Null Signal Games Organized Play Policies

Version 1.6.2
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Introduction

The Null Signal Games Organized Play Policies serve as a combined reference for tournament attendees and event runners (referred to as 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.

Null Signal Games 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.

In many cases we want the rules to be concise and easy to look up. So we've split most sections into two components. The actual rule text will be written as plaintext like this paragraph.

> Commentary on the rules will be written below it like this.

This document is meant to normalize the experience across all tournaments, however 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

1. Event Types and Structures
1.1. Common Structural Elements

1.1.1. Most events consist of multiple **Rounds** of Swiss. These rounds consist of playing between 1 and 2 **Games** of Netrunner, these combined 1 or 2 games are often referred to as a **Match**.

1.1.2. Swiss tournaments pair players based on their current record, their **Score**. Some events will use additional criteria to filter the pairings below that.

> Singled Sided Swiss may use sides played as part of the consideration in pairing people. Online events may use timezones as part of the pairing algorithm. Some events will use tiebreakers to help setup pairings. Swiss events should always use score as the primary pairing mechanism

1.1.3. 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 awards points equivalent to winning all games in the round. In the first round, the bye is given to a random player. In each subsequent round requiring a bye, a player with the lowest score who has not previously had a bye receives it.

1.1.4. **Scores** are determined on a per-game basis, a win is worth 3 points, a tie 1 point, and a loss 0 points.

1.1.5. Players will have an amount of time to play their match. They may draw opening hands and mulligan before the round timer starts, but may not begin their first turn until the round timer starts

1.1.5.1. For rounds where players are playing two games, rounds should be between 65-70 minutes

1.1.5.2. For rounds where players are playing one game, rounds should be between 40-45 minutes

> We recommend 40 minutes for single sided swiss events.

1.1.5.3. When the round timer ends, whoever's turn it is when time is called finishes their turn. If the game has not finished after that, the other player gets to take their final turn. If there is still no decisive result whoever is ahead on agenda points is declared the winner. If players are still tied by that metric, the match is declared a tie.

1.1.5.4. If the round was Double Sided Swiss and time was called during the first game, the second game is automatically a tie.

1.1.6. In some events there will be a **Record-based Progression Cut**. In these scenarios the top 3, 4, 8, or 16 players will advance to the elimination rounds.

1.1.6.1. The first criteria is player **Score** (cumulative points across all games)

1.1.6.2. First tiebreaker if score does not uniquely identify the top N players is **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 Strength of Schedule.

1.1.6.3. The final tiebreaker is **Extended Strength of Schedule**, which is the sum of all a player's opponents' Strength of Schedules divided by that player's number of opponents.

1.1.6.4. If players are still tied after the final tiebreaker, a random process should be used to determine who advances to the cut.

1.1.6.5. Players receive a seed based on their final placement in the event - highest scoring and tiebreak player is the first seed, next highest player the second seed etc.

1.1.7. Elimination rounds are always played as single-sided games

1.1.8. If decklists were collected, they should be distributed to all players actively playing in the cut so that they can look at their current opponent's deck. It is recommended to give players between 3 and 5 minutes to review decklists. Once the round begins the Tournament Organizer should collect the decklists.

1.1.9. Cuts can be Single Elimination or Double Elimination. For single elimination cuts, once someone loses one game they are out. In double

elimination a player must lose two games before being eliminated. This includes the finals, where the undefeated player has to be beaten twice.

1.1.10. Single Elimination Cuts are only permitted at casual level events, and should be limited to top 3 and top 4 cuts.

1.1.11. Side Selection varies slightly depending on the type of Cut

1.1.11.1. In single elimination cuts, the sides should be randomized each round unless the two players have played the opposite sides more *(one player has player more corp games than runner games, and the other player has played more runner games, or an equal number of both)* in which case they should play the side they have played less.

1.1.11.2. In the first round of double elimination cuts the higher seed gets side selection while reviewing decklists (enough time should be allowed so that their opponent can read over the relevant decklist with additional attention).

1.1.11.3. 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.

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

1.1.12. If an elimination game would end in a tie, the player with the higher Seed is the winner.

1.1.13. Players should be ranked according to the round in which they were eliminated, using their seed as a tiebreaker if they were eliminated in the same round.

1.2. Casual Tier Events

1.2.1. Casual tier events make up the majority of Netrunner tournaments. They prioritize accessibility and opportunities for learning over tight rules enforcement and competitive integrity. GNK and Circuit Openers are Casual events, and most leagues and other events are Casual level. Players and TOs should assume that it is someone's first event experience and give instructions accordingly.

1.2.2. Alt arts that fail the requirements in Appendix III may be used with the permission of the tournament organizer.

1.3. Competitive Tier Events

1.3.1. Competitive events are designed to be the highest competitive integrity events on offer. Nationals, Continentals, Intercontinentals, World Championships, and Circuit Breaker Invitationals are all Competitive events. In Competitive events players are expected to have a fair baseline understanding of the rules and structure for the event.

1.3.2. Decklists are required to enter.

1.4. Sanctioned Events

1.4.1.   Sanctioned events include the following events: Circuit Openers and Circuit Breaker Invitationals, National Championships, Continental Championships, Intercontinental Championships, and World Championships. The "sanctioned" or "unsanctioned" status is separate from Competitive/Casual as explained above

1.4.2.   Sanctioned event round lengths must be 65-70 minutes (in the case of double sided swiss), and 35-40 minutes (for single sided swiss)

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

1.4.4.   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.

