

## **Organized Play Guide**

Version 2.0 – January 11<sup>th</sup>, 2010

The Continuing Committee (TCC) has created this guide to ensure that all Star Trek CCG events are consistently well run. This document contains a brief description of TCC's goals for organized play, the expectations that are held of its tournament directors and information on how to run sanctioned tournaments and other non-sanctioned events.

### **Mission Statement**

The Organized Play Department of The Continuing Committee shall govern the scheduling, sanctioning, and rating of official Star Trek CCG events, both First Edition (1E) and Second Edition (2E). TCC's Department of Organized Play will also create, publish, and update documentation describing consistent methods to run these events as well as World Championship Trek league events.

### **Accountability**

In the interests of maintaining a high standard of excellence for TCC's Organized Play, all tournament directors (TDs) will have a public rating generated by responses from players of the events they manage. After a tournament director inputs the results of a tournament, players will be prompted to rate the tournament director in his or her execution of the event. An average score will be derived from players' responses, and the tournament director's rating will increase or decrease accordingly. Official complaint forms will also be available for all events in order for players to report potential problems or concerns; these forms will

be reviewed and acted upon by the Organized Play managers as necessary.

### **Hierarchy**

TCC's Department of Organized Play will be responsible for training tournament directors to manage events at the local level. Additionally, skilled and dedicated directors will be selected to administrate higher level tournaments throughout the year. Three Continental Coordinators (Australia, Europe, and North America) will manage the assignment of these events, and will improve cooperation and communication between player groups. Finally, the Director of Organized Play will oversee all aspects of the department's operations, and will consider the community's best interests in executing TCC's Organized Play proposals.

### **General Information**

All questions or comments involving TCC's Organized Play should be sent via e-mail to [tournaments@trekcc.org](mailto:tournaments@trekcc.org).

*In most cases, the same policies and procedures apply to both First Edition (1E) and Second Edition (2E) events. In the specific cases where there are differences, the rules for First Edition will be separated into shaded boxes. These shaded boxes can be ignored for Second Edition events.*

Sanctioned tournaments shall be registered at [www.trekcc.org](http://www.trekcc.org). (Non-sanctioned events can be registered there as well). This allows for the promotion of all events on the TCC website. In order for a tournament to be sanctioned, it must be registered on TCC's web site at least one week prior to the event.

All information about tournament status, format, special rules, entry fees and prizes offered must be clearly stated in any promotional and advertising materials in advance of the tournament.

Any entry fees an organizer charges to participants should be aimed at covering the cost of tournament expenses and prizes. TCC requires that its tournament directors publicize guaranteed prizes in advance (prizes must be awarded even if entries were lower than expected) and uphold all applicable laws of the region or country where the tournament is held regarding entry fees.

Sanctioned tournaments must meet the following criteria: proper registration, recognized format, a minimum of four (4) players, and a minimum of three (3) rounds played. Only sanctioned tournaments can contribute to TCC player ratings, but not all sanctioned tournament affect player ratings. Non-sanctioned events do not require an official tournament director and may follow any tournament structure; these non-sanctioned events are not included in TCC player ratings.

Tournament matches must always be played according to the most current rules. Tournament directors must have the following documentation on hand: the edition's current Rulebook, the latest edition's Current Rulings Document (CRD), this Organized Play Guide and The Continuing Committee's Code of Conduct.

If the rules do not fully answer a question or settle a disagreement, the

tournament director is the final authority.

*First Edition directors should also have the following documentation available: First Edition Glossary and the Conversion Rules Document.*

The most recent versions of the rulebooks, the current rulings documents and other official documentation are always available from [www.trekcc.org](http://www.trekcc.org).

### **Registering a Tournament**

Any member of the community may register an event at [www.trekcc.org](http://www.trekcc.org) without any requirements. Tournament Directors (TDs) are asked to ensure they are up to speed on TCC's documentation and procedures for sanctioned events, as well as the game rules of the appropriate editions of Star Trek CCG.

Before registering a tournament, TDs will secure a public venue for the event. TDs will seek the permission from the venue's owner (if any) and follow any policies and/or guidelines of the venue during their tournaments. TDs are encouraged to provide promotional materials (flyers or other signage) advertising the event to post at the venue (with the owner's permission).

