NISEI Organized Play Policies

Version 1.4

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The NISEI Organized Play Policies serve as a combined reference for tournament attendees and staff alike. Much of what is contained here is common sense, but it is codified to ensure that all players are held to the same standards and to facilitate a consistent event experience worldwide. For ease of use, policies are organized based on who they are primarily geared towards. Players are of course encouraged to familiarize themselves with this entire document but will find the most relevant information towards the beginning.

NISEI is committed to promoting a culture of sporting conduct and mutual respect as well as creating safe and inclusive environments for all participants. Event staff are not just present to enforce rules; they have your best interests at heart. While our community is considered one of the most friendly in the gaming world, you might occasionally come across players who don't behave in a fair and appropriate way. Attendees should be comfortable calling a judge or coming to a member of event staff knowing that their concerns are confidential, will not be dismissed, and will be handled appropriately. In essence: use common sense, do your best to play fairly, honestly, and attentively, have fun, and be excellent to one another.

Player Expectations

Players attending tournaments bear the following responsibilities:

- Arriving at the venue in a timely manner.

- Bringing all necessary materials to the event, including decks, tokens, decklists (if required), card sleeves, and proxies.

- Ensuring playmats, sleeves, third-party alt-arts, and other materials are in good taste and in keeping with the principles found in the Code of Conduct. Sexualized artwork is specifically disallowed.

- Being aware of the contents of this document and acting in accordance with it.

- Following all game and tournament rules and acting in accordance with the NISEI Code of Conduct.

- Seeking the assistance of a member of event staff if said rules or Code of Conduct are violated.

- Making decisions and playing at a reasonable pace.

- Communicating sufficiently and maintaining a clear game state.

- Spectating other games respectfully and complying with any request by event staff to cease spectating.

- Verbally (and in writing, if asked) informing a member of event staff of their intent to drop from the event.

Tokens/Dice

- A token is a physical representation of public information.

- An opponent or member of event staff may ask you to use official NISEI or FFG tokens. Non-official tokens must be agreed upon by both players.

- Tokens may be used as a reminder of hidden information - for example, a Runner may place a token in front of a server to remind them it contains a certain card.

- Tokens may not be arranged in an excessively messy way or a way that obscures their purpose, value, or any card information. Dice may be used to represent discrete values. If dice are used for credits it is recommended to not go above values of 5 for ease of players and judges.

- If a player is uncomfortable with the way their opponent is representing any element of their board state, they may request a reasonable modification, which includes changing how counters and credits are represented.

Proxies And Third-Party Alternate-Art Cards

A "proxy" is a stand-in for a legal card in a player's deck that the participant does not physically have with them. Proxies are permitted at all NISEI events.

Proxies are usually made at home with a printer and scissors. They must be:

- Printed out (color and grayscale are both acceptable) on white, standard-weight copy paper and scaled appropriately.

- Cut out neatly so as not to be too large for the card sleeve or protrude from it.

- An exact copy of the front of the card with no information missing or inaccurately represented.

- Placed in front of a "backing card" in an opaque card sleeve. A backing card from any game or product may be used, so long as it is not a copy of a legal card in the player's deck.

Proxies that are professionally printed on cardstock so as to closely resemble ordinary cards are also acceptable. Handwritten proxies may only be made by event staff as a last resort to make a player's deck legal and should use the official template found at nisei.net/op/resources.

Unofficial alternate-art cards made by third parties are also acceptable at all events, provided they are in good taste and not in violation of the principles found in the Code of Conduct. An alt-art must contain at least the name of the card. Textless alt-arts or ones that are missing other information (with the exception of Identities) are not allowed at Competitive-level events and discouraged at Casual-level events. If using an alt-art that has missing or incorrect information, the player must have said official card or a legal proxy that can be used in its place at the request of an opponent or member of event staff.

In any case, all proxies and alt-arts should be legibly printed, easily identifiable, and indistinguishable from other cards in the player's deck while sleeved (including size and thickness).

Note Taking

- At all events, taking written notes and referring to them during a game is allowed.

- Players may only refer to notes taken during the current game. Referring to notes from previous games or ones created before the event is not allowed. Players may reference official rules, policies, tournament procedures, and/or card text at any time.

- Notes should be reasonably concise. Excessive note taking (more than a sheet or two) is not allowed. Taking or referring to notes should not impede the normal flow of a game.

- Electronic devices may not be used for note taking at Competitive-level events.

- Players may keep their notes secret from an opponent. A player does not have to reveal, translate, or explain their notes to their opponent, but must reveal and/or explain their notes to a member of event staff if asked.

- Event staff have the final say on what constitutes acceptable notes and note taking.

Intentional Draws And Two-For-Ones

In some cases players may wish to intentionally draw a match, each receiving one win and one loss, or agree to forfeit the second game of a match based on the results of the first (referred to as a two-for-one). Any time players agree upon either of these options, a judge must be called over and the players must jointly report their decision to said judge, who will initial their match slip and mark it accordingly. In the case of a two-for-one, players must decide randomly who plays which side and a judge must be present for said randomization. Players play only a single game in a two-for-one match and are awarded twice the normal event points for that game. Offering compensation to an opponent for agreeing to a two-for-one or an intentional draw is grounds for disqualification.

