

# DUNGEONS & DRAGONS® DUNGEON COMMAND™ TOURNAMENT RULES

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## Introduction

The DCI is a worldwide organization dedicated to organized play. It promotes, enforces, and develops rules and policies using the goals and philosophies defined in this document. It constantly reviews these rules and policies to ensure its goals are met.

The purpose of this document is to provide the infrastructure used to run **Dungeon Command** tournaments by defining appropriate rules, responsibilities, and procedures to be followed in all DCI-sanctioned **Dungeon Command** tournaments. DCI-sanctioned tournaments are to be run consistently regardless of their location. This ensures equal treatment of players in different regions and also enables their smooth transition to international tournaments.

Both players and officials should cooperate to achieve their common goal of running a proper DCI-sanctioned tournament. Players and officials must treat each other in a fair and respectful manner, following both the rules and the spirit in which those rules were created. They are responsible for following the most current version of the **Dungeon Command** Tournament Rules and any other applicable regulatory documents, including the **Dungeon Command** game rules. Spectators have their own set of responsibilities. Individuals violating DCI rules are subject to the appropriate provisions of the Infraction Procedure Guide.

Information in this document may contradict (or have information not contained in) the **Dungeon Command** game rules. In such cases, this document takes precedence.

Tournament fact sheets for specific tournaments may define alternative or additional policies or procedures. If a contradiction exists between this document and a fact sheet, the information in the fact sheet takes precedence.

# 1. Tournament Fundamentals

## 1.1 Tournament Types

Sanctioned tournaments are divided into two types: Premier and non-Premier. Premier tournaments are run by Wizards of the Coast or select Tournament Organizers. They have unique names and features. Non-Premier tournaments are tournaments that are not explicitly Premier.

There are two major tournament formats: Limited and Constructed. Each has rules specific to its format. In Limited tournaments, all product for play is provided during the tournament, or consists of fixed set play. In Constructed tournaments, players compete using warbands prepared beforehand. Some Premier tournaments may consist of multiple formats within the same tournament.

## 1.2 Publishing Tournament Information

Wizards of the Coast reserves the right to publish DCI-sanctioned tournament information at any time (including during the tournament). Tournament information includes, but is not limited to, the contents of one or more players' warbands, descriptions of strategies or play, transcripts, and video reproductions. Tournament Organizers are also allowed to publish this information once their tournament is complete.

Wizards of the Coast reserves the right to publish penalty and suspension information.

## 1.3 Tournament Roles

The following roles are defined for tournament purposes:

- Tournament Organizer
- Head Judge
- Floor Judge
- Scorekeeper
- Player
- Spectator

The first four roles above are considered tournament officials. The Head Judge and floor judges are collectively considered judges. A single individual may act in any combination of tournament official roles. Individuals who are not judges at a tournament are acting as spectators in any match they are not playing in. Members of the press are also considered spectators.

## 1.4 Participation Eligibility

Anyone is eligible to participate as a player in a DCI-sanctioned tournament with the exception of:

- Individuals currently suspended by the DCI. The current DCI suspended player list is located at [http://www.wizards.com/wpn/Document.aspx?x=WPN\\_Suspended\\_Player\\_List](http://www.wizards.com/wpn/Document.aspx?x=WPN_Suspended_Player_List). Individuals currently suspended from the DCI may not act as tournament officials.
- Other individuals specifically prohibited from participation by DCI or Wizards of the Coast policy.
- Anyone prohibited by local laws, the rules of the Tournament Organizer, or the venue's management.
- Any person, including temporary and contract workers, whose place of employment is a Wizards of the Coast or Hasbro office.
- Immediate family members of Wizards of the Coast and Hasbro employees.
- Former Wizards of the Coast and Hasbro corporate employees until thirty days after their last day of employment. Former corporate employees may not play in Prerelease tournaments until 6 months after their last day of employment with Wizards of the Coast or Hasbro.
- Employees of distribution (or similar) companies responsible for organized play in a region. (for example, Devir.)
- Certain employees of companies identified by the DCI as strategic business partners.

Play testers, reviewers, and other business partners with significant knowledge of a product may not play in sanctioned tournaments of a format that include components from the product tested or reviewed or for which the person has significant knowledge until 25 days after the release of that product.

Anyone is eligible to participate as a tournament official (Tournament Organizer, Head Judge, floor judge or Scorekeeper) for a tournament with the exception of:

- Individuals currently suspended by the DCI.
- Anyone who has played in the tournament, unless it is a tournament that explicitly allows tournament officials to play while acting as a tournament official.