Once a TD has fulfilled these requirements, he or she may then register the tournament online at [www.trekcc.org](http://www.trekcc.org). TDs must include the following information about any registered event:

- Time/Date/Location
- Edition (1E or 2E)

- Format (see below)
- Entry Fee
- Prizes
- Expected Number of Rounds
- TD's Contact Information

## Tournament Formats

A number of different formats are available for Star Trek CCG sanctioned events registered on [www.trekcc.org](http://www.trekcc.org). Each format has different properties and may have its own deck construction or game play restrictions.

Each tournament format is either constructed or limited, and there are separate ratings for each type of tournament. For example: playing in a *Dangerous Missions* Draft event would affect a player's limited rating but not his or her constructed rating.

The following tournament formats are currently available for registered events:

**Standard:** Any physical, virtual, or authorized proxy 2E card is legal in this constructed format.

**Traditional:** Only physical cards or authorized proxy cards are legal in this constructed format.

*In 1E Traditional events, 2E cards with the backwards compatible indicator are not legal.*

**Sealed:** For this limited format, players should be given a starter deck or a Project Transwarp deck and at least two sealed booster packs from which to construct a deck. Players should be given at least twenty (20) minutes to construct their decks. Decks must be

created to meet the criteria listed in the rulebook.

*In 1E Sealed events, an Official Tournament Sealed Deck (OTSD) may be used instead of a starter deck.*

**Dangerous Missions Draft:** This limited format is outlined in the *Dangerous Missions Draft Guide*.

**Virtual:** Only virtual cards, printable virtual promo cards, or authorized proxy cards are allowed in this constructed format. (Physical versions of authorized proxy cards may be substituted for a printed copy.)

**Open:** Any physical, virtual, or authorized proxy 1E card, as well as any physical, virtual, or authorized proxy 2E card with the backwards compatibility indicator is legal in this constructed format.

**Standard:** All cards allowed in Open format are legal in this constructed format, except those listed in the *Standard Format Ban List*. This document is required for all tournament directors running Standard Format events.

**Revised:** All cards allowed in Open format are legal in this constructed format. However, Revised uses a special set of rules outlined in the *Revised Format Rules Document*.

**Revised Standard:** All cards allowed in Revised format are legal in this constructed format. Like Revised, Revised Standard uses a special set of rules outlined in the *Revised Format Rules Document*.

## Printable Card Policy

The Continuing Committee provides and allows a number of printable cards for use during sanctioned events. For example, all of the TCC produced Virtual

Expansions must be printed in order to be used in games.

Other printable cards include authorized proxies, which are printed versions of physical certain physical cards.

In order to be legal for use in sanctioned events, printable cards must be in color and must be unmodified from the original source. Cards should not be printed on foil, hologram, or thick paper that will distort the image or allow the cards to be marked or otherwise detected.

Printed cards may not be modified or manipulated in any way, and must be complete and intact with no missing parts. *For example, you may not replace a card's image with a different image.*

If a deck includes any number of printed cards, each card in the deck must be sleeved. Printed cards do not need attached to their backing cards, but must be secured so there is no risk that they will slide out of the sleeve.

Backing cards (physical cards used behind or to secure a printed card) must be a physical *Star Trek CCG* card.

### **Altering a Tournament**

There are a number of occasions when it may be necessary to change the number of scheduled rounds for a tournament in progress (or about to begin.)

For example, if the tournament's attendance is too great or too little for the number of announced rounds, the number of rounds should be modified.

The number of rounds should only be changed before the event and only with the approval of all of the players in attendance.

A tournament in progress should only be modified in the case that all players unanimously agree (for example, if the event is proceeding more quickly than anticipated), or in the case of an emergency (the host facility is forced to close.)

In the event that the number of rounds for a tournament does change, the tournament director needs to contact the Department of Organized Play as soon as possible so the event's listing can be changed.

### **Running a Tournament**

TDs should arrive at the tournament venue at least thirty (30) minutes before the scheduled time to begin. TDs will bring the most recent revisions of required rules texts with them to the venue. (See General Information for the list of required rules texts.)

