than one minute to make a ruling, either player may request that his or her [game](#) be extended by the amount of time that the game was delayed. The head judge may then, at his or her discretion, extend the match by the appropriate amount of time.

#### 2.4.10. Rolling Dice

Dice must always be rolled in the open, where the results are visible to all players. Dice may be rolled in a box or other container (in order to keep the dice in a confined area). However, the container must be large enough for all dice to roll freely and settle uncocked (see 2.4.10.1). Furthermore, the sides of the container should be low, so as not to obstruct any player's view of the dice. If the [head judge determines](#) that a container does not meet these requirements, then it cannot be used in play.

Dice cups may be used to collect and shake dice before rolling.

##### **2.4.10.1. Cocked, Stacked, and Dropped Dice**

After rolling, any die not lying flat with a single face on the playing surface is considered to be cocked. This includes dice that land stacked on top of other dice. All cocked dice, *but only the cocked dice*, must be rerolled. Similarly, any dice that fall off (or are dropped off) the playing surface must be rerolled.

When rerolling, a reasonable effort should be made not to disturb dice that have already been rolled. If the [head judge determines](#) that a player is purposely rerolling dice with the intent of altering the results of dice that have already been rolled, the head judge will subject the player to the appropriate provisions of the [penalty guide](#)

##### **2.4.10.2. Rolling Prematurely**

Players should always wait until it is appropriate to roll their dice. For example, a player who is being attacked during a melee or missile action should wait until the attacker has rolled and fully resolved their dice before rolling for saves. The primary reason is that the attack may generate special action icons (SAIs) that must be resolved before the defending army rolls for saves.

If a defending player rolls prematurely and the attack generates an SAI that must be resolved before the normal results, the defender's entire roll is considered void - just as if

the dice were never rolled in the first place. The attacker resolves his or her SAIs, then the defender makes a new roll.

#### 2.4.11. Rearranging Initial Armies and Promotion Pool Dice

Players are not required to arrange their dice in an identical manner for every game. It is permissible to rearrange dice into different armies at set-up, and to rearrange home and proposed frontier terrains. Dice in the promotion pool may also be exchanged with dice in the initial armies, as long as all game and tournament rules are still met (e.g., limits on magical dice).

#### 2.4.12. Wagering

Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a tournament.

### **2.5. Posting Tournament-Specific Standard Floor Rules at Title Events**

Tournament organizers coordinating title events (World Championships, Regional Championships, and so on) must post tournament-specific sections of the Dragon Dice™ Standard Floor Rules at the tournament.

### **2.6. Legal Dice Sets for Sanctioned Tournaments**

The following dice sets are permitted in sanctioned tournaments as of January 1, 2011:

- Terrains (2 required for every game)
- Dragons (required, 1 per 24 health, round up, all types allowed)
- Coral Elves
- Dwarves
- Goblins
- Lava Elves
- Amazons
- Firewalkers
- Undeads
- Ferals
- Swamp Stalkers
- Frostwings
- Scalders
- Treefolk
- Acolytes of Eldarim

- Dragonkin, magic items, special terrains, and minor terrains (may be restricted in certain formats)
- Kings' Die (restricted to one except Battlefest format)
- Dragonlord, Dragonmasters, Dragonslayer, Dragonhunters (restricted numbers except Battlefest format)
- Medallions (bronze [restricted per mage restriction], silver, and gold)

### 2.6.1. Illegal Dice for Sanctioned Tournaments

- Any die not specifically permitted by Section 2.6.
- Any dice listed as illegal for a particular tournament type (see section 4).

### 2.6.2. New Releases

New Dragon Dice™ (i.e., new kicker packs, expansions, and promotional dice) are allowed in tournament play 60 days after their retail release dates. SFR announces the exact date that each new set is released.

The dice sets a tournament organizer plans to use at a tournament must be announced by tournament officials or the tournament organizer prior to the event.

## **2.7. Dice Registration**

**OPTIONAL:** The head judge or tournament organizer may require players to register their dice upon arrival at a tournament. Once a player's dice list is received by a tournament official, it may only be altered at the head judge's discretion. Failure to properly register dice will result in the head judge applying the appropriate provisions of the penalty guide.