Tournament officials may play in all non-Premier DCI-sanctioned **Dungeon Command** tournaments for which they are a tournament official. Tournament officials are required to officiate tournaments fairly and without regard to their own self-interest.

The owners of organizations that run Premier Events are not permitted to play in those events (even if the owner is not listed as a tournament official (organizer, judge, and/or scorekeeper) for that event.

Some tournaments have additional criteria regarding player and tournament official eligibility.

## 1.5 DCI Membership Number

Tournament participants must provide their DCI membership number to the Scorekeeper during registration. Players without a DCI membership number must request one from the Tournament Organizer. There is no cost associated with joining the DCI, but members are only allowed one DCI membership number. Results containing temporary player numbers, temporary player names, or placeholders may not be reported to the DCI.

## 1.6 Tournament Organizer

The Tournament Organizer of a tournament is responsible for all tournament logistics including:

- Securing a sanctioning number from the DCI.
- Providing a site for the tournament that meets the tournament's expected needs.
- Advertising the tournament in advance of the tournament date.
- Staffing the tournament with appropriate tournament officials.

- Providing all materials necessary to operate the tournament..
- Reporting the tournament results to the DCI.

## **1.7 Head Judge**

Sanctioned tournaments require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any DCI-sanctioned tournament and all tournament participants are expected to follow his or her interpretations. Although it is beneficial, the Head Judge does not have to be DCI-certified.

The Head Judge's responsibilities include:

- Ensuring that all necessary steps are taken to deal with game or policy rule violations that he or she notices or are brought to his or her attention.
- Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge.
- Coordinating and delegating tasks to floor judges as needed.

If necessary, the Head Judge may temporarily transfer his or her duties to any judge if he or she is unable to fulfill them for a period of time. Also, in exceptional circumstances, if the tournament's integrity would be damaged otherwise, the Tournament Organizer may replace the Head Judge.

Certain Premier tournaments have multiple Head Judges and/or different Head Judges for different portions of the tournament. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

## **1.8 Floor Judges**

Floor judges are available to players and spectators to answer questions, deal with illegal plays, or assist with reasonable requests. They do not have to be DCI-certified.

Judges will not generally assist players in determining the current game state but can answer questions about the rules or interactions between cards. The judge may assist the player in understanding the game state in the interest of education. If a player wishes to ask his or her question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls, but may request a tournament official to help translate. This request may be honored at the discretion of the original judge.

Judges do not intervene in a game to prevent illegal actions, but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

## **1.9 Scorekeeper**

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the tournament. The Scorekeeper's responsibilities include:

- Generating correct pairings each round and accurately entering the results of those rounds.
- Solving all scorekeeping problems that arise in consultation with the Head Judge.
- Making sure all necessary information is included in the tournament's report to be submitted to the DCI.

The Head Judge has the final authority in determining corrective action for scorekeeping errors.

## **1.10 Players**

Players are responsible for:

- Behaving in a respectful manner toward tournament officials, other tournament participants, and spectators and refraining from unsporting conduct at all times.
- Maintaining a clear and legal game state.
- Complying with announced start times and time limits.
- Bringing to a judge's attention any rules or policy infraction they notice in their matches.
- Bringing to a judge's attention any discrepancies in their tournament match record.
- Having a single DCI membership number. Individuals holding more than one number must contact Wizards of the Coast Customer Service at <http://www.wizards.com/customerservice> so that their numbers can be merged.
- Refraining from enrolling in tournaments they are not allowed by policy to participate in.
- Being familiar with the rules contained within this document.

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

- A physical, visible, and reliable method to maintain and record game information (tokens, score counters, pen and paper, and so on).
- A valid DCI membership number registered in the participant's name. New players may register for DCI membership when enrolling in the tournament.
- Any materials specifically required for a particular tournament format, such as assembled warbands and/or warband lists for constructed tournaments.

Players retain their responsibilities even if a judge provides them with extra assistance.

Players who do not fulfill their responsibilities may be subject to penalties and review by the DCI. Wizards of the Coast and the DCI reserve the right to suspend or revoke a player's membership without prior notice for any reason they deem necessary.

### **1.11 Spectators**

Spectators are responsible for:

- Remaining silent and passive during matches and other official tournament sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. Spectators are permitted to ask the players to pause the match while they alert a judge.

Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament officials may also instruct a spectator not observe a match or matches.

## 2. Tournament Mechanics

### 2.1 Match Structure

A **Dungeon Command** match consists of one game.