In addition, players should bring the following:

- Score Cards
- Decklist Forms (If Required)
- A Timepiece
- Writing Utensils

The TD will give each player a scorecard to complete. The TD then shuffles the completely filled out score cards and places them face down in a single pile. The primary source of tracking players' results and ratings is through their TCC

Message Board handle; this must be included on each scorecard. Cards should be submitted no later than five minutes before the start of the event.

To match players with their opponents, the TD takes the top two cards off the pile and reveals them. These two players will face each other in that round; the name of each player's opponent is written on his or her card in the corresponding round. Then the third and fourth cards are paired, and so on.

The TD continues pairing players in this way until all cards are placed in one of the two piles of paired cards. If there are an odd number of players competing in the tournament, a "bye" (for that game) will be assigned by the TD to the player with the last card remaining.

Once pairings have been announced and all players have found their opponents, the TD may wish to make any announcements before the event actually begins. After informing players of the round's time limit (60 minutes unless a venue's business hours dictate a shorter final round), the TD announces the beginning of the round, and records the time the round will end.

The TD must give players at least one time warning during each round; TCC suggests this warning should be given when thirty (30) minutes remain in the round. When a round's allotted time expires, the TD notifies the players. Incomplete games continue until both players have finished an equal number of turns. If neither player has met all of the victory conditions, the game will

result in a Modified Win or Loss (see below).

*Differential (DF) – In First Edition, the difference in player's scores at the end of the game is used in factoring results, and should be recorded. To calculate DF, start with the player's final score and subtract his or her opponent's final score. Points in excess of one hundred (100) do not count towards differential; nor do points below zero (0). For a single game, differential will range between +100 and -100.*

*In the case of a True Tie or a Bye, all players involved in the round receive a DF of 0. If a game ends due to concession or other non-score means, or if the game is missed, the winning player earns a DF of +100 and his or her opponent receives a DF of -100.*

When players complete a game, they should report to the TD with the results and required information. The TD records the result on each player's card, and then asks each player to verify the record by writing his or her initials next to that result on his or her card. There are six possible match results that may be recorded:

**Full Win (FW) – 3 Victory Points:** This result is recorded when a game is completed within a round's allotted time, or when a game is completed on the last turn after time expires. This is the result when the winning player reaches all of the victory conditions, or for the player that has met the most victory conditions when both player's decks are exhausted.

*In 1E, when both players have exhausted their decks, the player with the most victory conditions receives a Modified Win (MW), not a Full Win.*

Bye (BYE) – 3 Victory Points: This result is recorded if there are an odd number of players; it is awarded to the player with the lowest amount of Victory Points or to a randomly chosen player amongst those with the lowest Victory Point total. A player who is awarded a bye does not face an opponent. A player may be awarded a bye only once in each tournament unless two players would face each other again; they both are awarded byes instead.

Modified Win (MW) – 2 Victory Points: This result is recorded when a game is not completed within a round's allotted time. This result is given to the player that has met most victory conditions. For Second Edition, it would go to the player with the highest score who has completed both a planet mission and a space mission. If neither player qualifies, the player with the highest score that has at least one completed mission wins. If players still do not qualify, then the player with the highest score wins.

*In 1E games, the player with the highest score is awarded the Modified Win.*

True Tie (TT) – 2 Victory Points: This result is recorded when a game is not completed within a round's allotted time; it is awarded to both players if they have the same score and meet the same number of winning conditions.

Modified Loss (ML) – 1 Victory Point: This result is recorded when a game is not completed within a round's allotted time; it is awarded to the opponent of

the player who is awarded a Modified Win.

Full Loss (FL) – 1 Victory Point: This result is recorded when a game is completed within a round's allotted time; it is awarded to the opponent of the player who is awarded a Full Win.

Missed Game (MG) – 0 Victory Points: This result is recorded if a player is not present within the first 15 minutes of the round. This result should be used when players arrive more than 15 minutes late to a tournament, even if only one player is late and his or her attendance would create an odd number of players (thus creating the need for a bye). Any player wishing to "drop" from an event receives Missed Games for the remainder of the event. Missed Games as the result of a "drop" or late attendance do not count towards player ratings.