**NOTE:** SFR, Inc. reserves the right to publish dice lists and setup arrangements, as well as transcripts or video reproductions of any sanctioned tournament.

## **2.8. Early Departure**

Tournament participants may not withdraw from an event prior to the completion of all their match games. Violation of this rule shall result in the [disqualification](#) of the offending participant.

## **2.9. Tournament-Specific Dragon Dice™ Rules**

### 2.9.1. Standard Rules

The most current Dragon Dice rules posted on SFR's website, appended by any official revisions, rulings, clarifications, and FAQs, shall be used during sanctioned competition. In addition, the following supplemental rules apply specifically to tournament play:

## 2.9.2. Optional and House Rules

Tournament organizers, tournament officials, and head judges who choose to use any "house rules" must provide adequate notice to participants before the [tournament begins](#). Optional rules and house rules may not be invoked or altered either by tournament officials or players once the tournament begins.

# 3. TOURNAMENT FORMATS

## 3.1. Rules for Dragon Dice™ Alpha Format Tournaments

Alpha format takes advantage of the Dragon Dice™ game's strength as a multiplayer game. Alpha format is the most common format of play, and is the format used in the finals of Dragon Dice™ *World Championship*.

### 3.1.1. Organization

To begin an alpha format tournament, the tournament organizer divides the players into groups of four.

Alpha format tournaments are split into a series of *rounds*. In each tournament round there is four stages. First, the four players sit down and play a multiplayer game together. This is Stage One. After the multiplayer game is complete, players in each group of four pair off. Each player in a group plays every other player in his group. In other words, a pair of 2-player games makes up Stages Two, Three, and Four.

Example: David, Dori, Bill, and Lester are grouped together to form a group of four players in the tournament. First, the players join together in Stage One and play one big multiplayer match. Then each player must play each other. In Stage Two, David plays Dori while Bill plays Lester. In Stage Three, David plays Bill while Dori plays Lester. In Stage Four, David plays Lester while Dori plays Bill.

### 3.1.2. Advancement

Only one player from each group of four advances to the next round. The winner of each stage receives Victory Points.

The winner of Stage One (the multiplayer game) receives 3 Victory Points. The winner of a Stage Two, Three or Four game receives 2 Victory Points.

The player with the highest total number of Victory Points at the end of Stage Four is declared the winner of his group, and advances to the next round.

Example: Using the previous example, David wins the Stage One multiplayer match. In Stage Two, David beats Dori while Lester beats Bill. In Stage Three, Bill beats David while Dori beats Lester. In Stage Four, Lester beats David while Dori beats Bill. Totaling the Victory Points, David has 5 (3+2+0+0), Dori has 4 (0+0+2+2), Bill has 2 (0+0+2+0) and Lester has 4 (0+2+0+2). David advances.

In the unlikely event of a tie, all four contestants of the group play another multiplayer game; the winner of this tie-breaker advances.

### 3.1.3. Subsequent Rounds

The next round begins in the same fashion as winners of the previous rounds are divided into new groups of four and start again at Stage One. Each player begins Stage One with zero Victory Points; Victory Points do not carry over from one round to the next.

If the number of contestants at the start of a round is not divisible by 4, some blocks may be run in groups of three. Scoring is unchanged. If only two players remain at the beginning of a round, the two players play a best of three match head-to-head to determine the tournament winner.

The tournament is concluded when only one player advances; this player is the tournament champion.

## **3.2. Rules for Dragon Dice™ Beta Format Tournaments**

Beta format takes the simplest approach possible: single elimination matches done in pairs.

### 3.2.1. Organization

The tournament organizer divides the players into pairs. Each pair plays a head-to-head match. The match winner typically defeats his or her opponents in a single game. If there is to be more than a single game in a match (e.g., best of three), the head judge or tournament organizer must announce this change before the tournament begins. (If no such announcement is made, the matches are decided in a single game.)

