Official SW: CCG Tournament Guide

Supported Formats

Constructed Deck - Constructed deck, based on traditional Swiss-style tournament play, is designed to test a player's ability while using pre-made decks. Each player must come to the tournament with decks already constructed according to the standard rules for that game. A player uses two 60 card decks: one Dark Side and one Light Side. Changes to these decks (and any cards that may be used during the course of game play from *outside* these decks) may not be made during the tournament.

- Open – all cards are legal
- Classic – all cards not on the Classic Format Ban List are legal

Sealed Deck - A Sealed Deck tournament is played with unopened starter decks and/or booster packs. Players may bring their own product, and product should be available at the location of the tournament for players to purchase. In addition, it is the tournament director's responsibility to ensure that all players have equal access to the materials required during the deck-building period. This would include having extra product from which to draft or swap with an unmatched player.

This tournament type is composed of a series of individual games where players keep the same deck throughout the tournament. A tournament consists of at least three games with an additional Final Confrontation to determine the tournament winner. This Final Confrontation pairs the highest scoring Dark player and the highest scoring Light player.

Sealed Deck events share a number of common details, but specifics often vary; each format should be read carefully.

- Premiere Sealed
- OTSD Sealed
- OTSD Booster Draft
- JPOTSD Booster Draft
- EPP Overdrive
- Death Star II Sealed
- Death Star II Booster Draft
- Reflections II Booster Draft
- Reflections III Booster Draft
- Secret Squirrel

Additional Sealed Deck formats may be approved on a tournament-by-tournament basis.

General Tournament Rules

SW: CCG tournaments must be played according to the most current rules as defined by the Rule Book 2.0, Glossary 2.0, Glossary Supplement, Rules Supplement, and all current errata/rulings details on http://swccgpc.com (*See Legality of New Errata*). Game play questions should be directed only to the tournament director or a designated judge. In the event that the rules documents do not answer a question, the tournament director (or designated judge) is the final authority.

Cards - Foreign Language – If a player's deck includes a foreign language card, an English version of that card, *from outside that player's deck,* must be available for reference upon the request of his opponent. It is the responsibility of the player using a foreign language card to provide an English version if a copy is unavailable from any other sources. *See Unsportsmanlike Conduct – Foreign Language Cards*

Cards - Hyperroute Navigation Chart – This card is a game aid only and is not legal for inclusion in any deck.

Cards - Oversized – The oversized objective cards Hunt Down And Destroy The Jedi/Their Fire Has Gone Out Of The Universe and Mind What You Have Learned/Save You It Can are legal for tournament play and count toward the deck's card limit. No other oversized cards are legal for tournament play.

Cards - Proxies – The use of proxy cards is strictly forbidden. The only cards legal for tournament play are Decipher-printed SW: CCG cards and the virtual cards issued by the SW: CCG Player's Committee.

Deck Sleeves – If a deck includes foil cards, virtual cards or any cards with distinguishing markings, that deck must be sleeved. Deck sleeves must match. In the event that a player's sleeves become marked during tournament play, that player must replace the sleeve(s) in question immediately. Penalties for failure or inability to sleeve or resleeve where necessary include game forfeiture and tournament disqualification. See *Decks & Piles - Insert Cards, Decks & Piles – Stolen Cards*.

Legality of New Errata – Newly released errata are tournament-legal immediately when officially released.

Legality of New Expansions – Newly released expansions are tournament-legal one week after their official release date.

<u>Minimum Number of Players</u>
> *Constructed Deck Tournaments* – The minimum number of players for a Constructed Deck tournament is four.
> *Sealed Deck Tournaments* – The minimum number of players for a Sealed Deck tournament is six.

<u>Minimum Number of Games</u>
> *Constructed Deck Tournaments* – The minimum number of games for a Constructed Deck tournament is four (2 rounds of play). The number of games played should always be even.
> *Sealed Deck Tournaments* – The minimum number of games for a Sealed Deck tournament is three.

