

**STAR
WARS**

UNLIMITED



**COMPREHENSIVE
EVENT GUIDE**

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Tournament Regulations - Introduction

With efforts to ensure all Star Wars™: Unlimited events are run consistently, this document is in place to provide regulations, policies, and structure that all Tournament Organizers, Judges, Event Staff, Players, and Spectators are required to adhere to at all Official tournaments. This establishes a dependable set of expectations for players across the world and allows players to know what to expect in attending any event, at any level of competition.

Event participants should treat one another with fairness and respect, honoring both the rules and the positive spirit in which they were created. They are expected to have read and understand the most current version of this document and the Comprehensive Rules. Participants violating these rules and policies are subject to penalties, as defined by this document.

Use the table below to ensure you have the most up-to-date version of this document, along with all other documents used in conjunction with this document for Star Wars: Unlimited events:

Star Wars: Unlimited Tournament Regulations	https://starwarsunlimited.com/organized-play
Star Wars: Unlimited Relaxed Policy Guide	https://starwarsunlimited.com/organized-play
Star Wars: Unlimited Competitive Policy Guide	https://starwarsunlimited.com/organized-play
Star Wars: Unlimited Comprehensive Rules	https://starwarsunlimited.com/how-toplay?chapter=rules

Information in this document may contradict (or have information not contained in) the Comprehensive Rules. In such cases, this document takes precedence. Information in this document may contradict Official Event Outlines. In such cases, the Official Event Outline takes precedence.

Fantasy Flight Games may alter, modify, or otherwise issue official changes to these rules without prior notice. Their official partners may similarly issue clarifications. Updates to this document are scheduled to be announced on the Friday of each set release. Additional updates, which include the legality of individual cards in various formats, may be released on other dates.

Disclaimer: This document is not intended to address all local laws and regulations and is intended as a guide and best practices for Organized Play events with mandatory Floor Rules for FFG OP events, that still allow for some discretion. Each Tournament Organizer should be familiar with local laws and regulations and should adjust accordingly in order to be in compliance with them if there is a conflict with this document. FFG disclaims any responsibility for such compliance.

FFG reserves the right to update this document at any time.





Tournament Fundamentals

2.1 - Valid Unlimited ID Number

Star Wars: Unlimited identification, player rankings, qualification points, and official invites will be tied to Unlimited Identification Numbers (UID). Participants that wish to be eligible for these must register for a UID at StarWarsUnlimited.com. Information on how to register for a UID can be found [HERE](#). It is each player's responsibility to provide their UID at all official events. A person's UID belongs to that person alone and may not be used by anyone else for any reason.

*Note: Your UID is directly linked to your AsmoConnect account. If you already have an AsmoConnect account, please follow the steps found [HERE](#) to log into your Star Wars: Unlimited account.

Each user is responsible for ensuring their UID information is kept up to date. This includes, but is not limited to, name, contact information, and reviewing tournament history for accurately reported results. If you have any additional questions or concerns regarding your UID, please reach out to Unlimited@fantasyflightgames.com.

2.2 - Official, Unofficial, and Unsanctioned Events

2.2.1 - Official Events

Official events are those which have an Event Outline (see section 2.6 - Event Outline) published and provided by FFG OP and run by authorized Tournament Organizer. This includes seasonal Weekly Play and official Casual, Relaxed, Competitive, and Master tier events.

Official Events must be submitted using official tournament software (Melee.gg) and it is required that the platform is utilized to run the events.

2.2.2 - Unofficial Events

Unofficial events are those without an Event Outline and are run by an authorized Tournament Organizer. This includes both events that do not utilize an FFG OP product and events that utilize a non-championship FFG OP product without an Event Outline. FFG strongly recommends that Tournament Organizers of unofficial events communicate their event's details to participants by utilizing the event tiers and structures defined in this document.

2.2.3 - Unsanctioned Events

Unsanctioned events are events run by someone who does not have authorization from FFG to create an event using FFG's official tournament software, or by someone running an event using a method or location that is not approved or supported by FFG.



2.3 - Tiers of Play

There are many different ways to play Star Wars: Unlimited. Event structure and Policy Tier follow suit. The Policy Tier is a means of summarizing expectations for event participants, regarding the strictness of rules enforcement, technically precise play, and event procedures.

The Policy Tier of a tournament generally reflects the prizes awarded and the distance a player may be expected to travel. The required and recommended Policy Tiers for specific event types are listed in Appendix A - Event Tiers for Official Events.

Most tournaments are run at a single Policy Tier, but some tournaments may change tier after a progression cut, such as Regional Championship.

2.3.1 - Casual Play

Casual play is all games that are outside the structure of events and organized play. While players are expected to abide by the rules of the game to the best of their ability, players developing their own rules and formats is actively encouraged with the enthusiastic consent of all participants.

2.3.2 - Relaxed Tier

Relaxed tier events are low-stakes, accessible events that anyone interested in Organized Play can participate in. The focus of all Relaxed events is on providing a fun and friendly environment where new players can learn and enjoy the game alongside longtime veterans, and players can create stories together.

Players are expected to be generally aware of the game rules, and may know that tournament policy exists, but generally play how they do casually. Errors and disruptions in these events are covered by the Relaxed Policy Guide, with an emphasis on player education and comfort.

Relaxed events tend to be shorter and have relatively even prize structures. While judges are not required for Relaxed events, they are strongly encouraged.

2.3.3 - Competitive Tier

Unlike the Relaxed tier of events, Competitive tier events are designed for players with at least an intermediate understanding of Star Wars: Unlimited rules and gameplay. These events are designed for players who want to test their skills and game knowledge. The focus of all Competitive events is providing an enjoyable environment, where players can grow, balanced with maintaining tournament integrity.

Players are expected to know the fundamental game rules and be generally aware of tournament policy. Unintentional errors should be actively corrected, but not harshly punished. The goal of Competitive policy is to protect the interests of all participants, while not expecting all players to play perfectly or have perfect knowledge. Errors and disruptions in these events are covered by the Competitive Policy Guide, with a focus on player education, deterrence, and integrity.



Competitive events play full swiss rounds, followed by a cut to single elimination to determine a winner, usually have top-heavy prize pools, and sometimes offer invites or qualifying points for Master tier events. Player decklists and certified judges are required for all Official Competitive and Master events.

All tournaments in the Championship Series - Planetary Qualifiers, Sector Qualifiers, Regional Championship, and the Galactic Championship are played at Competitive or Master tier.

2.3.4 - Master Tier

Master tier events are the pinnacle of competition for Star Wars: Unlimited Organized Play, offering significant prizes and being particularly prominent tournament experiences. These events are designed for exceptionally experienced competitive Star Wars: Unlimited players. The focus of Master events is to determine the best player in the room on that day, emphasizing tournament integrity while ensuring the event remains enjoyable.

Players are held to a higher standard of play than at Competitive events, and are expected to be more experienced with both rules and tournament policy. While players still aren't expected to play perfectly or have perfect knowledge, infractions will be dealt with more strictly. Errors and disruptions in these events are covered in the Competitive Policy Guide, maintaining the focus on player education, deterrence, and integrity.

Additionally, there are additional restrictions on Spectators. Spectators at Master events are not allowed to speak directly to players in matches, to help reduce the possibility of unintentional Outside Assistance. Furthermore, Spectators at Master events are not permitted to stand in aisles. This reduces the pressure on players, further reduces the possibility of Outside Assistance and makes it easier for judges to see and attend to judge calls.

2.4 - Formats

There are several different formats that players can participate in, divided into three primary categories that Fantasy Flight Games supports: constructed, limited, and special formats. Both the Relaxed and Competitive Policy Guides were written primarily for constructed and limited 1-vs-1 tournaments, but the underlying guidelines and philosophies can apply to events of all types, to help ensure fun and fair gameplay for all participants.

Constructed formats have players construct a deck in advance of the event, from the set of cards that they own. Limited formats have players create their deck for the event from a limited pool of cards, provided by the Tournament Organizer in the form of sealed product. Special formats don't necessarily fit the structures of Constructed or Limited.



Fantasy Flight Games officially supports the following formats:

2.4.1 - Constructed Formats

- Premier (Section 9.1.1)
- Trilogy (Section 9.1.2)

2.4.2 - Limited Formats

- Draft (Section 9.2.4)
- Sealed (Section 9.2.5)

2.4.3 - Special Formats

- Twin Suns (Section 9.3.1)

2.5 - Tournament Structure

The structure of a tournament determines how the tournament will proceed from start to finish. These details include:

- The number of Swiss rounds to be played. This may be based on attendance.
- The length of time allotted for each round of gameplay.
- The gameplay format and/or variant (if any).
- The structure for any progression cuts.
- If a progression cut is followed by Swiss or single elimination rounds.
- What determines the end of the tournament.

The tournament structure should be advertised in advance of the event, and repeated as part of the opening announcements.

2.6 - Event Outline

FFG OP designs events and products to create a memorable experience for the intended player community. An Event Outline provides the guidance necessary to run an event that delivers that experience. All official FFG OP events have an Event Outline provided as part of their associated Organized Play kits. Some FFG OP products have more than one Event Outline, offering Tournament Organizers the choice of which to use.

Each Event Outline includes the following information:

- Instructions for the distribution of the FFG prize product
- The tier of the event (Casual, Relaxed, Competitive or Master)
- The event's tournament structure (if it uses one)
- Requirements for staff roles to be fulfilled
- Description of the utilized variant rules (if applicable)





3 Roles and Responsibilities

Every person who is part of an event is a participant. Participants are classified into roles based on that person's responsibilities. A participant's failure to fulfill the responsibilities of their role may violate the integrity of an event by disrupting a fair, safe, and inclusive environment. Suspected violations may be subject to investigation at the discretion of FFG. All participants share the responsibility of interacting with each other in a fair and respectful manner.

The different participant roles are:

- Leaders
 - Tournament Organizer
 - Additional Event Staff
 - Scorekeeper
 - Event Manager
 - Administrator
 - Media Staff
 - Judge
 - Head Judge
 - Assistant Head Judge
 - Appeals Judge
 - Floor Judge
 - Team Lead
- Players
- Spectators
 - On-Site Spectators
 - Digital Spectators
 - Influencers and Media

3.1 - Participation Eligibility

Eligibility to play in a Star Wars: Unlimited tournament is a privilege extended to all, with the following exceptions:

- Individuals who are prohibited from participating by applicable laws.
- Minors are ineligible to participate in FFG OP unless they have the permission of their legal guardian. A minor and their guardian declare that this permission has been given by allowing the minor to attempt to enroll in an event; however, written releases may be required.
- All local, state, and federal laws and regulations should be followed, including prize eligibility.
- Other individuals deemed ineligible, at the sole discretion of Fantasy Flight Games.
- The FFG Organized Play Suspension Policy includes a list of people for whom eligibility has been revoked, and official Tournament Organizers are required to enforce those suspensions.
- Employees of Fantasy Flight Games, Asmodee, and any of its subsidiaries and affiliates cannot participate as a player in official Competitive or Master - tier events.
- Event Leaders in any role, including but not limited to: Tournament Organizers, Judges, Scorekeepers, and Media, cannot participate as a player in Competitive or Master tier events that they are also on staff for.



Official FFG OP events must not restrict eligibility in any way other than those listed here unless the Event Outline explicitly allows for it.

FFG maintains a list of people for whom eligibility has been revoked, and official Tournament Organizers are required to enforce those suspensions. This list is maintained on <https://nexus.cascadegames.com> and is available only to Tournament Organizers and Judges.

Suspended and banned individuals may not participate in, attend, spectate, or be leaders at any Star Wars: Unlimited event. If a suspended or banned player attends a Star Wars: Unlimited event, they should be asked to leave the venue. Full details of the FFG Suspension policy can be found here: <https://www.fantasyflightgames.com/en/op/spolicy/>

3.2 - Leader Roles

Leaders are the individuals who lead and manage an event. The leader roles are: Tournament Organizer, Scorekeeper, Event Manager, Administrator, Media Staff, Head Judge, Assistant Head Judge, Floor Judge and Team Lead.

If unsure about an issue, leaders should consult the game rules and event regulations (especially Relaxed Policy Guide and Competitive Policy Guides, as they pertain to the event) provided by FFG before making a decision. Leaders should avoid any actions that could be misconstrued as introducing impropriety to the event, such as favoritism, nepotism, or general unprofessionalism.

3.2.1 - Tournament Organizer

All events must have a single person designated as the Tournament Organizer (TO). This person is ultimately responsible for the entire event, including both planning and execution. The TO holds the following responsibilities:

- Providing or arranging for a location for the event that meets the event's expected needs.
- Obtaining all materials necessary for the execution of the event (e.g. product for a Limited format event).
- Publicizing the details of the event in advance of the event date.
- Managing event staff, including selecting appropriate qualified staff for other leader roles, supervising the performance of other leaders, and modifying which individuals are assigned roles to preserve the integrity of the event.
 - By default, the TO also holds the responsibilities of every leader role that they have not appointed someone to serve as.
- Maintaining the integrity of the event and prize distribution.
- Being available at the event location throughout the entirety of the event.
 - If required to leave for any reason, the TO must designate an Event Manager to act in their stead until they return (Section 3.2.3 - Event Manager).
- The TO may deny entry to a participant if the player is barred from the venue or would exceed the venue's capacity. This is in addition to the rules listed under 3.1 Eligible Participants above.
- The TO may have a participant removed from the venue and should do so if that participant has performed any of the significant unsporting conduct detailed in the Competitive Policy Guide - Section 5 - Unsporting Conduct.



3.2.2 - Scorekeeper

Any tournament event, especially Competitive-tier tournaments, should have a Scorekeeper. These leaders help keep the engine of the event running, and they are expected to be knowledgeable of at least the event regulations. Scorekeeper responsibilities include:

- Utilizing tournament software to accurately track each player's event history, including win-loss record and previous opponents.
- Ensuring that pairings are correctly generated each round and made available to players.
- Addressing issues with scorekeeping or tournament software in consultation with the Head Judge and Tournament Organizer, as appropriate.

3.2.3 - Event Manager

The Event Manager is an optional role, functions as support for the Tournament Organizer, and assumes all the same responsibilities as the TO whenever the TO is unavailable. In larger events, the TO can delegate some of their responsibilities to the Event Manager in order to help improve efficiency in running the event.

3.2.4 - Administrator

Administrators are an optional role and can take on various logistics and customer service based tasks for the Tournament Organizer. These responsibilities include, but are not limited to:

- Registering players for the event
- Answering questions about event structure
- Managing product before distribution
- Managing prize distribution processes



3.2.5 - Media Staff

Media Staff is an optional role that includes anyone taking photos, providing commentary, interviewing players, and/or operating livestream equipment in direct association with the Tournament Organizer. Only people designated as Media Staff by the TO are considered to be this type of leader; third parties providing their own media coverage (with the consent of the TO and any players involved) are not considered to be Media Staff for the event. Instead, they are considered to fall under 3.4.3 Influencers and Media. This also includes table spotters and various other roles involved in any coverage or production.

Media Staff must abide by the following responsibilities:

- Refraining from providing outside assistance to players during their games.
- Not disturbing games. This includes discussion of the game in progress, making excessively loud noises, or physically intruding on the players or their gameplay area.
 - Anyone providing commentary for a particular game must do so from a respectful distance so that their commentary does not disturb the players.
 - If Media Staff witnesses a gameplay mistake, they should call for a judge.

3.2.6 - Head Judge

Events must have a Head Judge (HJ). An HJ should be very knowledgeable in the game rules and event regulations. These leaders act as the final authority for the interpretation and application in those matters. The HJ responsibilities are:

- Performing the duties and responsibilities of a Floor Judge
- Issuing the final rulings when a player appeals the initial ruling of a Floor Judge, either overturning or upholding the initial ruling
- Ensuring that necessary announcements about the tournament are relayed effectively to players
- Coordinating and delegating tasks to judge staff as needed and ensuring those judges have the support they need to complete their tasks
- Perform investigations into player actions and behavior where a Disqualification may be necessitated
 - Only an HJ has the authority to disqualify participants from an event (More information about Disqualifications can be found in the Competitive Policy Guide - Section 2 - Philosophy, General Guidelines and Definitions)
- The HJ should be aware of, or involved in, all Game Losses or Match Losses (other than for Tardiness)
- Establishing the threshold for misprinted, damaged, altered, or marked cards; sleeves; game layouts; electronic device use; and issuing proxies

While Head Judges may delegate some of their responsibilities, they can not delegate appeals, investigations, game losses, match losses or disqualifications to roles other than any Assistant Head Judges.



3.2.6.1 - Assistant Head Judge

Some large events may necessitate the use of Assistant Head Judges (AHJ), due to their size. All AHJs share all of the responsibilities and exercise the same authority as the HJ while they are serving in the role, but are directed by the HJ.

