NISEI Organized Play Policies

Version 1.0
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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 a ensures 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. Organized Play staff are not just present to enforce rules; they have your best interests at heart; your opponent may or may not. Attendees should be comfortable calling a judge or coming to a member of tournament 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 and acting in accordance with it.
- Following all game and tournament rules and acting in accordance with the NISEI Code of Conduct.
- Immediately seeking the assistance of a member of tournament 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 tournament staff to cease spectating.
- Verbally (and in writing, if asked) informing a member of tournament staff of their intent to drop from the event.

Tokens/Dice

A token is a physical representation of public or derived information.
- Non-official tokens must be agreed upon by both players. An opponent or member of tournament staff may ask you to use official NISEI or FFG tokens.
- Tokens may not be used as a reminder of hidden information at Competitive-level events.
- Tokens may not be arranged in an excessively messy way or a way that obscures their purpose, value, or any card information.
- Dice are allowed at Casual events. At Competitive events, only cubic, six-sided dice may be used to keep track of the game state, and **not** to represent a player's credit pool. Other types of dice may only be used for randomization purposes.

Proxies

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 OP events and the different types are outlined below.

All proxies must be:
- Legible and easily identifiable.
- Denoted on the player's decklist (at Competitive events).
- Approved by tournament staff before the event begins.
- Indistinguishable from other cards in the player's deck while sleeved.

Printed proxies are made professionally and very closely resemble "real" cards. They must be:
- Reasonably close to official cards in size and thickness.
- Printed on similar cardstock.
- Cut with similarly rounded corners.
- An exact copy of the front of the card with no information missing or inaccurately represented.

Paper proxies are 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.
- Placed in front of a forward-facing card of the same side that is not a copy of another card in the deck.
- An exact copy of the front of the card with no information missing or inaccurately represented.

"Backing" cards from other products may be used so long as they are reasonably similar to official cards in size and construction and identical to one another in those respects.

Handwritten proxies may only be made by tournament staff as a last resort to make a player's deck legal and should use the official template found on nisei.net.

Unofficial **alt-art** cards made by third parties are also acceptable at all events. They must be:
- Legible and easily identifiable.
- Cleared with tournament staff before the event begins.
- Reasonably similar to ordinary cards in size, thickness, construction, and have similarly rounded corners.
- Indistinguishable from other cards in the player's deck while sleeved.
- In good taste and not in violation of the principles found in the Code of Conduct.

An alt-art must contain at the very least the full name of the card. Textless alt-arts or ones that are missing other information are strongly discouraged. If using one that is not a complete copy of the official card, the player must have said official card or an approved proxy on their person that can be used in its place at the request of an opponent or member of tournament staff.

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.

Other Tournament Rules And Policies

- 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 decline to cut the deck or shuffle the deck.
- 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.
  - Any cards which are proxied must be denoted as such on the decklist.
  - A decklist must contain the player's name, the event, and the date.
  - All cards in a decklist must be uniquely identifiable.

- - Handwritten decklists (except for a filled-in official decklist) may not be accepted at the sole discretion of the Tournament Organizer. Printed decklists are acceptable provided they meet the above requirements.
  - 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.
  - Taking or referencing notes referring to hidden information or strategy is not permitted at Competitive-level events. Players may reference official rules documents or card text at any time, or ask tournament staff for clarification. Players may take notes at Casual events.
  - 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.
  - 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 it is only rarely that a player will intentionally behave dishonestly. To reiterate, a judge always has your best interests at heart while your opponent may or may not. 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 in any language to which it has been officially translated.
- You feel threatened by another participant or spectator.
- You would like a member of tournament 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 tournament 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 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.

Tournament 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.
- 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. The Head Judge is appointed by the Tournament Organizer, but may be the same person. The Head Judge has the final say on rulings and infractions.

Tournament staff may participate in a Casual event that they are leading. The Tournament Organizer must either appoint an assistant who is not participating or two assistants who are participating so there is an impartial judge for issues arising in games involving staff. Organized Play staff may not participate in Competitive events that they are directly involved in leading.

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.
- 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.