### 2.2 Pregame Procedures

The following steps must be performed before each game begins:

1. Players reveal their tiles, miniatures, and Commander card.
2. Players determine through a random method (coin flip, dice roll, etc.) the battlefield's location and who will deploy their creatures first. The player who wins chooses which player will be the first player. The first player gets to choose either dungeon or outdoors for the battlefield.
3. Each half of the battlefield is created and connected normally, in a manner that produces zero open edges. Treasure Chest markers are randomly placed using 2 of each of the Treasure Chest markers (1, 2, and 3 treasure). Each player's Start area should be closest to their seat.
4. Players shuffle their decks.
5. Players present their decks to their opponents for additional shuffling.
6. Players draw their Starting Order hand and Creature hand then deploy their starting creatures. The first player deploys creatures first.
7. Players draw back up to their Creature hand size
8. The first player takes the first turn.

Players may not use more than ten minutes to perform the steps listed above.

The game is considered to have begun once all players have drawn back up to their Creature hand size. Pregame procedures may be performed before time for the match has officially begun.

### 2.3 Conceding or Intentionally Drawing Games or Matches

If a match is not completed, players may concede or mutually agree to a draw in that match. A match is considered complete once the result slip is filled out or, if match slips are not being used, a player leaves the table after game play is finished. Until that point, either player may concede to or draw with the other. Intentional draws are always reported as 0-0-3.

Players may not agree to a concession or draw in exchange for any reward or incentive. Doing so will be considered Bribery (see section 5.2).

If a player refuses to play, it is assumed that he or she has conceded the match.

### 2.4 End-of-Match Procedure

If the match time limit is reached before a winner is determined, the player whose turn it is finishes his or her turn and each other player gets one additional turn. If the game is incomplete at the end of additional turns, the game is considered a draw.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason) the end-of-match procedure does not begin until the end of the time extension.

In single-elimination rounds, matches may not end in a draw. In the event all players have equal Morale totals, the match continues until the end of a cleanup phase in which one player has the highest Morale total. That player wins the match..



## **2.5 Time Extensions**

If a judge pauses a match for more than one minute while the round clock is running, he or she should extend the match time appropriately. If the match was interrupted to perform a deck check, players are awarded time equal to the time the deck check took plus three minutes.

Certain slow play penalties add turns rather than a time extension. These additional turns are added to the end-of-match additional turns.

## **2.6 Warband Registration**

The Head Judge may require warband registration. If so, players register their warband, which includes listing their Creature deck, Order deck, Commander card, and tiles used.

Players have the right to request to see their warband list between matches. Such a request will be honored if logistically possible.

Warband lists are not public information and are not shared with other players during a tournament.

## **2.7 Taking Notes**

Players are allowed to take written notes during a match and may refer to those notes while that match is in progress. At the beginning of a match, each player's note sheet must be empty and must remain visible throughout the match. Players do not have to explain or reveal notes to other players. Judges may ask to see a player's notes and/or request that the player explain his or her notes. Players may not refer to outside notes during games. This includes notes from previous matches.

Between games, players may refer to a brief set of notes made before the match. They are not required to reveal these notes to their opponents. These notes must be removed from the play area before the beginning of the next game. Excessive quantities of notes (more than a sheet or two) are not allowed and may be penalized as slow play.

Players and spectators (exception: authorized press) may not make notes while registering. However, they are allowed to do so when constructing decks.

## **2.8 Dropping from a Tournament**

Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next round are generated. Players wanting to drop after the Scorekeeper begins pairing for the next round will be paired for that round. If a player does not show up for his or her match, he or she will be automatically dropped from the tournament unless they report to the Scorekeeper. Players that repeatedly drop from tournaments without informing the scorekeepers of those events may be the subject of DCI penalties up to and including suspension.

If a player drops from a tournament after a cut has been made no other player is advanced as a replacement. That player's opponent receives a bye for the round. A cut is considered to have been made once the cut itself or pairings for the round following the cut have been posted or announced.

Players who have dropped may reenter a tournament at the discretion of the Head Judge. Players may not reenter a portion of the tournament that requires a warband they did not build. Players may not reenter a tournament after any cut has been made.

Players may not drop from a tournament in exchange for or influenced by the offer of any reward or incentive. Doing so will be considered Bribery (see section 5.2).

At Limited tournaments, players that drop during the time between warband construction and the beginning of the next round receive a match loss for that round unless the player receives a bye for that round.