> We strongly recommend that whenever possible:
> - o Tournaments with at least 32 players should include 6 games (or 3 rounds of play).
> - o Tournaments with at least 42 players should include 8 games (or 4 rounds of play).

<u>Non-interference</u> – Tournament directors (and designated judges) may not interfere in games. They may only take action when a rules or game play question has explicitly been asked or when a concern regarding stalling or cheating has been raised. Players, spectators, and observers may never interfere in games. Players must refrain from discussing details between games.

<u>Players' Belongings During a Tournament</u> - Players may only have recognized game elements on the table during a game. Recognized game elements include:
- Play decks (Both Dark Side and Light Side)
- Hyperroute Navigation Chart
- Timer
- Extra Sleeves
- Deck box (with nothing in it except what is named above)
- Cellular Phone

Cellular phones must be set to 'silent'. Calls may not be made or taken during game play except in the case of an emergency, in which case they should last no longer than one minute. *See Unsportsmanlike Conduct - Stalling*

Any additional items (official documentation, English translations of foreign language cards, etc.) may only be referenced when a ruling is requested and when the tournament director is present.

<u>Time Remaining Announcements</u> – Tournament directors should make every effort to announce how much time is remaining in the game. For 60 minute games, these announcements should come at (or as close as possible to) the 30, 20, 15, 10, 5, 4, 3, 2, and 1 minute remaining marks. For games shorter than 60 minutes, time remaining announcements should be made at the same marks that fall within the duration of the game. Players are responsible for knowing how much time is remaining. *See Unsportsmanlike Conduct – Stalling*

<u>Tournament Directors – Age</u> – Tournament directors should be 18 years of age or older.

<u>Tournament Directors – Competing in Their Own Events</u> - Tournament directors may compete in their own event as long as the following rules are observed:
- The tournament director's playing does not create a bye.
- The tournament director must assign an assistant judge and a back-up judge. The assistant judge will make rulings where the tournament director is playing and the back-up judge will make rulings where the tournament director and assistant judge are playing.
- The tournament is not a Championship Level event.

Tournament directors are encouraged to play in order to eliminate a bye, but if during the course of the tournament a bye is created, the tournament director should drop in order to eliminate that bye.

It is *suggested*, but not *required*, that tournament directors not compete in events that they are running if there are more than 16 participants. As the number of participants increase, there is a greater risk for decreased quality in the overall tournament experience if the tournament director is focusing on playing his own game as well as running the entire event.

<u>Tournament Location</u> – Tournaments should always be held at a publicly accessible venue. Tournaments should never be held at a private residence.

<u>Unsportsmanlike Conduct - Cheating</u> – Cheating is not a strategic option and it is not tolerated. If a player suspects his opponent of cheating, they should request that the tournament director (or designated judge) watch the game. If a tournament director (or designated judge) witnesses an act of cheating, action may be taken. Penalties include, but are not limited to, game forfeiture and tournament disqualification.

<u>Unsportsmanlike Conduct - Collusion</u> – Conspiring to artificially determine the results of a game/match and/or standings of a tournament is not tolerated. Penalties include, but are not limited to, tournament disqualification and revocation of prizes. ARRANGING TO SPLIT, SHARE, OR GIVE PRIZES, CASH OR OTHERWISE, BETWEEN TWO OR MORE PLAYERS OR TO ONE OR MORE PLAYERS IS EVIDENCE OF COLLUSION.

<u>Unsportsmanlike Conduct – Foreign Language Cards</u> – Any attempt by a player using a foreign language card to deny an opponent's request to see an English version may constitute unsportsmanlike conduct. Penalties include, but are not limited to, game forfeiture and tournament disqualification. However, please note that *repeated* translation requests by the same player for the same card may constitute stalling or general unsportsmanlike conduct and should be dealt with accordingly.

<u>Unsportsmanlike Conduct - General</u> – Players are expected to display maturity and the utmost respect to other players, tournament directors and designated judges at all times. Penalties include, but are not limited to, game forfeiture and tournament disqualification.