Decks And Decklists

- Decks must be legal for the event's format and sleeved in opaque, standard-sized card sleeves of consistent size, color, texture, and condition.

- Players may not bring decks that are so large as to be unwieldy and that cannot be sufficiently shuffled in a reasonable amount of time.

- After shuffling, players must present their deck to their opponent to cut. The opponent may cut the deck, shuffle it, or decline.

- Players may agree on who will play which side first. If they cannot agree, then they must randomize starting sides.

- At Competitive events, players must submit decklists.

  - Decklists must exactly match the player's physical decks.

  - A decklist must also contain the player's name, the event, and the date.

  - All cards in a decklist must be uniquely identifiable; that is to say, enough of the card name must be present to distinguish it from all other cards.

○ Printed decklists are acceptable provided they meet the above requirements. Official decklists that are legibly filled in by hand are also acceptable. It is at the sole discretion of the Tournament Organizer whether or not any other form of handwritten decklists will be accepted. It is good practice for a Tournament Organizer to provide blank copies of official decklists (found at nisei.net/op/resources).

Other Tournament Rules And Policies

● Players may use any mutually agreed upon method of randomization so long as it does not impede the flow of the game. If an ability requires randomization, a player may request their opponent use an appropriate die or flip a coin. When accessing cards at random (most commonly from HQ), shuffling by hand is sufficient.

● Players may petition to rejoin a tournament from which they have dropped or were dropped due to absence/tardiness. They may be readmitted in the next Swiss round at the Tournament Organizer's discretion and receive losses for each game they missed.

● Cards and other materials are allowed regardless of the language in which they are printed; players are encouraged to use the cards they feel most comfortable with. When referring to rules, errata, and official text, the English name of the card in question will be used, although this information will be made available in any language it has been officially translated into.

● Use of electronic devices is allowed during games, but they may only be used to take notes as normally allowed in Casual-level events, represent parts of the game state (such as clicks or credits), or to view official rules, policies, or card text. They may not be used to access any sort of strategic information, decklists, etc. Event staff may restrict the use of electronic devices on a case-by-case basis at their discretion.

● Reasonable exceptions to any policy will be made to accommodate any players with disabilities.

Calling Judges

These rules are not in place to punish participants who have made honest mistakes but to reach a resolution that is fair to both players. Mistakes are bound to be made and only rarely will a player intentionally behave dishonestly. To reiterate, a judge always

has your best interests at heart. Do not hesitate to call a judge in any situation, including when:

- There is a disagreement regarding game rules, tournament rules, or how a card works.

- A clarification on a rule or interaction is needed.

- The Code of Conduct is violated.

- You would like the official text of a card or rules document in any language to which it has been officially translated.

- You feel threatened by another participant or spectator.

- You would like a member of event staff to watch for slow play.

- A rule is broken or the gamestate is illegal/inaccurate and you are unsure how to proceed.

- You notice an illegal game state or suspect cheating in a game you are spectating.

- You and your opponent would like to report a two-for-one or intentional draw.

A judge will not interrupt a game they are spectating unless there is a clear violation of the Code of Conduct, the game state is illegal, or they suspect an infraction was intentional. It is preferred that a judge is called at the time the incident occurs. If you feel unsafe calling a judge or are otherwise unable to do so, report to a member of event staff after your match is concluded and the incident will be handled appropriately.

Whenever a judge issues a ruling or penalty, they will explain the rule in question, why the penalty is appropriate, and usually (depending on the infraction) issue a time extension for the match equal to the amount of time the ruling took to make. If you disagree with a judge's ruling or penalty, you have the right to respectfully appeal it and involve a higher judge. The Head Judge has the final say in all rulings and disputes.

Event Staff Expectations

The Tournament Organizer is responsible for their entire event, including:

- Scheduling and publicizing details of the event (including event structure) a reasonable amount of time in advance.

- Securing prize support and other necessary materials (or working with the venue to do so).

- Preparing the event space for the tournament.

- Appointing, supervising, and delegating responsibility to judges and assistants as required.

- Maintaining the integrity of the tournament.

- Distributing prizes.

- Remaining available and present at the venue throughout the event.

- Collecting reward byes, verifying validity, and destroying them.

- Overseeing scorekeeping and pairings and keeping the event moving at a reasonable pace.

- Responding to and resolving rules infractions, disputes, and other concerns.

- Resolving unforeseen issues which may arise.

- Acting in accordance with the NISEI Code of Conduct.

- Making clear that accommodations are available for any attendees with disabilities and facilitating said accommodations.