## **2.9 Electronic Devices**

Electronic devices may not be used to communicate or access remote information during a match, or warband construction.

During a game, any content accessed by an electronic device must be made available to all players. If a player wishes to view information on an electronic device in private, they must get permission from a judge.

The Head Judge may choose to restrict or forbid the use of electronic devices during a tournament.

## **2.10 Appeals to the Head Judge**

If a player disagrees with a judge's ruling, he or she may appeal the ruling to the Head Judge. Players may not appeal before the full ruling is made by the responding floor judge. Under unusual circumstances the Head Judge may appoint another judge as his or her proxy to issue a second ruling. Players still retain the right to appeal to the Head Judge.

## 3. Tournament Rules

### 3.1 Tiebreakers

The following tiebreakers are used to determine how a player ranks in a tournament:

1. Match points
2. Opponents' match-win percentage

Definitions of these tiebreakers can be found in Appendix D.

### 3.2 Format Categories

Wizards of the Coast sanctions the following **Dungeon Command** formats as individual tournaments:

- Constructed
- Limited
  - Sealed - players each receive or bring one Faction Pack of **Dungeon Command** and play with the contents, without modifying the Creature card or Order card decks

### 3.3 Authorized Components

Players may use any Authorized Game Components from **Dungeon Command** sets, supplements, and promotional printings. Authorized Game Components are components that, unaltered, meet the following conditions:

- The component is genuine and published by Wizards of the Coast
- If a Creature or Order card, it has a standard back for its type.
- If a miniature, it is not modified in any way as to make it unidentifiable as the base model. Miniatures can be customized/converted so long as they accurately represent the model. If a card, it is not damaged or modified in a way that might make it marked.
- The card is otherwise legal for the tournament as defined by the format.
- The card is a proxy issued by the judge of a tournament (see section 3.4 for rules about proxies).

Any other components that are not Authorized Game Components are prohibited in all sanctioned tournaments.

Artistic modifications to cards are acceptable in sanctioned tournaments, provided that the modifications do not make the card unrecognizable, contain substantial strategic advice, or contain offensive images. Artistic modifications also may not obstruct or change the costs or name of the card.

The Head Judge is the final authority on acceptable cards and miniatures for a tournament.

### 3.4 Proxy Components

A proxy component is used during competition to represent an Authorized Game Component that has been accidentally damaged or excessively worn in the current tournament (including damaged or misprinted Limited product) as determined solely by the Head Judge. Proxies are not allowed as substitutes for components damaged intentionally or through negligence.

Players may not create their own proxies; they may only be created by the Head Judge. When a judge creates a proxy, it is included in the player's warband and must be denoted as a proxy in a clear and conspicuous manner. The original component is kept nearby during the match and replaces the proxy while in a public zone as long as it is recognizable. A proxy is valid only for the duration of the tournament in which it was originally issued.

### 3.5 New Releases

**Dungeon Command** sets scheduled for release during 2012 become tournament legal for sanctioned tournaments on the following dates:

- **Dungeon Command: *Sting of Lolth*** <sup>TM</sup> July 17, 2012
- **Dungeon Command: *Heart of Cormyr*** <sup>TM</sup> July 17, 2012
- **Dungeon Command: *Tyranny of Goblins*** <sup>TM</sup> September 18, 2012
- **Dungeon Command: *Curse of Undeath*** <sup>TM</sup> November 20, 2012

For certain Limited tournaments, such as official Prerelease tournaments (including their public events), new sets are legal for use before the official format legal date. In these cases, any rules updates listed in the fact sheets for these tournaments shall be in effect at these tournaments.

These dates may be subject to change. Any changes will be announced at <http://www.dungeonsanddragons.com>.

### 3.6 Game Markers

Small items (e.g. glass beads) may be used as markers and placed as a reminder for in-game effects, as damage tokens, and as markers for the Commander card's Morale and Leadership tracks. These markers may not interfere or obscure any game rule information.

A tournament official may disallow the use of game markers that can cause confusion or that are deemed inappropriate or offensive.

### 3.7 Card Shuffling

Decks must be randomized at the start of every game and whenever an instruction requires it. Randomization is defined as bringing the deck to a state where no player can have any information regarding the order or position of cards in any portion of the deck. Pile shuffling alone is not sufficiently random.

Once the deck is randomized, it must be presented to an opponent. By this action, players state that their decks are legal and randomized. The opponent may then shuffle it additionally. Cards and sleeves must not be in danger of being damaged during this process. If the opponent does not believe the player made a reasonable effort to randomize his or her deck, the opponent must notify a judge. Players may request to have a judge shuffle their cards rather than the opponent; this request will be honored only at a judge's discretion.