<u>Unsportsmanlike Conduct – Scouting</u> – Scouting is defined as intentionally gathering details about a deck that an opponent is playing. It is understood that due to playing space constraints, under most circumstances, it is impossible to prevent some details from being unintentionally gathered over the course of a tournament. It is the responsibility of the Tournament Director and of each individual player to keep this to a minimum. When a game is complete, a player should immediately leave the playing area WITH HIS OPPONENT and report their final score to the Tournament Director. Players should not return to the playing area until pairings for the next game are announced. See *non-interference*.

<u>Unsportsmanlike Conduct - Stalling</u> – Stalling is not a strategic option and it is not tolerated. If a player suspects his opponent of stalling, he should request that the tournament director (or designated judge) watch the game. If the tournament director (or designated judge) subsequently witnesses an act of stalling, it is his right to force the guilty player to take an action, pass on an action or simply end their turn in order to allow the opponent to proceed. Repeated occurrences of stalling may lead to a game forfeiture and/or tournament disqualification.

<u>Virtual Card Design Opportunities</u> – Virtual Card Design Opportunities are nontransferable. Advocates cannot win design opportunities offered at tournaments. If an Advocate wins a tournament where a virtual card design opportunity is at stake, that design opportunity is awarded to the next highest finishing player.

Championship Level Event Rules

A Championship Level event is any event at which one or more automatic bids to Day 2 at Worlds is at stake. Worlds Day 1, Day 2 and Day 3 are also Championship Level events.

<u>Day 2 Automatic Bids</u>– At least one automatic bid to Day 2 at Worlds is issued at a Championship Level World Qualifier event. These bids are issued to the highest-placing players in the tournament who do not already have an automatic bid. These bids may not be voluntarily passed to any other players under any circumstances. Advocates may pass an automatic bid that they receive to the next eligible player. Design Advocates, Rules Advocates and Tournament Advocates may not compete in Worlds.

<u>Deck Sleeves</u> – Decks must be sleeved using opaque sleeves with plain solid color backings (non-reflective with no designs, artwork, patterns, etc). The Tournament Director may choose to waive this rule where deemed so appropriate.

<u>Deck Lists</u> - Deck lists are required for all Championship Level events.

<u>Deck Lists – Deck Checks</u> – Tournament Directors should randomly check the decks of at least 25% of the competing players against their deck lists between games throughout the tournament. Tournament Directors should check the decks of both players competing in a Final Confrontation prior to the beginning of that match.

A deck list that does not match the deck may result in penalties. If a deck contains more than the allowed limit of cards or if a deck contains cards other than those specified on the deck list, the violation will result in a full loss for the prior game (and a full win for the opponent). If the player whose deck is in violation lost the prior game by 30 or more differential, that game's result stands, otherwise score a –30 differential for that player and a +30 differential for his opponent. If a deck is simply missing one or more cards, the player has the opportunity to replace the missing card(s) without penalty.

A player who has failed a deck check must match their deck to their deck list. If they are unable to do so, the penalty is tournament disqualification.

A player who has failed a deck check should have his decks checked after each game for the remainder of the tournament. The penalty for a second violation is tournament disqualification.

A deck list that does not match the deck before the Final Confrontation will result in a disqualification from the Final Confrontation for the offending player, and the next highest scoring player will receive the opportunity to play in the Final Confrontation

<u>Final Confrontation</u> – The scheduling of a Final Confrontation at Championship Level events is mandatory. The Final Confrontation must be played unless the second-seeded player waives their right to it. The second-seeded player may not gain any advantage, prize support or otherwise, by waiving their right to a Final Confrontation. *See Unsportsmanlike Conduct – Collusion*.

<u>Minimum Number of Games</u> – The minimum number of games for a Championship Level event of any format is six (or 3 rounds of play).

<u>Playing Area</u> - When their game is completed, a player should report their score to the tournament director and immediately leave the playing area, if at all possible.