### 3.2.2. Advancement

The winner of each match advances. The tournament is concluded when only one player remains and all other have been eliminated; this player is the tournament champion.

## **3.3. Rules for Dragon Dice™ Swiss Format Tournaments**

In Swiss format tournaments a series of rounds is played between pairs of players.

### 3.3.1. Organization

For the first round, players are paired up via tournament rankings, i.e. highest two ranked players play each other, on down. If there are unranked players, then pair them randomly. If there is an odd player, one player would get a bye, which counts as 2 points. At the end of the first round, any player that won the game by capturing two terrains, or eliminating all of the other player's units, get 3 points. Players that won via the tie-breaking rules at the end of time, get 2 points. Any game that ended in a draw, both players get 1½ points. Losers to tie-breaking rules at the end of time, get 1 point. Losers get 0 points. For the second and later rounds, players with the highest totals pair off. If a group of more than two has the same total, then pair them off either by tournament rank, or randomly. No player should ever play the same player a second time. No player should ever get a second bye.

### 3.3.2. Advancement

At the end, the player with the most points wins. In the case of a tie, a tie-breaker game is suggested.

## 4. TOURNAMENT TYPES

### 4.1. Rules for Dragon Dice™ Constructed (BYO) Tournaments

#### 4.1.1. Constructed Tournament Required Materials

In order to participate in a sanctioned Constructed (Build-Your-Own, or BYO) tournament, players must bring a preconstructed set of Dragon Dice™ of the appropriate [battle size](#) (and everything specified in the introduction, Section 1.1). The most common battle size for Constructed tournaments is 36 health, but some formats use other sizes (typically multiples of twelve, such as 24 and 60).

Unless otherwise noted, the same set of dice must be used throughout all rounds of a Constructed tournament.

#### 4.1.2. Standard Force Construction

[Initial armies](#) for Constructed tournaments must be no larger than the published battle size. In addition, each player must bring two terrains (one home, one proposed frontier) and no more than the required number of dragons (i.e., one dragon plus one additional dragon for each 24 points of health (or any portion thereof) in the published battle size).

Unless specifically prohibited by the tournament format (i.e. “no Magestorm! dice”), players may bring up to four minor terrains and the appropriate health worth of dragonkin. Dragonkin units are above and beyond the battle size. Neither dragonkin nor minor terrains are mandatory.

##### 4.1.2.1. Illegal Dice for Constructed Tournaments

In addition to the illegal dice specified in section 2.6.1, any die having a game-affecting misprint is illegal in Constructed tournaments. A game-affecting misprint is defined to be a die that does not correspond to the standard layout for that particular die with respect to color(s), and number and type of icons. Thus, a die with two ID icons would be a game-affecting misprint, as would a die with no ID icon. A Coral Elf die in Scaldier colors, would also be considered a game-affecting misprint. However, a die with a rotated face, or a die having an action icon belonging to another race would not be a game-affecting misprint.

##### 4.1.2.2. Magical Die Limit

The Standard Force Construction rules for Constructed tournaments limits the combined health of magic-using dice to no more than 50% of the battle size. Any die that has a magic icon or cantrip icon counts as a magic-using die. See the rules for special exceptions to this general rule. Certain Constructed formats do not impose this restriction.

If a promotion pool is in use, then both the initial armies and the promotion pool must each satisfy the magic-using die limit independently of one another.

#### 4.1.3. Classic ("Championship") Construction

Classic tournaments have a battle size of 36 health and follow the Standard Force Construction rules for Constructed tournaments (i.e., no game-affecting misprints and no more than 18 health worth of magic-using dice). Classic tournaments are typically conducted using swiss format for the first round and alpha format for the final round.

#### 4.1.4. Battlefest Construction

Battlefest tournaments have a battle size of 60 health. There is no restriction on army construction. Battlefest tournaments are typically conducted using swiss format.

#### 4.1.5. Promotion Option Construction

Promotion Option tournaments have a varying battle size, and follow the Standard Force Construction rules for Constructed tournaments. In addition, player may bring a promotion pool consisting of units totaling no more than 1/3 of the battle size (these units are above and beyond the battle size).