3.2.6.2 - Appeals Judge

Some large events may not need additional Assistant Head Judges, but still have experts to support and reinforce the Head Judge. Appeals Judges (AJs) fill this role, and have some of the same responsibilities and authority as the HJ:

- Performing the duties and responsibilities of a Floor Judge
- Issuing the final rulings when a player appeals the initial ruling of a Floor Judge, either overturning or upholding the initial ruling
- Ensuring that necessary announcements about the tournament are relayed effectively to players
- Coordinating and delegating tasks to floor judges as needed and ensuring those judges have the support they need to complete their tasks

3.2.7 - Floor Judge

An event may have any number of Floor Judges, including none. These leaders are expected to be knowledgeable of the game rules and event regulations. Floor Judge responsibilities include:

- Assisting players and spectators. The primary way that Floor Judges do so is by answering questions, resolving infractions, or assisting with reasonable requests
 - Floor Judges also help to resolve disputes between players regarding the game state, but do not generally assist in determining the current game state.
 - Judges should answer questions about rules, interactions between cards, tournament regulations, policy, event structure, and the official text of cards.
 - Judges should not intervene before an illegal action has occurred, but should do so as soon as a rule has been broken or to prevent a situation from intensifying.
 - If a player requests to speak with a judge away from their match, that request should generally be honored.
- Being engaged in the tournament
 - Judges should be watching matches and be ready to assist when a player calls for a judge.
- Maintaining an air of professionalism and courtesy, while remaining relaxed and welcoming
 - As members of the community with explicit authority, judges should exhibit and support sporting behavior in a manner that does not compromise the judge's authority.
 - Judges should refrain from trading, long personal conversations, phone calls, or other activities that would distract them from their duties during the event.
- Escalating issues of unacceptable behavior to the Tournament Organizer or Head Judge when appropriate
- Completing tasks as assigned by the Head Judge or Team Leads



3.2.7.1 - Team Lead

Some Floor Judges may be assigned the role of Team Lead, and given an area of logistics or a portion of the event to steward. Team Leads are in charge of making sure that their assignment is appropriately completed and that the judges under their authority are taken care of appropriately during the event.

Some Head Judges may also delegate some explicit authority to Team Leads, which include but are not limited to:

- Being consulted with for Reversing Decisions calls
- Being consulted with for Gameplay Disruptions that require backups
- Being consulted with for Hidden Card Manipulation Errors
- Making announcements for End-of-Round procedures

Team leads may provide mentorship, help refine break structures and propose logistical procedures.

3.3 - Players

The duties of a player are numerous but can be summarized as follows: come prepared, and play Star Wars: Unlimited with good sportsmanship. Players hold the following responsibilities:

- Interacting with other participants in a respectful manner and providing honest and complete information to leaders.
- Communicating in a sufficiently clear manner with their opponents and maintaining a clear game state.
- Presenting themselves for play in a timely manner. A player who enrolls but does not play in any rounds of the event is not considered to have been a player and is not eligible for any prizes, even participation prizes.
- Bringing the appropriate tournament materials to participate in the tournament.
- Calling attention to any rules or policy infraction they notice in their matches.
- Seeking the assistance of a Floor Judge if unable to amicably resolve a game disruption in their current game.
- Accurately reporting the results of their matches in a timely manner and notifying a leader of any discrepancy they notice in their standings.
- Immediately informing a leader of any unsporting conduct or attempts to undermine the integrity of an event.
- Abiding by the eligibility restrictions of an event.
- Being aware of the contents of this document.



3.3.1 - Identification

Players are expected to be able to provide photo identification when registering for all Competitive-tier events, when requested by event leaders. Valid forms of identification are driver's licenses, state ID cards, passports, school ID cards, and birth certificates (for minors without another valid form of ID). Each player is required to have the name linked with their UID to match the name on their valid photo identification. If a player is undergoing a name change that is not yet reflected on their valid form of ID, that player should reach out to the Tournament Organizer prior to the beginning of the event.

Players who are less than 16 years old must present their ID while accompanied by a legal guardian in order to register for an event. The guardian must also present their own valid form of ID during the player's registration.

3.3.2 - Legal Deck

For events utilizing a constructed format, it is each player's responsibility to come to the event prepared with a legal deck following the guidelines laid out in Section 9.1 - Constructed Formats.

In Competitive and Master tier events, players must store only the contents of their main deck and sideboard in their deck box. Additional cards stored in a deck box will be considered a part of the sideboard, with a few exceptions:

- Common bases used as tokens
- Cards that were distributed to players as part of that tournament
- Cards that are in a separate section of the deck box that is not accessed during the match
- All cards in the deck box if the player presented their sideboard facedown at the beginning of the match

When using a deck box that is capable of storing more than one full deck, it is recommended that only one deck be in the box during Competitive and Master tier events to ensure no unwarranted penalties are issued.

For events utilizing a limited format, players are required to follow the rules in deck construction set forth in Section 9.2 - Limited Formats.

3.3.3 - Legal Deck List

It is each player's responsibility to provide a legal deck list when playing in a Competitive-tier event. A legal deck list consists of the following elements:

- Player first and last name
- Player UID
- Leader
- Base
- Draw deck and sideboard composition



Cards listed on deck lists should be uniquely identifiable by only looking at the deck list. Unique cards should be listed with their subtitle and/or set and card number. The Head Judge of the event is the final authority on whether a card is sufficiently unambiguous.

Players are required to submit their deck list to the Tournament Organizer prior to the start of the event. For constructed events utilizing physical decklists, this is usually at the start of the first round. For limited events, this is after the deck construction period. Once a physical decklist has been accepted, it may not be altered.

Digital decklist submission has a date and time at which point decklists are due. After that time, decklists can not be altered.

3.3.4 - Card Sleeves

Card sleeves are mandatory for a player's draw deck when playing in Competitive or Master tier events. All card sleeves must be the same size and the same color or art design for any cards in the draw deck. If a card sleeve breaks or is damaged enough to cause a marked card, it is the player's responsibility to replace the card sleeve immediately with a sleeve that is identical to the rest of that player's deck.

At Relaxed and Casual events, sleeves are not required but are highly encouraged. Sleeves can protect a player's cards while also lowering the possibility of having a marked card.

For more information about marked cards and the associated penalty, refer to Competitive Policy Guide - Section 4.4 - Marked Cards.

3.3.5 - Damage Counters and Tokens

It is each player's responsibility to provide enough damage counters and tokens to support their side of the game. This includes, but is not limited to, damage counters for units and base, initiative marker, experience and shield tokens, and epic action reminder tokens. Other methods of tracking damage—such as using dice instead of counters—are permitted, so long as the game state is clear to all players at all times.

3.4 - Spectators

3.4.1 - On-Site Spectators

All people present at an event are participating as On-Site Spectators when not actively engaging in another role. This includes casual observers who may have never heard of the game being played, and players who are glancing over at another match between gameplay actions. On-Site Spectators have the following responsibilities:

- Refraining from providing outside assistance to players during their games.
- Not disturbing games. This includes discussion of the game in progress, making excessively loud noises, or physically intruding on the players or their gameplay area.
- If a Spectator witnesses a gameplay mistake, they should call for a Judge. The Spectator may let the players know that they believe they saw an error.
- At Master tier events, Spectators should call for a judge, but not interrupt the match.
- Respecting a request by a player or leader to not observe a game or games.



3.4.2 - Digital Spectators

All people who are watching a stream, recording, or other digital footage of an event are Digital Spectators. The footage in question does not need to be recent to qualify as event footage, and thus anytime a Digital Spectator observes a game, they must abide by the following Responsibilities:

- Refraining from providing outside assistance to players during their games.
- Not engaging in harmful, inappropriate, or irrelevant conversation in the chat.
- Showing respect to other Digital Spectators and to the people within the footage itself (expressing opinions about a person's gameplay choices is fine; calling that person names or making fun of them for their choices is not).

3.4.3 - Influencers and Media

All people who provide commentary during a game, interview players between games, or record or stream footage of a game (without being officially designated Media Staff) are considered Influencers and Media. Regardless of the work they are doing, all Influencers and Media must abide by the following responsibilities in addition to the expectations of On-Site and Digital Spectators, as appropriate:

- Obtaining the express consent of both the Tournament Organizer and any players or event staff involved in their interview, recording, stream, etc.
 - Taking photographs is a form of recording, and thus requires consent just like all other forms of media.
 - Minors cannot be interviewed, and their gameplay cannot be recorded or streamed by anyone other than official Media Staff, without exception.
- Anyone providing commentary for a particular game must do so from a respectful distance so that their commentary does not disturb the players.

3.5 Performing Multiple Roles

Certain participants may engage in multiple roles in an event. Even when a person stops performing a role at a particular event, they must still observe these restrictions with respect to their previous roles.

- At any Competitive or Master tier event, players cannot perform any leader role.
- The Tournament Organizer must perform the duties of each other required leader role that they have not designated someone to fulfill. For events other than Weekly Play, the TO cannot actively perform any non-leader role, except On-Site Spectator.





4 Material Legality

4.1 - Cards

Star Wars: Unlimited has new sets released on a regular basis. Cards are legal for tournament play the same day the set is officially released. Cards obtained in a Prerelease Event are only legal for the event they were obtained in and are not legal for any other event until the set is officially released. Cards that have been released in a previous set that have been reprinted in a newer set are legal to be used, even while the rest of that set is not yet legal.

If an official card has the same title and subtitle (when applicable) as a card from a Premier-legal set, then that card is also legal for Premier. Demo and beta versions of cards (designated by a "Demo" or "Beta" label) are not legal under any circumstances, even if they are identical to the final, officially-released versions of those cards.

Some products include additional game material, intended as game aids and not as traditional cards. Examples include tokens and damage counters. These are not required for play, and players are welcome to use any representation that is clear to both players when they are needed in the game.

4.1.1 - Materials in Other Languages

A player's deck can include cards in any number of languages, so long as each card is a legal, officially-released Star Wars: Unlimited card, provided the player is not using them to create an advantage through unclear communication.

While playing a match, if a player asks for clarification about the abilities of a card in a language they don't understand, the official English version of that card is used as a reference.

Whenever a Judge makes a ruling related to the effects of a card, they do so based on the official English version of that card.

4.1.2 - Artistic Modifications and Alterations

Players are permitted to use cards that have been autographed (i.e., by an FFG staff member, an artist, a celebrity, etc.), so long as the autograph is on the front of the card (or either side, if the card is double-sided). If the autograph covers up any amount of text on the card, the player should have an additional copy of the card on hand that is unmarked for their opponent to reference. No other alterations are allowed, regardless of the event tier.



Examples of illegal alterations include, but are not limited to:

- Stickers applied to any part of the card
- Custom variants with unofficial alternate art or graphic design
- Doodles or drawings

Altered cards are not considered legal for official Organized Play events. If a player includes an altered card in their deck, they must replace it with an unaltered, official version and are issued a penalty in accordance with the Deck Error guidelines found in the Competitive Policy Guide - Section 4.2 - Deck Error.

4.1.3 - Proxy Cards

A judge proxy is used during competition to represent an otherwise legal Star Wars: Unlimited card, often to substitute for a card that can no longer be included in a deck without the deck being marked. A judge proxy may only be issued by the Head Judge or a Floor Judge with the Head Judge's approval, and only if one or more of the following applies to a player's card:

- The card has been accidentally damaged or excessively worn in the current tournament, including damaged or misprinted limited product.
- The card has a manufacturing defect for which no defect-free replacements exist.
- The card has been lost throughout the course of the event.

Judge proxies may not be used to replace cards that the owner has damaged intentionally or through other forms of negligence. Judge proxies may not be used to replace cards a player does not possess at the event.

Players are not permitted to create or use their own proxy cards. A judge proxy must be created by the Head Judge, who, at their discretion, will determine if the creation of the judge proxy is appropriate. When the Head Judge creates a proxy, they must sign or initial it and include the date that it was made. The proxy is included in the player's deck and must be marked as a proxy clearly and conspicuously. If the original card is damaged and not lost, that card must be kept nearby during the match to be used as a reference card. If the original card is lost, a reference copy of the card's text and attributes should be printed. A judge proxy is valid only for the duration of the tournament in which it was originally issued.

4.1.4 - Counterfeit Cards

Counterfeit cards (fake cards that are created by third-party entities that can resemble officially released cards) cannot be used as your leader or base and are also not permitted in your main deck or sideboard in an official tournament.

Even if a player owns an official copy of the card, they cannot include counterfeit cards as their leader, base, or in their main deck/sideboard.

If a Judge determines that a player is knowingly playing with counterfeit cards, this is considered a form of cheating (see the Competitive Policy Guide - Section 5.7 - Cheating) and a determination should be made if the player was aware that they were not allowed to do so. If a player is unknowingly playing with counterfeit cards, this is considered a deck error (see the Competitive Policy Guide - Section 4.2 - Deck Error).



4.1.5 - Misaligned Cards

Some cards may be manufactured such that the attributes are not aligned, or even such that the attributes of another card are present.

A card that is misaligned in this way is considered to be the card that has its full name and subtitle present. If no card or if multiple cards have their name and subtitle present, it is not considered to be a card for the purposes of a tournament. A player is not allowed to use the ambiguity in misaligned cards to gain an advantage. The Head Judge is the final authority on determining which cards are valid for tournament play and their identification.

4.2 - Sleeves

As previously stated, sleeves are required for a player's draw deck at all Competitive and Master tier events and are highly encouraged at Casual and Relaxed tier events. When using sleeves, players must follow these guidelines:

- All sleeves on the draw deck must be identical in size, color, and art design, while also ensuring that the deck is not marked.
 - This includes any cards currently in the draw deck, even if they were initially in the sideboard.
 - Sleeves with highly reflective backs and holographic fronts are not permitted.
 - Sleeves with graphics on the front that hinder being able to see card text are not permitted.
 - For officially streamed or recorded games, sleeves are required to be either solid colors with no artwork or officially licensed Star Wars: Unlimited sleeves.
 - A Judge may, at their discretion, deem certain art sleeves to be inappropriate and request that the player replace them with an acceptable alternative.
- All cards in the draw deck must be put into sleeves with an identical orientation.
- A maximum of one card can be in a sleeve at a time.
- Cards may be double- or triple-sleeved (two/three sleeves on one card) as long as the extra sleeves are completely clear with no additional markings on them and all cards are sleeved in the same way.

4.3 - Game Mats

Players are permitted to use game mats during their matches. For officially streamed or recorded games, game mats are required to be either solid colors with no artwork on them or officially licensed Star Wars: Unlimited game mats.

A Judge may, at their discretion, deem certain game mats to be inappropriate and request that a player use an acceptable alternative game mat instead, or no game mat, if one is not available.



5

Tournament Concepts & Mechanics

5.1 - Round Types

5.1.1 - Swiss Rounds

During each round of Swiss, players are paired with opponents that have the same win/loss ratio as much as possible while also preventing players from facing the same opponent more than once. Swiss rounds can be played either as single-game matches (see Section 5.2.1 - Single Game Matches) or as best-of-three matches (see Section 5.2.2 Best-of-Three Matches).

5.1.2 - Single Elimination

Single elimination rounds typically happen after all Swiss rounds have finished, as the culmination of a Competitive or Master tier event. During single elimination rounds, the winner of each round moves on to the next round, while the loser of the match is eliminated from the event and dropped. Elimination rounds are typically used after a progression cut to the top players (frequently top eight) and continue until only one player remains.

5.1.3 - Progression Cuts

A progression cut is a process used to separate the players who have met a certain threshold for performance or standing and allow them to continue competing in the tournament.

There are several different methods to conduct a progression cut:

- **Standings Based:** After a predetermined number of rounds, all players below a predeclared rank are eliminated. The tournament then continues with the remaining players.
- **Record Based:** After a predetermined number of rounds, all players below a predeclared match point threshold (which is based on match results) are eliminated. The tournament then continues with the remaining players.
- **Hybrid:** After a predetermined number of rounds, either all players below a predeclared rank or below a predeclared match point threshold (whichever is a smaller number of players) are eliminated. The tournament then continues with the remaining players.
- **Standings Alt:** After a predetermined number of rounds, all players with fewer match points than the player at a predeclared rank are eliminated. The tournament then continues with the remaining players.

Relaxed tournaments do not feature progression cuts. Most Competitive tournaments feature a standings based cut to top eight, which proceeds to single-elimination rounds. Some larger tournaments feature a progression cut to a second phase of swiss rounds before a cut to single-elimination rounds.



5.2 Match Structure

5.2.1 - Single Game Matches

Single game matches (sometimes referred to as "Best-of-One" or "Bo1") are played primarily during Relaxed and Casual events. During single-game rounds, players will play one game each round, with the winner of that game winning the match. Players are not permitted to use sideboards during single game match play.

While the Twin Suns format also utilizes single game matches, it uses its own special rules regarding round time, match resolution, and number of rounds. As such, these sections only refer to single game matches for head-to-head formats.

5.2.2 - Best-of-Three Matches

Best-of-three match play is used at all Competitive-tier events. Relaxed events can utilize best-of-three matches, depending on the event's needs. During these matches, players will play games until a player has won two games. Drawn games do not count toward this goal.

5.2.3 - Twin Suns Matches

Twin Suns matches are played as best-of-one between (ideally) three or four players. When a player is eliminated in a Twin Suns game, the game will end once the current phase ends. The player(s) with the most remaining HP on their base at the end of that phase win the game.

5.2.4 - Round Time Limits

During single game match play, players will have 25 minutes each round to complete their match.

During best-of-three match play, players will have 55 minutes each round to complete their match. During a top cut, this is extended to a minimum of 75 minutes. Depending on the needs of the event, any of the top cut rounds can be run with no time limit. Time limits for top cut must be announced before top cut play begins.

During Twin Suns match play, players will have 55 minutes to complete their game.



