



TCC Code of Conduct (20 Mar 2008)

This Code of Conduct is a guideline for tournament directors to determine the appropriate penalty for an infraction during a sanctioned tournament. If this document does not fully address a certain circumstance, the tournament director (TD) should use these guidelines as a basis for its penalty, adjusting the severity to fit the problem.

These guidelines were designed to protect players from the negative experiences that are associated with misconduct. All penalties in this document assume that the infraction was unintentional, unless otherwise specified. If there is evidence that the infraction was intentional, the penalty should be upgraded by one level.

When a penalty is issued, the TD must inform the offending player, take the action prescribed by the specific penalty description, and execute the actions warranted by a penalty of that level. Abuse of these regulations should be considered Contempt (Section C), and commensurate penalties may be issued as such.

Repeat infractions of any given regulation should have their penalty upgraded by one level per infraction. Also, when conditions that would lead to a penalty are discovered before an event begins, a Verbal Warning (Level 0) should be issued, and the error should be corrected before the event begins (if possible).

Contact Information

Website – www.trekcc.org

E-mail – tournaments@trekcc.org

Phone – (619) 402-7145

Penalties

TCC defines five levels of penalties to be used in Star Trek CCG sanctioned tournaments:

- *Verbal Warning* [Level 0] – This penalty should not be recorded, and is reserved for the most minor infractions.
- *Written Warning* [Level 1] – This penalty (and all higher-level penalties) should be recorded on the offending player's score card.
- *Turn Loss* [Level 2] – When a player receives this penalty, it is assessed the next time that player would begin his or her turn. His or her opponent begins a new turn instead, and missed turns caused by this penalty are not considered by gametext that refers to the number of turns completed by either player. If issued after a round's time expires, the player's opponent receives another turn after the last turn.
- *Game Loss* [Level 3] – If the offense occurs during a game, the game loss is applied immediately and the opponent of the offending player is issued a Full Win. If the offense occurs between games, apply the game loss to the offending player's next game; his or her next opponent receives a full win.
- *Disqualification* [Level 4] – This penalty is reserved for the most serious offenses; a disqualified player is immediately dropped from the event and dismissed from the tournament venue, forfeiting any prizes offered. If the offense occurs during a game, the disqualified player receives a Full Loss, while his or her opponent is issued a Full Win. Disqualifications must be reported to the TD's Continental Coordinator.

Tournament Director Expectations

A TD's primary responsibility is the integrity of each tournament he/she administrates. TDs are required to be proficient in Star Trek CCG rules, and they must adhere to TCC guidelines when ruling in their events. Precedence in rulings will be a TD's primary resource when issuing new rulings during an event; new rulings are binding for an entire tournament, unless rules evidence sufficient to overturn the ruling is presented.

TDs will not interfere with games in progress; intervention is only warranted if a player asks for a resolution, or if a player exhibits behavior that would warrant a penalty.

Index of Penalties

A. Procedural Errors

- A1. Minor [L0]
- A2. Major [L1]
- A3. Severe [L2]

B. Misconduct

- B1. Minor [L1]
- B2. Major [L2]
- B3. Severe [L3 – L4]

C. Contempt

- C1. Deception [L4]
- C2. Collusion [L4]
- C3. Stalling [L1]

D. Deck Errors

- D1. Illegal Deck [L2]
- D2. Illegal Decklist [L2]
- D3. Non-Random Presentation [L0]
- D4. Marked Cards [L1]

A. Procedural Errors

A1. Minor [L0]: A Minor Procedural Error occurs when a player performs an unintentional, disruptive action at the tournament that does not seriously inhibit the event's progress.

Examples: A player leaves prior to reporting scores to the TD, or presents his/her deck without uniform card orientation.

A2. Major [L1]: A Major Procedural Error occurs when a player performs an unintentional, disruptive action at the tournament that inhibits the event's progress.

Examples: A player spills a beverage on his/her deck, or otherwise damages cards so as to make them noticeably different from others in the deck.

A3. Severe [L2]: A Severe Major Procedural Error occurs when a player performs an unintentional, extremely disruptive action at the tournament that seriously inhibits the event's progress.

Examples: A player places an opponent's card in his/her deck after the completion of the game, and discovers the card after the next round's games have begun. Also, a player that is not present at the beginning of a round to play his or her match may receive this penalty.

B. Misconduct

B1. Minor [L1]: Minor Misconduct is behavior that may be disruptive to a person at the tournament, but does not hinder the operation of the tournament in any way.