After an entire round's results have been recorded, the TD should sort scorecards by their Victory Point (VP) totals. Players with similar VP totals should be paired for the next round; for example, after one round of play, players could have VP totals of 0, 1, 2, or 3. The scorecards with the highest VP totals are shuffled first and paired randomly for the next round's match. If there are an odd number of cards with the highest VP total, the last card is added to the cards with the next highest VP total before they are shuffled and paired randomly (referred to as "pairing down"). No player should be "paired down" more than once each round unless he or she has already played everyone of the next lowest VP total.

*For events using differential, it should be used when pairing for subsequent rounds. Differential is used at each Victory Point level to pair players. For example, all of the players with 3 VPs will have a differential between 100 and -100. The player with 3 VPs and the highest differential will face the player with 3 VPs and the second highest differential, etc.*

*If there are an odd number of players with 3 VPs, then the player with 3 VPs and the lowest differential would be paired down to face the player with 2 VPs and the highest differential.*

Players may only face each given opponent once during any tournament; pairing in later rounds of a tournament can be difficult to determine because of this restriction:

If a round's pairing would duplicate a match from a previous round, the cards are reshuffled into the remaining cards of that VP total to be selected again. If the last two cards of a given VP total would duplicate a match from a previous round, the tentative pairings of that VP total must be disregarded, and all cards of that total must be reshuffled to create new pairings.

*If using differential, when the last two pairings would duplicate a match from a previous round, the TD may break up a previous pairing with the closest VP or DF total to create a valid pairing, so that players face an opponent with the closest VP and DF totals to their own.*

One way to expedite the creation of pairings is to select only one player of a given VP total and then to remove all of that player's previous opponents from the random selection to be made. If this would eliminate all players with that VP

total, that player will then be "paired down" with an eligible player from the next highest VP total. The player with the lower VP total is likewise "paired up", reflecting that no opponent of a like VP total was eligible to play the player with the higher VP total.

The TD must ensure that he/she creates the best pairings for each round; that is, pairings that match as many of the following criteria as possible, listed in order of preference:

1. No Duplicate Opponent
2. VP Totals Match
3. VP Totals Are Similar
4. Maximum One (1) Bye Result Per Player
5. Ability to Pair Future Rounds

*If the event is using differential, DF is checked after VP is checked in the steps above. (After making sure VP totals match, check that DF matches, etc.)*

*For tiebreakers, Differential should be used as the first tiebreaker.*

After the final round is completed, players are ranked based on their VP totals. The following tiebreakers are used as necessary (in order of priority):

1. Head-to-head (Used only if there are two tied players that faced each other during the event.)
2. Strength of Schedule (Used if there are two tied players that did not face each other, or if there are three or more tied players.)
3. Opponent's Strength of Schedule
4. Greatest number of Full Win (FW) Results during the event.

5. Lowest total of Full Loss (FL) and Modified Loss (ML) results during the event.
6. Greatest number of Modified Win (MW) results during the event.
7. Official TCC Player Rating (Higher rated player wins the tie.)

After each step of checking tiebreakers, if only two players remain tied, their head-to-head result (if any) will determine their rankings.

After rankings are determined, the TD announces the tournament's results and distributes accordingly any prizes that were advertised for the event. Players should expect to help with any cleaning or furniture redistribution resulting from the event.

### **Match Play**

Higher level events often use a "best two out of three (2 out of 3)" match system for the final day of competition. Players are "seeded" according to their performance in a preliminary event (#1 seed with the best performance), and are paired for match play in the following order (depending on number of players):

#### **8-PLAYER MATCH PLAY BRACKET**

#1 v. #8 / #4 v. #5 //  
 #2 v. #7 / #3 v. #6

#### **16-PLAYER MATCH PLAY BRACKET**

#1 v. #16 / #8 v. #9 //  
 #5 v. #12 / #4 v. #13  
 #3 v. #14 / #6 v. #11 //  
 #7 v. #10 / #2 v. #15

These standard brackets are not the only brackets that can be used for a match play event. However, the bracket to be used must be announced and publicly posted prior to the start of the event, and may not be modified once the event begins.