1.4.5.   Basic 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 Null Signal Games Organized Play's approval. Where NSG offers Boosted versions of sanctioned event kits, they may be used either for one large or two smaller events.

1.4.6.   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).

> Venues accessible to all are strongly preferred. An example of unacceptable venues under this rule would be age 21+ bars or private clubs requiring memberships.

1.4.7.   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 nullsignal.games.

1.4.8.   All Sanctioned events must follow the current Null Signal Games Standard format, unless otherwise approved by Null Signal Games Organized Play. Circuit Openers may use the Startup format without requesting permission from Organized Play.

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

1.5. Online and Virtual Events

1.5.1.   Online events function like other events and may be Casual, Competitive and Sanctioned or unsanctioned. The following rules apply in particular to online events

1.5.2.   Sanctioned events (regardless of Casual or Competitive designation) must be conducted using jinteki.net or a mirror of it. 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.

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

1.5.4. 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.

1.5.5. If an online event is structured asynchronously (aka players have a few days with which to schedule and player their match) players must agree on a time to play their match within 72 hours of the posting of pairings.

1.5.6. In the event a player disconnects during a game, they have 5 minutes to reconnect. If the disconnected player is unable to rejoin the game within five minutes, their opponent is awarded a win. If there is a second game in the match and the player who disconnected is unable to play after an additional five minutes, they forfeit the second game.

2. Player & Spectator Expectations

2.1. Decks and Decklists

2.1.1. All cards must be sleeved and be indistinguishable while facedown. It is recommended that players bring a few extra sleeves in case of other issues

2.1.2. Players are responsible for their decks being legal at all times - this includes deckbuilding restrictions for the format

2.1.3. 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.

2.1.4. Some events will require decklists. Players must submit them before the first round starts and are responsible for any inaccuracies

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

2.1.4.2. All cards in a decklist must use the title of the card.

> Abbreviations are acceptable in certain situations, where they're commonly used in the community - "Turbine" instead of "K2CP Turbine" for example. With Bioroids that have multiple models (Eli 1.0, Eli 2.0) it is required to include the number. The goal here is not to hunt down small inaccuracies, but to ensure that decklists can be read and understood by all players.

2.1.4.3. A decklist must be legible.

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

> In streamed events preferred name and pronouns are strongly encouraged

2.1.4.5. Printed decklists that fulfill the other requirements above are allowed. It is at the sole discretion of the TO if handwritten decklists will be accepted.

2.1.4.6. If a discrepancy is discovered between the physical deck and the decklist, the decklist will be treated as the source of truth.

2.2. Tokens and Dice

2.2.1. A token is a physical representation of public information.

2.2.2. Tokens are used to represent various pieces of public information including credits, tags, core damage, bad publicity, and counters.

2.2.3. 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.

2.2.4. Tokens may not be arranged in an excessively messy way or a way that obscures their purpose, value, or any card information.

2.2.5. 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.

2.2.6. 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.

2.2.7. In Competitive tier events electronic devices to track the board state may only be used if they are only capable of displaying information that is normally accessible to players.

> We don't want players to be able to cheat with unclear devices or internet capable devices that can communicate extra information - but people have experimented with fancy digital click/credit trackers and those are allowable when they follow the above guidelines.

2.3.   Proxies & Alt-Arts

2.3.1.   A Proxy is a stand-in for a legal card in a player's deck that the user does not physically have with them. Proxies are permitted at all Null Signal Games events.

2.3.2.   Proxies must fit in a card sleeve without any protrusions, and not feel physically different from other cards in the deck

> Hand cut proxies should ideally have another playing card (Netrunner or most other card games should suffice) backing it to minimize the chances of being detectable by either player

2.3.3.   Proxies may be in color or black and white

2.3.4.   Proxies must contain all the information on the original card - and no additional information. IDs are the exception to this rule, but a player must have a full text copy available.

2.3.5.   Handwritten proxies are not permitted. If no alternative options are available judges may create a proxy for a player.

2.3.6.   Alt-arts are a type of proxy instead of being a direct facsimile of the original printing that use new art and/or frames. Alt-arts are only permitted under certain circumstances.

2.3.7.   The card has to clearly display all the essential information at a text and icon size comparable to Null Signal Games cards. For Corp cards in particular players must avoid major alterations to the frame and judges may at their discretion ban certain proxies for clarity. For more details see Appendix III.

2.3.8.   Alt-arts must fall within the Null Signal Games Code of Conduct, good taste, not mimic other cards such that it can be mistaken for a different card, and not contain external notes.

2.4.   Other Equipment and Aids

2.4.1.   At all events notes are allowed to be created and referenced during a game.

2.4.2.   During swiss games the only notes players are permitted to have when a match begins are rules references and their own decklist.

> Outside notes other than rules references and decklists (such as matchup guides, probability charts, etc) are not allowed. If a player thinks their opponent is using outside notes beyond the reference material, they should contact a judge.

2.4.3. During cut games players may refer to decklists if the tournament uses open decklists during the cut.

2.4.4. Notes are not public information, a player is not required to reveal, translate, or explain their notes to their opponent. However a judge or tournament organizer may to look at, and have explained, the notes that were taken.

2.4.5. Players are still expected to play at a reasonable pace while taking notes. If a player is consistently playing slowly and the Head Judge determines that note-taking is slowing their play, they may restrict the player's ability to take notes.

2.4.6. In casual events, or online events, digital devices may be used to record notes.

2.4.7. 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.