Examples: Profanity or offensive speech, unreasonable demands made of the TD, or displaying offensive material.

B2. Major [L2]: Major Misconduct is defined as behavior that is disruptive to a player, players or tournament director at the tournament, but does not cause delays or include any form of physical contact or emotional distress.

Examples: Failing to follow a TD's instructions, demanding that a penalty be issued for an opponent, or observing other games in progress.

B3. Severe [L3 – L4]: Severe Misconduct is defined as behavior that is disruptive to a player, players or tournament director at a tournament, causes delays, and/or includes physical contact or emotional distress. When issuing this penalty, the TD must decide whether or not to allow offending players to continue in the event.

Examples: Excessive arguing with a TD after a ruling has been made, physical assault, coercion, or making threatening remarks.

C. Contempt

C1. Deception [L4]: Deception is defined as any intentional subversion of any game rules, tournament guidelines, or procedural methods designed to give a player an advantage in a game. There must be sufficient evidence of the player's intent when issuing this penalty.

Examples: Using a false identity when registering for a tournament, misrepresentation of game results, false shuffles, any covert card manipulation (sleight of hand) that changes a card's position or orientation (or reveals its identity if hidden), or otherwise illegally gaining advance knowledge of game conditions.

C. Contempt (continued)

C2. Collusion [L4]: Collusion is defined as the collaboration (or attempted collaboration) of one or more players to subvert a game's natural result. There must be sufficient evidence of the collaboration when issuing this penalty.

Examples: Offering an opponent compensation to concede or play poorly in a game, reporting predetermined results of a game, or attempting to bribe the TD to change a game's result.

C3. Stalling [L2]: Stalling is defined as intentionally playing slowly or using repetitive game functions to take advantage of a round's time limit. TDs must observe this behavior for at least 20 seconds before issuing this penalty.

Examples: Beaming personnel to and from a location repeatedly, closely examining familiar dilemmas, or a lengthy indecision about which personnel to include in a mission attempt.

D. Deck Errors

D1. Illegal Deck [L2]: A player has an illegal deck when one of the following conditions is true (if a decklist is used, this penalty should only be applied if Penalty D2 was not):

- The deck contains an illegal number of cards.
- The deck's contents do not match the decklist.
- The deck contains cards illegal in that format.
- The deck contains cards that would make the deck illegal because it would violate a game rule (such as the three-card limit rule).

Dilemma piles are subject to this penalty as well.

Examples: A dilemma pile with 19 cards; a deck that includes Data, Aspirer when the decklist says Data, Lucasian Chair; a deck in a Traditional format that includes Azetbur, Visionary Chancellor; or a dilemma pile that includes four copies of Pinned Down in Standard format.

Players must modify the contents of the deck and/or dilemma pile to correct the error; these changes must be completed by the beginning of the next round. This penalty is waived if the player's previous opponent received an A3 penalty for retaining that player's cards.

D. Deck Errors (continued)

D2. Illegal Decklist [D2]: This penalty only applies to tournaments in which decklists are being used. A player has an illegal decklist when one of the following conditions exists:

- The decklist contains an illegal number of cards.
- The decklist contains cards that are illegal for the format.
- The decklist contains cards that would make the deck illegal because it would violate a game rule.

Examples: A decklist that describes a dilemma pile with 19 cards; a Traditional decklist that includes Azetbur, Visionary Chancellor; or a Standard decklist that includes four copies of Pinned Down.

Players must modify the contents of the deck and/or dilemma pile to match the decklist; these changes must be completed by the beginning of the next round.

D3. Non-Random Presentation [L0]: A player receives this penalty for failing to randomize his/her deck or dilemma pile before presenting those cards to his/her opponent for a cut.

Example: After downloading a card, a player presents his/her deck for a cut without shuffling or otherwise randomizing the deck's cards first.

D4. Marked Cards [L1]: Cards or card sleeves that are not uniform in their face-down appearance are considered marked. If the marked cards all have a similar quality (e.g. every ship card in a deck has its left corner scuffed while no other cards show similar marks), this can be considered evidence towards a C1 penalty.

Examples: A player's old card sleeves are worn out so they no longer appear uniform; a player's unsleeved non-foil cards lay flat while some foil cards have a slight curl.

After issuing this penalty, the offending player must be able to modify his/her deck so that all cards have the same uniform face-down appearance. A player with unsleeved marked cards must be able to replace the marked cards with unmarked copies or sleeve the entire deck (or dilemma pile).