Each game has a 1-hour time limit. At the end of each game, the winner is noted regardless of the number of victory conditions. Victory Points do not apply in match play.

In the event of a tie in a match game, the higher seeded player is awarded the win for the game.

### **Reporting a Tournament**

The final step in administrating a TCC-sanctioned event is to report the results using the tournament interface available at [www.trekcc.org](http://www.trekcc.org). Results should be submitted within one week of the tournament date; failing to submit event results within one week may negatively affect a TD's rating.

TCC's player rating systems are based on player participation in sanctioned tournaments. They allow players to see how they measure in skill against other players around the world. The ratings systems are based on the ELO system, in which each player's rating depends on how well they do in each tournament and the ratings of their opponents in that tournament. The rating is a number between 0 and 3000, with the average around 1500. The higher the rating, the better the player is expected to perform in a game.

## Tournament Conduct

Players will abide by high standards of conduct during any organized event. The following is a list of expectations TCC holds of both its players and tournament directors; TCC's Code of Conduct lists penalties associated with breaching these standards.

- All cards in decks and dilemma piles must be oriented in the same direction.
- Players must reveal all cards as they are placed in the discard pile or removed from the game.
- When a disagreement occurs between players, if they cannot resolve it themselves, they must ask the TD for a resolution. Corrections cannot be retroactively applied.
- Once a player takes an action, he or she may not retract that action. Players are not obligated to allow take-backs.
- Any player may count the number of cards remaining in his or her deck or examine the cards in his or her discard pile at any time (cards must remain in the same order). Players are not compelled to share this information with their opponents, but there is no penalty for doing so. Players may not count the number of cards in their dilemma pile.
- Players must enforce mandatory actions or continuous effects printed on cards they command.
- Players are expected to conduct themselves in a sportsmanlike manner throughout any event; profanity and other coarse language are prohibited.

- Tournament directors may participate as players in their own event, provided that all of the players at the event approve and the TD nominates both secondary and tertiary tournament director. It is highly recommended that TDs not play in events with more than sixteen (16) players or if their participation would create a bye. Additionally, TCC reserves the right to ask TDs for special events not to participate.

- Players may concede any of their games at any time, for any reason, subject to approval of the tournament director. Tournament directors should not refuse a concession unless they suspect collusion or other Code of Conduct violations, and should act accordingly. The conceding player is awarded a Full Loss (as if he or she had no score and no victory conditions), and the player's opponent is awarded a Full Win (as if he or she had the maximum score and maximum victory conditions.)

- Players may utilize protective card sleeves, provided the following criteria are met: the face-up side of each card is unobstructed (sleeve must be non-tinted and transparent), the face-down side of each sleeve is uniform, the sleeves show little to no wear (so that cards will not appear marked), and cards must be oriented the same way in each sleeve. If a dual sided card is used, that card's sleeve must be transparent and non-tinted.

### World Championship Trek

World Championship Trek is the official league of The Continuing Committee, designed to provide continuous play during the months of September through March.

WCT League events use their own scoring system, in addition to all standard scoring methods described above. WCT events may be reported as sanctioned events or left unsanctioned.

An event's WCT points are based on the number of participants in each league event, as well as one's placement in that event. League Directors are responsible for scoring each league event and reporting results to the League Coordinator. To qualify for WCT points, a league event must have at least four participating players. The point structure appears in Table 1.

For events with more than sixteen (16) players, please contact the League Coordinator to score your event.

WCT points accumulate for each league season, and parallel WCT Lifetime points accrue as well. Season points reset after each season of league play, but the Lifetime points do not reset, growing from season to season.

	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup> _ 4 <sup>th</sup>	5 <sup>th</sup> _ 8 <sup>th</sup>	9 <sup>th</sup> _ 16 <sup>th</sup>
4-5 Players	12	8	6	4	
6-7 Players	16	12	10	8	
8-9 Players	20	16	12	10	8
10-11 Players	24	20	16	14	10
12-13 Players	28	24	20	18	14
14-15 Players	32	28	24	22	18
16 Players	36	32	28	26	22

**Table 1: WCT Point Structure**

Some unsanctioned league event formats may not have a clear distinction between places; the League Director awards places and their commensurate point values at his or her discretion based on each player's individual participation, punctuality, and/or sportsmanship. These awards should be announced at the end of each event.