#### 4.1.6. No Magicians Construction

No Magicians tournaments have a varying battle size. No magic-using dice are allowed (units may still generate magic results by way of ID icons, however). No Magicians tournaments are typically conducted using swiss format.

#### 4.1.7. Campaign of War Construction

Campaign of War tournaments have a battle size of 36 health and follow the Standard Force Construction rules. In addition, all units (with the exception of dragonkin) must either be aligned with Death or Nature. A unit is aligned with Death if it contains the black element; otherwise it is aligned with Nature. Dragons, dragonkin, and magical items are exempt from this requirement. Thus, forces aligned with Death may contain non-black dragonkin and magical items.

Players declare their alignment (Death or Nature) before the tournament begins. Players may change their forces in between games, but they cannot change their alignment. Campaign of War tournaments are typically conducted using swiss format.

#### 4.1.8. Single Race Construction

Single Race tournaments have a battle size of 36 health and follow the Standard Force Construction rules. In addition, all units must belong to the same race. No more than four commons, three uncommons, two rares, and one monster of any given unit may be used. Magestorm! dice (i.e., magical items and artifacts, minor terrains, and dragonkin) are not permitted in this format. Single Race tournaments are typically conducted using swiss format.

#### 4.1.9. Monster Bash Construction

Monster Bash tournaments have a battle size of 60 health and follow the Standard Force Construction rules. In addition, all units (with the exception of dragonkin) must be monsters (10-sided four-health units), and no more than two of any given monster may be used. Monster Bash tournaments are typically conducted using swiss format.

#### 4.1.10. Nature vs. Death

Nature vs. Death tournaments have a total force size of 24 points and follow the Standard Force Construction rules. Each player constructs two armies: one consisting only of nature races and one of only death races. Magical items, Dragonkin, Dragonlords, Dragonslayers, and King's Dice are considered neutral and may be used with either army. Contestants are paired and play up to three matches. In the first match, one player uses his or her nature army, the other a death army. In the second match, the players switch to the second army they brought (so now the player that used a nature army in the first match would now use his or her death army). If the same player wins both matches, he or she advances to the next round. If the players split the two matches, a third, tiebreaker match is played. Each player rolls a terrain die with the highest number getting to choose whether to use his or her nature or death army in this third round. The opposing player must use a contrasting army. The winner of the third match advances to the next round.

#### 4.1.11. Team Tournament

Here, a game is played between two teams of two players each. The winning team advances to the next round. In determining the order of play, the player with the highest horde roll decides if he or she wants to go first or select the frontier terrain. If that player decides to go first, the player on the opposing team that had the highest horde roll would go second, then alternate players from both teams for third and fourth. If the player with the highest horde roll decides to choose the frontier terrain, then he or she would go second and the player on the opposing team that had the highest horde roll would go first. Again, alternate players from both teams for third and fourth. Magic is also different than standard rules. You may throw friendly spells on your partner's armies and units as if they were your own. If a spell would normally bring components into your army, instead they join your partner's army at that terrain. If your partner does not have an army at that terrain, then those units form a new army. You may not cast any spells on your partner's units that would bring those units to reserves.

### **4.2. Rules for Dragon Dice™ Sealed Box Tournaments**

#### 4.2.1. Sealed Box Tournament Required Materials

In order to participate in a sanctioned sealed box tournament, players must bring everything specified in the introduction, Section 1.1. In addition, if the tournament specifies that players are to provide their own dice, players must bring a sealed, unopened starter set (and Kicker Packs, as appropriate).

#### 4.2.2. Standard Force Construction

Forces are constructed using the dice present in the sealed starter sets and Kicker Packs. All dice contained in these sets (including game-affecting misprints) are legal.

Anomalous starter sets and/or Kicker Packs (e.g., packs not having the correct number or type of dice) should be brought to the head judge's attention and replaced at his or her discretion.

