Mantic Dreadball Cincycon Tournament Rules 2014

Format
This tournament will use the "2014 Dreadball Tournament Format & Rules" document – available in the Azure Forest expansion, or available to download at

https://dl.dropboxusercontent.com/u/10049744/2014%20Dreadball%20Tournament%20Format%20%26%20Rules.pdf

This document will list any changes from that document.

Game Time and Victory Conditions
The tournament consists of **three** games over the course of a single day.

Schedule
The tournament will take place on a single day and will use the following schedule:

- 6:00 Event Registration
- 6:30 – 7:45 Game 1
- 8:00 – 9:15 Game 2
- 9:30 – 10:45 Game 3
- 11:00 Awards

Note that the time allocated for each game includes 60 minutes for the game itself plus 15 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards.

Rounds
The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organizers as soon as possible so that the next rounds can be organized in time.

Tournament Points
After a game the points will be assigned as follows:
- 7 Pont Landslide Victory 3 TP
- Any other Victory 2 TP
- Draw 1 TP
- Loss 0 TP

From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

Prizes
There will be prizes for Champion,   Bloodiest Coach (Most Kills) and Best Painted Team

Rules Questions and Player Conduct
As noted, all rules will be taken from the Dreadball seasons 1-3. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any

problems yourselves. If in doubt, the organizers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organizers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behavior (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table
If one player feels discomfort with amount of spectators present at his table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

Reporting Battle Results
As noted previously, players will be given enough time to play a full game of Kings of War and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) will be given to players that report battle results after the scheduled time is over. This penalty will always affect both players.

Note the attached game reporting sheets. These are labeled with the first game being the last sheet so that as each game is reported, the sheet for the game can be removed and handed in to the organizers. For the third game, there is also a place to note your choice for best appearance. This can be any army in the tournament, not just one which you played.