The Tournament Organizer has the final say on all organizational aspects of the event, including but not limited to structure, legal tokens/dice/proxies, and policy exceptions. Anything not clarified or covered by this document is also at the discretion of the Tournament Organizer. A *Head Judge* may be appointed by the Tournament Organizer, but the same person may also fill both roles. The Head Judge has the final say on rulings and infractions.

The Tournament Organizer may deem a person ineligible to participate in an event only if the person:

- Is currently banned from NISEI Organized Play events.

- Is currently banned from the tournament venue or refuses to comply with event or venue health guidelines.

- Poses a threat to participants, spectators, and/or event/venue staff.

- Fails to register or arrive on time and their presence would mean that the venue's legal occupant capacity is exceeded.

Staff Participation In Events

Event staff may participate in an event that they are leading. They should announce their intent to participate in an event before it begins. The Tournament Organizer must either appoint a minimum of two assistants who are participating or a single assistant who is not participating so that there is an impartial judge for all issues arising in games involving staff. More are encouraged, especially at larger events. Event staff should never issue a ruling or otherwise use their power to influence a match in which they are participating, or perform deck checks on their own decks.

The smooth operation of an event is the first priority. Staff participation should never unreasonably impede the normal flow of an event. If the event cannot be run sufficiently with all or some of the staff participating, it is appropriate that they should drop from the event. In any case, there is always an expectation of transparency, professionalism, and order. Decklists should be submitted secretly (for example, facedown or folded) and should remain hidden through the conclusion of Swiss rounds. Participating event staff should only view decklists if there is a deck or decklist error and an outside assistant cannot verify the deck or decklist is legal.

Reasonable time extensions may be issued for a match in which a member of event staff is participating if they were required as a judge or for other tournament administration.

Types Of Events

There are two tiers of Organized Play events, and their structure and expectation of players varies slightly.

- **Casual** events may include organized leagues, Game Nights, and Circuit Openers, among others.

- **Competitive** events include National Championships, Circuit Breaker Invitationals, and all higher-level events. Players are expected to have a better understanding of game and tournament rules and enforcement of said rules is stricter. This tier is not designed to exclude people from participating but rather to serve as a better guideline for what is expected of them.

An event can further be described as either "Sanctioned" or "non-Sanctioned". These can be of either Competitive or Casual tier; the "Sanctioned event" designation primarily refers to events that are part of the normal season track of Organized Play and/or are run in some official capacity by NISEI or by an independent Tournament Organizer on its behalf. The following are always considered Sanctioned events:

- Circuit Openers and Circuit Breaker Invitationals

- National Championships

- Continental Championships

- World Championships

Sanctioned events provide a consistent and predictable tournament experience worldwide - and for that reason, they are subject to more stringent event policies. Players at Sanctioned events are also expected to have at least a basic understanding of game rules and the ability to play quickly enough to complete both games within the allotted time.

The following policies apply only to Sanctioned events:

- Sanctioned event kits will only be sold to prospective TOs or Stores that commit to running an event within a specified scheduling period.

- TOs or Stores who purchase Sanctioned event kits and do not run events with them may be blacklisted from purchasing future Sanctioned event kits, excepting extenuating circumstances.

- Sanctioned event kits cannot be split between multiple events, though they may be combined to offer more prize support for a sufficiently large event with NISEI Organized Play's approval.

- Sanctioned events must be run at a venue which is not age-restricted and is open to the general public (a venue with a reasonable entry or cover fee is acceptable). Accessible venues are strongly preferred.

- Prizes from Sanctioned event kits must be paid out following the specific event's prize structure as closely as possible. Said structures are included with each kit and are made available publicly on nisei.net.

- All Sanctioned events must follow the current NISEI Standard format, unless otherwise approved by NISEI Organized Play.

- Any remaining prize materials from a Sanctioned event may only be used for future events or otherwise distributed after the scheduling period has ended.

Online And Virtual Events

Some events occur in whole or in part online. There are some additional policies outlined in this section which apply specifically to this category of events:

Sanctioned events (regardless of Casual or Competitive designation) must be conducted using jinteki.net. Other services, websites, and programs may be used in conjunction with jinteki.net so long as their primary purpose is not to facilitate gameplay itself.

Policies regarding third-party services, websites, and programs to facilitate communication should be announced by the Tournament Organizer in advance of the event.

Event staff may impose reasonable and relevant rules and policies regarding online and virtual events above and beyond what is outlined in this document and players will be expected to comply. For example: "Players need to check-in with event staff on Discord in between rounds." is a reasonable and relevant directive and players could be penalized at the Tournament Organizer's discretion (up to and including being dropped from the event) for not following this rule.

Accommodations must be facilitated for participants or event staff with disabilities, as needed.

Participants and staff are still expected to adhere to the NISEI Code of Conduct in all forms of communication and exhibit sporting conduct.

Rules regarding "taking back" or rewinding an action are the same. This includes usage of the "undo click" command on jinteki.net.

