

# CANADIAN ASL OPEN TOURNAMENT RULES

1. **DICE:** All dice will be 7/16" to 5/8" standard 6 sided ASL dice. Any worn or damaged dice will not be allowed in the tournament. Players will roll their dice using either a dice cup or a dice tower.

2. **SET UP:** All scenarios chosen for this event are small to medium in size. Set up time is limited to **30 minutes** with **15 minutes** allotted per player. Players must make every effort to adhere to this time frame. Do not be shy to tell your opponent the time passage. Games that exceed the allotted time frame for that round due to players taking too long to set up will be adjudicated accordingly.

3. **START TIME:** Players who are not present in the gaming area at the start of the current Round will forfeit their choice of scenario **10 minutes** after the Round has begun. The late player will forfeit choice of side as well after **20 minutes** and will forfeit the game itself after **30 minutes**.

4. **END TIME:** Each Round has a specific amount of time allotted for the playing of the scenario (see schedule). With **1 hour** remaining in that Round a Fair Time Warning will be given to all players. With **20 minutes** remaining in that Round a Final Time Warning will be given for the end of that round of play. If players have not finished their game when time runs out, they will take up to five minutes to discuss whether one of them should concede or both of them make a DR with low roll declared the winner. If the players do not reach an agreement, then their match will be Adjudicated by the Tournament Staff.

The reason for Adjudication is to avoid upsetting the tournament schedule by waiting for games that run too long. See Tournament Rule 15 for an explanation of the Adjudication process.

5. **OPTIONAL RULES:** Consider and agree on ALL optional rules before making scenario choices (e.g., IIFT, BI, PF usage, etc.). Any variable scenario information (e.g.: VC choice, Bore-sighted hexes etc.) must be written down on a side record in ink for later verification.

6. **SCENARIO SELECTION:** Players choose scenarios from the Scenario List for each round. No exceptions, other than extenuating circumstances with the TD's approval, are permitted. Each player will secretly pick their top three selections ranked as 1st, 2nd, and 3rd. Upon revealing the choices to your opponent, scenario matches are determined (i.e.: scenarios that you both picked). Of the scenarios that are matches, the one with the lower Rank Average (RA), closest to the first choice, is the scenario to be played.

In case of a tie, both players will make a DR. The player having the lowest DR has the choice of the tied scenarios.

*EXAMPLE: Player A picks scenarios X1, X2 and X3 as his 1st, 2nd and 3rd choices. Player B picks X3, X4 and X2 as his 1st, 2nd and 3rd choices. X4 and X1 are not considered since they are not a match. X3 has a lower RA of 2  $[(1+3)/2=2]$  as opposed to X2 which has a RA of 2.5  $[(2+3)/2=2.5]$ . X3 is the scenario these players will play in this round.*

7. **SIDE SELECTION:** Both players choose sides secretly. A player may secretly choose to not pick a side thus negating any Play Balance provisions. If both players chose the same side, both players make a dr. The player with the lowest dr receives the side for which he bid and gives his opponent the printed Play Balance. If neither player chooses a side, they make a dr and the player with the lower dr chooses side with no Play Balance given.

8. **SCENARIO VERIFICATION:** Verify your opponent's Order of Battle (OB) and the map boards' orientation before set up begins.

9. **SCENARIO RESTRICTIONS:** Ask your opponent if they have considered all set up restrictions for HIP units before set up.

Verify the legal set up of all non-HIP units before the game begins. All HIP units must have their locations written on a side record in ink for later verification.

10. **SET UP VIOLATION:** If a player is found to have violated set up restrictions after play has commenced, any illegally set up units are removed from play. Rules 8, 9, and 10 are meant to ensure a fair playing of the scenario chosen; they are not intended to be a method for unethical play. If you are aware of an error in the OB's or in your opponent's set up, you MUST make this error known to your opponent.

10.1. Players are solely responsible for the timely setup of their offboard reinforcements. If a player neglects to prepare his reinforcements for entry on the designated turn, the oversight is his/her own and not his opponent's. Requesting retroactive placement and entry of these forces contravenes Rule A.2, potentially compelling the opponent to permit an irregularity that could be construed as an unfair advantage. It is incumbent upon each player to manage his/her reinforcements within the established framework of the rules to maintain the integrity of the game.