Tournament Game Play Rules

<u>Actions - Forgotten Actions – responsibility</u> - The owner of a card has the responsibility to perform or enforce any actions resulting from that card. However, this does not preclude his opponent from reminding him of his actions. Examples:
- The Dark Side player has Visage of the Emperor on the table. At the end of his turn, it is his responsibility to make himself and his opponent lose 1 Force.

- The Light Side player has Ice Storm on the table. During his control phase, it is his responsibility to move Ice Storm to the next marker site
- The Dark Side player has Battle Order on the table. During his control phase, he does not use three Force to drain his opponent at a site. His opponent can then remind him to use the three Force or else the drain is cancelled.

<u>Actions - Taking Back</u> - When a player declares a game action, it can only be taken back if such action has not resolved yet and the opposing player has not responded (or declined to respond) to that action. An action *must* be taken back if such action was made without allowing the opposing player to initiate (or pass on) a response to the player's previous action or if such action was made without allowing the opposing player to initiate (or pass on) his own action.

Each phase in the game does not end until both players pass consecutively. However, players do not usually announce every pass action because that becomes very tedious. Sometimes the other player wants to perform an action during a phase that gets skipped.

If a player performs (or begins to perform) the first action in a phase before a previous phase is ended (or completely skips a phase), then the other player may require that action be taken back, and the game returns to that previous phase.

Example:
The Dark Side player deploys three characters from hand at once and then uses a Force to initiate battle. Since the Light Side player was not given an opportunity to play a card between each individually played character, the Light Side player may require that the game return to the state it was in right after the first Dark Side character was played that turn, allowing the Light Side player the option of playing a card like Rebel Barrier.

A player performs (or begins to perform) an action when any of the following occur:
- A declaration is made ("I will Force drain you for 3 at Kessel")
- A cost is paid (for example, Force is used)
- A card is played to the table
- An Interrupt is placed in the Used Pile or Lost Pile or out of play

<u>Actions – Taking Back – Force Activation</u> – If no other actions or responses have been made during a player's Activate Phase, that player may choose to "deactivate" up to as much Force as he has activated that turn and may "reactivate" Force up to the amount of activation he is allowed that turn. For example, a player has 4 Force saved from previous turns and may activate up to 12 Force this turn. The player activates all 12 Force and then decides to deactivate 2 Force. He then decides to reactivate 1 Force. This is legal if no other actions or responses have been made this phase. *See Decks & Piles – Insert Cards*

<u>Card Orientation</u> - All cards in the Reserve Deck, Force Pile and Used Pile should be oriented in one direction (based on card back). If a player notices that an opponent's cards are not all oriented in the same way, he may ask for them to be re-oriented.

<u>Decks & Piles – Counting</u> – Players should count their opponent's cards before and after each game. It may seem discourteous, but there have been instances where people have accidentally left cards out of their deck. It is of benefit to everybody to have their decks double-checked.

Players may count the cards in their (or request a count of the cards in their opponent's) deck, pile or hand at any time. Lost Piles must be counted face down.

<u>Decks & Piles - Insert Cards</u> – An insert card is inserted face down in a Reserve Deck. If that Reserve Deck is sleeved, its owner must provide a sleeve for the insert card to match his deck. That sleeve should be marked in the middle of its back to indicate that it is an insert card. Players may not count their Reserve Deck if it contains an insert card.

If an insert card is in a player's Reserve Deck, during that player's activate phase, that player *must* declare how much Force they are going to activate. If the insert card does not reach the top of that player's Reserve Deck, he may not activate any more Force this phase. If the insert card does reach the top of that player's Reserve Deck, he may then activate any additional Force available to him this phase.

<u>Decks & Piles - Lost Pile</u> – A player may not look at the cards in their Lost Pile unless a card specifically allows them to do so. When cards are placed into or taken from a Lost Pile, this must be done one card at a time. The opponent must have the opportunity to see the cards and to keep track of this count.