#### 4.2.3. Sealed Box

Players use the contents of a single sealed Dragon Dice™ 2-player starter set. The tournament is played with forces right out of the boxes. Force size is 36-health, and 2 of the 4 terrains are selected. Unused dice are removed from the table. Sealed Box tournaments are typically conducted using swiss format.

A variant of the Sealed Box allows each player to use the part of the contents of sealed Dragon Dice™ 2-player starter set. Players have 15 minutes to construct a 24-health (or other size) force. Unused dice are removed from the table.

#### 4.2.4. Sealed Box Plus

Players use the contents of a single, sealed Dragon Dice™ 2-player starter set plus the contents of a single sealed Kicker Pack of his choice (some formats limit the Kicker Packs that may be chosen). Force size is 51-health, and 2 of the 4 terrains are selected. A variation is to use only part of the units in the starter and/or kicker. Players have 15 minutes to construct the proper size force. Note: *Magestorm!* is not a Kicker Pack, it is an expansion of the Dragon Dice™ game. Therefore, players may not use *Magestorm!* boxes in this variant. Sealed Box Plus tournaments are typically conducted using swiss format, although there may be more than two players per game.

#### 4.2.5. Sealed Draft

In this variant, the players are initially separated into groups of four to eight. Instead of beginning play immediately with the contents of a single sealed box, contestants in each group open their boxes, mix their dice, and draft forces out of this common pool.

Each player rolls an eight-sided terrain die to decide in what order he or she will draft. The player who rolls the highest picks first, second highest next, and so on. Ties are rerolled before drafting begins.

There are ten rounds of "dice drafting" during which each player selects dice from the common pool. Each player in turn selects 3 health of units from the common pool during the first through seventh rounds of drafting. On the eighth round, each player selects 2 health of units. There is no restriction on the number of magician units in a player's forces.

On the ninth, tenth, and eleventh rounds, the draft order is reversed (lowest first, highest last). During the ninth and tenth rounds, each player drafts a terrain die. During the eleventh round, each player selected a dragon die.

If sealed *Magestorm!* Expansion Packs are being used, magical items and artifacts should be mixed into the general draft, the dragonkin should be drafted in a separate round, and minor terrains should be drafted immediately *after* regular terrains have been chosen.

Trades are not permitted during or after the draft.

Sealed Draft tournaments are typically conducted using beta with four players per game.

#### 4.2.6. Sealed Trade

In this variant, players open a single, sealed Dragon Dice™ 2-player starter set and have one half-hour before play begins to trade with other players to modify their forces.

Trades must be for units totaling an equal number of health-points. For example, a 3-health unit could be traded for another 3-health unit or a 2-health unit and a 1-health unit or three 1-health units. Terrains are traded evenly (one for one), as are dragons. At the end of trading, each player must have a force of 30 health, 2 terrains, and 2 dragons.

Sealed Trade tournaments are typically conducted using swiss format.

## 5. Appendices

### 5.1. Definition of Terms

**Army:** A set of dragon dice, all belonging to the same player, located either at a terrain or in that player's reserve area.

**Battle size:** The total combined health of all units, magical items, and artifacts in a player's [initial armies](#). Every tournament has a published battle size. Note that dragons, dragonkin, and units in the promotion pool (if any) do not count toward the health total, since these dice are not in a player's initial armies.

**Collusion** is defined to be a secret, pre-match agreement between two or more players in which one or more of the players involved do not play with the intention of winning the match. Rather, they play with the intention of aiding another player in winning the match.

**Force:** A set of dice that conforms to the construction rules for that particular format. For format-specific information, see:

- Section 4.1 for Constructed tournaments
- Section 4.2 for Sealed Box tournaments

A force includes the dice in a player's [initial armies](#), their home and proposed frontier terrains, minor terrains, dragons, dragonkin, and promotion pool dice.

**Game:** One game of Dragon Dice™

**Game begins:** When the players in a game roll their horde armies in the initial maneuver roll.

**Head judge determines:** Decision based on the judge's expert opinion.

**Initial Armies:** The subset of a player's force consisting of the dice in a player's home, campaign, and horde armies at the beginning of a game (if a King's Die is used, then it is

considered to be included in the initial armies as well). The total health size of the units, magical items, and artifacts in a player's initial armies must be no greater than the [battle size](#).