2.4.8. Some players require additional accommodations - they should speak with the Tournament Organizer to make sure their needs are met. For TO expectations for providing accommodations, see 3.2.6. Examples of accommodations are in Appendix III.

2.5. Player Event Responsibilities

2.5.1. Players are expected to show up on time to their matches and should not leave the event space until a round has officially started

2.5.2. Players are responsible for making sure their match result is reported before leaving the event space

2.5.3. A player is free to call a judge in any situation, including (but not limited to)

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

    2.5.3.2. A clarification on a rule or interaction is needed.

    2.5.3.3. The Code of Conduct is violated.

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

    2.5.3.5. You feel threatened by another participant or spectator.

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

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

2.5.4. You must call a judge for the following reasons

    2.5.4.1. You notice an illegal game state

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

> 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. Judges are there to ensure all players have a fun and fair experience.

2.5.5.   Judges have the ability to grant time extensions if rulings significantly slow down the pace of the game. Players are welcome to ask for a specific extension after a given ruling

2.5.6.   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.

2.5.7.   If you disagree with a judge's ruling or penalty, you have the right to appeal it and involve a higher judge. The Head Judge has the final say in all rulings and disputes.

2.5.8.   Intentional draws are permitted, but both players are required to be present and mark their willingness to intentionally draw to a judge. Players will receive points for a tie for the round. Players must decide to intentionally draw no later than 5 minutes after the round starts.

2.5.9.   Two-for-Ones (241) are an agreement between two players in double sided swiss where they agree whoever wins the first game will be recorded as winning the entire match. Both players must be present and mark their willingness to 241 to a judge. The judge will randomize the sides for the game. Players have until 5 minutes into the round to call a judge to request administration for a 241.

2.5.10.   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.

2.6.   Spectator Responsibilities

2.6.1.   A spectator may observe games taking place during the event

2.6.2.   A spectator must ensure that any comments they make are inaudible to either player

2.6.3.   Spectators should take care to minimize their reactions to hidden information.

2.6.4.   Any spectator, player, or event staff may ask a spectator to remove themselves from the vicinity of a game if they are unable to follow 2.6.2 and 2.6.3, and a spectator must oblige

2.6.5.   A spectator is forbidden from interacting with the players during a game. If they spot play errors or other concerning behavior they may find a judge and request that the judge continue to observe the game.

3. Staff, Tournament Organizer, Judge, Timekeeper, and Scorekeeper Expectations

3.1. All Staff Expectations

3.1.1. All staff are expected to act in accordance with the Null Signal Games Code of Conduct

3.1.2. Staff may participate in events they are leading

    3.1.2.1. If the Head Judge is participating in the event they must nominate 1 non-participant, or 2 other participants to act as impartial judges in the event a judge is needed in a game they are involved in.

    3.1.2.2. Staff participation should occur only if the event can be run smoothly with them as active players

    3.1.2.3. Staff playing should not do deck checks. And should only look at decklists if there is a decklist error and a non-participant cannot verify the deck or decklist legality.

3.2. Tournament Organizer Expectations

3.2.1. 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.

3.2.2. All responsibilities in this document may be delegated by the TO. 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.

3.2.3. The Tournament Organizer is responsible for ensuring that all staff and players are acting in accordance with Null Signal Games Code of Conduct

3.2.4. Tournament Organizer is responsible for ensuring that the following things are communicated/distributed/collected. They are free to delegate these tasks as they see fit.

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

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

    3.2.4.3. Preparing the event space for the tournament.

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

    3.2.4.5. Maintaining the integrity of the tournament.

    3.2.4.6. Distributing prizes.

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

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

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

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

3.2.4.11.   Resolving unforeseen issues which may arise.

3.2.4.12.   Making clear that accommodations are available for any attendees who need them and facilitating said accommodations.

3.2.4.13.   Make clear the appeals structure on judge rulings (if any)

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

3.2.5.1.   Is currently banned from Null Signal Games Organized Play events.

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

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

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

3.2.6.   The Tournament Organizer is responsible for ensuring accommodations are provided to players that need them.

3.2.6.1.   Accommodations may be provided for any reason including (but not limited to) disability, emotional distress, injury, or neurodivergence. Tournament Organizers should assume the accommodation is being asked for in good faith and does not need to be proven.

3.2.6.2.   Always ask the person receiving accommodations what they need. Situations should be handled on a case-by-case basis and tailored to a specific individual's needs.

3.2.6.3.   If a person does not know specifically what they may need, start by suggesting some common accommodations as listed in Appendix IV.

3.2.6.4.   The Tournament Organizer is allowed to reasonably modify any policy to meet an individual's needs, except when doing so would affect the health and safety of other participants.

> Prioritizing the needs of the individual so that they may compete without undue burdens is more important than the complete sanctity of this document. Reasonable modifications are those that attempt to lessen or eliminate these burdens while still maintaining the competitive integrity of an event, and the health and safety of all participants.

3.2.6.5. An individual called an **Oracle** may be selected by the Tournament Organizer to deliver accommodations. For specific Oracle expectations, see 3.6.

3.3. Judge Expectations

> Judges' primary role is not penalization, it is to ensure that all players have access to an equitable playing field. In all events, especially casual ones, ensuring all players understand both the resolution and the why of a given call is an important element of judging.

3.3.1. Judges are expected to have a good understanding of the rules of Netrunner, and a solid understanding of this document.

3.3.2. Judges should strive to be impartial and deliver the best ruling based on their understanding of any given issue they are looking to resolve. The sections on repairing board states should be a helpful guide.