If a player has had the opportunity to see any of the card faces of the deck being shuffled, the deck is no longer considered randomized and must be randomized again.

The Head Judge can require players to shuffle their opponents' decks after their owners have shuffled them.

### 3.8 Sleeves

Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all sleeves must be identical and all cards in his or her deck must be placed in the sleeves in an identical manner. If the sleeves feature holograms or other similar markings, cards must be inserted into the sleeves so these markings appear only on the faces of the cards.

During a match, a player may request that a judge inspect an opponent's card sleeves. The judge may disallow the card sleeves if he or she believes they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. In the interest of efficiency, the judge may choose to delay any change of sleeves until the end of the match.

### **3.9 Marked Cards**

Players are responsible for ensuring that their cards and/or card sleeves are not marked during the course of the tournament. A card or sleeve is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, and bends.

If a player's cards are sleeved, the cards must be examined while in the sleeves to determine if they are marked. Players should use care when sleeving their decks and should randomize their decks prior to sleeving them to reduce the possibility of cards becoming marked with a pattern. Players should also keep in mind that cards or sleeves may become worn and potentially marked through play during the course of a tournament.

The Head Judge has the authority to determine if a card in a player's deck is marked. Judges may request that a player remove his or her current sleeves or replace any of the deck's current sleeves immediately, or before the next round.

### **3.10 Hidden Information**

Hidden information refers to the faces of cards and other objects at which the rules of the game and format do not allow you to look.

Throughout the match, and pregame procedures, players are responsible for keeping their cards above the level of the playing surface and for making reasonable efforts to prevent hidden information from being revealed. However, players may choose to reveal their hands or any other hidden information available only to them, unless specifically prohibited by the rules. Players must not actively attempt to gain information hidden from them.

### **3.11 Tapped Cards**

If a card must be tapped, it must be turned approximately 90 degrees.

### **3.12 Discard Pile Order**

Players may not change the order of any player's discard piles or graveyards, including their own.

## 4. Communication

### 4.1 Player Communication

Communication between players is essential to the successful play of any game that involves virtual objects or hidden information. While bluffing may be an aspect of games, there need to be clear lines as to what is, and is not, acceptable for players to say or otherwise represent. Officials and highly competitive players should understand the line between bluffing and fraud. This will confirm expectations of both sporting and competitive players during a game.

The philosophy of the DCI is that a player should have an advantage due to better understanding of the rules of a game, greater awareness of the interactions in the current game state, and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Regardless of anything else, players are expected to treat their opponents politely and with respect. Failure to do so may lead to Unsporting Conduct penalties.

There are three categories of information: free, derived and private.

Free information is information to which all players are entitled access without contamination or omissions made by their opponents. If a player is ever unable or unwilling to provide free information to an opponent that has requested it, he or she should call a judge and explain the situation. Free information includes:

- Details of current game actions and past game actions that still affect the game state.
- The name of any object in a public zone.
- The physical status (tapped) and current zone/placing of any object (including miniatures on the battlefield).
- Commander Leadership score, Morale value, and damage present on each creature.
- The current phase which player(s) are active.

Derived information is information to which all players are entitled access, but opponents are not obliged to assist in determining and may require some skill or calculation to determine. Derived information includes:

- The number of any type of objects present in any game zone.
- All characteristics of objects in public zones that are not defined as free information.
- Game Rules, Tournament Policy, and any other official information pertaining to the current tournament.

Private information is information to which players have access only if they are able to determine it from the current visual game state or their own record of previous game actions.

- Any information that is not free or derived is automatically private information.

The following rules govern player communication:

- Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match.
- Players may not represent derived or free information incorrectly.
- Players must answer completely and honestly any specific questions pertaining to free information.
- In non-Premiere tournaments, all derived information is instead considered free.

Judges are encouraged to help players in determining free information, but must avoid assisting players with derived information about the game state.

## 4.2 Tournament Shortcuts

A tournament shortcut is an action taken by players to skip parts of the technical play sequence without explicitly announcing them. Tournament shortcuts are essential for the smooth play of a game, as they allow players to play in a clear fashion without getting bogged down in the minutia of the rules. Most tournament shortcuts involve skipping one or more priority passes to the mutual understanding of all players; if a player wishes to demonstrate or use a new tournament shortcut entailing any number of priority passes, he or she must be clear where the game state will end up as part of the request.