5.2.5 - Start of Game Procedure

The following steps must be performed promptly before each game begins:

1. If sideboarding is allowed for the game, players may remove cards from their draw deck and add cards from their sideboards.
2. Put bases into play.
3. Put leaders into play.
4. Each player shuffles their deck.
5. Each player presents their deck to their opponent for additional shuffling. The sideboard (if any) is also presented at this time.
 - a. For the first game in a Relaxed Limited match, the deck does not need to match the deck they began the tournament with.
 - b. For Constructed and Competitive or Master matches, the deck does need to match the deck they began the tournament with or their submitted decklist, as appropriate.
6. For the first game in a match, players randomly determine a player using a mutually agreed-upon method. That player chooses who starts with the initiative.
 - a. For subsequent games, the player who lost the previous game chooses who starts with the initiative.
 - b. If the previous game was a draw, the player who made the choice for the drawn game makes the choice again.
 - c. For the top-cut portion of an event, the player with the higher seed gets the choice for the first game of a match.
7. Each player draws six cards.
8. Starting with the player with the initiative, each player chooses to take a mulligan or keep their hand.
9. Each player chooses exactly two cards from their hand, puts them into play as resources, and readies them.

A game is considered to have begun once all players have put two cards into play as resources. Start-of-game procedures may be performed before the time for the round has started.

If a player has seen their opening hand before the starting player is chosen and that player has the choice of which player starts with the initiative, that player does not make a choice and starts with the initiative. If a player has not yet been randomly determined to make the choice, determine that player first.



5.2.6 - End of Match Procedure

Once a match is complete, players may not leave the table until the result of the match is recorded unless they are doing so to record the result.

If the match has been issued a time extension by a judge, the end-of-match procedure does not begin until the time extension expires.

Once time is called, no new games should begin.

When the round time limit is reached before a winner is determined, the players must finish the current in-game round (action phase and/or regroup phase) and play through one additional action phase. At the end of that action phase, the game ends without proceeding to the regroup phase. If both players have already made their resourcing decision when time is called, they are considered to be in the action phase of the next round.

If the game is incomplete at the end of additional turns, the game is considered a draw. If either player has more game wins in that match than their opponents, that player wins the match. If both players have an equal number of game wins in that match, the match is a draw.

In single elimination rounds, there can not be a draw. After the end-of-round procedure during single elimination rounds, the player with the most remaining HP on their base wins the match. If both players have the same remaining HP on their base, the player who had the initiative when the game ended wins the match. If the round time limit ended between games, players do not start a new game. The player who would have started with the initiative wins the match.

5.2.7 - Byes

A bye is an automatic win granted to a player for one tournament round. That player is not assigned an opponent for that round and receives 3 match points. Byes are most frequently awarded when the number of players is odd, and should be awarded to a random player with the fewest match points who has not already received a bye. The official tournament software ([Melee.gg](#)) will handle this process automatically.

5.3 - Conceding or Intentionally Drawing

Before playing any games of a match, if both players mutually wish to have that match end in a draw, they may do so. This is referred to as an "intentional draw." The match immediately ends and is reported as a 0-0-3 draw for both players.

Intentional draws are only permitted during Swiss rounds and can only occur if both players agree to the draw. If either player does not wish to intentionally draw, then the match must proceed as normal.



Players can intentionally draw at any point in the match, but are not allowed to refer to tournament standings after they have sat for their match, nor are they allowed to reach an agreement in conjunction with other matches. Furthermore players are not allowed to leave their seats during their match or to go to great lengths to gain information to inform their decision.

Players cannot offer or accept an intentional draw (or concession) in exchange for any reward or incentive. Doing so falls under Bribery and Collusion, which is covered in Section 8.2 - Bribery, Collusion and Wagering.

Players are permitted to concede a game at any time before the end of that game. If a player refuses to play, it is assumed that they have conceded the match.

5.4 - Tie Breakers

The following tiebreakers are used to determine how a player ranks at any given point in a tournament during Swiss rounds:

1. **Player's Match Points** - A player earns 3 points for a win, 1 point for a draw, and 0 points for a loss.
2. **Opponent's Match Win Percentage** - The number of matches the player's opponents have won divided by the total number of matches possible.
3. **Player's Game-Win Percentage** - The number of games the player has won within their matches, divided by the total number of games possible.
4. **Opponents' Game-Win Percentage** - The number of games the player's opponents have won within their matches, divided by the total number of games possible.

For these tiebreakers, percentage floors are utilized. If a player's match win percentage or game win percentage is ever lower than 33%, it will become 33% instead. This percentage floor minimizes the impact that low-performing players have when determining other players' tiebreakers, instead putting more value on the results of higher-performing players when breaking ties.

Further explanation and details regarding these tiebreakers can be found in Appendix B - Tiebreaker Calculation.

5.5 - Judge Calls

A player may call a Judge at any time during their match. The best practices for calling a judge are to inform your opponent, pause the match, raise a hand, and loudly call "Judge!". Players should keep their hand raised until a Judge is able to assist them. Spectators may also call a judge, and should inform the players if they believe they saw an infraction, but are not permitted to instruct the players to pause the match. The players may choose to pause their own match.



Judges should answer calls to the best of their ability, using the information in the Comprehensive Rules and the Comprehensive Event Guide (this document). During a match, a player is expected to call for a judge when:

- Any player commits an infraction that cannot be quickly and cooperatively resolved between the players
- Any player commits an infraction that requires a remedy or may cause a significant advantage for either player
- There is a dispute between players - whether it is game rules, game state, or there is some other cause
- There is an issue or emergency that requires an Event Leader
- A player needs to leave the match for any reason while it is in progress

Players can also call a judge to ask them to watch their match, for clarification on card text or rules, or a variety of other customer service roles. Players can ask to speak to a judge away from a match to preserve Hidden Information.

5.6 - Time Extensions

If a judge pauses a match for any length of time, they should bestow a time extension to the players equal to the amount of time taken, rounded to the nearest minute.

If the time extension is due to a deck check, the match should be given an additional 3 minutes to allow players to reprocess their pre-game procedure.

If a match is selected for an officially streamed or recorded game, and players are asked to make accommodations for the stream, such as using specific dice, tokens or counters or displaying hands to spotters, they should be given an additional 3 minutes to account for the additional responsibility. This does not apply to unofficial streams or recorded games.

If a player arrives late up to ten minutes late to their match, they should be given a time extension equal to their tardiness, rounded up to the nearest minute in addition to the appropriate penalty being issued. (see Competitive Policy Guide - Section 4.1 - Tardiness)

5.7 - Appeals

If a player disagrees with a judge's ruling, they have the right to the ruling of the Head Judge, and may appeal a ruling to the Head Judge. For larger events, the Tournament Organizer may have designated Assistant Head Judges or Appeals Judges, who are empowered to hear appeals.

- The Head Judge's ruling is final and cannot be appealed
- A player is not allowed to appeal a Floor Judge's ruling until they have finished issuing the ruling
 - Appealing a ruling before the judge has finished issuing their ruling is Unsporting Conduct



5.8 - Accessibility

The Tournament Organizer must make a reasonable effort to ensure the tournament environment is accessible for all players. Players may request assistance from tournament officials regarding accessibility needs.

On a case-by-case basis, exceptions to specific tournament rules may be granted to improve accessibility for an individual player, provided those exceptions do not create a strategic advantage. All such exceptions require approval from the Head Judge before being implemented.

These can include, but is not limited to:

- Requesting a fixed seating assignment to eliminate the need to change locations between rounds
- Receiving assistance from an approved companion for shuffling or physically manipulating cards
- Receiving assistance from a companion for reading or identifying cards
- Utilizing electronic devices or pre-written materials to facilitate communication with other players
- Not participating in coverage due to medical concerns

An approved companion must be approved by the Head Judge and is held to the same standards as other spectators. They may not provide strategic advice or commentary on the match.

5.9 - Deck Registration

Players are required to register their decks and sideboards (if applicable) in Competitive and Master tier events. A player registers their deck contents by submitting a decklist as instructed by the Tournament Organizer.

Decklists are generally not public and are not shared with other players during a tournament. Some Competitive or Master events may use Open Decklists. For events without Open Decklists in the Swiss rounds, Open Decklists should be implemented for the top cut. Decklists are generally made public after the conclusion of the tournament.

Relaxed and Casual events do not utilize decklists.



5.10 - Decklist Review

In the portion of an event with Open Decklists, before the start of each match, players exchange deck lists with their opponent. Players have three minutes to review their opponent's deck list.

Players are not permitted to take notes during deck list review, as the review takes place prior to the match starting. Once a player has put away their opponent's decklist and presented their deck to their opponent, they may take notes from memory

5.11 - Deck Checks

Deck checks should only be performed on decks that have been presented by a player for a match. This can be before the first game of a match, between games after players swap cards with their sideboards, or after a match has concluded, before the deck and sideboard have been reverted to normal or returned to the deck box. A deck check should not be performed if either player has drawn an opening hand and potentially made mulligan decisions.

Judges should pay attention to the time remaining in the round when they begin a deck check and ensure they do not start checks too late in the round. This minimizes the impact on the tournament's progression. Each match that has a deck check should be granted a time extension equal to the amount of time that passed between when the Judge began interacting with the players and when the decks were returned, plus an additional three minutes to allow the players to shuffle their decks.

The Head Judge may perform a non-routine deck check for any player at any time, including during a game or between rounds, if they have reason to believe that it would provide information that could not be gathered during a routine deck check. If conducted during a game, the check must be performed solely on the cards remaining in the deck and the deck must be returned so that play resumes exactly as it was before the check. If conducted between rounds, the Head Judge should recognize that the deck was not presented for immediate play; in such cases, issues such as marked cards or deck problems are generally not applicable.

If a Game Loss is issued during an end-of-match deck check, it applies to the just-completed Match.

Judges should aim to perform deck checks on around 10% of all decks over the course of the tournament. Additionally it is best practice to have performed deck checks on all top cut competitors during the swiss round.

5.10.1 - Courtesy Checks

At the conclusion of swiss rounds, before top cut play begins, courtesy checks should be performed. These are similar to traditional deck checks to ensure deck and decklist legality, and to identify potential marked cards. Because these decks were not presented for a match, infractions and penalties should not be issued for Deck Problems or Marked Cards, unless the Head Judge believes it was intentional, in which case Cheating should be investigated, but any errors should be corrected. Decklist Problems should still be infractioned and penalized as normal, with any game losses applying to the player's first game of the top cut portion of the event.



5.12 - Marked Cards

It is the player's responsibility to ensure that their cards and/or card sleeves are not marked during the tournament. A card or sleeve is considered marked if it bears something that makes it possible to identify the card without seeing its face, including (but not limited to) scratches, discoloration, and bends.

Using marked cards can warrant a penalty. For more information, refer to the Competitive Policy Guide - Section 4.4 - Marked Cards.

5.13 - Dropping

Players may drop from a tournament at any time. A player who drops before the first round begins is considered not to have participated and will not appear in the final standings.

Players wishing to drop must notify the Scorekeeper through the method designated for that tournament before pairings for the next round are generated. If a player drops after a cut has been made, no replacement player will be advanced.

Reentry into a tournament is permitted only at the discretion of the Head Judge. Players may not reenter any portion of the tournament that requires a deck built during a construction period they did not attend or after a cut has been made.

Players may not drop from a tournament in exchange for, or under the influence of, any reward or incentive. Such actions constitute Bribery (see Section 8.2 - Bribery, Collusion and Wagering).

5.14 - Electronic Devices

Electronic devices may be used so long as the following conditions are met:

- Messages cannot be received during the game (i.e. the device should be in airplane mode or have no ability to connect to the internet).
- The device's screen must stay visible to both players for the entirety of the game.

Players wishing to view information privately on electronic devices during matches or take brief personal calls must request permission from a judge.



5.15 - Coverage

Some events may use video for streaming or replays of featured matches. Players may request to not appear on camera, however, players in the top cut of a Competitive event or any round of a Master tier event with official streamed or recorded matches may not decline to appear on camera. The Tournament Organizer may also make appearing on stream a requirement for participation in their events. If this is the case, it should be included in the published event details or announced at the start of the event.

Spectators and players are permitted to record matches provided that they do so without infringing on the match and with the permission of recorded players.

Video replays may be used for the purpose of investigations after a match has been completed.

Official streams are those sponsored or run directly by FFG.



Tournament Play

6.1 - Game Markers

Players must have the appropriate markers to track persistent information, such as the initiative marker, damage counters and various tokens.

Players may also use small items (coins, small figures) to use as reminders of certain actions or lines of play they want to take. This can include putting markers on top of their hand to distinguish it from their resources, a marker on their deck to remind them of a regroup phase trigger or similar.

These markers must not conceal the number of cards remaining in that zone or completely cover any card.

6.2 - Card Shuffling and Sufficient Randomization

Decks must be sufficiently randomized at the start of every game and whenever a player is required to shuffle any number of cards. For a set of cards to be sufficiently randomized, no player can have any information regarding the sequence of any of the cards in the set.

The act of "pile shuffling" is not considered a valid form of randomization but is permitted for counting the number of cards in the deck. This deck counting technique may be done once at the start of each new game. The player choosing to do this must complete their "pile shuffle" in a timely manner.



Once a set of cards has been shuffled, it must be presented to an opponent to signify that it has been sufficiently randomized. The opponent may then cut or shuffle those cards. Cards and sleeves must not be in danger of being damaged during this process. If the opponent does not believe the player made a reasonable effort to randomize the cards, the opponent should notify a Judge. If the opponent shuffles the set of cards, then the cards' owner may cut (but not shuffle) them afterward.

If a player has had the opportunity to see any of the card faces of the set of cards being shuffled, the set of cards is no longer considered sufficiently randomized and the process must be restarted.

6.3 - Exhausted & Ready

If a card is exhausted, it must be turned approximately 90 degrees, and must be clearly distinct from cards that are ready.

6.4 - Sideboards and Deck Changes

When playing a best-of-three match, players may add or exchange cards to and from their draw deck with cards from their sideboard between games. Players must take care that both their deck and sideboard are still of legal size after making changes – that is, at least 50 cards in the draw deck and at most 10 cards in the sideboard for constructed formats and at least 30 cards in the draw deck for limited formats (see Sections 9.1 – Constructed Formats, 9.2 – Limited Formats and 9.3 – Special Formats).

Players must make their adjustments and be set up for the next game in a timely fashion. During sideboarding, players must clearly indicate the number of cards remaining in their sideboard after making changes, demonstrating that it contains no more cards than it did at the start of the match. However, players are not required to reveal exactly how many cards were added or removed during their sideboarding process.

As long as no game actions have been taken, the first game of a match should always be started before players are permitted to utilize their sideboards. For example, if a player earns a Game Loss penalty before the match begins, players are not permitted to utilize their sideboards going into Game 2 of the match, since Game 2 will be the first game played.

In Limited matches, players are allowed to change their leader, base and/or any card in their deck, including their full deck as part of the sideboarding process. No additional time is allotted for significant sideboarding changes.

The deck and sideboard must each be returned to their original compositions before the first game of each match of all Constructed and Competitive Limited rounds.



6.5 - Taking Notes

At any level of event, players are allowed to take notes and refer to them while the match is in progress. If a player chooses to take notes during a match, there are requirements that must be followed:

- Notes must be taken in a timely fashion and must not disrupt the pace of play
- At the beginning of each match, the player must start with a fresh sheet of paper that does not have any previous notes written on it
 - Any type of paper can be used for note taking, including lined or graph paper
 - At the beginning of the match, the player must show the sheet of paper to their opponent, who should confirm that no previous notes are written on it
- Players are allowed to fold their note paper if desired, but the note paper must be visible to their opponent at all times
- Players are not required to reveal their notes to other players at any time
- Players must show and explain their notes to a Judge upon request
- Players may not reference notes from previous matches
- Electronic devices may be used for taking notes, so long as conditions for Electronic Device (see Section 5.14) usage are met.
- For events utilizing the draft play format, players may not take notes while drafting or use any outside notes during the drafting process

It is common for players to track the damage on both their base and their opponent's base in their notes. Per the game rules, if there is ever a discrepancy between the damage tracked on the base itself through physical components and the damage tracked in an individual player's notes, and a judge can not resolve the discrepancy after an investigation, the damage tracked on the base itself is the amount used.

6.6 - Reporting Results

At the end of each match, it is both players' responsibility to ensure an accurate match result has been reported to the Scorekeeper. This is done through various means, such as reporting using the tournament software (Melee.gg) on their mobile device or reporting to the scorekeeper in person if you do not have access to the tournament software.

If a match result is reported incorrectly, the result should be verified with both players, and then the following actions should be taken:

- If the incorrect match result is discovered before the next round begins, the match result should be fixed within the tournament software.
- If the incorrect match result is discovered after the next round was paired but before the round has started, the match result should be fixed within the tournament software and the affected matches should be paired again.
- If the incorrect match result is discovered during a round that has already started, the match result should be fixed but players will complete the round against their current opponents.





7 Communication

7.1 - Game State and Player Information

When referring to "game state," all aspects of the game apply. This includes, but is not limited to, all cards, player decks, resources, discard piles, actions, epic actions, play area, etc. (see Comprehensive Rules - Section 1.16 - Game State) It is both players' responsibility to maintain the game state and clearly communicate with their opponent and event leaders regarding actions being taken. Players are required to be honest regarding all information that is required to maintain a legal game state.