<u>Decks & Piles - Stolen Cards</u> – If a player steals a card from their opponent (into hand, Life Force, or otherwise), that player must provide a sleeve for the stolen card to match his deck.

<u>Rules/Game Play Questions</u> – A player should immediately raise any questions to the tournament director (or designated judge) immediately. The only opportunity to correct an error is at the time of play. Changes cannot be made retroactively.

<u>Writing</u> – No writing is allowed during play.

Resources

All forms and documents necessary to run a SW: CCG tournament can be found http://www.swccgpc.com. Minimally, a tournament director must have copies of the scorecard (command card), the rules documents and this official tournament guide.

Prize Support

Prize support is available through the SW: CCG Player's Committee. Refer to http://www.swccgpc.com.

Starting the Tournament – Constructed Deck

When a player arrives, have him fill out the top portion of his scorecard, indicating all relevant information.

For a Constructed Deck tournament, after all players have registered, shuffle the scorecards so that they are sufficiently randomized and begin the first pairings.

Starting the Tournament – Sealed Deck

When a player arrives, have him fill out the top portion of his scorecard, indicating all relevant information.

There are two primary types of Sealed Deck events: "sealed" and "booster draft".

Sealed – In sealed events, product remains unopened until each player is paired with his first opponent and assigned which side of the Force he will play throughout the tournament. Each player will open up his decks and packs, each Dark Side player gives all of his Light Side cards to his opponent and vice versa. Cards should be handled face down and not seen by either player yet, as looking at card faces while swapping is against the rules. (After the tournament each player keeps the cards they receive in the exchange.) If there is an extra player, with no opponent to swap with, the tournament director is responsible for swapping cards from the extra sealed deck with that player.

Booster Draft - In booster draft events, players are seated ideally in groups of 4, however, this is sometimes not possible due to the number of players in the tournament and groups of 6 are used. In the case of an odd number of players, the tournament director might need to draft a dummy hand. This is done to make equal numbers of Light and Dark Side players in each group. The tournament director should always draft in a group of 6 and draft competitively. The following guidelines should be used to determine the group sizes:

8 players = 2 groups of 4
9 players = 1 group of 4 and 1 group of 6 (with a dummy player)
10 players = 1 group of 4 and 1 group of 6
11 players = 2 groups of 6 (one with a dummy player)
12 players = 3 groups of 4
13 players = 2 groups of 4 and 1 group of 6 (with a dummy player)
14 players = 2 groups of 4 and 1 group of 6
15 players = 1 group of 4 and 2 groups of 6 (one with a dummy player)
16 players = 4 groups of 4
etc...

Players are randomly determined to play either Light or Dark Side of the Force and are never seated next to a player of the same side of the Force. In a group of 6, players would be seated Light/Dark/Light/Dark/Light/Dark in a circle. Once all players are seated, every player opens his first booster pack. If more than one type of booster pack is being used, packs should be opened in ascending order of release (i.e. Premiere before A New Hope). Each player chooses any one card that he wants for his side of the Force only (keeping in mind that he is building his deck) and then passes the remainder of the pack to the player on the left (Remember: there is no defensive drafting, a player may only take cards from his side of the Force). No player may pick up the stack of cards that was passed to them until all players have chosen their one card and everyone is ready to pass. This is done in order to minimize confusion and the possibility of mixing piles of cards that might begin to stack up if one player is taking longer to draft than others. Any card that has been chosen by a player may no longer be looked at once they have picked up the next stack of cards; this is done so that the drafting process takes less time.

Sometimes a player may be passed card(s) for the other side of the Force from what he his playing, in this case that player should continue to pass the card(s) to the next person, looking at them if he so wishes. Once all the cards have been exhausted from the first pack of cards, each player then opens a second booster pack and duplicates the process; this time passing the cards to the right and switching directions after each drafting turn has been exhausted.

Deck Building - After the sealed product exchange or booster draft is complete, players are given a set amount of time to build their decks. Players building 40 card decks should be given 10 minutes. Players building 60 card decks should be given 20 minutes. EPP Overdrive deck-builders should be given 15 minutes.