It is an unfortunate reality of online and virtual events that some participants will experience connection issues. If a player disconnects and is able to rejoin within 5 minutes, a time extension will be granted for the missed time. If the player does not rejoin within 5 minutes of the disconnect, it will be treated as a concession. Once 10 minutes have passed, the player will receive a match loss. The player must reconnect or check-in with event staff before the end of the round or else may be dropped from the event at the Tournament Organizer's discretion. If disconnects are a recurring problem with a particular player and are impeding the flow of the event, a Tournament Organizer may take more adverse action up to and including dropping the player from the event.

In the event that both players are unable to connect to a match, a Tournament Organizer should grant a time extension not exceeding 5 minutes once both players have reconnected. In the event that both players are disconnected for a period of more than 10 minutes, the player with the most agenda points is awarded a win and the other a loss. If the players are tied for agenda points, the game is a draw. If the second game of the match has not yet begun, it will be considered a draw. If the players are later able to connect and if there is a mutual desire to rematch, then they may do so with the

consent of the Tournament Organizer. No time extension will be awarded in this scenario.

Most online and virtual events will require the use of additional services, websites, or programs to aid communication. Tournament Organizers are encouraged (but not required) to utilize the NISEI Online Event Discord and cobr.ai to help with communication and organization. Tips for Running an Online Tournament is another useful resource.

Asynchronous Events

Asynchronous events are tournaments where participants are paired as usual, but instead of playing their games immediately they have some number of days (usually a week) to agree to play their match with their opponent.

- Match scheduling

  - The TO must have a predefined time that pairings are announced (changes can be made as the tournament progresses as long as it is accessible to all participants). Players must send a communication to their opponent within 48 hours to begin scheduling the match. Failure to do so can lead to a round loss at the TO's discretion.

  - If players are completely unable to find an appropriate time despite communicating fruitfully (the TO may ask for logs), they should be awarded a tie. If one player has no availability, has not responded, or provided an unreasonably small window of availability the TO *may* elect to instead award the match win to the other player.

  - There must be a unified system for result reporting to the TO, and a deadline for results to be reported that is clearly communicated to players.

  - Judges may set a time limit after which players cannot two-for-one or intentionally draw. This window should be at least 48 hours from the time of a round posting.

- Judge Availability

  - Judging availability is much more challenging for an asynchronous event because the judges are less likely to be immediately available. The tournament organizer is responsible for ensuring there is judge availability

for matches that participants schedule. Judges can approach this several ways - providing blocks of time where the judges are around, or having players include them in the scheduling, or other options up to the TO's discretion. Having a "rules" question channel is not sufficient as some judge calls also involve board state repair and require some level of impartiality.

- Players should have a way to signal to any TO approved judges during the event. As long as there is a response within 10 minutes the match proceeds as normal. If no Judge is able to respond within 10 minutes the players may:

  - Record the result of the game as a tie - this is the default if the players cannot work out the other options

  - Agree to reschedule the game, working with a judge to restore their gamestate as as faithfully as possible (or if fewer than 4 turns had passed, restarting the game)

  - Rely on an outside resource to resolve the issue. Even if that resolution later turns out to have been an incorrect ruling, as long as both players agreed to it, no changes to the match result should be conducted.

  - Continue to wait for a judge

- If a tournament has multiple issues with judges being unavailable, and players bring a complaint to the organized play team, the Organized Play team will discuss remediation with the tournament organizer. But in extreme cases could cause the TO to be barred from running sanctioned events.

- Decklists

  - While many casual leagues allow deck switching between rounds due to people not wanting to be locked into a poor deck choice for weeks, for Sanctioned events, decklists must be locked throughout the event. TOs should collect decklists as normal before the first round begins if they would do so for a similar event.

- Recommendations

  - The goal of these rules is to ensure competitive equity between asynchronous and 1-2 day Netrunner tournaments. A TO's discretion will

Event Structure And Procedure

Tournament rounds are a predetermined length. Once players have found their seats and are prepared for the round a member of event staff will begin a timer and make an announcement. Swiss rounds are 65 (or optionally 70) minutes, Tiebreaker rounds are 30 minutes, and Elimination rounds are 40 minutes. Once only two players remain in Elimination rounds, there are no time limits. In cases of extreme slow play or the venue closing, a Tournament Organizer may impose a reasonable time limit on the final game(s).

When the timer expires, event staff will make an announcement. If a game is still in progress at this time, the player whose turn it is completes their turn, then the other player completes one full turn. If neither player has won, the player with the most agenda points is awarded a win and the other player a loss. If players are tied for agenda points, the game is a draw. If time is called during the first game of a match, a second game which has not been started will be considered a draw.

Use of the Amalfi system of Swiss or Single-sided Swiss is optionally allowed. Directions for running both are in the appendix.

A tournament consists of some or all of the following:

- Swiss rounds award players event points and pair players with similar records (optionally using the Amalfi system).

- Two games per round are played, one each as Corp and Runner. This is also referred to as a match.

- A player receives 3 event points per game win, 1 per draw, and 0 per loss.

- In the first round, players are paired randomly.