In Star Wars: Unlimited, information is classified as Status Information, Open Information, Hidden Information, or Game Information, each with their own requirements for player communication. The definitions for Open and Hidden Information line up with the definitions in the Comprehensive Rules - Section 1.17 - Open and Hidden Information.

A player unknowingly providing information incorrectly may fall under Competitive Policy Guide - Section 4.7 - Communication Policy Error. A player knowingly providing incorrect information falls under Competitive Policy Guide - Section 5.7 - Cheating, and should be investigated as such.

7.1.1 - Status Information

Status information is generally information about a player and their status in the game. Status information must be verbally announced and physically tracked when it changes.

The following topics are considered Status Information:

- The amount of damage on a player's base
- Whether or not The Force is with a player
- Which player has the Initiative

7.1.2 - Open Information

Open information is knowledge that is supposed to be known by both players and leaders, if requested. Players may not refuse to answer questions regarding information that is Open Information. If a player intentionally lies or refuses to answer a question regarding Open Information, it should be investigated for cheating (see Competitive Policy Guide - Section 5.7 - Cheating).

The following topics are considered Open Information:

- The attributes of faceup cards in play (including any modifiers)
- The attributes of faceup cards in out-of-play zones (including discard)
- The attributes of the reverse side leaders and captured cards
- The status (ready/exhausted, used/unused, faceup/facedown) of cards in play
- The number of counters on cards
- The number of cards for each player (including hand, deck, discard and resources)



7.1.3 - Game Information

Game Information is knowledge which all players are entitled to access, but players are not required to provide to their opponents. While players are not required to answer questions about Game Information, if they do choose to answer or provide it, they must be honest in the knowledge that they give.

The following topics are considered Game Information:

- Attributes of all cards, whether in play or not
- Game rules - including the full text of the Comprehensive Rules
- Tournament policy - including the full text of the Comprehensive Event Guide (this document)
- Official information pertaining to the current tournament
- A player's decklist during the Open Decklist portion of an event.
- Judges should provide this information before the match has begun. Players do not have access to the information during the match, but their opponent must be honest if they choose to answer questions about their decklist.

Players can ask a Judge to assist in providing Game Information.

7.1.4 - Hidden Information

Hidden Information is knowledge players are not entitled to access unless explicitly granted or recorded, and it remains Hidden Information even if it was previously Open Information. During games, players may choose to reveal Hidden Information they control (such as their own hand or resources), but revealing Hidden Information is prohibited during drafts.

Players may bluff about Hidden Information that they have access to.

The following topics are considered Hidden Information:

- The cards and sequence of cards in either player's deck
- The cards in any opponent's hand
- All cards that have been placed as a resource by an opponent, including cards that were previously Open Information
- The cards a player has selected and placed face-down during a draft
- The cards still in packs being drafted



7.2 - Card Identification

A card is considered named when a player provides a description (such as a full or partial name and subtitle) that uniquely identifies it. If the description is ambiguous, players or judges must seek clarification.

Players may request the official text of any card they can describe, and such requests will be granted when possible. Players may not exploit errors or omissions in official text. The Head Judge has final authority on card interpretations and may verify the intent behind the official text if an error is found - for example, if errata has been announced, but not yet implemented.

7.3 - Tournament Shortcuts

A tournament shortcut is player behavior skipping parts of the technical play sequence without explicitly announcing them. Tournament shortcuts are essential for the smooth play of a game, as they allow players to play in a clear fashion without getting bogged down in the minutiae of the rules.

A player is not allowed to use a previously undeclared tournament shortcut, or to modify an in-use tournament shortcut without announcing the modification, in order to create ambiguity in the game.

Some commonly seen shortcuts include:

- While their opponent has claimed the initiative, a player says "attack your base for nine" instead of three instances of "attack your base for three" with three ready Battlefield Marines (SOR 095)
- A player readying their units, resources and leader to indicate "I am choosing not to resource during regroup."
- A player defeating a resource to both pay for Millennium Falcon's (SOR 193) trigger and resolve Han Solo's (SOR 017) delayed effect.

Players are not beholden to any shortcuts by default, although through playing a match may establish a shortcut with their opponent. Shortcuts and communication established in previous matches does not have bearing on for a judge determining if a shortcut has been established in the current match.

7.4 - Out-Of-Order Sequencing

While Star Wars: Unlimited is a very technical game, because of its complexity, it is acceptable for players to perform a block of actions out of the technically correct order, provided the final

game state is legal and clearly understood. All actions must be legal if executed in the proper sequence, and opponents may request the correct ordering.

Out-of-order sequences must not allow a player to gain information prematurely that could influence later decisions. Players may not use opponents' reactions to out-of-order actions to modify or add to their plays, nor attempt to retroactively take missed actions. Generally, a significant pause after a completed sequence indicates all actions are finished and the game proceeds accordingly.



Examples

- A player discards a card before drawing two cards while resolving I Want Proof, Not Leads (IBH 074).
- A player attacks with Eeth Koth (LOF 097) upgraded with Jedi Holocron (LOF 051) and resolves the When Defeated trigger before the On Attack trigger.
- While their opponent has claimed the initiative for the round a player attacks three Battle Droid tokens with three Clone Trooper tokens, and doesn't resolve any of Gideon Hask's (SOR 036) triggers until after all the attacks are complete.

7.5 - Loops

Loops are implementations of tournament shortcuts where a player or players have a sequence of actions or choices that can be repeated and then performing a number of iterations of that sequence. The actions the player takes must be the same in each iteration and can not include decision trees.

In some cases, the actions are occurring because of the game rules, and players are not making choices or taking actions. Starting with the player who has the initiative, each player chooses a number of iterations to allow the loop to occur, before they take an action to prevent it from continuing. If neither player chooses to interrupt an ongoing loop, the game is a draw.

If only one player is making choices that maintain the loop, that player chooses a number of iterations. Each other player accepts that number or chooses a lower number where they intend to intervene (if possible). The loop is iterated a number of times equal to the lower value chosen.

If two or more players are making choices that maintain the loop, each player in turn order chooses a number of iterations to perform. The loop is iterated a number of times equal to the lower value chosen.

Some loops may occur over the course of multiple game rounds if the game state is not meaningfully changing between complete iterations of the loop. If two or more players are involved in maintaining a loop that does bring the game state back to the condition it was previously in the loop, in turn order, each player chooses a number of iterations to perform or

chooses to continue the loop. If all players choose to continue the loop, the game is a draw. Otherwise, the loop is iterated a number of times equal to the lower value chosen.

Loops generally are used to save time during a match. A player can not choose to play out an unchanging loop, nor make irrelevant choices between iterations in order to play out each aspect of the loop or to avoid shortcircuiting a loop.



7.6 - Reversing Decisions

Star Wars: Unlimited is a game of skill, and players are generally not allowed to take back an action or decision that has been expressed either verbally or physically. However, by requiring perfect play, players will spend more time considering their matches. Sometimes a player will recognize that they made a play that they did not want to immediately after making that play.

If the player has not gained strategic information since taking the action, a judge may consider allowing them to reverse their decision. Strategic information includes gaining access to previously Hidden Information, an opponent pointing out an in-play effect or a relevant reaction from their opponent (whether verbal or physical). Strategic information does not have to be in-game information (see Tournament Regulations - Section 7.1 - Game State and Player Information).

Additionally, if the game state can not be reversed cleanly (for example, a unit has been defeated and players can not confirm the damage that was on it), the judge should not allow them to reverse the decision.

If the opponent does not respond and has claimed the initiative, it is possible that a player takes several turns, and then would like to reverse the entire sequence. If they have not gained strategic information, the judge may allow them to reverse the decision of their most recent turn, but not the entire sequence.

If a judge is uncertain whether or not the player has gained strategic information, they should not allow the player to reverse their decision.

A player being informed that they made an illegal play does not fall under Reversing Decisions, and should be treated as a Gameplay Disruption.

7.7 - Game Layout

Players in Competitive and Master tier matches must arrange their cards and zones in the following manner:

- A player's base should be in the center of the player's play area, closest to the opponent
- A player's leader, while in the Base zone should be in the center of the player's play area, between the player's base and their resources
- A player's units should be on either side of the base and leader.
 - Both players' Ground Units should be on one side of the play area
 - Both players' Space Units should be on the other side of the play area
 - These arenas are defined by the first player to play a unit, unless players agreed on a layout previously
- Resources should be kept closer to the player than any other cards in play
- Cards should remain clearly associated with any other cards they are attached to.
 - Upgrades should be in physical contact with the cards they are upgrading
- The player's deck and discard should both be kept to the left or right of the player's play area
 - The player's discard should be adjacent to and distinct from the player's other zones
- Ready cards should face their controller



game state must remain clear to both players at all times. If a player deviates from this layout and their opponent expresses concern or discomfort, the player should be instructed to match the standard game layout.

At Casual and Relaxed events, game layout does not need to be as strictly maintained, but the game state must remain clear to all players.



8 Tournament Violations

8.1 - Cheating

Cheating will not be tolerated. Players are expected to abide by the rules of the game and tournament and cooperate with tournament officials to the best of their knowledge and ability.

Cheating is defined as a player knowingly breaking the rules, knowingly allowing another player to break the rules, or lying to someone in a leader role in order to gain an advantage.

The Head Judge should investigate all concerns of cheating, and issue the appropriate penalties based on the outcome of their investigation and the Policy Guide for that event.

All disqualifications are subject to review by FFG and further penalties may be assessed.

8.2 - Bribery, Collusion, and Wagering

The outcome of a match of Star Wars: Unlimited should be determined by playing a game or games of Star Wars: Unlimited of the appropriate format, intentionally drawing or concession. Using any other method is improperly determining a winner, undermines the integrity of the tournament, and is strictly forbidden.

Players come to Organized Play events with the intent to enjoy themselves playing a game they love while competing against others in a welcoming environment. Bribery and collusion can violate the integrity of this environment by putting more emphasis on manipulating the system than actually playing the game, which is not the kind of event that FFG wants to promote.

A bribe can come in any form that the opponent finds desirable, whether it be money, promotional material, prizes, or even personal favors. Bribery in any form, involving anyone at an FFG Organized Play event, is strictly forbidden and warrants a Disqualification from the Head Judge for the player offering the bribe. If the opponent accepts the bribe, they are also guilty of this disruption and should receive the same penalty.



Collusion can take place at any time, even between tournament rounds, and is never tolerated. Collusion violates the integrity of a tournament as a whole by invalidating the efforts of those who earned their place in the standings purely through the skill of their gameplay. This can drastically decrease the enjoyability of the event as a whole, and thus collusion warrants a Disqualification for each player involved.

Concession, in and of itself, is not collusion. Players are allowed to concede a game at any time before the end of the game, so long as there was no discussion or solicitation involved. However, convincing or manipulating an opponent to concede in order to give any person a distinct advantage is dishonest and is considered a form of cheating. Asking an opponent to concede in any shape or form falls under collusion and is grounds for Disqualification.

For the purpose of determining collusion, a “discussion” is when the involved players negotiate and agree upon an outcome of some sort. It is largely up to a Judge’s interpretation whether or not a particular conversation between players is a discussion leading to collusion.

Tournament participants, including event leaders and spectators may not wager, ante, or bet on any portion (including the outcome) of a tournament, match, or game.

If one participant attempts to bribe, collude or wager with another player and the other player refuses, it is still Bribery, Collusion or Wagering, as appropriate.

8.3 - Illegally Determining a Result

In some situations, players simply want a resolution to their match and are not seeking an advantage in the event. The result of a match or game may not be randomly or arbitrarily determined through any means other than the normal progress of the game in play. Examples include (but are not limited to) rolling a die, flipping a coin, arm wrestling, playing any other format or looking at cards that players would have drawn to see “who should have won”.

While this behavior is not permitted, it is frequently because of a lack of understanding, not intentionally trying to undermine tournament progression. Illegally Determining a Result should be investigated by the Head Judge, and resolved as described in Competitive Policy Guide – Section 5.5 - Illegally Determining a Result.



8.4 - Unsporting Conduct

Unsporting conduct occurs when a person behaves poorly toward another person at the event, seeks to gain advantage in the game by intentionally exploiting a factor that is external to the game or event, or cheats while playing in some way. Unsporting conduct directly violates FFG's goal for Organized Play events, and thus will not be tolerated, regardless of the event tier.

All people who attend a Fantasy Flight Games Organized Play event are held to the same basic behavioral expectations, regardless of background, experience with the game, or influence within the community. It does not matter if the person is a player, a spectator, or a leader; everyone who attends an Organized Play event in any form is responsible for maintaining basic human decency and treating everyone around them with politeness and respect. Failure or refusal to adhere to these basic expectations can warrant a penalty for the offending person, at the leaders' discretion.

8.5 - Outside Assistance

During matches, players may not request play advice from spectators, and spectators may not offer it.

During limited deck construction at Competitive and Master events, neither players nor spectators may give advice or commentary to a player until that player's decklist has been submitted.

In drafts, players and spectators must not share any information about draft picks or strategies from the time pods are announced until the draft concludes. At Competitive and Master events, players and spectators are expected to remain silent throughout the draft.

8.4 - Timeliness

Throughout an event, players are expected to be timely in their actions and behavior, both between rounds and during matches.

8.4.1 - Tardiness & Absences

Rounds should not be started until players have had ample opportunity to find their match and get seated. However, the event cannot wait for all players, particularly if players are running late.

Players who are late to their match may receive penalties based on the extent of their tardiness. Players who are significantly late to their match may be dropped from the event.

Players who have spoken with an event leader about a need to be temporarily absent from the event can be allowed up to ten minutes.



8.4.2 - Slow Play

Players are expected to take their turns promptly, regardless of the complexity of the game state, and to observe all tournament time limits. Match pace must be sufficient to finish within the announced time.

8.4.3 - Stalling

Stalling is intentionally playing slowly in order to take advantage of tournament time limits. Stalling is strictly prohibited, and is considered a form of cheating.



Formats

9.1 - Constructed Formats

There are two officially supported constructed formats: Premier and Trilogy. For events that utilize these formats, each player must build their deck ahead of time and bring it to use during play. Each constructed format has slightly different deckbuilding rules, described in their respective section below.

9.1.1 - Premier

A legal Premier deck consists of the following:

- Exactly 1 leader and exactly 1 base
- A minimum 50-card draw deck
- A sideboard of up to 10 cards (leaders and bases cannot be included in the sideboard)
- All cards must be from sets designated as "Premier-legal" listed below.

Between the draw deck and sideboard, there can be no more than three copies of any card. For this purpose, a "copy" is any card that shares a name and subtitle with another card, regardless if they have different art, foiling, or graphic design elements.

The following sets are legal for Premier format events:

- Spark of Rebellion
- Shadows of the Galaxy
- Twilight of the Republic
- Jump to Lightspeed
- Legends of the Force
- Intro Battle: Hoth (Effective October 3rd, 2025)
- Secrets of Power (Effective November 7th, 2025)

The following cards are suspended in Premier format events, and can not be played:

- Boba Fett (Collecting the Bounty)
- Jango Fett (Concealing the Conspiracy)
- Triple Dark Raid
- DJ (Blatant Thief)
- Force Throw



9.1.2 - Trilogy

The Trilogy format is a two-player constructed sub-format in which players prepare three decks and play a special best-of-three match with those decks. A legal Trilogy deck consists of the following:

- Exactly 1 leader and exactly 1 base
- A minimum 50-card draw deck
- All cards must be from the appropriate format's legal sets
- Excluding cards on that format's suspension list.

All deckbuilding restrictions that usually apply to a single deck for the appropriate format apply to the entire set of three Trilogy decks. Unless otherwise specified, a set of three Trilogy decks cannot include more than 1 copy of any leader or base or more than 3 copies of any unit, event, or upgrade among all three decks combined. Trilogy decks do not include a sideboard.

Format card pools that can be used for Trilogy include:

- Premier
- Eternal

9.1.2.1 - Trilogy Modified Best-of-Three

Players begin a Trilogy match with a Ban Phase. In the Ban Phase, each player presents their three leader-base pairings to their opponent. Each player then secretly chooses one of their opponent's decks to ban from the match. Both players simultaneously reveal their choices, and the chosen decks are put aside and become unavailable for the rest of the match. Both players then secretly choose and simultaneously reveal which of their decks they will play in game one.

After a game finishes, the winning deck is put aside and becomes unavailable for the rest of the match. In case of a draw, players must replay the game with the same decks. The first player to win two games wins the match.

If a player loses game one of the match, they may choose to play the same deck in game two or to play



9.2 - Limited Formats

9.2.1 - Deck Construction Rules

There are two limited formats: draft play and sealed play. For these formats, deck construction takes place at the beginning of the event. For both limited formats, deck building rules are as follows:

- Exactly 1 leader and exactly 1 base
- A minimum 30-card draw deck
- All additional cards received and not included in the draw deck are considered part of a player's sideboard

While players are limited to using a leader acquired from one of their packs, they may use any common base from the used set that they wish when constructing their deck. Players are not permitted to trade cards they have drafted or use cards from outside their drafted cards when building their deck. For Prerelease Events specifically, players can also choose to use one of the promo leader cards they acquired from their Prerelease Box.

Players have 30 minutes to build their deck for sealed and 20 minutes for draft. Players may include as many copies of any card they like, as long as all copies of the card were opened from product provided by the Tournament Organizer for that specific event.