3.3.3. If a judge observes an illegal boardstate they should intervene and follow the normal procedure as outlined in section 4.

3.3.4. If a judge observes an illegal action about to be taken, they should not intervene until the infraction occurs.

> Judges are not at tournaments to prevent mistakes, but if they observe an illegal action, they should intervene before it escalates to a non-rewindable board state.

3.3.5. Judges should not ask either player what they think the correct ruling is, or how they would like the situation to be resolved.

> This places an onus on the player being asked to recommend a ruling, pitting their own interests against social norms.
> Sometimes a player will offer a resolution of their own volition. Judges should generally stick with the guidelines laid out in this document over a player's offered resolution

3.3.6. When a judge issues a ruling, it is their responsibility to ensure both players understand the ruling.

3.3.7. Whenever a judge interacts with players in an active match they should evaluate if extra time should be awarded. Time increments less than a minute should not be given. A judge should keep in mind the wait time, as well as the time spent resolving the issue.

3.3.8. Judges are free to use references and consult with other judges, but they should avoid asking players or spectators what they think a fair resolution to an issue should be.

3.3.9. If a judge issues an infraction, they are responsible for ensuring the Head Judge is made aware. If they issue a game loss, they should ensure the players are aware of the appeal policy if relevant. If the infraction could lead to player removal, they must consult with the Head Judge.

3.3.10. Head Judge additional expectations

    3.3.10.1. In events with multiple judges the head judge is the final say on both rulings and infractions.

    3.3.10.2. If an infraction would lead to disqualification the Head Judge must ensure that the TO is aware.

3.4. Timekeeper Expectations

3.4.1. The timekeeper is responsible for tracking time on the round.

3.4.2. They must have a definitive source for the time. When possible this should be made visible to as many players as is practicable.

3.4.3. When a round concludes the timekeeper should keep tracking the time elapsed. This allows for proper handling of rounds where time is extended.

3.4.4. When time on the round begins and ends it is the Timekeeper's responsibility to ensure all still active players are made aware.

3.5. Scorekeeper Expectations

3.5.1. Scorekeepers are responsible for collecting player reports of match results.

3.5.2. Scorekeepers should understand how to score for the event they are judging (see 1.1.6 for more information)

3.5.3. They should ensure the scores are publicly visible so players have the opportunity to correct mistakes that may occur

3.5.4. In the event of a mistake, they should endeavor to correct it. In some cases re-pairing an unstarted round may be appropriate. This is at the scorekeeper and Head TO's judgment.

3.6. Oracle Expectations

> An Oracle's role is to deliver assistance, not act as a second brain for a player. Tournament Organizers should take the time to thoroughly explain the duties of oracling to the Oracle(s) before the start of the event, especially those related to the handling of private information and being an impartial party to the game.

3.6.1. Oracles are responsible for delivering accommodations to those who need them.

3.6.2. Oracles should understand the needs of those they are assisting by discussing these needs with the person and the Tournament Organizer.

3.6.3. The following actions are permissible by Oracles. The oracle, Tournament Organizer, and player should all discuss which of the following assistance measures are needed for the particular player before the event starts. If a change needs to be made, the Tournament Organizer should be made aware between rounds.

    3.6.3.1. Relay any public information requested by the person they are assisting.

    3.6.3.2. Relay any private information requested by the person they are assisting, so long as that player controls that information.

    3.6.3.3. Manipulate game pieces or cards at the request of the person they are assisting.

    3.6.3.4. Inform the person they are assisting of plays by the opponent as those plays have been announced/completed.

    3.6.3.5. Inform the person they are assisting of manipulation of game pieces or cards by the opponent.

    3.6.3.6. Take dictation from the person they are assisting to create notes for that person.

    3.6.3.7. Take their own notes, but only on agreements they have made with the person they are assisting and not the game itself.

> This is a broad set of possible actions. The TO, Oracle, and player being assisted should discuss which of these are necessary. Players who just need physical assistance with card manipulation for example should not get information relayed to them provided their cards are physical. For people who need assistance because they are lacking information should receive more assistance.
> For people with visual disabilities reminding the player of the cards they have installed and their opponents board state is always allowed.

3.6.4. During games Oracles may not:

    3.6.4.1. Relay information that is not requested by the person they are assisting.

    3.6.4.2. Manipulate game pieces without being told to do so by the person they are assisting.

    3.6.4.3. Offer play advice to either player.

    3.6.4.4. Publicly disclose any private information controlled by the person they are assisting.

    3.6.4.5. Point out rules infractions committed by either player (unless the oracle's role is relaying board state information to a player).

> Oracles who are accommodating for sensory limitations (blindness/deafness/etc) may point out issues that the player they're oracling for would have difficulties detecting. But for players where oracles are providing mechanical assistance, they should not intervene in the match. This is to prevent the player they're oracling gaining an

3.6.4.6. Offer rulings on rules infractions committed by either player.

3.6.4.7. Take notes directly related to the game without dictation from the person they are assisting.

3.6.5. Informational infractions by the Oracle should be treated as an infraction for outside assistance. The Tournament Organizer may downgrade it to a warning at their discretion.

4. Infraction and Penalty Policies

Parts of this section act like a flow chart. 4.2 is used to determine which type of infraction has occurred, then the remaining sections are used to determine what if any penalty should be assessed.
For repairing board states, after determining if there should be any penalty, there will be directions to a subsection of section 5.

4.1. Types of Penalties

4.1.1. Warning: This is the lowest form of recorded penalty. A warning has no effect on the game being conducted. Judges should record warnings issued. If a player receives three warnings for the same offense, it should be upgraded.