**Match:** Series of games between two or more players to determine the winner. In a two-player game, the match winner typically defeats his or her opponents in a single game. If there is to be more than a single game in a match (e.g., a best-two-out-of-three series), the head judge or tournament organizer must announce this change before the tournament begins. (If no such announcement is made, the matches are decided in a single game.)

In three and four-player game, the match winner defeats his or her opponents in a series of four games.

**Proxy Die:** A die used during competition to represent another die; also counterfeit dice, or any die that is not a genuine Dragon Dice™.

**Public information:** Statistics or spell/SAI text that game participants are required to share with tournament officials and opponents by the rules of the game.

**Round:** The period during which match play takes place.

**Round begins:** The time posted and/or announced by the head judge or tournament organizer for all players to be seated and ready for match play.

**Tournament begins:** Once onsite tournament registration closes.

## **5.2. Codes of Conduct**

### 5.2.1. Introduction

The purpose of the Codes of Conduct is to provide players and officials with a guide to expected behavior during SFR® sanctioned tournaments. By entering a Dragon Dice™ tournament, players and spectators agree to abide by all rulings rendered by tournament officials.

### 5.2.2. Sportsmanlike Conduct

Sportsmanlike conduct is based on mutual respect. Players, spectators, volunteers, and tournament officials are expected to exhibit this respect throughout a tournament.

### 5.2.3. Unsportsmanlike Conduct

Unsportsmanlike conduct is not tolerated at any officially sanctioned tournament. Players, judges, spectators, and volunteers must conduct themselves in a polite, respectable, and sportsmanlike manner. A competitor behaving in a belligerent, argumentative, hostile, or unsportsmanlike manner will be subject to the appropriate provisions of the penalty guide.

The following behavior is automatically considered unsportsmanlike conduct:

- profanity
- physical intimidation

- failing to start a game in a timely manner
- arguing excessively with a judge
- disobeying/disregarding the rules for the tournament event
- willfully disobeying a ruling by the head judge

#### 5.2.4. Reporting Violations of the Codes of Conduct

It is a player's individual responsibility to promptly notify tournament officials of any condition he or she believes interferes with tournament play. By failing to immediately notify tournament officials of possible unsportsmanlike conduct, witnesses and others waive any possible claims against tournament officials and/or the tournament organization(s) for not taking action. Notifying tournament officials means the possible conduct violation may be investigated at the officials' discretion. Any possible penalties will be issued based solely on the outcome of the officials' investigation.

If a player disagrees with how tournament officials handled the possible conduct violation, he or she can appeal the ruling to the SFR Tournament Manager (if at the tournament) for a final decision. When the SFR Tournament Manager issues a final ruling, the players must follow that decision without further argument or other difficulties. If a player continues to argue or be disruptive, he or she will be subject to the appropriate provisions of the penalty guide.

#### 5.2.5. Player Responsibilities

All players must obey the current official tournament rules applicable to the tournament type in which they are competing. If a player has a rules question, he or she should communicate it to the other player and judging staff in a concise, polite, and rational manner.

Players have the right to appeal a judge's decision to the head judge. Players may appeal the head judge's decision to the SFR Tournament Manager (if at the tournament). When the head judge (or SFR Tournament Manager) issues a final ruling, the players must follow that decision without further argument or other difficulties. If a player continues to argue or be disruptive, he or she will be subject to the appropriate provisions of the penalty guide.

#### 5.2.6. Spectator Responsibilities

To ensure that spectators at official tournament events do not disturb the players' ability to concentrate on their games, spectators remain silent and refrain from engaging in any behavior that could be disruptive to the players. Any spectator violating these rules may be warned by tournament officials or may be required to leave the event.