When playing in a limited format, players are permitted to change the construction of their deck in between games, including changing leaders and/or bases. When playing in Relaxed or Casual limited events, players are permitted to change their deck construction in between rounds. Players are not required to start each match with the original configuration. While playing in Competitive or Master limited events, players are not permitted to change their deck construction, except when sideboarding between games of a match, including changing leaders and/or bases. Players must start each match with their original deck configuration.

9.2.2 - Card Use in Limited Events

Players may not come with a prebuilt deck for these events. Players build their decks at the beginning of the event using product handed out by the Tournament Organizer, which must be new and previously unopened. It is recommended that players are provided with six standard boosters for Sealed events. It is recommended that each player is provided three of the same standard booster for Draft events.

Players may ask a judge for permission to replace a card with another version of the same card.



9.2.3 - Irregular Product

Fantasy Flight Games and the Tournament Organizer make no guarantees regarding the distribution of card rarities or frequencies in any booster pack or tournament pack. If a player opens a product with an irregular distribution, they must notify a judge. The Head Judge and Tournament Organizer will determine whether the product will be replaced or permitted for use. A standard booster pack can have up to four rares:

- 1 in the Leader Slot
- 1 in the Rare Slot
- 1 in the Foil Slot
- 1 in the "Wildcard" slot - an uncommon can be replaced by a Hyperspace card of any rarity.

9.2.4 - Draft

9.2.4.1 - Draft Pod Assembly

During a draft event, players sit around a table as a group. Eight players per group is recommended. The Tournament Organizer can choose to make the group smaller or larger as needed. The event software (Melee.gg) will automatically create draft pods of optimal size.

By default, players within a pod will only play against other players in that pod. In specific circumstances where such pairings are not available, exceptions may apply.

9.2.4.2 - Leader Draft Procedure

Each player opens three booster packs and takes out the leader cards, keeping the remaining cards of each pack in their separate stacks without looking at them. After all leaders have been removed from the packs, each player should reveal the leaders they are beginning with to each other player in the draft.

Each player chooses one of their three leaders to keep and passes the other two to the right. Then, each player chooses one of the two leaders that was just passed to them and passes the other to the right. After this point, each player should have three leader cards; one that they started with, and two that were passed to them by other players.

9.2.4.3 - Draft Procedure

After the leader draft, each player chooses one of the booster packs that they opened. The common base/token card from that pack is placed in a pile at the center of the table, and then each player chooses one card to keep from the pack before passing the other cards to the player on their left. They then draft their next card from the cards they received from the player on their right.

This continues until all cards from the first booster pack have been drafted. Then, the process repeats for the second booster pack, except this time players pass cards to the right.



After all the cards from the second booster pack have been drafted, the process is repeated one more time with the third pack, once again passing cards to the left. Before choosing their first card from a pack, players have one minute to review their pack in its entirety and make their first selection. In Casual events, players can review what they have already drafted in between picks, but should be mindful not take too much time when doing so. In Competitive events, players are not permitted to review what they have already drafted during a pack. Players have 30 seconds in between packs to review what has already been drafted.

When participating in a timed Competitive-tier draft, players should abide by the time constraints laid out in Appendix C - Time Limits. If the draft is untimed and two players each prefer the other to pick first, the player who is seated closer to the other in the order that the packs are being passed, selects first. If both are equally distant, the player with the lower seat number selects first.

Booster packs being used for draft play are not owned by any individual player. A card is owned by a player once that player picks the card from their current pack or a selection of leaders.

9.2.4.4 - Zone Drafting

When drafting, players should be mindful of how many cards are in each pack they look at and how many cards they pass to the next player. This ensures that all players receive the appropriate number of cards in each pack.

When drafting, players should follow a "three zone" system. Only one pack of cards should ever be in each of these zones: Zone One is the pack in a player's hand that they are currently picking from; Zone Two is the pack that they are passing to the next player; and Zone Three is the next pack of cards being passed to them.

9.2.5 - Sealed

During a sealed event, each player receives six booster packs. Players open all six of their booster packs and use only the cards obtained in those six booster packs to build their deck.

9.2.5.1 - Sealed Deck Registration

For Competitive or Master events, pool registration should be utilized prior to deck construction.

1. Seat players randomly for deck construction
2. Players on one side of the table open their booster packs (Player 1), while overseen by the player seated opposite them (Player 2). Both players verify the contents of the packs, and are placed in a single face down pile.
 - a. Players should not be sorting or thoroughly strategizing with cards at this time



3. Repeat the process with Player 2 opening their packs and having Player 1 oversee them
4. Player 1 exchange the cards they opened with the Player 2
5. Player 1 sorts and registers the cards that Player 2 opened while Player 2 sorts and registers the cards Player 1 opened
 - a. This process should take roughly 20 minutes
 - b. The Tournament Organizer should supply printed set checklists for each player
6. Each player returns the cards and the registered card list to the player who opened the cards
7. Players construct and register their deck as usual

At Competitive and Master events pool and deck registration should generally be a silent process. Players should not be discussing strategy or the strengths of a pool.

9.3 - Special Formats

9.3.1 - Twin Suns

The Twin Suns format utilizes the multiplayer rules found in Sections 11 and 12 of the Star Wars: Unlimited Comprehensive Rules. A legal Twin Suns deck consists of the following:

- Exactly 2 leaders, both of which must share either the Heroism (white) or Villainy (black) aspect
- Exactly 1 base
- A minimum 80-card draw deck
- No more than one copy of any card in the draw deck
- Sideboards are not permitted at Twin Suns events

The following sets are legal for Twin Suns format events:

- Shadows of the Galaxy
- Twilight of the Republic
- Jump to Lightspeed
- Legends of the Force
- Intro Battle: Hoth (Effective October 10th, 2025)
- Secrets of Power (Effective November 7th, 2025)

There are currently no cards banned or suspended in Twin Suns format events.





10 Official Processes and Logistics

10.1 – Prize Distribution

It is important that events which offer prizes clearly define how those prizes are distributed and all local, state, and federal laws and regulations should be followed. The Event Outline of an official event includes the minimum prize distribution, which must be used. Tournament Organizers are welcome to supplement the official events with additional prizing.

Tournament Organizers of unofficial events should clearly communicate the way that any prizes will be awarded prior to enrolling players and then ensure that prizes are distributed in that exact manner.

Players who have been Disqualified from an event forfeit any and all prizes they would have earned from their placement. More information about Disqualifications can be found later in the Competitive Policy Guide - Section 2.3.5 - Disqualifications.

10.1.1 – Prize Restructuring Agreements

A Tournament Organizer can offer a prize restructuring agreement, which alters the prizes from the originally announced prize structure. This is usually implemented for the top cut of an event, and effects only the prizes available to those players.

To properly implement a Prize Redistribution Agreement, several requirements must be met:

- The current prize structure and proposed redistribution must be clearly communicated to all remaining participants
- Participants take part in a hidden ballot voting whether or not they approve the redistribution
- The voting is a silent process and there can be no discussion among the competitors before the voting
- The votes should be anonymous and not able to be tracked back to a particular player
- The vote must be unanimous across all remaining competitors
- Official Qualifying Points and Invites can not be redistributed, and are based on final player standings.

Players agreeing to divide up prizes between one or more players, outside of the event's prize structure, often referred to as "prize splitting" is a form of collusion and is not acceptable.

10.2 – Publishing Tournament Information

Fantasy Flight Games and/or the Tournament Organizer reserve the right to publish event information including, but not limited to, player deck lists, photographs, interviews, and other video products directly related to official Star Wars: Unlimited tournaments.

Players agreeing to divide up prizes between one or more players, outside of the event's prize structure, often referred to as "prize splitting" is a form of collusion and is not acceptable.



10.3 - Reporting Tournament Results

It is a Tournament Organizer's responsibility to report official Competitive-tier tournament results to Fantasy Flight Games by uploading the results to Melee.gg within three business days of the tournament's completion.

10.4 - Calculating Pairings

For the first round of Swiss, players are paired against each other randomly. For each round after the first, each player is paired at random against another player with the same win/loss ratio as themselves.

To determine pairings, take the group of players with the highest win/loss ratio and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group with the next highest ratio. Then, pair all remaining players in the second group at random. Continue this process until all players are paired. If your event is utilizing [Melee.gg](#), then the software will handle this process for you.

For events with a cut to single elimination, for the final round of swiss, players are paired against the player closest to their rank that they have not yet played against. This means that the first place player will play against second, third against fourth and so forth. If your event is utilizing [Melee.gg](#), then the software will handle this process for you, as long as the single elimination phase is created before the first round of swiss is paired.

At the end of Swiss rounds, player rankings are determined by who has the highest win/loss ratio. If multiple players have the same win/loss ratio at the end of Swiss rounds, player rankings are determined via a set of tiebreakers identified in Section 5.4 Tiebreakers.

If there is an odd number of players in the tournament, a player at random receives a bye in the first round. This is treated as if they had won their match for that round. In later rounds, if there is an odd number of players remaining in the tournament, the bye is given to the lowest-ranked player who has not yet received a bye.

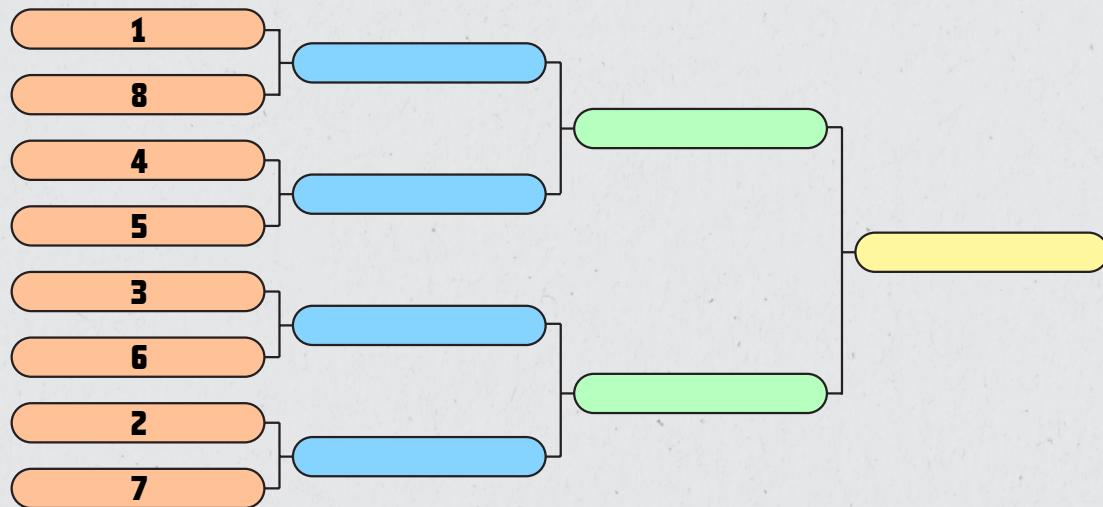
10.5 - Single Elimination Brackets

When setting up a single elimination bracket, if the number of players is divisible by four, the bracket will have the player with the highest ranking face off against the player with the lowest ranking at the end of Swiss. The second-highest player will play against the second-lowest, the third-highest against the third-lowest, and so on until all players are paired.

Example: For the first round of an 8-player bracket, the 1st place player plays against the 8th place player, the 2nd place player plays the 7th place player, the 3rd place player plays the 6th



place player, and the 4th place player plays the 5th place player. In the second round, the winner of 1st vs. 8th plays the winner of 4th vs. 5th, and the winner of 2nd vs. 7th plays the winner of 3rd vs. 6th.

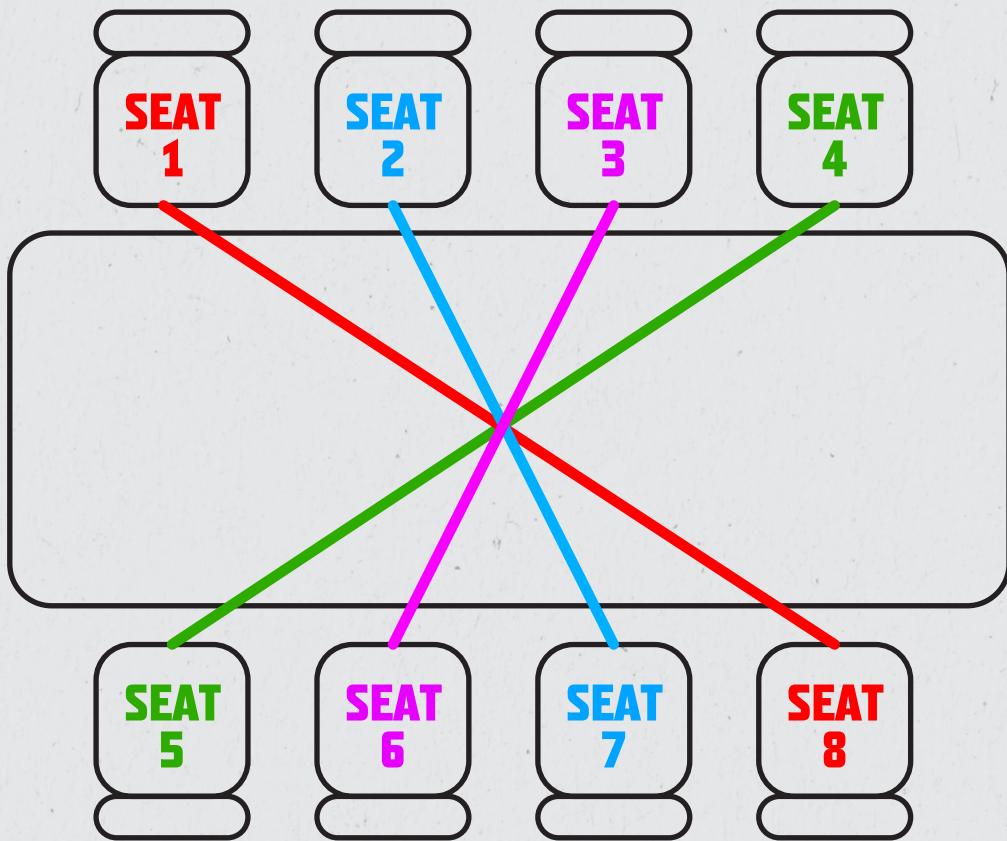


If a player drops from the tournament after single elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

For Limited tournaments that have a top-cut draft, it is recommended that an 8-player top cut is played using the following method. Use a random method to seat players for the draft. If you're using the official tournament software ([melee.gg](#)), the software will handle this. After the draft, each player should be paired manually in the tournament software so that they play against the player seated furthest from them in the draft - seat 1 vs. seat 5, seat 2 vs. seat 6, seat 3 vs. seat 7 and seat 4 vs. seat 8. The winner of the 1/5 and 3/7 matches play each other in the next round, as do the winners of 2/6 and 4/8. Despite not being paired by seed, the player with



Player Seating is Assigned Randomly



Appendices

Appendix A - Event Tiers for Official Events

The following chart has the required minimum tier of play for all Official Events.

Event Type	Tier of Play
Galactic Championship	Master
Planetary Qualifier	Competitive
Prerelease	Relaxed
Regional Championship - Day 1	Competitive
Regional Championship - Day 2	Master
Sector Qualifier	Competitive
Store Showdown	Relaxed (Competitive Optional)
Weekly Play	Relaxed



Appendix B – Tiebreaker Calculation

The official tournament software (Melee.gg) will handle tiebreakers during a tournament. The information in this section details how the results of these tiebreakers are determined; only use this information if you are not utilizing the official software, such as for Casual tournaments.

A win counts for 3 points, a loss counts for 0 points, and a draw counts for 1 point. When examining a player's record, it is listed in the "wins-losses-draws" format. For example, if Player A won three matches, lost two matches, and had one draw, their record would be listed as "3-2-1."

A player's match-win percentage is equal to the match points they've earned divided by the total number of match points possible. In the above example, Player A would have 10 match points (3 for each win and 1 for the draw) out of a possible total of 18, so their match-win percentage would be around 56%.

B.1 Calculating Opponents' Match-Win Percentage

To calculate the Opponents' Match-Win Percentage for a player, first calculate all of that player's opponents' match-win percentages, then take the average of those percentages by adding them together and dividing them by the number of opponents.

For example, in a two-round tournament, Player A's two opponents, Player B and Player C, had the results of 1-1-0 and 2-0-0 respectively.

Player B earned 3 match points out of a possible total of 6, so their match-win percentage is 50%.

Player C earned all 6 possible match points, so their match-win percentage is 100%.

By adding Player B and Player C's match-win percentages together, we get 150%. Divide that by the number of opponents (two), and the final result is 75%. Thus, Player A's OMW is 75%.

B.2 Calculating Player's Tournament Game-Win Percentage

A player's game-win percentage is calculated in the same way as their match-win percentage, except it measures the player's game points instead of match points. Like with match-win percentage, each game the player won throughout the tournament is worth 3 points and each loss is worth 0 points, and each draw is worth 1 point.

For example, if Player A has won 8 games, lost 7 games, and had 3 draws across their matches, then they would have 27 points out of a possible 54. This means their game win percentage is 50%.



B.3 Calculating Opponents' Game-Win Percentage

To calculate the Opponents' Game-Win Percentage for a player, simply add all together the game-win percentages of each of that player's opponents throughout the tournament, then divide the sum by the number of opponents.