4.1.2. Game loss: This penalty is the immediate loss of the current game. Record the result as if the players had played the game. If players have games remaining they may continue onto the next game.

4.1.2.1. If a game loss is awarded to a player not currently playing a game, that player forfeits their next game instead. If there are two games in that match, the side they play should be selected randomly.

4.1.2.2. Game losses issued after a result is reported should apply to the next game.

4.1.3. Match loss: The penalty is the full loss of the match. Regardless of the result of any games played in the match so far, instead record the maximum points for the player winning the match.

4.1.4. Disqualification (minor): The player is ejected from the tournament, and any active matches are forfeited. The player may remain on the premises.

4.1.5. Disqualification (major): The most severe penalty that can be issued by a TO. Any active matches are forfeited, and the player is asked to leave the tournament premises. The cause of this disqualification should be communicated to Organized Play via email.

4.1.6.	Banning: Only done by Organized Play in consultation with Null Signal Games Leadership. A banned player is not permitted to play at Null Signal Games Sanctioned events.

4.1.7.	At the casual level events judges are encouraged to downgrade game losses and match losses to warnings when the integrity of the game is not heavily compromised. They should make clear to the player that they are electing to downgrade the penalty.

> While some situations call for a game loss at competitive level events because it is the most fair resolution in higher stakes settings, for more casual events it's preferred to give players the benefit of the doubt and make major mistakes learning opportunities rather than game losses.

## 4.2.	Determining the Type of Infraction

4.2.1.	When determining if an infraction or infractions occurred use the steps 4.2.2 - 4.2.4. If multiple infractions occurred, a player may receive multiple penalties. If they would ever receive more than one of the same type of penalty, only apply the penalty once.

4.2.2.	Are they making participants feel unsafe or unwelcome?

4.2.2.1.	Go to 4.3.4

4.2.3.	Was this an error outside of the game or to do with game pieces?

4.2.3.1.	If their decklist/deck do not match go to 4.4

4.2.3.2.	If there were issues with marked cards go to 4.4.2

4.2.3.3.	If there are concerns of bribery, gambling or cheating? Go to 4.3

4.2.4.	Was this an error that occurred in game?

4.2.4.1.	Was the issue with the decklist/deck? Go to 4.4

4.2.4.2.	Does this error have to do with revealing hidden information? Go to 4.5

4.2.4.3.	Does this error have to do with drawing more cards than intended? Go to 4.5

4.2.4.4.	Does the error involve insufficient randomization? Go to 4.5

4.2.4.5.	Does this error involve external communication? Go to 4.3.2

4.2.4.6.	Does this error involve missed triggers or an illegal action? Go to 4.6

4.2.4.7.	Does the issue have to do with skipped action windows? Go to 4.7

4.2.4.8.	Does the error involve an illegal board state? Go to 4.8

4.2.4.9.	Does this error involve the players starting early, tardiness, or slow play? Go to 4.9

## 4.3.	Code of Conduct and Unsporting Behaviour violations

4.3.1.	Cheating: If a player is credibly thought be cheating, they should be disqualified

4.3.2.	Outside assistance from other players, devices, or external notes:

4.3.2.1. If the player intentionally sought external assistance they are disqualified.

4.3.2.2. If a player did not solicit the outside assistance from another player, disqualify the player that gave unsolicited assistance. Then see 5.2.5

4.3.3. Bribery and gambling: disqualification

4.3.4. Code of Conduct violation: 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.

4.4. Decklist and Deck Issues

4.4.1. If a card was missing or extra card was discovered in the deck, issue a game loss. If multiple games are to be played that round, and a game was not in progress, randomize the side played.

4.4.2. If the decklist was not legal for the tournament, the player should receive a game loss. Then they should work with the TO to find suitable replacements cards to make the decklist legal. To do this the TO should first remove any illegal cards from the decklist. Then if the player has a physically legal deck, the decklist should be updated to match the physical decklist. If both the physical deck and decklist are not legal the judge may elect to give the player cards legal for the format or blank cards.

4.4.3. Marked cards - if the player is suspected of intentionally marking cards, treat it as cheating - 4.3.1

4.4.4. If the marked cards were unintentional, give the player a warning and go to 5.3.2

4.5. Revealed Information & Overdraws

4.5.1. If a player revealed their own card:

4.5.1.1. If the controller of the card knew the identity of the card, issue that player a warning. See 5.2 for restoring the board state.

4.5.1.2. If the player did not know the card's identity and could make decisions before that information would normally be revealed, issue a warning and see 5.2.4.

> 4.5.1.1 is mostly covering cases where a player reveals a facedown card without rezzing it. 4.5.1.2 is primarily addressing the case where the Corp sees the top card of R&D. If the corp has opportunities to change their ice rezzes/assets because they know the top of R&D, the correct course of action is to

4.5.1.3.   If the non-controlling player revealed the information it is a game loss for the player revealing the information.

> 4.5.1.3 is mostly handling the case where a player accesses too many cards, and does more damage than they're supposed to. In some cases judges may determine the extra information was of low consequence (like if the runner was supposed to access multiple cards and the first card had no possible runner interactions) - but in most cases this is a game loss.

4.5.2.   If the player drew too many cards:
   4.5.2.1.   If the player drew too many cards and has actions/active abilities that allow them to draw that many cards, issue a warning, then proceed to 5.2.3
   4.5.2.2.   If the player drew too many cards and does not have actions or abilities that allow them to draw that many cards and they cannot be distinguished from other cards, issue a game loss.
4.5.3.   Was a player insufficiently randomizing a random zone (such as pile shuffling)?
   4.5.3.1.   Warning - the player must fully shuffle their deck as outlined in 5.2.4.