Event Structure And Procedure

There are two tiers of Organized Play events, and their structure and expectation of players varies slightly. In both settings, players are 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.
- **Casual** events may include organized leagues, Game Nights, and Store Championships, among others.
- **Competitive** events include Regional Championships and all events of higher tiers. 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.

Tournament rounds are a predetermined length. Once players have found their seats and are prepared for the round a member of tournament 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.

When the timer expires, tournament 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.

Use of the **Amalfi system** of Swiss is optionally allowed and encouraged at larger events. This will help to reduce the number of intentional draws and two-for-one agreements.

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 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:
    - ■ **Head-to-head** (optional): if two players played each other, the player awarded the most points in their match is ranked higher. If they did not play or those points are tied, use
    - ■ **Strength of Schedule**: for each player, sum their total event points and divide it by the number of rounds 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 player's number of opponents to find SoS.
    - ■ Next is **Extended Strength of Schedule**, or xSoS, 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 Amalfi Swiss, starting with the #1 player, players are paired with those who are X rankings below them, where X is the number of rounds remaining. If there are not enough players left in the roster, then a player is paired with the lowest unpaired player in the rankings.
    - ■ 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, randomly pair the remaining player with a 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.

- ● In larger tournaments, there may be a **Record-based Progression Cut** at 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 **Tiebreaker rounds** and should announce intent to do so if necessary at the beginning of an event.
    - ○ If there are an odd number of players with the same number of event points who may make/miss the cut, the highest-ranked one makes the cut.
    - ○ The remaining players are paired highest seed versus lowest seed in a single-elimination bracket.

- ○ Participants in Tiebreaker rounds play a single game and randomize who plays which side.
- ○ Players **do not** receive event points for Tiebreaker rounds.
- ○ If a game would end in a draw, the higher-ranked player is awarded a win.
- ○ Once the same amount of players remain as there are unranked spots in the top cut, remaining players are ranked again according to the tiebreakers above, then players eliminated in the most recent round are ranked below them in the same way, then players from the second most recent round, and so forth.
- ● 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.
  - ○ In the first Elimination round, the player with the higher Swiss ranking is permitted to see their opponent's identities and decide which side to play.
  - ○ 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 8 players: 3 rounds, no cut
  - ○ 9-15 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 8 players: 3 rounds, no cut
  - ○ 9-24 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. 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.

Both players are responsible for maintaining a legal game state. The first, best option to handle 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 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.

Whenever R&D or the Stack are shuffled as part of a resolution, take care to set aside known cards, shuffle as necessary, then return the known cards in the appropriate positions. 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, the controlling player's opponent decides if the ability resolves or not. If they choose to resolve the ability, it happens after the current click. 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. 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*.
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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 equal or 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.

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.

Note taking
When a player takes or refers to physical or digital notes at a Competitive event.

Resolution:
1. Warning. Confiscate or otherwise remove the note, if possible.

Clarifications
- Players may refer to official rules, policies, tournament procedures, timing structures, and card text at any time.
- Using a token as a reminder of hidden information is considered note taking.
- Taking notes is allowed at Casual events.

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 tournament 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.

Supported Formats

Below are the official formats that NISEI supports. Most official Organized Play 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 MWL releases will be given their own effective dates, announced at the same time and always found in this document. Cards in the "removed" section may not be included in decks, used as identities, or chosen as extra cards (such as directives). Only a single card from the "restricted" section may be included in a deck up to its maximum number of copies, used as an identity, or chosen as an extra card.

Snapshot

This format is a "snapshot" of the meta at Magnum Opus; the culmination of FFG Organized Play.