A player may interrupt a tournament shortcut by explaining how he or she is deviating from it or at which point in the middle he or she wishes to take an action. A player may interrupt their own shortcut in this manner. A player is not allowed to use a previously undeclared tournament shortcut, or to modify an in-use tournament shortcut without announcing the modification, in order to create ambiguity in the game.

A player may not request priority and take no action with it. If a player decides he or she does not wish to do anything, the request is nullified and priority is returned to the player that originally had it.

Certain conventional tournament shortcuts are detailed below. If a player wishes to deviate from these, he or she should be explicit about doing so. Note that some of these are exceptions to the policy above in that they do cause non-explicit priority passes.

- The statement "Go" (and equivalents such as "Your turn" and "Done") offers to keep passing priority until an opponent has priority in the end step. Opponents are assumed to be acting then unless they specify otherwise.
- A statement such as "Declare activations?" offers to keep passing priority until an opponent has priority in the beginning of the activation phase. Opponents are assumed to be acting then unless they specify otherwise.
- Whenever a player adds an object to the stack, he or she is assumed to be passing priority unless he or she explicitly announces that he or she intends to retain it. If he or she adds a group of objects to the stack without explicitly retaining priority and a player wishes to take an action at a point in the middle, the actions should be reversed up to that point.

## 4.3 Out-of-Order Sequencing

Due to the complexity of accurately representing a game of **Dungeon Command**, it is acceptable for players to engage in a block of actions that, while technically in an incorrect order, arrive at a legal and clearly understood game state once they are complete.

All actions taken must be legal if they were executed in the correct order, and any opponent can ask the player to do the actions in the correct sequence so that he or she can respond at the appropriate time (at which point players will not be held to any still-pending actions).

An out-of-order sequence must not result in a player prematurely gaining information which could reasonably affect decisions made later in that sequence.

Players may not try to use opponent's reactions to some portion of an out-of-order sequence to see if he or she should modify actions or try to take additional ones. Nor may players use out-of-order sequencing to try to retroactively take an action they missed at the appropriate time. In general, any substantial pause at the end of a completed batch is an indication that all actions have been taken, the sequence is complete and the game has moved to the appropriate point at the end of the sequence.



## **5. Tournament Violations**

### **5.1 Cheating**

Cheating will not be tolerated. The Head Judge reviews all cheating allegations, and if he or she believes that a player has cheated, he or she will issue the appropriate penalty based on the Infraction Procedure Guide. All disqualifications are subject to DCI review and further penalties may be assessed.

### **5.2 Collusion and Bribery**

The decision to drop, concede, or agree to an intentional draw cannot be made in exchange for or influenced by the offer of any reward or incentive. Making such an offer is prohibited. Unless the player receiving such an offer calls for a judge immediately, both players will be penalized in the same manner.

Players are allowed to share prizes they have not yet received in the current tournament as they wish and may agree as such before or during their match, as long as any such sharing does not occur in exchange for any game or match result or the dropping of a player from the tournament. As an exception, players in the announced last round of the single-elimination portion of a tournament may agree to divide tournament prizes as they wish. In that case, one of the players at each table must agree to drop from the tournament. Players are then awarded prizes according to their resulting ranking. DCI ratings will not be affected because no match will have been played. Such an agreement may never include a concession or an intentional draw.

The result of a match or game may not be randomly or arbitrarily determined through any means other than the normal progress of the game in play. Examples include (but are not limited to) rolling a die, flipping a coin, arm wrestling, or playing any other game.

Players may not reach an agreement in conjunction with other matches. Players can make use of information regarding match or game scores of other tables. However, players are not allowed to leave their seats during their match or go to great lengths to obtain this information.

Players in the single-elimination rounds of a tournament offering only cash and/or unopened product as prizes may, with the permission of the Tournament Organizer, agree to split the prizes evenly. The players may end the tournament at that point, or continue to play. All players still in the tournament must agree to the arrangement.

### **5.3 Wagering**

Tournament participants, tournament officials, and spectators may not wager, ante, or bet on any portion (including the outcome) of a tournament, match, or game.

### **5.4 Unsporting Conduct**

Unsporting conduct will not be tolerated at any time. Tournament participants must behave in a polite and respectful manner. Unsporting conduct includes, but is not limited to:

- Using profanity
- Acting in a threatening manner
- Arguing with, acting belligerently toward, or harassing tournament officials, players or spectators
- Failure to follow the instructions of a tournament official

All incidents of unsporting conduct are subject to further DCI review.