4.6.   Missed Triggers and Illegal action

4.6.1.   If a player missed a mandatory trigger, and that trigger is generally negative (usually costs the player some resource), then a warning should be issued for a missed detrimental trigger.
4.6.2.   Otherwise missed triggers do not require any penalty. Instead the judge can go directly to 5.1 to resolve the board state.
4.6.3.   If a player took an illegal action the judge may issue a warning, then go to 5.1 to resolve the board state. If a player is suspected to have intentionally taken an illegal action for their own benefit, see 4.3.1

4.7.   Skipped Actions

4.7.1.   If a player says their action window was skipped, discuss with both players what the sequence of events that occurred. If it seems like a window was skipped, give the player a warning. Then follow the rules for rewinding missed triggers as in 5.1.3.

> It's important to be very careful here and differentiate takebacks requests from actual violations. If a player makes a declarative action such as making a run, and the Corp player rezzes the outermost ice, in

most cases that is not a skipped action.
Rewinding things like agenda scores can be tricky - but it is
recommended to go back one click.

4.8. Illegal Board State

4.8.1. Has significant time elapsed since the board became illegal? If the
opponent made decisions about activating abilities since the board
became illegal, it is a game loss.

Significant does not have a hard and fast definition. In general a judge
should evaluate if the opposing player took actions such as installing
cards, playing cards, advancing, rezzing, that is often going to be a
significant change. In some rare cases a judge may determine that the
illegal board state had no impact on the actions taken. But this should
only be done in cases where the board state has been illegal for a short
number of clicks or turns, and when the actions taken would not have
been impacted by the illegal action.

Most common illegal board states involve players being over MU. In
general this is not a recoverable board state if the corporation has
taken install actions or had the opportunity to do so because what
programs/breakers the runner has access to will often factor into
install/draw decisions. So generally the correct action is a game loss.

A case where being over MU may not be significant is if it is spotted on
the turn after the MU went over and the Corp's turn precluded installing
because they had some other play that would not have been changed
by the illegal board state (such as scoring an Agenda). But if a player
claims it the illegal board state influenced their decision, default to
believing them and treat it as a significant amount of time.

Illegally installed cards (non-ice as Ice) is also significant unless the
Corp player spots it before they've drawn any additional cards and
before the runner runs the ice or accesses cards from HQ.

4.8.2. If play has not progressed past the illegal board state, issue a warning
and proceed to 5.4. If the illegal boardstate cannot be unwound, issue a
game loss instead.

4.9. Clock Violations

4.9.1. If a player is tardy for their match:

4.9.1.1. If they are 5 minutes late after time has started on the round, they
lose the first game of the match

4.9.1.2. If they are 10 minutes late after time has started on the round they
forfeit the entire match

4.9.1.3.   If they do not return before the match ends, they are dropped
4.9.2.   If players begin playing before time is begun:
4.9.2.1.   Both players should be issued a warning, play may continue
4.9.3.   If a player is slow playing - stalling, or appearing to think for long stretches, while in a position that would award them a win if time was called on the match - a judge should issue a warning and continue to observe the game.
4.9.3.1.   There is not a fixed time limit for slow play. Judges should give players allowances for complex board states. Conversely static board states with little change between turns should not warrant long pauses before committal actions are taken. Judges should generally give players at least a full minute to consider their turn, but should not allow more than 3 minutes before an action is taken in most circumstances.

5.   Repairing Board States

5.1.   Missed triggers and Illegal Actions

5.1.1.   Players are responsible for managing their own optional triggers.
5.1.2.   Mandatory triggers are the responsibility of the controlling player. If the opponent observes a mandatory trigger was missed, they may alert their opponent in a timely manner and ensure the trigger is resolved.
5.1.2.1.   If the missed trigger was detrimental (the ability would negatively affect the controller in most board states) the trigger should be resolved when possible provided not much in game time has passed. If significant in game time has passed, play should continue.
5.1.3.   If the player not controlling the trigger has not revealed information (including choosing to not take actions such as rezzing installed cards or using certain paid abilities) the board state should be rewound to the point the trigger was missed and resolved. If a player gained information about an unordered zone (such as their deck) they must take the same actions to draw or access the same cards.

Missed triggers are one of the most common reasons for judge calls (after accidental information reveals). The intent behind these rules is to ensure that players are responsible for their own triggers. Triggers should be granted "late" only if the decision tree both players have assessed is small relative to the value of the trigger.

The reason behind these takeback rules is that Netrunner is a complex game with a tendency to accumulate an abundance of automatic and non-automatic triggers. Players prefer knowing that if they realized they missed a trigger that they're not overly penalized.

When assessing if a rewind is permissible a judge must be careful in assessing the board state. Runs in particular are very fraught, if a runner missed a trigger that would

5.1.4.   If a player took an illegal action, rewind to the closest possible state. If information was revealed, see 5.2 for any relevant escalation.

5.1.5.   If the illegal action happened in a significant time in the past, treat it like a missed trigger and have the game continue for the current board state..

Illegal actions (such as paying incorrect costs, breaking subroutines with the incorrect card, etc) behave essentially like missed triggers. If they're caught in a timely fashion, judges should rewind the board state when possible. Otherwise it is generally advised to let play continue. Mistakes are common, and trying to constantly make retroactive changes based on players memory of board states is very prone to error.