Players can earn WCT points from more than just one league. If a player plays in two or more leagues, his or her WCT points are tracked separately for each of those leagues by their League Directors, but his or her aggregate WCT and WCT Lifetime point totals will reflect both leagues' activities.

More details on the WCT league system can be found in the World Championship Trek Director's Guide.

## **Conclusion**

TCC will issue new versions of this document as needed to reflect adaptations in tournament play, changes or corrections. Any suggestions for revision may be sent to [tournaments@trekcc.org](mailto:tournaments@trekcc.org).

## **Credits**

The Continuing Committee extends its sincere thanks to all of the volunteers that have contributed to our Organized Play programs and initiatives.

The original draft of this document was written by *Matt Kirk*, with subsequent revisions authored by *Charlie Plaine*.

The Department of Organized Play is directed by *James Hoskin*. Each continent is supervised by a Continental Coordinator: *Dave Kuck* for North America, *Thomas Schneider* represents Europe, and *Matthyas Kiraly* serves Australia. *John Corbett* is the League Director for World Championship Trek (WCT).

## Glossary

**Authorized Proxy** – A proxy card legal for use in sanctioned play. Only missions, non-unique personnel, non-unique ships, and cards that have received an erratum are authorized proxy cards.

*In First Edition tournaments, the only authorized proxies are missions and cards that have received an erratum.*

**Bye** – When an odd number of players begin a round, one player will be awarded a Bye without facing an opponent in that round; byes always carry a SoS total of 0 (although players in Level 3 and 4 events may have been awarded Byes in the opening rounds as the result of winning prior events; these Byes are treated as having a SoS total of three times the number of rounds the current event).

**Constructed Formats** – A tournament format in which players construct decks before the event begins, although different formats may impose limits on the quantities and types of cards allowed in one's deck.

*DF (Differential) – The difference in the final scores between players. Start with a player's final score and subtract his or her opponent's final score to calculate differential. Byes and True Ties award a differential of zero (0). Points in excess of one hundred (100) do not count towards differential. For a single game, differential will range between +100 and -100.*

**Limited Formats** – A tournament format in which players use decks built from a pool of cards provided at the beginning of the event. (Typically, this includes sealed starter decks and booster packs.)

Normal copy limits are suspended in limited format tournaments, and any number of copies of a particular card may be used. *For example, Thorsten may use more than three copies of Trabe Grenade if they were included in his card pool.*

**OSoS – Opponent's Strength of Schedule** is a measure of the difficulty of a player's opponent's opponents; this is the third overall tiebreaker. OSoS is calculated by totaling the final Victory Point totals of all opponents faced by each player's opponents, one at a time, then subtracting the lowest individual total. For example, if Matt faced John, and John faced Tony (3 VP), Dan (7 VP), Charlie (6 VP), and had a Bye (0) then John would contribute 16 to Matt's OSoS. (This would be repeated for each of Matt's other opponents, and the lowest would be dropped.)

**Physical Card** – A card printed by Decipher.

**Proxy** – A proxy is a printed version of a physical card.

**Sealed Deck** – See Limited Formats.

**SoS – Strength of Schedule** is a measure of the difficulty of a given player's opponents; this is the second overall tiebreaker. SoS is calculated by totaling the final Victory Point totals of all opponents faced by one player, then subtracting the lowest individual total. For example, Tony faced John (9 VP), James (7 VP), and Will (6 VP), and received a Bye (0). Tony's SoS score is 22 (9+7+6+0-0=22).

VP (Victory Points) – A measure of the relative success in each game; 0-3 Victory Points are awarded to each player when they complete a round. The player with the highest VP total is the winner of the tournament.

Virtual Card – A card issued by The Continuing Committee and marked with a 'V' rarity.

Virtual Promo – An alternate image or other printed version of a physical or virtual card. These cards are legal in any format in which the original physical card is legal.