Re-customization - No other cards may be brought into the tournament or traded between players during the tournament, but a player may re-customize his deck between games with cards from the original stock of sealed cards, provided he follows the deck construction guidelines.

Running the Tournament

Pairings – Constructed Deck

1. **First pairings -** Take the top two cards off the pile. Pair off these two cards, noting the name of each player's opponent on his card. Then the third and fourth cards are paired, and so on. Continue pairing players in this way until all cards are placed in one of the two piles of paired cards. Note the player's opponent's name on each card. If there are

an odd number of players competing in the tournament, a bye (for that game) will be assigned to the player with the last card remaining. The allegiance of the two piles must be determined at this time, by coin toss or similar method.

2. **Reporting the game score -** When players complete their game, they must approach the director's table together to report the results. Players must never mark their (or any other) scorecards. Mark each player's card with his game score (*See Scoring*). Collect all scorecards, including the card from a player with a bye if there was one. After each game, update the player's cumulative score by adding the victory points and differential for this game to his previous cumulative score. Each player must initial his own card to show acceptance of reported score for that game.

3. **Subsequent pairings -** When all players have completed play and all Command Cards have been marked with the results of the first games, separate the Command Cards into two piles according to each player's allegiance in the game just played. Arrange the cards in each pile in descending order according to the player's total score, with the highest score on top, second highest score beneath it, and so on until the card with the lowest score is on the bottom.

   For the second game of the round, pair the highest scoring player from the Dark Side pile with the highest scoring player from the Light Side pile, and so on, until all players have been paired. If there are an odd number of players, the last player left receives the bye for the next game. If that player has previously received a bye in this tournament, reassign the bye to the next lowest ranked player in the same pile (that has not already received a bye).

   Players now play the second game of the round with an allegiance opposite that which they just played in the previous game. This way, each player completes a round having played one game with a Dark Side deck and one game with a Light Side deck. Again, be sure to record the player's allegiance for each game on their Command Card.

   It is possible that players could be matched up to face the same opponent more than once with the same allegiance. In this event, an attempt must be made to modify the pairing. In this situation, pair the player with the next highest ranked player after the one he was originally supposed to play. If he has already faced that person, pair him against the next highest ranked player of the opposite allegiance, repeating if necessary. In the rare case that the player has already faced all the players remaining in the pile, then leave the pairing as it originally was.

4. **Completing a round -** Once the second game is over, the round is complete. Calculate cumulative scores on each card as it is received. Now, place all Command Cards together in a single pile, arranging them in descending order, with the highest cumulative score on top, and the lowest on the bottom.

5. **Beginning a new round -** To begin the next round, repeat the pairing process from Step 1. It is possible that players could face the same opponents more than once. If the two players previously played each other with the opposite allegiances, then the pairing stands. However, if the two players have already played each other with the same allegiances, an attempt must be made to modify the pairing. If the two players have not played each other with allegiances opposite to the current paring, modify the pairing to create that match. If that modification is not possible, the lower-ranked of the two players should switch rankings with the next highest ranked player, repeating if necessary. In the rare case that the player has already faced all the players remaining in the pile, then leave the pairing as it originally was.

   Repeat Steps 2 through 4 to finish the round.

Pairings – Sealed Deck - Pairings are made following Constructed Deck rules, although players do not switch allegiances in Sealed Deck play. After each game, both players must report to the tournament director to have their scores recorded prior to re-customizing their deck. Scoring follows the same method as for the Constructed Deck type.

Timing - For all Constructed Deck formats, a game time of 60 minutes should be enforced.

For all Sealed Deck tournaments, game time limits are dependent on the number of cards being used in a deck. The standard rule is one minute per card. 60 card decks would require a 60 minute time limit, 40 card decks would require a 40 minute time limit, etc. The exception to this rule is the EPP Overdrive format, in which game time is limited to 15 minutes.