- If there are an odd number of players in the tournament without byes at the start of any round, one player must receive a bye. A bye is equivalent to two wins: 6 points. In the first round, the bye is given to a random player. In each subsequent round requiring one, the lowest-ranked player who has not previously had a bye receives it.

- Rankings are determined by the number of event points, followed by these tiebreakers, in order:

  - Strength of Schedule: for each player, sum their total event points and divide it by the number of rounds they have completed in the tournament so far to find their average points per round. Sum these for all of a player's opponents, then divide that number by the number of rounds so far to find SoS.

  - Next is Extended Strength of Schedule, or xSoS/eSoS , which is the sum of all a player's opponents' Strength of Schedules divided by that player's number of opponents.

  - If there is still a tie, randomize ranking.

- After each round, players are ranked and paired for the next round.

  - When using standard Swiss, group players by number of event points and pair randomly within each group. If, after pairing, a group contains an unpaired player, pair the remaining player with a random member of the group with the next most event points.

  - Players may not be paired against the same opponent more than once. When a modification needs to be made, a player should be paired with the

next lower ranked opponent they have not yet played. If there is no eligible lower-ranked player, pair up to the closest higher-ranked player.

- In larger tournaments, there may be a **Record-based Progression Cut** at the end of the first day of play, where all players above a predetermined threshold of event points proceed to a second day of more Swiss rounds, carrying over their tournament record.

- Smaller events may conclude at the end of all Swiss rounds with the highest-ranked player winning. For larger tournaments, a Standings-based Progression Cut will allow the top 4, 8, or 16 players to advance to Elimination rounds.

- It is common that several players will have the same number of event points at the end of Swiss rounds and that some will "make" or "miss" the cut based solely on tiebreakers. The Tournament Organizer may elect to hold a **Tiebreaker round**. A Tournament Organizer should announce intent to use a Tiebreaker round if necessary at the beginning of an event. Use the following procedure to pair a tiebreaker round:

  - Take the lowest-ranked player in the cut and compare their number of event points with the highest-ranked player who did not make the cut. If they have the same number of event points, they will be paired in a Tiebreaker round.

  - Continue by comparing the next two players one rank above and one rank below the previous two players. If they have the same number of event points, they will be paired in a Tiebreaker round.

  - Repeat this until two players are compared and do not have the same number of event points. Those players will not participate in the Tiebreaker round.

  - Participants in a Tiebreaker round play a single game. Tournament staff must randomize who plays which side.

  - Players do not receive event points for a Tiebreaker round; it can only change the participating players' ranking relative to one another. A player's new ranking cannot affect the ranking of a player who did not participate in a Tiebreaker round.

  - If a game would end in a draw, the higher-ranked player is awarded a win.

- ○ At the conclusion of the Tiebreaker round, all players who participated are re-ranked. Players who won their games are ranked highest (preserving all event points and tiebreakers from Swiss rounds so as to maintain their ranking relative to one another). Immediately below them, players who lost their games in the TIebreaker round are ranked in the same way.

- ○ Players who choose to opt-out of a Tiebreaker round will still be paired but will be considered to have conceded their game.

- ○ Example: In a top 8 cut, start with 8th seed and compare them with 9th seed. If they have the same number of event points, pair them, then compare 7th seed with 10th seed and repeat until a pairing is found without the same number of event points.

- In **Elimination rounds**, players are seeded into a double-elimination bracket and play a single game. Highest seed is paired with lowest seed, second highest with second lowest, and so on.

  - ○ Before each Elimination round begins, players are given up to three minutes to review their opponent's decklist.

  - ○ In the first Elimination round, the player with the higher Swiss ranking may decide which side to play after reviewing decklists.

  - ○ In subsequent rounds, each player plays the side they have played the least. If the paired players have played the same side the least, the player who has the greatest differential between their two sides plays that side. If both players have the same differential, sides are decided at random.

  - ○ If the two finalists play a second game, they must play the opposite sides as they did in the first game.

  - ○ If a game would end in a draw, the player with the higher Swiss ranking is the Winner.

Suggested number of Swiss rounds and size of top cut:

For Casual events:

- Up to 11 players: 3 rounds, no cut

- 12-15 players: 4 rounds, no cut

- 16-32 players: 4 rounds, top 4

- 33-64 players: 5 rounds, top 8

- 65-96 players: 6 rounds, top 8

- 97-128 players: 7 rounds, top 8

- 129+ players: 7 rounds, top 16

For Competitive events:

- Up to 9 players: 3 rounds, no cut

- 10-15 players: 4 rounds, no cut

- 16-24 players: 4 rounds, top 4

- 25-32 players: 4 rounds, top 8

- 33-56 players: 5 rounds, top 8

- 57-80 players: 6 rounds, top 8

- 81-128 players: 7 rounds, top 8

- 129-192 players: 7 rounds, top 16

- 193-256 players: 8 rounds, top 16

- 257+ players: 9 rounds, top 16

Infractions

It goes without saying that this document can in no way encompass every possible scenario that may arise during play. It follows that a judge reserves the right to upgrade or downgrade a penalty as they see fit. Penalties may include verbal warnings, game losses, match losses, disqualification, and prize/title forfeiture, depending on the severity of the infraction. Whether the game state is reversible, whether the infraction was beneficial or detrimental to the offender, and whether hidden information was revealed will also be considered. Any infraction that appears to be intentional will be investigated as cheating.