Significant time depends on the board state and is up to the judge to evaluate. If it is still the same turn, it is likely worth rewinding, and having the player otherwise go through the same actions. If some of those actions would now be illegal, it is likely not worth rewinding. See the discussion in 4.8.1 for more details.

The reason for not giving game losses based on past illegal actions is primarily to reduce the ability of someone to get judge-based wins by observing an illegal action, and then calling a judge after some time has elapsed.

5.2.   Surplus Information Obtained

5.2.1.   For additional cards drawn or accessed, if the selection of cards can be segregated, they should be re-randomized and the correct number of cards drawn/accessed. The remaining cards should be shuffled (see 5.2.4 for details on shuffling)

5.2.2.   If the player controlling the card revealed it, and the card was known to them, continue the game as normal.

If a player accidentally reveals their own cards their opponent is free to use that information to their advantage. Judges should not attempt to re-randomize that revealed information as it could be a potential way for a player to "mulligan" cards drawn.

5.2.3.   If a player draws too many cards, and they cannot be distinguished from other cards, if they have actions or active abilities that would allow them to draw that many cards, they must take those actions to draw. If they don't, refer to 4.5.2.2.

5.2.4. If cards must be returned to a randomized zone, they should be shuffled into the deck, rather than returned in a specific order, even if there normally would not be a shuffle effect. If the zone is partially ordered, the known, ordered portion should be set aside, and the remaining cards shuffled together, then ordered portion returned to the known positions. If players have only an estimate of the number of ordered cards, set aside a number close to the estimate, and shuffle the remaining cards.

5.2.5. If information was provided about the board state by an external party, and neither player solicited that information, the following resolutions are recommended:

5.2.5.1. If the information can be randomized, easily unwound, or minor enough to allow play to continue, do so.

5.2.5.2. Otherwise if the game was in the Swiss rounds, record the result as a tie. The players may attempt to re-play the game after any other games they have during the round, but should only record decisive results (not timed wins or losses)

5.2.5.3. If the game was in the cut, end the game immediately, and have the players swap sides.

5.3. Illegal Decklist or Deck

5.3.1. Modify the deck until it matches the submitted decklist. Use proxies as needed. If the decklist is illegal refer to 4.4.2.

5.3.2. If a card becomes marked unintentionally the player is responsible for providing an unmarked version of the card. If there is no suitable replacement, at a competitive event the player is disqualified. At casual events, the Tournament Organizer may choose to instead randomize the marked sleeve between each game.

> This will often occur if a sleeve gets broken or shows signs of wear. Encourage players to bring extra sleeves, and work with the player to come up with replacement options.

5.4. Illegal Boardstate

> As a reminder an illegal board state should only be fixed if it's detected immediately (see 4.8). Judges repairing illegal board states at a casual event after the fact should be done sparingly.

5.4.1. If there are illegally installed cards, trash them until the board state is legal.

5.4.2. If an Operation or Event was played illegally, return it to the zone of origin, and reset the board to before any costs were paid.

5.4.3. If information about an unknown zone was obtained during the resolution of the illegal board state, re-randomize the zone as instructed to by 5.2.4.

5.4.4. If a card was shuffled into a deck incorrectly, if both players knew its identity, return it back to its original zone. If only one player knew the identity, the board state cannot be unwound.

5.5. Take Backs

5.5.1. Take backs occur when one player says they want to do an action and then request that instead of resolving that action, they want to take a different one instead.

5.5.2. To evaluate if a takeback should be granted the judge should evaluate if the player gained any significant amount of information about their opponents board and the order of their deck. If they gained no information about the board or their own deck, the take back should be granted.

5.5.3. In other cases the judge should default to not granting take backs. In casual events a judge may be more lenient about players changing the ordering of card draws at their discretion.

> A common case is a player installing/rezzing a card, going below 5 credits and then realizing they have a Hedge Fund/Sure Gamble in hand. In that case because no information was gained the takeback should be allowed. But if they install a card, then draw, they gained information about the order of their deck, and so that should not be granted a takeback by a judge at a competitive level event.

Appendix I Common Terms and Abbreviations

TO	Tournament Organizer
Cut	Elimination Rounds in a event
Corp	Corporation (side)
NSG	Null Signal Games
FFG	Fantasy Flight Games
GNK	Game Night Kit - Event using a Null Signal Games Game Night Kit as the primary prize support
CO	Circuit Opener - Event using a Circuit Opener prize kit as the main prize support. Awards a bye to the Circuit Breaker Invitational
Board	Play area

Game	An individual game of Netrunner	
Match	A number of games (1-2) played in a single round of a Netrunner tournament	

Appendix II Tournament Rounds Recommendations

Double Sided Swiss Events: Casual

Players	Swiss Rounds	Cut
<12	3	None
<16	4	None, Top 3 or Top 4 Single Elim
<33	4	Top 4 Double Elim
<65	5	Top 8 Double Elim
<97	6	Top 8 Double Elim
<129	7	Top 8 Double Elim
>128	7	Top 16

Double Sided Swiss Events: Competitive

Players	Swiss Rounds	Cut
<10	3	None
<16	4	None
<25	4	Top 4 Double Elim
<33	4	Top 8 Double Elim
<57	5	Top 8 Double Elim
<81	6	Top 8 Double Elim
<129	7	Top 8 Double Elim
<193	7	Top 16 Double Elim