When the time limit for a game has elapsed (in any format), players will continue the game until the end of the turn of the player who went second in the game (normally, this will be the Light Side player; however, starting the card Death Star by the Dark Side player, or Yavin 4: Throne Room by the Light Side player, will create situations where the Dark Side player will have gone second. In these cases, the Dark Side player will finish out his turn and then the game is over). If the game comes to a normal conclusion (depletion of Life Force) after the time expires, the game should be scored a full win or full loss. Otherwise, the game is scored as a modified win or modified loss (using the appropriate tie breakers).

If the tournament director notices that a game is approaching the time limit, he or she should watch the conclusion of the game to make sure it is scored properly.

Scoring - A player's score is a combination of victory points and differential points. Players score 2 victory points for a Full Win, 0 for a Full Loss. The differential is always recorded in parentheses after the victory point score.

Differential points are determined by the number of cards the winner has left in his Life Force once the loser's Life Force is depleted. For each card remaining in the winner's Life Force, the winner scores 1 positive differential point, and the loser scores 1 negative differential point. For instance, if the winner has 15 Life Force remaining when his opponent runs out of Life Force, he receives a score of 2(+15) and the loser receives a score of 0(-15).

After each game, update the player's cumulative score by adding the points and the differential for this game to his previous cumulative score. For example, a player has played two games. In the first he scored 2(+10). In the second he scored 0(-6). His cumulative score at this point is 2(+4).

A player cannot win (or lose) by more than a 59 differential.

Special Scoring Situations

- **Bye** - If a player has received a bye he scores 2 victory points with 0 differential, or 2(+0).
- **Quitting** - If a player quits after pairings have been made or during a game, he should receive a full loss for that game. The winner is awarded 2 victory points plus a differential equal to an amount the tournament director feels is reasonable, based upon the individual situation. Directors should take into account the circumstances causing the quit, such as medical and family issues, or poor sportsmanlike conduct. The quitter receives the equivalent negative differential. Players who quit a game should not be allowed to play in the rest of the tournament. Quitting is NOT a strategic option.
- **Timed Games** - The person with the most remaining Life Force is determined to be the winner. After time has been called and the final turn has been taken, each player puts down their hand and counts up their total Life Force remaining (Used Pile, Reserve Deck, and active Force Pile). The winner of a game that goes to time receives a Modified Win (1 victory point); the loser receives a Modified Loss (0 victory points). Differential points are equal to the number of cards left in the winner's Life Force.
- **True Ties** – In the case of a true tie, apply these tiebreakers in order:
    1) Player with least cards in his **Lost Pile** is declared the winner. (Cards out of play do not count toward this number)
    2) Player with least cards in his **hand** is declared the winner.
    3) Winner determined **randomly**. (Coin toss or other random method)

    Winner receives a modified win 1(+1). Loser receives a modified loss 0(-1).

Ending the Tournament

After the final round, the person with the highest score (including the differential, if necessary, as a tiebreaker) is the winner. If there is a tie with both points and differential, a tiebreaker game can be played. If time does not allow for a tiebreaker game, apply the following tiebreakers in order:
   1) **Head to Head** – If the two players played each other during the tournament, the winner of that game (or combination of both games) would be placed higher in the final standings of the tournament.
   2) **Highest single-game differential** – the player with the highest single-game differential would be placed higher in the final standings of the tournament.
   3) **Strength of Schedule** – Each player's strength of schedule is calculated by adding up all of the cumulative victory points for all that player's opponents. Drop the lowest opponent from the calculation (to account for byes). The winner is the player with the highest strength of schedule. In the event there is still a tie, continue to drop the lowest opponent from the calculation.