For example, if Player A's two opponents, Player B and Player C, had game win percentages of 80% and 60% respectively, then Player A's OGW would be 70% ($80 + 60$, divided by two opponents)

Appendix C - Time Limits

C.1 - Round Time Limits

- Single Game Matches: 25 minutes
- Best-of-Three Matches: 55 minutes
- Single Game Twin Suns: 55 minutes

C.2 - Competitive Limited Construction and Registration Time Limits

- Sealed Pool Registration: 20 minutes
- Sealed Deck Construction: 30 minutes
- Draft Pool Registration: 10 minutes
- Draft Deck Construction: 20 minutes

These time limits can be used as general guidelines for Relaxed events. For Limited events that occur during Prerelease and Release, it is recommended to allow up to fifteen additional minutes for deck construction. As a reminder, pools are not registered at Relaxed events.

C.3 - Competitive Draft Timings

These timings should only be used for Competitive and Master tier drafts. Draft timings should only be called for large events with multiple pods that need to be kept in sync.

C.3.1 - Leader Draft

Cards Remaining	Time Allotted
3 Leaders	15 Seconds
2 Leaders	10 Seconds
1 Leader	N/A



C.3.2 - Pack Draft

Cards Remaining	Time Allotted
14 Cards	60 Seconds
13 Cards	40 Seconds
12 Cards	40 Seconds
11 Cards	30 Seconds
10 Cards	30 Seconds
9 Cards	25 Seconds
8 Cards	25 Seconds
7 Cards	20 Seconds
6 Cards	15 Seconds
5 Cards	10 Seconds
4 Cards	10 Seconds
3 Cards	5 Seconds
2 Cards	5 Seconds
1 Card	N/A

Players have 30 seconds between pack 1 and 2 and between pack 2 and 3 to review their picks.

Appendix D - Number of Rounds - Time Limits

The number of rounds in a tournament is determined by the total number of players registered and present at the beginning of round one. Players added to the event after the start of round one should not affect the number of rounds being played.

d to use these rounds. It may be used at the Tournament Organizer's discretion for Relaxed and unofficial events. The general goal of these numbers is to have the smallest number of swiss rounds while ensuring that all players.

with no more than one match loss qualify for the top cut for single day events and players with no more than two match losses qualify for the top cut of multi-day events.



Starting Players	Day 1 Swiss Rounds	Points needed for Day 2 Participation	Day 2 Swiss Rounds	Top Cut Players	Top Cut Rounds
4-8	3	N/A	N/A	N/A	N/A
9-16	4	N/A	N/A	4	2*
17-32	5	N/A	N/A	8	3
33-64	6	N/A	N/A	8	3
65-128	7	N/A	N/A	8	3
129-181	7	15	3	8	3
182-310	7	15	4	8	3
311-540	8	18	4	8	3
541-952	8	21	5	8	3
953-1692	9	21	5	8	3

Top cuts only occur during Competitive events and must occur. This means that Competitive events require at least nine players.

*If an event has 9-16 players and is a Limited Format event with a Booster Draft for the top cut, there is one fewer round of swiss (four instead of five) and a cut to top eight (instead of four).

Appendix E - Contact Information and Resources

Documents

Comprehensive Rules: <https://starwarsunlimited.com/how-to-play?chapter=rules>

Relaxed Policy Guide (Standalone): <https://starwarsunlimited.com/organized-play>

Competitive Policy Guide (Standalone): <https://starwarsunlimited.com/organized-play>

Tournament Regulations (Standalone): <https://starwarsunlimited.com/organized-play>

Suspension Policy: <https://www.fantasyflightgames.com/en/op/spolicy/>

Disqualifications and Feedback

Send information or questions to Unlimited@FantasyFlightGames.com





Competitive Policy Guide - Introduction

In order for the competition inherent in a game to have meaning, the competitors must implicitly agree to play the game correctly and to challenge one another and themselves within the confines and structures of that game. This document provides all participants of *Star Wars™: Unlimited Organized Play* events with the appropriate procedures, guidelines, and penalties involved in properly handling rules and conduct violations that may occur at a *Star Wars: Unlimited* tournament. In addition, these guidelines explain the general philosophy behind several of FFG's Organized Play policies. All of the points described in this document are intended to promote a fair and enjoyable gameplay experience for all players at any Competitive *Star Wars: Unlimited* event.

1.1 - Understanding This Document

These procedure guidelines cover three broad categories: Gameplay Disruptions, Event Disruptions, and Unsporting Conduct. Gameplay Disruptions are infractions where a player does not follow the Comprehensive Rules. Event Disruptions are infractions where a player does not follow the Tournament Regulations. Unsporting Conduct are infractions where a player's behavior does not live up to the standards and expectations of Organized Play events.

This document is to be used for Competitive and Master tier events. For Relaxed or Casual events, event leaders should follow the Relaxed Policy Guide instead.

It is the players' duty that all steps and sequences in a game are observed and executed accurately, and that the experience is enjoyable for both parties involved. It is the Judges' duty (both the Head Judge and Floor Judges) to determine the proper resolution of any issues that may occur over the course of an event, be they gameplay-related or related to the event itself. Making these judgment calls is one of the central skills of being a Judge. The ability to assess the details of a specific situation and make the ruling that best upholds both the letter and spirit of the rules is one of the most important reasons to have official Judges at events. If necessary, a Judge can consult with another Judge for assistance.

This document empowers leaders of *Star Wars: Unlimited* events to make these critical decisions. A spectrum of possible resolutions exists for each disruption that could occur, and these guidelines exist to help Floor Judges and Head Judges determine which resolution best fits the situation at hand. It is important to recognize that no document can account for all player behavior. While most infractions will be covered, some unusual circumstances will not. Under those conditions, Judges should use the philosophy included in this document to guide their rulings.

Any disputes, arguments, or other issues regarding a Disqualification or other penalty should be reported directly to FFG Organized Play at OrganizedPlay@FantasyFlightGames.com.





Philosophy, General Guidelines, and Definitions

Fantasy Flight Games' Organized Play events uphold a mindset of providing an enjoyable experience that is open to anyone who wants to come and play a game. This philosophy holds true across all of FFG's brands, regardless of a game's age or legacy.

Star Wars: Unlimited, in particular, is designed to bring players of all backgrounds and experience levels together, which can create contentious scenarios.

Penalties are intended to educate players who have made a mistake, whether that mistake was gameplay-related or conduct-related. The reason a penalty is applied at all is to help players learn from their mistakes and to deter them and other players from making similar mistakes in the future. The purpose of this document is to ensure there is a consistent application of these procedures and penalties for infractions across all events globally. This allows players to know what to expect when signing up for a *Star Wars: Unlimited* tournament.

2.1 - The Role of a Judge

As a neutral mediator and conflict resolver, it is a Judge's duty to remain impartial and objective no matter what situations may arise. Floor Judges should not involve themselves in a particular match unless they have reason to believe an infraction has occurred or they are called to the match by a player. If a Floor Judge witnesses a mistake being performed by a player, they may approach the table and explain to the players the mistake that was made and then correct it accordingly.

If players resolve a minor infraction quickly and to their mutual satisfaction, judge intervention is unnecessary. When players are playing in a way that is clear to them but could be confusing to an outside observer, judges are encouraged to ask for clarification without issuing an infraction or penalty. In both cases, the judge should ensure the game proceeds normally.

A Floor Judge should be able to realize if a situation may call their impartiality into question. When they recognize this, the Floor Judge should inform the Head Judge of the event and have either a different Floor Judge or the Head Judge make the decision.

All Judges are human, which means they are capable of making mistakes. Upon making a mistake, a Judge should acknowledge it and apologize for their error, then attempt to fix it if it is not too late. If a player commits a gameplay disruption directly because of incorrect information from a Judge, the Head Judge is allowed to downgrade any penalty that player may receive because of it. Furthermore, if a player acted on erroneous information provided by a judge, the Head Judge may consider backing up the game state to the point of the action taken, even if no infraction occurred.

If a player believes that a Floor Judge has issued an incorrect ruling or penalty, that player may appeal to the Head Judge, Assistant Head Judge or Appeals Judge. The Head Judge should

listen to both the Floor Judge and the player before deciding on a resolution. Once made, the Head Judge's decision is final.

power to deviate from these guidelines. The Head Judge should not deviate except in significant circumstances or when policy does not adequately apply to the situation at hand. When deviating, the Head Judge should take into consideration the philosophy of this document and strive to maintain that philosophy in their decision.



2.2 - Philosophy of Infractions

When addressing an infraction, there are four underlying principles to how the infraction is defined, the remedy determined, and what penalty is issued. These core principles are common across all fixes and should be kept in mind when addressing infractions.

These principles are fostering a positive experience, ensuring education and understanding, creating natural games, and trusting the community to act in good faith.

2.2.1 - Positive Experience

Overall, when players walk away from a match of Star Wars: Unlimited, the goal is for them to be satisfied with the game and with their opponent, and want to come back to play more.

The wants and expectations of players change depending on a variety of factors, including the event that they're participating in or their performance in that event. A player who is doing well at the Galactic Championship is going to have a very different attitude and set of expectations than a player who is doing poorly at a local Competitive charity event. This is why policy is dramatically different for each tier of play, from Casual to Relaxed to Competitive to Master.

Less intense events have less intense remedies and policies, and more freedom for Judges to figure out what's best for the players.

Furthermore, in some cases, the impact an infraction has is so small that players are ready to continue playing a game or match before the judge has finished resolving the situation to their satisfaction - but the experience of the players, as long as tournament integrity isn't meaningfully impacted, is paramount.

2.2.2 - Education and Understanding

Part of that satisfaction and positive experience comes from understanding. When issuing a remedy and a penalty, it is important that the players understand why we're addressing the infraction in this particular way. A player who understands a fix is more likely to accept it, and a player who understands the consequences of their action is more likely to avoid repeating the infraction.

The intent of the remedies is for them to be intuitive - to match how players would naturally fix their own games playing casually at the kitchen table, while meeting the other goals of policy. A Unit is missing a damage counter? Put a damage counter on it. A player forgot to draw a card? Draw it now. A player saw a card they shouldn't have? Shuffle it away!

Frequently, a player commits an error and does not realize that it was incorrect - correct their understanding of the game allows them to have a better experience in the future, as they'll naturally avoid making the error again.

Finally, penalties are a tool to help reinforce lessons. With consequences, players are sharply encouraged to play tightly and avoid errors, which leads to more natural games.



2.2.3 - Natural Games

When a judge is called to intervene in a match because of an infraction, the game has been corrupted, and is no longer going to be a perfectly natural game. A significant portion of the remedies for the various infractions is trying to bring the game back as close as possible to the natural game.

Consequently, the fixes are designed primarily to mitigate any potential advantage gained by the infringing player. Undoing the advantage gained in the game state, or removing an information advantage incorrectly earned, brings the match closer to the natural game state.

When executing a remedy, ideally, no player ends with an advantage due to the error or remedy. However, infraction procedures err on the side of giving a minor disadvantage to the player who committed the error, or a minor advantage to their opponent, when cleanly resetting the game is not possible. This further disincentivizes errors from making mistakes.

2.2.4 - Good Faith

When a player commits an error that is advantageous to them, it is important to properly evaluate and rule out cheating before proceeding with issuing the remedy and penalty.

However, it is also important to extend good faith to competitors. The vast majority of players are not malicious and have simply made mistakes. This is why many infractions escalate only after the third repetition – there must be space for players to misunderstand mechanics, forget rules, or otherwise make errors.

Many infractions have specific downgrades at Competitive events for the first instance of the infraction if the player calls attention to the issue themselves. It is important to reward players who are operating in good faith and calling out their own errors, as this helps keep all players honest and keeps judges involved in as many calls as possible, which allows them to better support the players.



2.3 Definition of Penalties

There are five types of penalties that are used to enforce the guidelines laid out in this document: Tracking Penalties, Warnings, Game Losses, Match Losses, and Disqualification.

2.3.1 - Tracking Penalty

Tracking penalties are relatively infrequent and exceptionally minor. The purpose of these penalties is to track player behavior that does not warrant a penalty or escalation. Tracking penalties are used by judges, and while players are informed, it is important to remind them that they do not escalate. This is because tracking penalties are checking to see if a player has concerning patterns in their behavior, and if the player's behavior is innocent, we don't want to penalize them for their opponent's errors.

2.3.2 - Warning

Warnings are the most common form of penalty. The purpose of these penalties is to notify the player that their behavior has moved outside of the rules, to prompt them to correct their behavior, and to educate them so they do not repeat the mistake. When a player is issued a penalty at an official event, the involved Judge should enter the infraction, penalty, and specific description of the error in the event software ([Melee.gg](#)) for that player.

A player receiving multiple warnings for the same category eventually upgrades to a game loss. More specific details on how warnings upgrade are in Sections 3 - Gameplay Disruptions and 4 - Event Disruptions.

2.3.3 - Game Loss

A Game Loss ends the current game immediately, and the player who committed the error is reported as if they lost the game, and their opponent is awarded a win. If a Game Loss is issued before the first game of the match has begun, players proceed to the second game without sideboarding.

If a player earns a Game Loss during an ongoing game, it is applied to that game, and the game immediately ends. If the player is not in a game, the Game Loss is applied to that player's next game, unless otherwise specified. If a player receives multiple game losses at the same time, they apply to the same game, and the player is recorded as having only lost one game, but each penalty should be issued and tracked. If both players in a match receive Game Losses, the penalties are issued and tracked, but do not impact the match score.

All Game Losses other than Tardiness should be approved by the Head Judge. All Game Losses that are upgrades should be issued by the Head Judge.



2.3.4 - Match Loss

A Match Loss is applied when the integrity of an entire match is compromised. A Match Loss means the penalized player scores as if they lost the whole match, not just a single game.

If a player earns a Match Loss during an ongoing match, it is applied to that match, and the match immediately ends. If the player is not in a match, the Match Loss is applied to that player's next match, unless otherwise specified. A Match Loss is reported as 0-2, unless the player receiving the Match Loss has won games during that match, in which case it is reported as 1-2.

2.3.5 - Disqualification

A Disqualification is applied when the integrity of the entire tournament is compromised or for major unsporting conduct. Participants in the event who are not playing can be disqualified. Disqualification does not require total proof, so long as the Head Judge, after investigation, concludes that the tournament was compromised. They should include that information in their statement.

Only the Head Judge has the authority to Disqualify a player from the event. At the Tournament Organizer's discretion, a participant can be removed from the venue, especially when that player has been Disqualified.

When a player is Disqualified, they receive a Match Loss for the current round and are dropped from the event without receiving any further prizes for the event. If they have already been issued prizes, they may keep those prizes. Prizes that include invites or qualification points may be revoked.

If a player is Disqualified after a cut, no additional player is advanced in place of the Disqualified player.

While submitting the results of an event to FFG, the Tournament Organizer should include the names of all players who received a Disqualification throughout the event and why they received that penalty, along with the statements of the involved participants.

2.4 - Applying Penalties

When an infraction is issued, the judge must explain the infraction itself, the remedy, and the penalty to all players involved. If the Head Judge chooses to deviate from the Competitive Policy Guide, they are expected to explain the standard remedy and penalty, as well as the reason for their deviation, to the involved participants.

Infractions include a defined remedy to mitigate potential advantage gained and to help bring the game as close as possible to its natural state. These procedures exist to provide a consistent experience and to protect event leaders from accusations of prejudice, bias, or



collusion. Deviations from policy create opportunities for the perception of bias from those involved or those who hear about it, even if the ruling was made without bias. The remedies in this document do not take into account the stakes of the specific game or the game state. While it may feel like there is a “better solution”, the risk of misevaluating the game state or biasing towards one player makes it a suboptimal choice.

It is important to remember that there are two players in every game. If a remedy feels “harsh” to the player who committed the error, keep in mind that they committed their error, and their opponent should not be disadvantaged because of the error.

Some infractions may feel like they can fall under multiple categories. First, look for the underlying root cause - which is the first error to have occurred? For example, if a player plays Mission Briefing (SOR #171) for two resources, then draws two cards, they have committed Illegal Gameplay, not a Hidden Card Manipulation Error. While they would not have drawn the cards in the natural outcome of the game, after they played Mission Briefing, resolving it was technically legal.

Second, if there is more than one infraction that could apply, issue the most specific infraction. For example, if a player misses Viper Probe Droid’s (SOR #228) When Played trigger, it could fit under Inaccurate Mandatory Ability or Illegal Gameplay. However, Inaccurate Mandatory Ability is more specific.

Third, it is possible that more than one error did occur. For example, if a player plays Mission Briefing (SOR #171) for two resources then draws three cards, they have committed both Illegal Gameplay and a Hidden Card Manipulation Error. Remedy both infractions, but only issue the one with the most severe penalty. If both have the same penalty, issue the infraction that occurred earliest.

A player may concede a game, match, or drop from the event when issued a penalty. While the remedy is not applied in this case, the infraction is still issued and the penalty tracked.

2.5 - Randomizing a Deck

Some remedies may require a player’s deck or set of cards to be shuffled. The random portion of the deck is made up of all the cards in the deck that are still unknown to both players. Any card that has been legally placed at a specific position within the deck (such as the top or bottom) or was legally known to be at a specific position (such as a card revealed by an ability) does not belong to the random portion of the deck. The Judge should make sure those cards remain where they are supposed to be while the rest of the deck or set of cards are randomized.

Shuffles caused by a judge do not count as in-game shuffles.