Product Legality

Legal:	Not legal:
Creation and Control	Original Core Set
Honor and Profit	Genesis Cycle
Lunar Cycle	Spin Cycle
Order and Chaos	Magnum Opus Set
SanSan Cycle	System Core 2019
Data and Destiny	NAPD Multiplayer Identities
Mumbad Cycle	Draft Identities
Flashpoint Cycle	
Red Sand Cycle	
Terminal Directive	
Revised Core Set	
Kitara Cycle	
Reign and Reverie	

Snapshot MWL 1.0
Effective 16 November 2018

Removed:
- 24/7 News Cycle
- Cerebral Imaging
- Clone Suffrage Movement
- Estelle Moon
- Friends in High Places
- Museum of History
- Sensie Actors Union

- Aaron Marrón
- Bloo Moose
- Faust
- Hyperdriver
- Mars For Martians
- Salvaged Vanadis Armory
- Şifr
- Tapwrm
- Temüjin Contract
- Zer0

Restricted:

- Bio-Ethics Association
- Brain Rewiring
- Bryan Stinson
- Global Food Initiative
- Hunter Seeker
- Jinteki: Potential Unleashed
- Mother Goddess
- Mumba Temple
- Mumbad CIty Hall
- Obokata Protocol
- Skorpios Defense Systems: Persuasive Power
- Surveyor
- Violet Level Clearance
- Whampoa Reclamation

- Aesop's Pawnshop
- Employee Strike
- Film Critic
- Gang Sign
- Inversificator
- Levy AR Lab Access
- Mad Dash
- Magnum Opus
- Rumor Mill

Standard

The flagship format of NISEI Organized Play, Standard is frequently changing to keep the meta exciting and engaging.

Product Legality

Legal:	Magnum Opus Set
Creation and Control	System Core 2019
Honor and Profit	Not legal:
Lunar Cycle	Original Core Set
Order and Chaos	Genesis Cycle
SanSan Cycle	Spin Cycle
Data and Destiny	Terminal Directive
Mumbad Cycle	Revised Core Set
Flashpoint Cycle	NAPD Multiplayer Identities
Red Sand Cycle	Draft Identities
Kitara Cycle	
Reign and Reverie	

Standard MWL 3.0
Effective 21 December 2018
*Most recent additions appear in **bold**.*

Removed:
- 24/7 News Cycle
- **Bryan Stinson**
- Cerebral Imaging
- Clone Suffrage Movement
- Friends in High Places
- **Hired Help**
- Museum of History
- Sensie Actors Union

- Aaron Marrón
- Bloo Moose
- Faust
- Hyperdriver
- Mars For Martians
- Salvaged Vanadis Armory
- Şifr
- Tapwrm
- Temüjin Contract
- **Watch The World Burn**
- Zer0

Restricted:
- Bio-Ethics Association
- **Commercial Bankers Group**
- **Excalibur**
- Global Food Initiative
- Jinteki: Potential Unleashed
- Mother Goddess
- **Mti Mkekundu: Life Improved**
- Mumba Temple
- Mumbad City Hall
- Obokata Protocol
- Surveyor
- Violet Level Clearance
- Whampoa Reclamation

- Aesop's Pawnshop
- Employee Strike
- Film Critic
- Gang Sign
- Inversificator
- Levy AR Lab Access
- Mad Dash
- **Paperclip**
- Rumor Mill

Eternal

Eternal is not affected by rotation and has a much less stringent Most Wanted List. The largest and most complex format, it encompasses nearly the entirely of the printed card pool and only grows larger with time.

Product Legality

Legal:	**Not legal**:
Original Core Set	NAPD Multiplayer Identities
Genesis Cycle	Draft Identities
Creation and Control	
Spin Cycle	
Honor and Profit	
Lunar Cycle	
Order and Chaos	
SanSan Cycle	
Data and Destiny	
Mumbad Cycle	
Flashpoint Cycle	
Red Sand Cycle	
Terminal Directive	
Revised Core Set	
Kitara Cycle	
Reign and Reverie	
Magnum Opus Set	
System Core 2019	

Eternal MWL 1.0
Effective 16 November 2018

Removed:
- Friends in High Places

- Hired Help
- Museum of History

- Faust
- Rumor Mill
- Salvaged Vanadis Armory
- Şifr
- Watch The World Burn

Restricted:
- (none!)

Core Experience

The "core" of the game experience. A single copy of System Core 2019 is the **only** legal product; there is no MWL.

Draft

The draft rules are currently in the process of being reworked and creation of a NISEI cube is in progress.

NAPD 3-versus-1

This format's rules are currently being analyzed and an MWL is being developed.