Final Confrontation – Constructed Deck – This is a method used to determine the winner of a tournament by pairing the top two finishing players against each other. This Final Confrontation is a full match (two games); each game is timed to 90 minutes. The higher-seeded player may choose which allegiance he would like to play first. In the event that the Final Confrontation is a tie, apply these tiebreakers in order to determine the winner of the tournament:
   1) Player with the higher total of victory points is the winner.
   2) Player with highest total differential is declared the winner.
   3) Player with the highest single game differential win within this tournament is declared the winner.
   4) Winner determined randomly. (Coin toss or other random method)

Final Confrontation – Sealed Deck – This is a method used to determine the winner of a tournament by pairing the top finishing Light player against the top finishing Dark player (or the top two placing players in a Secret Squirrel format event). This Final Confrontation is one game and is timed to 1.5 times the standard length of the format being played.

After the Tournament

If a tournament included a virtual card design opportunity and/or any automatic bids to Day 2 at Worlds, the tournament director should e-mail the SW: CCG Player's Committee Tournament Advocates with the names and e-mail addresses of the players receiving those prizes.

Alternate Formats

Classic Format Ban List

The following cards are not legal for sanctioned Classic Format play:
- All cards with an Episode 1 icon
- All cards with a Maintenance Cost

The cards on this list will be continually monitored by the SW: CCG Player's Committee to ensure a fair and positive play environment is maintained. We will update this list as needed to account for "broken", abusive, or overpowered strategies, or to remove cards that no longer pose a significant problem.

Premiere Sealed
Product required: 1 Premiere Starter Deck
Rules: Sealed

OTSD Sealed
Product required: 1 Official Tournament Sealed Deck
Rules: Sealed

OTSD Booster Draft
Product required: 1 Official Tournament Sealed Deck
Rules: Booster Draft

JPOTSD Booster Draft
Product required: 1 Jabba's Palace Official Tournament Sealed Deck
Rules: Booster Draft
Additional notes: Any character of ability 1 who has a printed deploy number of 3 or greater is considered, for all purposes, to be of ability 2. (This rule applies to both Dark Side and Light Side characters)

EPP Overdrive
Product required: 1 Enhanced Premiere Pack
Rules: Sealed
Additional notes: Darth Vader With Lightsaber and Luke With Lightsaber packs are recommended for use, but any EPP pack is legal. 30 card decks should be built. Games are timed to 15 minutes. A minimum of 4 games should be played.

Death Star II Sealed
Product required: 1 Death Star II Pre-Constructed Deck
Rules: Sealed

Death Star II Booster Draft
Product required: 3 Endor booster packs, 3 Death Star II booster packs
Rules: Booster Draft

Reflections II Booster Draft
Product required: 4 Reflections II booster packs
Rules: Booster Draft
Additional notes: Each player may bring with him six battleground locations that may be included in the player's deck. The tournament director should verify these locations' status as battlegrounds prior to beginning the tournament.

Reflections III Booster Draft
Product required: 4 Reflections III booster packs
Rules: Booster Draft
Additional notes: Each player may bring with him six Tatooine, Coruscant and/or Naboo battleground locations that may be included in the player's deck. The tournament director should verify these locations' status as battlegrounds prior to beginning the tournament.

Secret Squirrel
Product required: 1 Jabba's Palace Official Tournament Sealed Deck
Rules: see below
Additional notes:

Secret Squirrel Rules
- Additional product may be included.
- Product is not exchanged or drafted in this format and there is no deck construction period.
- A deck consists of the product the player opens.
- A player may glance through his deck to find any Objectives, starting Locations and/or Starting Interrupt that he may wish to use.
- If a player has more than one objective, only one may be included in his deck.
- Randomly decide who goes first.
- Both players may play Starting Interrupts of the same name.
- When a player deploys a location, that player chooses to deploy the location with either the LS or DS game text facing him.
- A player may deploy a unique effect even if his opponent has a copy in play.
- A player may not persona replace his opponent's characters.
- A player may convert his own location.

Optional Secret Squirrel Rule Set
- Randomly assign the LS objective to one player, and the DS objective to the other player, the player with the DS objective goes first.
- All ability 1 characters are considered to have ability 2.
- Lando with Vibro-Ax, The Camp and His Name Is Anakin are banned.