Repeated, intentional, and/or especially serious infractions/Code of Conduct violations, including grossly inappropriate behavior outside of NISEI events, may result in temporary or permanent bans from NISEI Organized Play. Only the Organized Play Manager and Regional Coordinators have the authority to issue bans.

In any situation, but particularly at Casual-level events, players and staff alike are encouraged to use infractions as opportunities to educate players on tournament rules

and etiquette as well as best practices for avoiding similar incidents in the future. For example, pointing to cards in HQ when attempting to access them is better than grabbing the cards from the Corp player - it reduces the chance that additional cards will be revealed. Leniency is encouraged at Casual-level events.

Both players are responsible for maintaining a legal game state. The best way to resolve an illegal game state is always to undo actions in reverse order, rewinding the game state to the last place it was legal. In any situation where play has progressed to the point where it is impossible to return the game to a legal state, the judge will fix the game state as best as possible and issue at the least a warning. Depending on the level of the tournament and the nature of the infraction, a game loss may be appropriate.

In the case that a game state is ambiguous and it is impossible to rewind or otherwise fairly correct it (for example, if both players forget which ICE was chosen when installing Femme Fatale), the best option is to leave the game state is it is currently represented (in the case of Femme Fatale, this would mean ignoring the ability as if no ICE had been chosen).

Whenever a player's deck is shuffled as part of resolving an infraction, take care to set aside known cards, shuffle as necessary, then return the known cards in the appropriate positions. A card "known" to a player is an otherwise hidden card which that player had legal knowledge of. In the rare situation that the controlling player had prior knowledge of any cards that were shuffled and replaced, that player may look at the cards that replaced them, preserving the order.

In a tournament setting, clear communication is vital. Players are strongly encouraged to abide by their first verbal or physical communication of an action, but may "take back" an action so long as:

- No further actions have been taken by either player.

- The game state has not changed irreversibly.

- No hidden information has been revealed, other than the existence of a card that the player attempted to play or rez.

Players reserve the right to call over a judge when an opponent asks to rewind an action and the judge has the final say on whether said action may be undone.

Listed below are the most common infractions, a definition of exactly what that infraction is, the proper step-by-step process for resolution, and any relevant clarifications. Upon receiving three warnings for the same infraction, a player will receive a game loss for their current game. When a player is disqualified or otherwise removed from a tournament, their opponent receives two wins for the current round.

Missed trigger

When a mandatory ability that, when resolved, would change the game state meets its trigger condition but the player controlling the ability does not demonstrate awareness.

Resolution

1. Warning. If it is still the same turn, resolve the ability at the next checkpoint.. If it is no longer the same turn, the ability does not resolve.

Clarifications

- Players are not required to remind their opponents of *optional* abilities that they could trigger. Maintaining a legal game state includes attempting to resolve all mandatory abilities that would trigger and both players are responsible for remembering them.

Looking at or revealing hidden cards

When a player looks at or reveals more hidden cards than is legal.

Resolution

1. Whose fault was it that the cards were revealed?

    a. The player controlling the hidden cards: Warning.

    b. The player not controlling the hidden cards: See 2.

2. In what zone are the hidden cards?

    a. HQ:

        i. Casual: Warning.

        ii. Competitive: Game loss.

    b. R&D:

        i. Casual: Warning. Set aside known cards, shuffle all unknown cards, and return known cards in order.

        ii. Competitive: Game loss.

    c. Installed Corp card (facedown):

        i. Casual: Warning.

        ii. Competitive: Game loss.

d. Grip: Warning.

e. Stack: Warning. Set aside known cards, shuffle all unknown cards, and return known cards in order.

f. Installed Runner card (facedown): Warning.

g. Other: Warning.

Clarifications

● Verbally telling your opponent what a hidden card is (whether true or not) is considered bluffing and is not an infraction.

● If an ability presents a choice between revealing hidden cards and other effects, assume the player chose to reveal the hidden cards and rewind the other effects, if possible.

Accessing extra cards

When a Runner accesses more cards than is legal.

Resolution

1. In what zone are the accessed cards?

a. HQ:

i. Casual: Warning. Choose X cards at random from the accessed cards, where X is the number of cards it was legal to access. The Runner accesses only those cards.

ii. Competitive: Game loss.

b. R&D:

i. Casual: Warning. Set aside known cards, shuffle all unknown cards, and return known cards in order.

ii. Competitive: Game loss.

c. Other:

i. Casual: Warning.

ii. Competitive: Game loss.

Clarifications

- This infraction is relevant when it is the Runner's fault that the additional cards were accessed. If the Corp player was handling the cards and revealed more than was allowed, see *Looking at or revealing hidden cards.*

Drawing extra cards

When a player draws more cards than is legal.