11. **RULES DISPUTE:** Any rules dispute should be resolved first by the players involved. If the players involved cannot agree on a rule interpretation, the Tournament Staff will decide on the rule in question. Any decisions made by the Tournament Staff are final.

12. **KIBITZING:** Kibitzing is not tolerated! Absolutely no comments within earshot of players on any games in progress!

**13. SCORING:** The winner of the main tournament will be the player with the highest point total at the end of the tournament. Points are awarded as follows:

**13.1.** Ten (10) points for every victory and five (5) points for every draw that a player has at the end of the tournament. In cases where a player wins by opponent forfeiture or a player receives a Bye in a Round, that Round counts as a victory for that player.

**13.2.** One (1) Bonus point for every victory that a player's defeated opponents have at the end of the tournament.

**14.** Unless one (1) player conceded defeat in the scenario, no tournament scenario will be arbitrarily ended by the players involved.

**15. ADJUDICATION:** The following process will be used in the Adjudication of any unfinished tournament matches at the end of a Round. Players will be asked to leave the gaming area and move into the Administration Area to await the outcome of the Adjudication.

**15.1.** Play ceases when the Tournament Staff declare the Round is over. If a fire attack or a CC attack was declared and in the process of being resolved before the announcement to cease play, that attack is resolved completely, including any resulting Sniper attacks, LLMC etc.

**15.2.** Three (3) Adjudicators, usually the Tournament Staff [TD and two (2) Assistant TD's], privately ask player "A" what his plan was for the scenario and what he planned to do had play continued.

**15.3.** The Adjudicators repeat the process with player "B".

**15.4.** The three (3) Adjudicators then discuss the scenario situation among themselves. No one other than the Adjudicators will comment on this discussion unless asked to do so by the Adjudicators.

**15.5.** The three (3) Adjudicators secretly choose one of three options: Allied Win, Axis Win, or Draw. They then simultaneously reveal their choices. The match is decided based on the majority option chosen by the adjudicators. Say if 2 'Draws' are selected versus 1 'Allied Win' or 'Axis Win' the final result is a 'Draw'. If they chose one of each option, then the match result is a draw.

**15.6.** If the game being Adjudicated involves one or more members of the Tournament Staff, the non-involved Tournament Staff will appoint one or more experienced

(as the non-involved Tournament Staff decides) person(s) to assist in the Adjudication.

**16. ODD NUMBER PLAYERS:** In cases where a round has an odd number of players, the lowest seeded player in the lowest W/L group in the round will receive a Bye. A player may receive only one Bye in the tournament. When the TD is playing the filler role, the TD will offer the lowest rated player that does not already have a Bye, to accept a Bye or to play the TD.

**17. RANKINGS:** The Initial Rankings are based on the player's point totals in the tournament. The tournament staff will use the following tiebreakers to resolve any ties in the Initial Rankings to obtain the Final rankings.

**17.1. Head-to-Head play:** If player A defeated player B, then player A is ranked higher.

**17.2. Defeated opponents:** If the point total of player A's defeated opponents is higher than the point total of player B's defeated opponents, then player A is ranked higher.

**17.3. All opponents:** If the point total of player A's opponents is higher than the point total of player B's opponents, then player A is ranked higher.

**17.4. Initial seed:** If two players are still tied after the first four tiebreakers, then the one that started the tournament seeded lower will have the higher final ranking.

**18. MARKING RESULTS:** Players/adjudicators shall correctly file results in accordance with the TD's direction.

**19. UNRATED PLAYERS:** A player that has no rating in the current rating system will be seeded manually by the TD. See Appendix III for a suggested seeding aid.

**20. THE GOAL:** Have Fun And Enjoy The Tournament

**21. PLAYER CONDUCT:** All participants are expected to exhibit good sportsmanship throughout the tournament. Unsportsmanlike conduct (verbal or physical abuse, intoxication, and or cheating) will result in disciplinary action and/or disqualification at the discretion of the TD (and the tournament directing staff). Should a registered attendee experience unsportsmanlike conduct, he or she is encouraged to report the situation immediately to the TD or tournament staff and ask the TD/staff to intervene. Depending upon the nature and severity of the conduct, the TD may use whatever action they deem necessary to resolve the situation.

**While it's a friendly competition, it's still a competition; there will be winners & losers.**