<257	8	Top 16 Double Elim
>256	9	Top 16 Double Elim

Single Sided Swiss Rounds Recommendations: Casual

Players	Swiss Rounds	Cut
<16	5-6	None
16-24	6	Top 4 Double Elim
25-36	6	Top 4 Double Elim
37-65	7	Top 4 Double Elim
64-146	8	Top 8 Double Elim
147-219	10	Top 8 Double Elim
>219	12	Top 16 Double Elim

Single Sided Swiss Rounds Recommendation: Competitive

Players	Swiss Rounds	Cut
<16	5-6	None
16-24	6	Top 4 Double Elim
25-64	6	Top 8 Double Elim
64-146	8	Top 8 Double Elim
147-219	10	Top 16 Double Elim
>219	12	Top 16 Double Elim

Appendix III Artist Guidelines for Alt Arts

Alt arts cover all cards used instead of original FFG or NSG cards. For all events should fulfill the following criteria. If a card does not fulfill some of the criteria, it is encourage to discuss with organized play (if you're making a new are) or the TO if you're a player bringing the art:

> The intent of these guidelines is that alt arts should ensure that the card is legible to someone reading the card for the first time. TOs should feel free to use their judgment.

- Art must follow CoC - no explicit, lewd, or offensive material. Depictions of violence in progress must be cleared by the TO at the event.
- Must contain all information on the original card (updated errata text is preferred).
- Text boxes must be clearly delineated using a border (it should stand out against the art at a glance). Text must be no smaller than size 8 Minion Pro - we recommend 9-10 where possible. To aid in visibility the text box should have a background color that reduces the visual noise slightly, and letters should be outlined when possible.
- Depictions of real people should only be made with the explicit permission of the individual involved.
- For competitive level events all information on the card must be present in approximately the same location - zones of particular attention:
  - Title/name - must be either at the top of the card or top of the text box.
  - Rez/Play cost - top left of the card
  - Advancement requirement - top right of the card
  - Agenda points - must use symbols resembling NSG or FFG agenda point symbol. Should be attached to the textbox.
  - Trash cost - Bottom right of the textbox
  - Influence - Bottom of the textbox
  - Ice may rotate all of the above so that when installed and rezzed they are clear to both players.
  - Identity cards are not required to fulfill these information requirements. It is recommended if a full art, no text piece is desired, to put the rules text for the card on the reverse side.

Appendix IV Accommodations

We can in no way cover every possible scenario where a Tournament Organizer will need to make accommodations for participants who need them. Examples here are simply guidance, and should not be taken as the only ways to meet specific needs. Tournament Organizers are urged to ask individuals what their needs are before using this guidance.

The purpose of accommodations is not to give advantages but to reduce and eliminate barriers that prevent an individual from participating in an event entirely or at great personal discomfort. TOs are advised to hew close to established policy but are given complete freedom to discard or adjust any policy if too burdensome for a particular individual's needs. Similarly the TO must be practical with the resources they have available.

There is one exception: health and safety of other participants at a venue should *never* be reduced to provide accommodations. If an accommodation would lead to risk of health and safety for other participants, such as being unable to wear a mask to prevent the spread of infectious disease, the Tournament Organizer *must* refuse.

- Accessible Seating
  - Seating at the venue that is easy to enter and exit, such as those at the end of table rows or close to restroom facilities.
  - Seating that will accommodate a wheelchair or other assistive device or table space that is larger than normal to hold such devices.
  - Provides easy access to a table and/or necessary facilities and minimizes the need to move around other people.
  - Should also be Fixed Seating in most circumstances.
- Fixed Seating
  - Seating that will not change from round to round. The person will not move tables between rounds.
  - The table number should be edited after Swiss Pairings to a distinct, fixed number. *Example: 99 at a 50 table event.*
  - Provides a fixed spot so that the person will not have to move at all.
  - Should also be Accessible Seating in most circumstances.
- Oracles
  - Someone who is designated to deliver accommodations. For the expectations of these individuals, see 3.6.
  - Provides a way to complete tasks that a person may have difficulty doing themselves.
- Sensory Devices
  - A device used during a game to ameliorate external and internal stressors.
  - Provides a way to prevent overstimulation from intense sensory input.

> Common examples include (but are not limited to) noise canceling headphones, earplugs, non-disruptive fidget/stim objects.

● Sensory Rooms
- ○ A quiet room with less activity, light, and/or sound. May not be possible to provide at all venues and spaces.
- ○ Provides a way for an overstimulated person to calm themselves and relax.

● Shufflers
- ○ Someone who is designated to shuffle for someone else.
- ○ Can be an Oracle, a player's opponent, or a designated member of the tournament staff. Both players should mutually agree to the designee.
- ○ Provides shuffling assistance for those who may not have dexterity or for whom repeated shuffling might cause pain and discomfort.

● Break Extension
- ○ Extension to the total duration of a break between rounds.
- ○ Should start at a baseline of 5 minutes, but could be longer depending on circumstance.
- ○ Waiving or extending the times mentioned in 4.8 for Clock Violations may be appropriate.
- ○ Accommodates those that need additional time to take care of between round activities, like eating or using the restroom.
- ○ Should also be paired with a Time Extension in most circumstances.

● Time Extension
- ○ Extension to the total duration of a round for a specific table.
- ○ Should start at a baseline of 5 minutes, but could be longer depending on circumstance.
- ○ Accommodates the additional time it takes to deliver assistance, such as relaying information or shuffling, without negatively impacting actual playtime.
- ○ Does not necessarily need to be paired with a Break Extension if the accessibility concern is solely related to gameplay during the round.