Resolution

1. Have the additional cards touched the other cards in HQ or the Grip?

    a. No, they are still clearly separate: See Looking at or revealing hidden cards.

    b. Yes: See 2.

2. Does the number of additional cards drawn exceed the number of clicks the player has left?

    a. No: The player must spend a click for each extra card drawn.

    b. Yes:

        i. Casual: Warning. Choose X cards at random from HQ or the Grip, where X is equal to the additional cards drawn that could not be "drawn" by forfeiting remaining clicks. Set aside known cards, shuffle the chosen cards into the Stack or R&D, and return known cards in order.

        ii. Competitive: Game loss.

Incorrect starting hand

When a player draws more than the maximum number of cards allowed while deciding their starting hand.

Resolution

1. Has the player taken a mulligan yet?

    a. No: Warning. The player must take a mulligan to the correct number of cards.

    b. Yes: Warning. Choose X cards at random from HQ or the Grip, where X is the number of extra cards drawn. Set aside known cards, shuffle the chosen cards into the Stack or R&D, and return known cards in order.

Illegal facedown card

When a facedown card is not installed legally.

Resolution

1. Has play progressed to a different turn or has the game state changed irreversibly?

    a. No: Warning. Rewind the game state until just before the card was installed illegally.

    b. Yes: Game loss.

Illegal game state

When a player commits an illegal action and neither player notices until the action is complete.

Resolution

1. Has play progressed to a different turn or has the game state changed irreversibly?

    a. No: Both players receive a warning. Rewind the game state until just before the infraction.

    b. Yes: Both players receive a warning. Correct the game state as best as possible.

Illegal deck or decklist

When a player's deck does not match their decklist, or their decklist is incomplete or illegal.

Resolution

1. Was a game in progress when the error was discovered?

    a. Yes: Game loss. See 2.

    b. No: The player receives a game loss for the first game of their next round and must randomize which side they play for the other game of that round. See 2.

2. Is the player's physical deck legal?

    a. Yes: Complete or modify the decklist so that it matches the player's deck.

b. No: Make the deck legal and as close to the submitted decklist as possible by removing cards, providing proxies, providing blank placeholder cards that cannot be installed, trashed, or played, and/or providing blank 4-advancement 2-point agendas.

If a player presents an incomplete, inaccurate, or illegal decklist before an event has begun, that player may receive a first-round match loss if correcting their decklist or making their deck legal would significantly delay the beginning of the event.

Slow play

When a player takes longer than is reasonable to make a decision.

Resolution

1. Warning. Remind the player that they need to make a decision and keep the game moving. If the timer for the round expires and the match is still in progress, add one additional turn before the end of the game. Do not issue a time extension for this infraction.

Clarifications

● If a judge issues multiple warnings for Slow play, the incidents may be investigated as cheating.

● A judge should not add more than one additional turn at the end of the game regardless of the number of judge calls for Slow play.

Tardiness

When a player is late or does not show up for their match.

Resolution

1. The tardy player receives a warning.

2. After five minutes: Game loss.

3. After ten minutes: Match loss.

4. If the player is still absent at the end of the round, they are dropped from the tournament.

Insufficient shuffling

When a player does not sufficiently randomize their deck.

Resolution

1. Warning. Shuffle the player's deck and educate them on proper shuffling techniques.

Clarifications

● Pile shuffling is not a random process and is not sufficient shuffling at any time. Players may pile shuffle before each game in order to count the cards in their deck, but they must also shuffle using a random method. Excessive pile shuffling or pile shuffling during a game may be considered slow play.

Beginning early

When players begin a game before the match timer begins.

Resolution

1. Casual: Both players receive a warning.

2. Competitive: Both players receive a warning. Players must restart the game after the round timer has begun and will not be issued a time extension.

Marked cards

When a player's deck contains cards that can be reasonably distinguished from the rest without looking at the front.

Resolution

1. Game loss. The player must sleeve all cards so that they are consistent and indistinguishable.

Clarifications

● Card sleeves that are slightly scuffed or worn may be ignored at the Head Judge's discretion. Significant differences in sleeves, card thickness, or other differences forming a pattern that could potentially give a gameplay advantage should be investigated as marked cards.

Outside assistance

When a player receives hidden information or strategic advice from someone not involved in the match.

Resolution

1. Did the player solicit the information?

a. Yes: The player who received the information and the person who provided it are both disqualified.

b. No: The person who provided the advice is disqualified. See 2.

2. Is the game part of Swiss rounds or the top cut?

a. Swiss: The game ends and is recorded as a draw. If they mutually agree, players may play a rematch after the other game in their round has been completed, time permitting. If this game would end at time, it is recorded as a draw.

b. Top cut: The players rematch playing the opposite sides.

Cheating

When a player intentionally breaks tournament or game rules in order to gain an advantage.

