



# Tournament Rules

**Tournament Structure:** The Congress of Gamers tournament is decathlon style, with a single winner for the best aggregate performance across eight tournament time slots offered at the convention. Players may participate in any of the tournament games listed on the official schedule. Other games, such as games from the Party/Social track, or scheduled games played during open gaming do not count.

**Scoring Structure:** All games are scored in the same way, with 5 points scored for first place finishes, 3 points for second place finishes, and 1 point for third place finishes.

**Prize:** The highest point scorer will be named the winner of the Congress of Gamers tournament and will receive prizes to commemorate the achievement, typically a plaque/trophy/certificate and free admission to a future con. A consolation prize will be awarded to the runner-up.

## Tiebreak for final scoring:

- 1st tiebreaker: if two players are tied with points after eight rounds of competing, add up the points of the tied players in matches where they played together. Highest total points wins.
- 2nd tiebreaker: if the two tied players have an equal amount of total points when played together, the winner will be whoever had the higher finish in the last match where the tied players competed.
- In the unlikely event of 3+ players tied for first place, the first tiebreaker will be whoever had the higher finish in the last match where all of the tied players competed. If the tied players didn't all play a match together, the second tiebreaker will be the tied players will agree to do a quick match of Can't Stop or another short board game to determine the CoG winner.
- The tournament director will make an effort to have high point players compete against each other as much as possible on the second day of the tournament, to keep points close and ensure the best performance is rewarded.

## Administration:

- Seating: players will randomly seat themselves. The GM or tournament director can step in to randomize all players. The GM or tournament director can also separate players to allow friends to be in the same match together or move high tournament points/competitive players to be in the same match.
- Starting player: players will use any random method such as rolling dice or Chwazi (finger chooser phone app) to randomly select a starting player, even in cases where the rules state some other criteria (e.g., age, last player to visit country X, etc.)
- Finishing a match: players should finish any game they begin; please do not leave early. The tournament director can restrict the leaving player from competing in further matches for the rest of the tournament. Players should contact a GM or the tournament director on how to finish or distribute points in an incomplete game.
- Rules: players are expected to know the rules for the game in which they are competing, to help finish a match in a timely manner. A GM, tournament director, and other players can help teach or clarify the rules for less experienced players.
- Notetaking and Player Aids: this will be decided on a table-by-table basis. Players will come to an agreement before the match on whether all players or beginner players can take notes or be given a player aid while playing a match.

- Electronic cheating: please do not use a smart phone, smart glasses, or an A.I. program to make mathematical decisions to calculate your next move. This is currently an issue in poker and chess competitions, but is unlikely to surface in a competition at a small board game convention.
- Library Copies: Please handle all game components with respect and care; there is typically only one copy of each tournament game in the CoG library. The tournament director, GM's, and players are encouraged to bring copies of the games they plan to compete in.
- Ties: the tiebreakers listed in the game rules should be applied. If the listed tiebreakers or the GM specified tiebreakers are not sufficient to break a tie, then the tied players will split the points. Ties are friendly, points will not be rounded down. Here are some examples of a point distribution in a four player match with a tie for 1st (5, 5, 1, 0), tie for 2nd place (5, 3, 3, 0), and a tie for 3rd place (5, 3, 1, 1).
- A completed play slip for each game must be returned to the tournament organizer table for points to count. An entry in the tourney score sheet, taped to the tourney organizer table, should be entered by each player in competing for the champion awards.
- Any disagreements over rules or scoring should be brought to the attention of the GM for the game. The GM's ruling in such matters is final. If the GM is a player in the game where the disagreement occurs, the tournament director will make the ruling.

**Game Variants:** Most tournament games have expansions, variants, different maps, etc. The general approach will be to allow variants, provided the GM is OK with it, everyone at the table agrees and the game will still fit within the scheduled time slot. If players cannot agree on a particular variant, the base game or map will be used (with a random coin flip to determine the relevant map for games with two base versions, e.g., Power Grid). Variant example of Wingspan: players can play the base game of Wingspan with no changes, they can agree to include the swift starting deck, to remove the four overpowered birds, to play with one or multiple expansions, to play the Finspan or Wyrmspan versions.

**Code of Conduct:** The tournament director can remove you from the tournament if you fail to comply with the code of conduct rules. Please be a KIND human and treat others with respect

- Players are expected to behave in both a legal and civil manner at all times.
- Harassment will not be tolerated in any form, for any reason. This includes, but is not limited to; verbal or physical intimidation, unwanted physical contact, and/or any toxic behavior based on race, ethnicity, sexual orientation, appearance, sex, age, faith, or disability.
- If at any time during the convention you feel unsafe or feel you were subjected to harassing conduct, please contact the tournament director and your concerns will be addressed immediately.
- Players are required to observe and maintain fair, honest play. Do not attempt to cheat, or circumvent a rule for personal benefit.