#### 5.2.7. Volunteer Responsibilities

Volunteers should receive a full briefing by the judging staff in preparation for the tournament event, including:

- an overview of the official tournament rules, format, and procedures
- a review of the rules governing scoring
- a discussion regarding the length and number of tournament rounds
- policies regarding player movement during the tournament

As with any public representative of tournaments, volunteers are expected to treat players, spectators, and others with respect. Should any player or spectator feel that a judge has not treated him or her with respect, he or she may file a complaint with SFR.

#### 5.2.8. Judge Responsibilities

Judges involved in large events must be provided with accurate and precise plans and procedures from the head judge (and/or SFR Tournament Manager).

Judges must treat players and spectators in a courteous and polite manner. Should any player or spectator feel that a judge has not treated him or her with respect, he or she may file a complaint with SFR, head judge, and/or the SFR Tournament Manager (if at the tournament).

#### 5.2.9. Head Judge Responsibilities

If the SFR Tournament Manager is not in attendance, the head judge is the final arbiter of all questions and disputes during a tournament. As with all other public representatives of tournaments, head judges are expected to treat players and others in a courteous and polite manner. Should any player or spectator feel that a judge has not treated him or her with respect, he or she may file a complaint with SFR and/or the SFR Tournament Manager (if at the tournament).

#### 5.2.10. SFR Tournament Manager

The SFR Tournament Manager is a member of the Board of Directors of SFR, Inc. or is a person designated by the Board of Directors, and is the final judicial authority at all events that he or she attends. The tournament manager may reverse any decision made by the head judge or any other tournament official. If the SFR Tournament Manager is present at the tournament, that person decides the degree to which a player should be subject to the penalty guide.

### **5.3. Penalty Guide**

The head judge's foremost responsibility is to maintain the integrity of sanctioned events by ensuring consistent and even play. To make sure that responsibility is met in the players' minds, judges should always fully explain each warning a player receives, making the situation more educational than punitive. In addition, judges should do their best to make sure no penalty benefits the recipient over the course of the event.

### 5.3.1. Warnings

Officials give warnings so players may recognize that they made a mistake. Players may or may not be aware they committed a rules infraction, and warnings are a way to let them know they violated a rule. At the time a warning is issued, players also should be told that repeat offenses carry greater consequences. Warnings accumulate over the course of an entire event, regardless of how many days it covers. However, all warnings will not carry over into the final rounds (quarterfinals, semifinals, and finals). Players receiving warnings during a tournament's main rounds may receive a double warning if they commit the same infraction again in the final rounds.

#### 5.3.1.1. Warning Definitions

Unofficial Warnings:

**Caution:** verbal warning; not tracked

**Notice:** verbal warning; tracked, but does not directly count toward penalties. Notices may be used as grounds to upgrade a warning or penalty.

Official Warnings:

**Single warning:** Most offenses fall under this category. The infraction was probably an unintentional, honest mistake, but it was disruptive to the integrity of the event.

**Double warning:** Judge suspects a player is cheating; a player repeats a previous offense; or the rules violation resulted in a player gaining a serious advantage in a game.

**Triple warning:** Judge has a strong belief that a player is cheating; or a tournament participant is engaging in severe, unsportsmanlike conduct.

All official warnings must be confirmed with the head judge before being issued. Only the head judge may issue double and triple warnings.

All notices must be reported to the head judge as soon as possible. The head judge may upgrade a notice to any of the official warning classifications listed above, upon review of a player's warning history.

#### 5.3.1.2. Once three or more official warnings have been issued, the judge may decide to do one of the following: (The default penalty for three warnings is ejection.)

**Forfeit current or next game.** At the head judge's discretion, he or she may downgrade the penalty for three warnings to a loss of the current or next game if:

- all three of the warnings are minor in nature;
- all three are unintentional;
- and none are duplicate or double warnings.

**Forfeit current or next match** At the head judge's discretion, he or she may downgrade the penalty for three warnings to a loss of the current or next match if:

- all three of the warnings are minor in nature;
- all three are unintentional;
- and none are double warnings.