2.6 - Resolve Now

Some remedies allow the judge to directly address the error that occurred. Resolving now should only apply if it wholly remedies the error and does not substantially disrupt the game.

The following are common procedures that can address an error fully:

- Resolving a trigger that was missed
- Adding or removing damage counters from a base or unit
- Drawing or discarding a card
- Putting a token into play
- Readying or exhausting cards in play
- Moving a card in an incorrect zone that was known to all players to the correct zone

When resolving now, if backing up the most recent action or waiting for the current action to conclude makes applying the fix smoother and less disruptive, the resolution can be appropriately modified.

When resolving now, triggered abilities that would occur because of these fixes only trigger if they would have occurred had the action been taken at the appropriate time. Furthermore, players may not make choices for the resolution of these effects involving objects that would not have been legal choices when the effect should have resolved. For example, if a player misses Clan Wren Rescuer's (SHD #040) When Played ability, they can not choose a unit that was not in play when Clan Wren Rescuer was played.

2.7 - Backing Up

Some remedies involve backing up the game state to the point of error. This is used when resolving the effect now would not mitigate the error and would grant one player a significant advantage over the other. To back up the game state, all actions and effects since the point of error are undone.

In some cases, it is correct to back up the entire turn where the illegal action occurred, not just to the point where the illegal action was taken. If a legal action leads directly to an illegal resolved action, and no hidden information has been revealed, the entire turn is rewound. For example, if a player activates Energy Conversion Lab, plays a Battlefield Marine, and then ambushes their opponent's Witch of the Mist, only the last action - the attack - is illegal, but the entire turn is rewound. This is reflective of how players actually play the game - the three separate actions are treated as one action by players, and the goal of policy is to enforce legality, not ensnare players.

Before performing the back up, the judge should investigate with the players to determine what actions have occurred since the point of error. No actions, no matter how irrelevant they may feel, should be skipped. Then, the judge walks through each step to ensure that nothing has



been missed and to explain how each step would be rewound. Finally, after confirming with both players that they understand the process, they back up each step, starting with the most recent. This step-by-step process, although it takes more time, reduces the risk of the remedy further disrupting the game.

To backup the playing of a card, return the card to the zone it was played from and ready all resources used to play it.

To backup an attack, return all defeated units to play, remove the damage that was assigned in combat, and ready the attacking unit.

To backup cards changing hidden zones (such as drawing cards or putting cards into play as resources from hand), select the appropriate number of cards in the zone they moved to at random, and return them to the zone they came from. Because this is random, this can be highly disruptive, and should only be done if absolutely necessary.

A proper backup restores the game state so that any information gained is irrelevant and the line of play proceeds as it would have without the error, aside from the correction itself. Only the Head Judge or judges they designate (frequently Team Leads or other experienced judges) can perform backups.

2.8 - Sets

Some infractions in this document reference “sets” of cards. A set is a physically distinct group of cards that may be defined by a game rule or effect, which may correspond to an entire zone or a portion of one, and may contain a single card. Sets can also be cards from multiple zones if they have been erroneously mixed.

Any card unseen by either player is considered part of its previous set.

2.9 - Replacing Cards in Decks

Some infractions require cards missing from decks to be replaced. During a round, a player has ten minutes to find appropriate replacements. If they are unable to find appropriate replacements, cards are selected at random from their sideboard and added to their deck until the deck reaches a legal minimum.

Changes made in this way are reflected in changes to the player’s decklist. Editing the decklist in this way is always accompanied by a Game Loss. If the player later finds appropriate replacements, they can partially or fully undo these changes. If some, but not all, of the sideboard cards that were added to the main deck are returned to the sideboard in this way, the player chooses which cards are returned first.

An “appropriate replacement” is any copy of the card that is not marked. It does not have to have the same treatment or be from the same set, as long as its attributes are the same.

If a player has more missing cards than sideboard cards, they do not have a legal deck, and will receive a Match Loss, and will continue to receive Match Losses at the start of each round until they find sufficient appropriate replacements to be able to present a legal deck.





Gameplay Disruptions

A Gameplay Disruption occurs whenever a game step, sequence, or mandatory occurrence is unintentionally overlooked or performed erroneously. For dealing with issues regarding intentional abuse or violation of the rules, see Section 5.7 - Unsporting Conduct - Cheating.

It is each player's responsibility to play the game accurately and resolve all mandatory card abilities and game steps as necessary to maintain a proper game state. The potential for one player or the other to gain an advantage by overlooking a step or mandatory occurrence is significant, which is why these disruptions are taken seriously. Even if a player did not intend to overlook a rule, they could still benefit enough to turn the game in their favor. Thus, these disruptions must be dealt with to restore the integrity of the game.

If a player receives a third infraction for a category of Gameplay Disruption in a single tournament, it is upgraded to a Game Loss. The Head Judge is the only one authorized to issue this upgrade. For example, a player who has committed three GPD - Inaccurate Mandatory Abilities would receive a Game Loss. A player who has committed two GPD - Illegal Gameplay and one GPD - Mulligan Error would not receive a Game Loss.

Subsequent infractions of the same category continue to be Game Losses for the remainder of the tournament. Tracking Penalties for Mutual Responsibility infractions do not upgrade.

3.1 - Inaccurate Mandatory Ability

Definition

An inaccurate mandatory ability occurs whenever a card ability that should have occurred is skipped or overlooked. A mandatory ability that should not occur, but is resolved by mistake, or an ability that was partially resolved, also counts as an inaccurate mandatory ability.

Philosophy

It is a player's responsibility to make sure both they and their opponent(s) are fully aware of all abilities (both mandatory and optional) of each card they play, both when the card is initially played and when asked at any point. This includes a clear distinction of who controls each ability and who benefits from them. This responsibility is doubly important in an international environment in which players may have cards written in different languages than their opponents.

Likewise, it is a player's responsibility to resolve each ability at the appropriate time, and to know when the trigger and its resolution occur. Sportsmanship is encouraged, and players can remind their opponents of their optional abilities if they wish, though this is not mandatory. The responsibility is shared by all players to make sure if a player can or cannot take a specific action or resolve a specific ability, or if they are finished with their actions and abilities.

Some abilities include the phrase "may" or "up to". These abilities are optional and do not have to be resolved, and a player does not have to remind their opponent of these abilities. However, a player must ensure that their opponent has finished with their actions or abilities and is not allowed to rush their opponent in an attempt to cause them to miss an optional ability.



If a player would take different actions if the game state is changed to be correct, that is a strong indication that you should consider a back up over simply resolving now.

Remedy

Inaccurate Mandatory Abilities can generally be resolved now. The judge should ensure that resolving the effect now wouldn't have a significant impact on the state of the game. A simple back-up to undo the most recent action can be considered if it makes implementing the fix smoother.

If resolving now would not adequately address the error, the judge should consider a back up to the point of error.

In some cases, the missed element is no longer relevant, such as a missing point of damage on a unit that was subsequently defeated. Consequently, leaving the game as is, without changing anything, can sometimes result in the most natural outcome for the game and reduce the time taken on the call.

Penalty - Warning

Examples

- A. A player attacks with RylOTH Militia (TWI #108) and assigns 2 damage, not 3
- B. A player plays Death Trooper (SHD 030) and does not resolve its When Played trigger
- C. A player resolves Obi-Wan Kenobi's (SOR #049) When Defeated trigger by putting two Experience counters on Jedi Guardian (LOF #049), but does not draw a card
- D. A player resolves The Emperor's Legion (SOR #091), but returns only Admiral Motti (SOR #226) to their hand, but not a Scanning Officer (SHD #114) that was also defeated this phase

3.2 - Open Card Manipulation Error

Definition

A player commits an error where cards move between hidden zones or sets that can be corrected only with publicly available information, or a player commits an error where they could potentially see cards that they were not entitled to see.

If the cards can not be verified by the opponent, it is Gameplay Disruption - Hidden Card Manipulation Error.

Philosophy

Mistakes happen, and sometimes a player can accidentally look at extra cards. This infraction handles situations where a dexterity or rules error has led to a player seeing cards that they shouldn't have or cards accidentally changing zones in an obvious way. However, seeing upcoming cards or knowing what cards an opponent has access to can provide a strategic advantage in planning.

If the identity of the seen cards were already known, they should not be shuffled away.



Remedy

If the excess cards were in the random portion of the deck, they should be returned to the deck, and the random portion of the deck should be shuffled, with the non-random portions remaining as they were. If the excess cards were in a known portion of the deck, they should be returned to that part of the deck. If the excess cards were in another zone, they should be returned to the appropriate zone.

Penalty - Warning

Examples

- A. A player accidentally drops a card while shuffling their opponent's deck
- B. A player resolves R2-D2 (SOR #236)'s When Played/On Attack ability when he is defeated
- C. A player accidentally drops a card from their hand into their resource zone in a way that the opponent can identify which card is the extra card
- D. Cards stick together while a player is drawing from their deck and sees an extra card

3.3 - Hidden Card Manipulation Error

Definition

A player commits an error where cards move between zones or sets that cannot be corrected only by publicly available information. This infraction only applies when a card is in a hidden set or zone (including but not limited to: deck, hand, or resource), both before and after the error.

If the opponent acknowledges or confirms the action, it is a Gameplay Disruption - Illegal Gameplay. If the additional card or cards can be seen or verified by the opponent, it is a Gameplay Disruption - Open Card Manipulation Error.

Philosophy

While the game state can be reversed to have the correct quantities of cards in each zone, always selecting cards at random can allow a player a potential advantage. Having a judge select cards then requires judges to understand which cards are impactful in every matchup which is not a reasonable expectation.

Giving the opponent the opportunity to directly offset the error mitigates the potential advantage. While this remedy does allow the opponent to gain an advantage, they are not in a position to cause the error - they are only able to gain this advantage because the player made an error.

This error does not apply when a publicly correctable error causes an error with hidden cards, such as playing Mission Briefing for two resources instead of three. The infraction should be based on the initial error.



Remedy

If an infraction is immediately followed by moving a card from the affected set to a known location – such as discarding or placing it on top of the deck – a simple backup to restore the affected set may be implemented before proceeding with the rest of the remedy.

Furthermore, the opponent's knowledge about the location of cards, such as cards previously revealed or seen by the opponent (such as with Spark of Rebellion or Grand Admiral Thrawn (Patient and Insightful)) may be taken into account while determining the set of cards to which the remedy applies.

When implementing the remedy, utilize the smallest set of cards possible. If a card accidentally entered the resources, but the player's resources were in two distinct sets, operate on only one set, instead of the entire resource zone.

If a player has combined cards from two or more zones into a single set, the combined group of Hidden cards is revealed to their opponent. The opponent then determines which cards are returned to each zone, ensuring that the number of cards in each zone matches the pre-infraction state. The cards are returned to the designated zones accordingly.

Alternate Remedy: At a Competitive tier event, if this is the first time during the event the player has committed this infraction and the player called attention to their own error, instead select a card at random from the set with excess cards and return it to the proper set or zone, shuffling if necessary.

Penalty - Warning

Examples

- A. A player draws three cards for regroup instead of two
- B. A player plays Recruit (SOR #123), searches the top five cards of their deck and draws a card without revealing it
- C. A player has more cards in their hand than can be accounted for
- D. A player resolves Inferno Four (SOR #031)'s When Played/When Defeated trigger and picks up three cards instead of two
- E. After General Krell (SOR #105) and four other friendly units are defeated, a player draws five cards instead of four



3.4 - Mulligan Error

Definition

A player makes an error in drawing their opening hand or mulliganing. Once both players have resourced and the active player has taken an action, excess cards in hand are a Gameplay Disruption - Hidden Card Manipulation Error, and insufficient cards are a Gameplay Disruption - Inaccurate Mandatory Ability.

Unintentional errors that provide no advantage, such as taking a mulligan early, or drawing insufficient cards, but realizing before the game has started, are not infractions.

Philosophy

Errors occurring before the start of the game may be addressed with a less disruptive remedy - a forced mulligan - which is not available once the game has begun.

If the opponent can confirm that the player hasn't seen the faces of the cards and there are excess cards, excess cards can be selected at random and shuffled back into the deck. Because the card faces haven't been seen, no potential advantage has been gained.

Remedy

If the player has not yet begun to take a mulligan, that player takes a mulligan. If the error results in excess cards in a player's opening hand after a mulligan, a number of cards equal to the excess are selected at random from the hand and shuffled into the deck.

Penalty - Warning

Upgrade: If the error is committed after the player has already begun to take a mulligan, the penalty is a Game Loss.

Upgrade: If the player makes a mulligan decision after they are allowed and has begun to take that mulligan, the penalty is a Game Loss.

Examples

- A. A player draws seven cards instead of six for their opening hand
- B. The Active Player chooses not to take a mulligan and then changes their mind after their opponent chooses to take a mulligan
- C. (Upgrade) After taking a mulligan, a player shuffles their hand into their deck to draw a third opening hand



3.5 - Incorrect Randomization

Definition

A player commits an error by randomizing a set of ordered cards, such as a deck, when not instructed to do so.

Philosophy

When the player shuffles a non-randomized set of cards, the integrity of the game state has been irreversibly compromised and either player may gain a state advantage from a redistribution of cards throughout the randomized set.

Remedy

Shuffles are impossible to undo without pre-existing information, and a player can gain a significant advantage by shuffling away unwanted known cards on the top of their deck, or shuffling back in wanted, known cards at the bottom of their deck.

Penalty - Game Loss

Downgrade: If both players can agree that the entire order of the deck was unknown or agree on the location of all known cards (such as Restock being the only card to have manipulated the deck), the penalty is a warning. Restore the known cards to their proper location. Judges should investigate to help determine cards that were previously Open Information.

Downgrade: At a competitive tier event, if this is the first time during the event the player has committed this infraction and the player called attention to their own error, the penalty is a warning. If the location of any cards were known to both players, return those cards to their proper location.

Examples

- A. A player resolves U-Wing Reinforcement (SOR #104) and then shuffles the rest of the cards into their deck
- B. After counting their opponent's deck, a player habitually shuffles the deck

3.6 - Illegal Gameplay

Definition

A player makes an error in gameplay that does not fit the definition of another Gameplay Disruption. This infraction covers the majority of in-game errors.

Philosophy

While Illegal Gameplay is usually attributed to one player, the vast majority of these disruptions happen publicly, and both players are expected to be engaged in the game.



Remedy

First, consider a simple backup. If undoing the most recent action resolves the error, implement that fix.

While resolving now can be considered, frequently, Illegal Gameplay is not an element of gameplay that was missed, but rather something that shouldn't have happened. Consequently, the judge should consider a back up to the point of error.

If the game has continued such that the opponent has had a reasonable opportunity to notice the error (such as that player taking an action), the opponent has also committed an infraction. Most of the time, this will result in a Tracking Penalty for Mutual Responsibility.

However, if the judge believes both players are responsible for the error, the opponent should also receive a Warning for Illegal Gameplay. This is frequently the case when the opponent controls the effect that made the action illegal, or if the opponent gave the player an illegal instruction. For example, if the opponent controls Qi'ra (SHD #202) and the player did not pay the additional resources to play the named card, both players are responsible. If a player controls a Sentinel, they are responsible for ensuring that their opponent makes legal attacks. Similarly, if a player plays Waylay (TWI #226), and their opponent puts the chosen unit into their discard instead of their hand, both players will have committed Illegal Gameplay.

Penalty - Warning

Examples

- A. A player resolves Minig Guild TIE Fighter (SOR #206)'s On Attack trigger and pays one resource instead of two, then draws a card
- B. A player attacks their opponent's base when their opponent controls a unit with Sentinel in the same arena as the attacking unit
- C. A player plays Vanquish (TWI #077) and defeats their opponent's leader unit
- D. A player plays Superlaser Blast (#SOR 043) while their opponent controls a Regional Governor (SOR #062) naming Superlaser Blast
- E. A player does not attack with a unit that was affected by Give In To Your Anger (SHD #144) during their opponent's previous turn
- F. A player claims the initiative when their opponent has already done so in this phase

3.7 - Mutual Responsibility Error

Definition

A player allows their opponent to commit a Gameplay Disruption and does not call attention to it immediately.

If a judge believes that a player is intentionally not pointing out Gameplay Disruptions in order to gain an advantage immediately, or to call attention to them at a later point in order to gain an advantage, the Head Judge should investigate for cheating.

A player not pointing out optional effects ("you may" or "up to") is not a Mutual Responsibility Error nor Unsporting Conduct - Cheating.



Philosophy

If an error is caught immediately, it is often much easier to resolve, and the chances of the game state becoming seriously disrupted are lower. If the game is allowed to continue with the error, some of the fault lies with the opponent, who is also responsible for maintaining the game state.

These are tracking penalties because it is frequently easy to misunderstand your opponent's cards or to miss a temporarily visible error, such as an opponent looking at too many cards. However, penalizing players harshly for their opponents' mistakes causes players to not want to call judges. Consequently, Tracking Penalties for Mutual Responsibility Errors do not upgrade to a Game Loss.

If a player demonstrates a pattern of missing errors that their opponent commits, and those advantages are favorable for the player, an investigation for Cheating may be warranted.

Remedy

These errors should be handled as per the guidance for the infraction that was the root cause.