## **5.5 Slow Play**

Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified for the tournament. Players must maintain a pace to allow the match to be finished in the announced time limit. Stalling is not acceptable. Players may ask a judge to watch their game for slow play; such a request will be granted if feasible.

## 6. Constructed Tournament Rules

### 6.1 Warband Construction Restrictions

Warbands must include a minimum of 12 creatures, each represented by an associated miniature and Creature card to form the Creature deck. A player may not have more than four of any individual creature.

Warbands must include a minimum of 30 Order cards in the Order deck. A player's Order deck may not contain more than four of any individual Order card.

Warbands must contain exactly one Commander card.

Warbands must have 2 large tiles and 2 small tiles to create that player's portion of the battlefield. Exactly one of these tiles must contain a Start area.

Each player is responsible for bringing all necessary markers and tokens to support their warband and mark in-game effects and statuses.

A card or miniature may only be used in a particular format if the card is from a set that is legal in that format or has the same name as a card or miniature from a set that is legal in that format.

Cards banned in a specific format may not be used in decks for that format.

### 6.2 Constructed Format Deck Construction

The following sets are permitted in Constructed tournaments:

- **Dungeon Command: *Sting of Lolth*** <sup>TM</sup>
- **Dungeon Command: *Heart of Cormyr*** <sup>TM</sup>
- **Dungeon Command: *Tyranny of Goblins*** <sup>TM</sup> (Effective September 18, 2012)
- **Dungeon Command: *Curse of Undeath*** <sup>TM</sup> (Effective November 20, 2012)

There are currently no cards or miniatures banned in Constructed tournaments.

## **7. Limited Tournament Rules**

### **7.1 Warband Construction Restrictions**

Limited warbands are subject to the same construction restrictions as constructed warbands, except where noted below.

**Sealed** – Each player plays with the contents of one Faction Pack. The Creature and Order decks are not modified in any way. Selection of the Commander must be made at the beginning of the tournament, and cannot be changed at any point during the tournament.

### **7.2 Product Use in Limited Tournaments**

Product must be received directly from tournament officials, unless otherwise specified. This product must be new and previously unopened. However, in Sealed, players may bring their own opened and complete set at the Tournament Organizer's discretion. The Tournament Organizer may ask to verify the contents of the set before allowing its use in the tournament.

Players may use only the cards and minis they receive or bring. Players may ask a judge for permission to replace a card or mini with an exact copy.

## 8. Sanctioning Rules

### 8.1 Participation Minimums

Participation minimums for a tournament to be sanctioned by the DCI are as follows:

- For individual tournaments, a minimum of four (4) players must participate.

If the participation minimum is not met, the tournament is no longer DCI-sanctioned and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned tournament, the Tournament Organizer should report the tournament to the DCI as “Did Not Occur.”

### 8.2 Number of Rounds

The DCI requires a minimum number of rounds for a tournament to be sanctioned. The minimum number of rounds required is as follows:

- For individual tournaments, a minimum of three (3) rounds

If the minimum number of rounds is not met, the tournament is no longer DCI-sanctioned and will not be included in DCI ratings. If the minimum number of rounds is not met for any DCI-sanctioned tournament, the Tournament Organizer should report the tournament to the DCI as “Did Not Occur.”

The number of rounds should be announced at or before the beginning of the first round; once announced, it cannot be changed. A variable number of rounds can be announced instead, with specific criteria for ending the tournament. For example, a tournament with 20 players can be announced as five rounds unless only one player has four match wins after four rounds.

The recommended number of rounds for Swiss tournaments can be found in Appendix D.

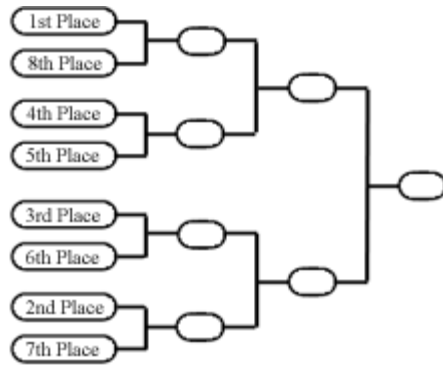
### 8.3 Invitation-Only Tournaments

Invitation-only tournaments have additional qualification criteria for player participation. Tournament Organizers may hold and sanction invitation-only non-Premier tournaments normally, as long as they offer a sufficient number of qualifying tournaments in advance to ensure that all players have a chance to qualify.