**Ejection** Ejection is the base-line penalty for three warnings. This penalty includes double warnings. Players who receive a fourth warning are also ejected. (A player ejected from a tournament will have his or her tournament record stand as it exists. However, an ejected player will not be allowed to continue play in the tournament. Once the tournament is over, the ejected player is eligible for any prizes that his or her tournament standing yields.)

**Disqualification** (A player disqualified from a tournament forfeits all prizes and standings that he or she might have earned over the course of the tournament.) At the head judge's discretion, he or she may upgrade the penalty for three warnings to disqualification if:

- the head judge strongly believes that the player in question was cheating;
- or if the player has received two double warnings or a triple warning.

### 5.3.2. Infraction Classifications

All infractions fall into one of four categories:

- **Unintentional and nondisruptive:** minimum penalty is a caution\*\*
- **Unintentional but disruptive:** minimum penalty is a notice\*\*
- **Intentional but nondisruptive:** minimum penalty is an official single warning\*\*
- **Intentional and disruptive:** minimum penalty is an official double warning\*\*

("Disruptive" in the context above refers to any disturbance of an event's integrity and/or the flow of a game.)

\*\* See "Warning Definitions" (5.3.1.1) for more information.

### 5.3.3. Sample Infractions

The guidelines specified by "Infraction Classifications" (section 5.3.2) allow judges to gauge the severity of an infraction and determine what type of penalty will best fit that situation. All penalties are the head judge's decision, and he or she makes the final ruling. Below is a list of sample infractions and how judges should handle them.

#### 5.3.3.1. Opponent's die found in player's forces

This infraction is almost always unintentional, but it is disruptive. This infraction carries a minimum penalty of a loss of the current or next game.

### **5.3.3.2. Forces not returned to original configuration**

In most cases this is unintentional but disruptive. In some cases, however, this infraction is intentional and disruptive. The head judge decides under which category a given infraction falls.

### **5.3.3.3. Failing to report dice correctly on dice list**

This infraction assumes that the force played was legal and was misrecorded on the dice list in a manner that is not illegal. In most cases, this infraction is unintentional and nondisruptive. However, due to the judicial necessity of accurate dice lists, this infraction's penalty is an official warning. In rare cases, this infraction is intentional and disruptive. If a head judge comes across one of these rare cases, harsher penalties are at his or her discretion.

### **5.3.3.4. Illegal force**

In most cases this is unintentional--a die was lost or the dice list was misrecorded as an illegal force. However, due to the disruption to the tournament's integrity, this infraction carries a minimum penalty of a loss of the current or next game. In some cases, illegal forces are intentional and should result in the responsible player's disqualification.

### **5.3.3.5. Misrepresenting dice or rules**

This infraction includes not paying the correct casting cost for a spell. Infractions of this nature can fall under any of the four categories and should be judged on a case-by-case basis.

### **5.3.3.6. Tardiness**

This infraction is almost always unintentional but disruptive. Due to the nature of the infraction, the penalty typically increases depending on the length of tardiness.

### **5.3.3.7. Taking too long to complete a turn**

This infraction is almost always unintentional, but it is disruptive. This infraction carries a minimum penalty of a notice. If the player is intentionally stalling to take advantage of a time limit, the minimum penalty is a double warning.

### **5.3.3.8. Failing to agree on reality**

This infraction includes timing of events and health totals. In some cases, this infraction may be unintentional but disruptive on both players' parts. In other cases, however, this infraction is intentional on one player's part. If the judge cannot determine which player's activities are intentional, he or she should issue official single warnings to both players.

### **5.3.3.9. Taking Late Pre-March Abilities**

Forgetting to take advantage of pre-march abilities is almost always unintentional, and these rules are liberal in allowing a player to perform these abilities at a later time, under certain circumstances. However, doing so is disruptive, and taking advantage of this rule

should not be without cost. Therefore, the penalty for doing so is an official single warning. If the head judge determines that the player was intentionally taking a pre-march ability late, the minimum penalty is a double warning.

#### **5.3.3.10. Cheating**

This covers any infraction that is intentional and disruptive.

---

Dragon Dice™ is a trademark owned by SFR, Inc. ©2000-2011 SFR, Inc. All rights reserved.