Resolution

1. Disqualification.

Bribery and gambling

When one or more players offer compensation to alter the results of a game or bet money or valuables on the outcome of a game, match, or tournament.

Resolution

1. Disqualification.

Code of Conduct violation

When a player violates the Code of Conduct.

Because circumstances can vary wildly, there is no catch-all remedy for a Code of Conduct violation; these must be handled on a case-by-case basis. At a bare minimum a warning will be issued and a member of event staff will explain why the offender's behavior is unacceptable. Reports of harassment, discrimination, intimidation, and threats of violence are taken extremely seriously and are grounds for (at least) immediate disqualification and dismissal from the venue.

Unsporting conduct

When a player acts in a way that is detrimental to the enjoyment of other players or acting outside the spirit of the game.

Unsporting conduct can include foul language, taunting, or otherwise disrespectful behavior. As with Code of Conduct violations, there is a wide range of unsporting conduct and tournament staff should use their best judgment when responding to a judge call regarding unsporting conduct. There is a big difference between joking around with a friend and harassing another player.

Supported Formats

All official formats that NISEI supports can be found on the [formats page](#) of nisei.net. Smaller and printable guides can also be found on the [Organized Play resources page](#). Most events will follow the Standard format; if a format is not specified, please clarify with the Tournament Organizer but assume Standard. New releases become legal at Casual events immediately and at Competitive events on the second Friday after their release. For example, if a new set were released on Monday the 1st of a given month, it would become legal on Friday the 12th.

Rotation and new Ban List (Formally known as "Most Wanted List" or "MWL") releases have their own effective dates, always found on the [formats page](#) of nisei.net. Cards in the "banned" section may not be included in decks, used as identities, or chosen as extra cards (such as directives).

Appendix 1:

Alternative Tournament Structures

Amalfi Swiss Pairing

Amalfi Swiss adjusts the pairing system to regularize the pairing system. The essential idea is that the most skilled players are slightly more separated up until the final round when first and second will play each other. This system works well if no cut is conducted, it will still lead to a climactic final match where the winner of table one likely wins the whole tournament. If a cut is eliminated, an extra round should be added for every round of play.

Adjustments to standard parings

- Pair the first two rounds as normal

- Starting in the third round, instead of pairing in groups, work down the list of players such that the first player is paired with the player who is below them by a number of ranks equal to the number of rounds remaining. So for example if there were two rounds left, the highest ranked player would play number 3, 2nd would play 4th, and 5th would play 7th.

  - If a pair of players have already played unpair all players with a lower rank than the highest ranked illegal pairing. Then pair the highest ranked player play a person one rank lower than normal. If that pairing is still illegal, have the higher ranked player play against a player one rank higher than normal. If that pairing is still illegal continue to expand outward one rank at a time until the initial two players are paired. Then resume pairing from that new state.

Single Sided Swiss

Single Sided Swiss is an alternative format where instead of playing a full match against each opponent, the two players are assigned which side they will play and report the result for that single match. It is recommended to keep rounds to 30 or 35 minutes. Ties and Intentional Draws are still allowed, and give 1 point as per normal.

Suggested Number of Swiss rounds and Cut

For Casual events:

- Up to 15 players: 6 rounds, no cut

- 16-32 players: 6 rounds, top 4

- 33-64 players: 7 rounds, top 8

- 65-96 players: 8 rounds, top 8

- 97-128 players: 9 rounds, top 8

- 129+ players: 9 rounds, top 16

For Competitive events:

- Up to 15 players: 6 rounds, no cut

- 16-31: 8 rounds, top 4

- 32-64: 8 rounds, top 8

- 65-128: 10 rounds, top 16

- 129-165: 11 rounds, top 16

- 166+: 12 rounds, top 16

Adjustments to Swiss Pairings

- When registering players, create a card for each player with a place for their score, and for each round opponent played and side played.

- Pair round one by randomly shuffling all players and dealing out the cards in pairs. The left player in each pair will play their Corporation, the other will play the runner.

- To pair the second, and all other even rounds, gather up players who played the Corp round 1 and organize them by score. Shuffle them within their score group. Then stack from highest to lowest. Repeat this process for runners. Then deal out the pairings with players who ran the previous rounds on the left.

  - Players may be paired against someone they have already played as long as they have not already played that side against that player (so they can play both their Corp and Runner decks against the same opponent but cannot play Corp twice against one opponent)

  - If there is a conflict, first try and resolve it by making single swaps without changing any players side among players with the same score. Then

check for possible legal swaps less than 3 points above or below expanding outward. If there are multiple legal permutations, randomize the repairing as best as possible (reshuffling piles with people who cannot be paired against each other set aside).

- To pair all odd rounds, players will have played an even number of matches on both sides, so can be grouped by score, shuffled within score groups, then stacked top to bottom and dealt out in pairs. If two players have already played the particular matchup, first try swapping the matchup, then proceed as in the odd rounds to try and find a legal swap within the same score group, expanding outward in score and side as needed, trying to minimize the number of players swapping out of groups.