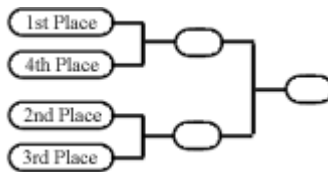
### 8.4 Pairing Algorithm

Unless otherwise announced, tournaments are assumed to follow the Swiss pairing algorithm. An exception is a 4 person tournament – in such cases, each player plays each other player once (round-robin). Some tournaments may proceed to single-elimination playoff rounds between the top 2, 4, or 8 (or other number) players after the Swiss rounds are over. For constructed tournaments that have a single-elimination playoff, the recommended pairing method is to pair the playoff players by the final Swiss standings.

For an 8-player playoff, the 1<sup>st</sup> place player plays the 8<sup>th</sup> place player, the 2<sup>nd</sup> place player plays the 7<sup>th</sup> place player, the 3<sup>rd</sup> place player plays the 6<sup>th</sup> place player, and the 4<sup>th</sup> place player plays the 5<sup>th</sup> place player. The winners of the 1<sup>st</sup>/8<sup>th</sup> place and 4<sup>th</sup>/5<sup>th</sup> place matches play each other in the next round of the playoff. The winners of the 2<sup>nd</sup>/7<sup>th</sup> place and 3<sup>rd</sup>/6<sup>th</sup> place matches play each other in the next round of the playoff. The remaining players play in the last round of the playoff.



For a 4-player playoff, the 1<sup>st</sup> place player plays the 4<sup>th</sup> place player, and the 2<sup>nd</sup> place player plays the 3<sup>rd</sup> place player. The remaining players play in the last round of the playoff.



## **Appendix A—Changes From Previous Versions**

Wizards of the Coast reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.

This document is scheduled to be updated every 6 months on January 15 and July 15.

The latest versions are available at <http://www.wizards.com/wpn/Events/Rules.aspx>

Only changes from the current version and the previous version of this document will be displayed in this appendix.

**July 15, 2012**

**Initial document release**

## Appendix B—Time Limits

The **required** minimum time limit for any match is 45 minutes.

The following time limits are **recommended** for each round of a tournament:

- Constructed and Limited tournaments—60 minutes
- Single-elimination final matches—90 minutes

The Head Judge of the tournament is the final authority on time limits for a tournament. However, any deviation from these recommendations must be announced prior to and during tournament registration.

**Dungeon Command** Premier Tournaments may have different time limits. These time limits can be found in the tournament or tournament series fact sheet.

In timed rounds, players must wait for the officially tracked time to begin before starting their match.



## Appendix C—Tiebreaker Explanation

### Match Points

Players earn 3 match points for each match win, 0 points for each match loss and 1 match point for each match ending in a draw. Players receiving byes are considered to have won the match.

- A player's record is 6–2–0 (Wins–Losses–Draws). That player has 18 match points (6\*3, 2\*0, 0\*1).
- A player's record is 4–2–2. That player has 14 match points (4\*3, 2\*0, 2\*1).

### Opponents' match-win percentage

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

*Examples:*

- A player's record in an eight-round tournament is 6–2–0. Her opponents' match records were: 4–4–0, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so her opponents' match-win percentage is:

$$\frac{\frac{12}{24} + \frac{21}{24} + \frac{4}{15} + \frac{10}{21} + \frac{18}{24} + \frac{16}{24} + \frac{13}{24} + \frac{19}{24}}{8 \text{ opponents}}$$

Translated to the decimal system, this equation is:

$$\frac{0.50 + 0.88 + 0.33 \text{ (raised from 0.27)} + 0.48 + 0.75 + 0.67 + 0.54 + 0.79}{8}$$

With the individual match – win percentages added together, this equation becomes:

$$\frac{4.94}{8}$$

This player's opponents' match-win percentage is 0.62.

- Another player's record at the same tournament was 6–2–0. His opponents' records were: bye, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so his opponents' match-win percentage is:

$$\frac{0.88 + 0.33 \text{ (raised from 0.27)} + 0.48 + 0.75 + 0.67 + 0.54 + 0.79}{7}$$

With the individual match-win percentages added together, this equation becomes:

$$\frac{4.44}{7}$$

This player's opponents' match-win percentage is 0.63.

## Appendix D—Recommended Number of Rounds in Swiss Tournaments

The following number of Swiss rounds is included here for reference only.

<b>Players</b>	<b>Rounds</b>
4-8	3
9-16	4
17-32	5
33-64	6
65-128	7
129-226	8
227-409	9
410+	10

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