Penalty - Tracking Penalty

Examples

- A. A player does not notice that their opponent attached a Fallen Lightsaber to a Vehicle until they are attacked with it during the next action phase
- B. A player does not notice that their opponent did not assign overwhelm damage to their base when they attacked with an AT-ST
- C. A player does not notice when their opponent accidentally draws one card from Enforced Loyalty instead of two



Event Disruptions

An Event Disruption occurs whenever a participant makes a mistake or behaves in a manner that threatens the integrity, hospitality, or general safety of the event itself. While gameplay disruptions can throw off an individual game, event disruptions can affect the entire event, and thus should not be taken lightly. Event disruptions can be intentional or unintentional—it is up to the Floor Judges, the Head Judge, and the Tournament Organizer to interpret a situation and determine the best course of action.

If a player receives a second infraction for a category of Event Disruption in a single tournament, it is upgraded to a Game Loss. The Head Judge is the only one authorized to issue this upgrade. For example, a player who has committed Tradiness twice would receive a Game Loss. A player who has committed one Tardiness and one Slow Play would not receive a Game Loss.



4.1 - Tardiness

Definition

Each player in an Organized Play event is responsible for being present at the correct match at the start of a tournament round. If a player is not in their correct seat by the scheduled start time of the round, or has not completed required tasks within the time given, then that player is tardy.

If a round begins before it was scheduled to, or before the previous round would have ended (due to that round ending early), tardiness is calculated from when the round was scheduled to begin or from when the previous round was scheduled to end.

If a player receives permission from an Event Leader to accomplish a legitimate task, such as using a restroom or finding replacement cards or sleeves, that player has up to ten minutes to accomplish that task. If the player takes more than ten minutes, they are tardy and will receive a Match Loss. Otherwise, no penalty will be applied.

A time extension is always issued for tardiness, equal to the amount of time delayed.

Philosophy

Players are expected to be engaged with the event and complete tasks in a timely manner. All players deserve an equal amount of time to play their match, and a tardy player would otherwise take time away from their opponent. While time extensions can address that, the player's inattention has potentially affected the progression of the entire tournament.

For Tardiness regarding non-match delays (such as a player turning a decklist after the deadline), the same upgrades apply to this infraction.

Remedy

The match is given a time extension equal in length to the delay.

Penalty - Warning

Upgrade: If the player is more than five minutes late, but less than ten minutes late to the match, the penalty is a Game Loss.

Upgrade: If the player is more than ten minutes late to the match, the penalty is a Match Loss, and the player is dropped from the tournament unless they speak to the Scorekeeper before the end of the round.

Examples

- A. A player arrives at their match four minutes after the round began
- B. (Upgrade) A player arrives at their match six minutes after the round began
- C. A player submits their decklist after the announced submission time
- D. A player loses cards from their deck and can not find replacements within the first ten minutes of the round
- E. (Upgrade) A player sits at an incorrect table and plays the wrong opponent and it is discovered at the end of the round



4.2 - Deck Error

Definition

A player has presented a deck and sideboard that is not legal or does not match their submitted decklist. A deck that is not legal between matches is not considered presented.

Additional cards stored in a deck box will be considered a part of the sideboard, with a few exceptions:

- Common bases used as tokens
- Cards that were distributed to players as part of that tournament
- Cards that are in a separate section of the deck box that is not accessed during the match
- Cards that are required for clarification purposes (ie. signed cards or Judge issued proxies)
- All cards in the deck box if the player presented their sideboard facedown at the beginning of the match

If sideboard cards are missing, do not issue a penalty. A card in a dramatically different color sleeve than the rest of the deck (such as yellow and red) is not considered a part of the deck when determining draw deck legality.

Philosophy

A player being able to adjust their deck throughout the tournament or to preboard against certain opponents gives them a significant and difficult-to-detect advantage.

Because deck problems are relatively infrequent and because the opponent often can not identify them without access to a player's decklist, the penalty is harsh to strongly incentivize players to maintain their deck's integrity.

The downgrade encourages players who catch their own errors (frequently failure to desideboard or having a previous opponent's card) to call attention to them.

Remedy

Locate any missing cards from the deck, any incorrect cards in the game, and repair the deck. If the deck is still missing cards (and the player does not have replacements), cards from the sideboard are selected at random and added to the deck. The decklist should be edited to note these changes.

If the missing card(s) are found in a current or previous opponent's deck, issue penalties to both players.

Penalty - Game loss

Examples

- A player has 47 cards in their deck, but has registered 50 on their decklist
- A player has an Entrenched (SOR #072) in their deck from a previous opponent
- In game one of a match, a player has a card that is only registered in their sideboard in their draw deck



Downgrade: At a Competitive tier event, if this is the first time during the event the player has committed this infraction and the player called attention to their own error, instead issue a Warning. To remedy, first, locate any cards missing from the deck (frequently with the sideboard) and any incorrect cards in any zone (often the hand or deck). Reveal those cards to the opponent. That player chooses which missing card replaces which incorrect card, if appropriate. If there were more incorrect cards than missing cards, cards not in the deck are replaced first. After this process, if the deck is still missing cards (and the player does not have replacements), cards from the sideboard are selected at random and added to the appropriate zones. The decklist should be edited to note these changes. These changes to the deck and decklist can be undone with no further penalty if the player finds appropriate replacements, either partially or fully. If there are cards not in the deck that need to be replaced, they are replaced by cards in the random portion of the deck. This downgrade **does not apply** if the opponent may have made decisions based on the presence of incorrect cards.

4.3 - Decklist Error

Definition

A player has submitted a decklist that is illegal or does not represent what they intended to play.

Philosophy

Deck lists are tools used by leaders to ensure the validity of a particular deck, as well as to check during the course of a tournament whether or not a player has altered their deck's contents. Event Leaders should remind players about the importance of submitting accurate decklists before the event begins.

Ambiguous or unclear names may allow a player the opportunity to alter the contents of their deck throughout the event. The Head Judge may choose not to issue this penalty if they believe that an incomplete name is obvious and unambiguous. This should be determined by only

looking at the decklist, not looking at the cards or asking the player's intent. Wanting to confirm indicates that identification is not obvious and unambiguous.

Remedy

In addition to issuing a game loss, remove all illegal cards from the decklist. If the deck or sideboard violates a card maximum restriction (too many cards in a sideboard or more than three copies of a card across multiple decks in Trilogy), remove cards at random from the affected excess set until the decklist is legal.

If the registered deck has too few cards, cards from the sideboard are selected at random and added to the deck, and the decklist should be edited to note these changes.

These changes to the deck and decklist can be undone with no further penalty if the player finds appropriate replacements, either partially or fully.

Penalty - Game loss



Downgrade: If the player is playing a functionally identical Common Base other than the one they registered, the Head Judge may choose to not issue an infraction.

Examples

- A. A player has not registered a Base on their decklist
- B. A player registered 47 cards, but has presented 50
- C. A player registered "LOF Anakin Skywalker", while there are multiple cards with the name Anakin Skywalker in Legends of the Force
- D. A player registered a suspended card on their decklist
- E. A player registered Millennium Falcon (JTL #249) but is playing Millennium Falcon (SOR #193)
- F. During the open decklist portion of an event, a player presents their opponent with a decklist that does not match their submitted decklist

4.4 - Marked Cards

Definition

Over the course of a tournament or several tournaments, a sleeve or card may become marked in a way that would allow the player to distinguish it from the others in their deck. This includes scuff marks, discoloration, warped sleeves, or damaged cards.

Philosophy

Sleeves and cards can often become worn or damaged over the course of an event, especially a longer tournament. As long as the player is not attempting to take advantage of this wear and tear, remedying the situation is enough in most cases.

Keep in mind that any card can be considered marked if they are inspected closely enough. For a player to gain an advantage, markings should be distinguishable in a way that does not require unusual levels of scrutiny.

This infraction only applies to cards in a player's draw deck during a game. Cards not in the deck are not considered marked until they are put into the deck.

If all cards have the same markings or wear, they are not considered marked.

Remedy

The player should replace their sleeves or cards so that they are unmarked. If the cards have become marked or damaged over the course of the event, the Head Judge may create proxies for those cards.

Penalty - Warning

Upgrade: If the cards are marked and the player is unable to find appropriate replacements, the penalty is upgraded to a Game Loss. The marked cards are removed from the deck, cards from the sideboard are selected at random and added to the deck to account for the missing cards, and the decklist should be edited to note these changes. These changes to the deck and decklist can be undone with no further penalty if the player finds appropriate replacements, either partially or fully.



Upgrade: If the Head Judge believes that a deck's owner who noticed a pattern of markings would be able to gain a substantial advantage, even if they do not believe the player is doing so, the penalty is a Game Loss. If they believe the player is gaining an advantage from Marked Cards, they should be investigated for cheating.

Potential patterns include: all sideboard cards marked in the same way, only early plays are marked in a certain way, only cards that act as direct removal share markings, or all cards in a playset share markings. The existence of a pattern does not conclusively indicate cheating.

Examples

- A. (Upgrade) A player's Anakin Skywalker (LOF #070)s are double sleeved, while the rest of the deck is single sleeved
- B. A few cards in a player's deck are damaged to the point where they can be identified while face down on top of the deck
- C. The corners of a few sleeves are bent
- D. (Upgrade) The sleeves in a player's main deck are worn, while the sleeves for the cards that they sided in are in like-new condition

4.5 - Slow Play

Definition

Slow play is an issue that arises when a player takes more time than necessary to perform one or more game actions. If a Floor Judge believes that a player is intentionally playing slowly to take advantage of the time limit, that is Unsporting Conduct - Stalling and should be dealt with as such.

Philosophy

Players are expected to play at a pace that will not put their opponent at a disadvantage because of the time limit. There can be a very fine line between slow play, which is unintentional, and stalling, which is a form of cheating. Players should openly communicate if they believe their opponent is playing too slowly—oftentimes, a simple "I need you to play more quickly" from a Floor Judge is all that is needed to remedy the situation.

The occasional longer turn is not slow play, but if a player is consistently taking longer to make a decision, especially when there are few legal actions they can take, then that is considered slow play.

If the situation is extreme enough that a Warning or Game Loss is warranted, time has been taken away from the opponent. Simply adding more time doesn't remedy the situation, because one player has taken more time from the match. Adding an additional round of play during the end-of-round procedure grants more time in a more equitable way.

Remedy

Once a Floor Judge has witnessed the slow play, they can issue the "play more quickly" reminder alongside a Tracking Penalty.

Penalty - Warning



Upgrade: Like all other Event Disruptions, a second or subsequent warning for Slow Play upgrades to a Game Loss.

Examples

- A. A player writes down a significant portion of their opponent's deck while resolving Annihilator (JTL #041)'s When Played/When Defeated triggered ability
- B. A player takes an excessive amount of time to make their sideboarding decisions and present their deck
- C. A player leaves their match without permission from an Event Leader
- D. A player checks their resources and discard multiple times before making a play
- E. A player pile counts their deck more than once per game

4.6 - Outside Assistance

Definition

A player requests outside assistance from a spectator, or a spectator provides unsolicited outside assistance for a player during a match, draft, or deck construction.

Players may not consult notes made before they presented their deck to their opponent during a match.

Philosophy

Tournaments are intended to evaluate a player's own skill, not their ability to follow guidance from others. Any strategic, gameplay, or deck construction advice from an outside source is considered outside assistance.

Remedy

The integrity of the match has been violated and can not be repaired. Any participant who asks for or gives advice receives a Game Loss. A spectator who gives advice can be asked to leave the play area and the Tournament Organizer can choose to remove them from the venue.

Penalty - Game Loss

Downgrade: A player who receives unsolicited Outside Assistance from another participant, should be issued a Tracking Penalty.

Downgrade: Players referring to electronic devices that do not meet the requirements in the Tournament Regulations - Section 5.13 - Electronic Devices have committed Outside Assistance. However, if the Head Judge believes they did not access strategically relevant information, they can downgrade the penalty to a Warning. If the player repeats this behavior, it can not be downgraded.

Upgrade: If a player receives a second Game Loss for Outside Assistance, the penalty is upgraded to a Match Loss.

Examples

1. Between games, a player consults notes they made on how to sideboard against various decks
2. Unprompted, a spectator reminds a player of a "you may" trigger
3. A player asks another participant if they think their opening hand should be kept or mulliganed
4. During deck construction of a sealed event, a player tells another participant "I think you should play red."



4.7 - Communication Policy Error

Definition

A player breaks the communication policy laid out in the Tournament Regulations - Section 7 - Communication, and their opponent chooses to take or not take an action based on the incorrect communication. This policy only applies to errors in communication detailed in that policy, and not general communication errors.

Philosophy

Clear communication is essential when playing Star Wars: Unlimited. While some errors intentional, players can also make genuine mistakes that lead to confusion, and such cases should not be penalized harshly. This infraction can occur even without verbal communication - for example, when a player creates a physically ambiguous board state. An unclear board state is not automatically a penalty, but judges are encouraged to instruct players to clarify ambiguous placements before they become an issue.

Remedy

The game state can be rewound to the point where the decision made based on the erroneous communication was made. The game does not need to be backed up all the way to the communication.

Penalty - Warning

Downgrade: If no decision was made based on the information, no remedy is applied, but the player who committed the communication error should receive a Tracking Penalty.

Upgrade: Like all other Event Disruptions, a second or subsequent warning for Communication Policy Error upgrades to a Game Loss.

Examples

- A. A player is asked how many cards they have in hand and answers "Three". When their opponent plays Spark of Rebellion (SOR #200), they realized that they have four.
- B. A player plays Bazine Netal (SHD #184) and chooses a card from their opponents hand to discard. They do not remind their opponent to draw, and their opponent does not draw a card.
- C. A player announces their Shielded trigger for Crafty Smuggler (SOR #207), but does not put a token or marker on the Unit. Their opponent then later attacks the Crafty Smuggler.

4.8 - Limited Procedure Disruption

Definition

A player commits an error during draft or sealed pool registration

Philosophy

Errors in draft and sealed pool registration procedures can be disruptive, and can have significant consequences if not handled promptly.

A player improperly marking cards during card pool registration or during deck construction is not a Limited Procedure Disruption as long as it is caught before the end of deck construction.



Remedy

Any set of cards that has been damaged should be remedied if possible, otherwise they may need to be replaced by the Tournament Organizer. Fixes for errors in Limited Procedure should involve the Head Judge and often the TO.

Penalty - Warning

Upgrade: If the situation cannot be corrected, a Game Loss should be issued.

Examples

- A. A player passes in the wrong direction during a draft
- B. A player looks at their picks during a pack
- C. A player does not make a draft decision in a timely manner
- D. A player mixes a sealed pool with another set of cards

4.9 - Insufficient Randomization

Definition

A player does not properly shuffle or randomize their deck or a set of cards. A set of cards is considered not shuffled if a Judge believes that a player could reasonably know the position of one or more cards in the deck.

Philosophy

Part of the skill tested in Star Wars: Unlimited is being able to handle the variance that the deck provides. Improperly knowing the location of cards in a deck gives a player an inappropriate advantage. However, because the opponent has the opportunity to shuffle or cut the player's deck, some of the advantage is mitigated when proper tournament procedure is followed.

Whenever a set of cards is accessed, even if the player doesn't actually look at or see all of the cards in that set, the entire set is considered no longer random and needs to be thoroughly randomized.

Pile-counting (sometimes erroneously called "pile shuffling") does not randomize the deck and is not considered shuffling.

Randomizing exceptionally small sets of cards (fewer than five) can be exceptionally difficult, and consequently it is important that the opponent have the opportunity to shuffle or cut those sets.

Remedy

The player shuffles the appropriate set of cards thoroughly.

Penalty - Warning



Upgrade: Like all other Event Disruptions, a second warning or subsequent for Insufficient Shuffling upgrades to a Game Loss.

Examples

- A. A player resolves Darth Vader (Commanding the First Legion)'s When Played ability, and does not randomize the cards they put on the bottom of their deck
- B. After drawing a card for Search Your Feelings a player simply cuts their deck and presents it to their opponent
- C. A player plays Luminous Beings and puts the chosen units on the bottom of their deck in a chosen order
- D. Before the game, a player pile counts their deck, but does not perform any additional randomization.
- E. A player resolves U-Wing Reinforcement and shuffles the excess cards, but does not present them to their opponent



5 Unsporting Conduct

The goal of Star Wars: Unlimited Organized Play is to promote a safe, welcoming environment for players of all kinds to come and enjoy the games they love. Inappropriate behavior, even minor instances, can lower or even ruin an attendee's enjoyment. All attendees are held to the expectation that they treat every person around them with politeness, respect, and general courtesy. Those who violate this expectation risk being deemed unwelcome at the event, and, at the Tournament Organizer's discretion, may be removed from the premises. Repeat offenders may be suspended from attending official FFG OP events, at FFG's discretion.

While exceptional technical play or "rules sharking" may not be considered "sporting conduct", it is also not Unsporting Conduct.

5.1 - Minor Unsporting Conduct - Inappropriate Behavior

Definition

This kind of unsporting conduct involves actions that make other event attendees—be they players, spectators, or leaders—uncomfortable around the person committing the act.

The examples below do not list all possible Inappropriate Behavior.

Philosophy

It is mostly up to a Judge's discretion on which acts could be classified as "minor" conduct violations; as a general rule, any situation that causes social discomfort in the moment could be considered a minor disruption.

It is possible for a misunderstanding to cause a person to feel uncomfortable. A player may make a comment or act in a way that offends or disturbs another person without them meaning



to. It is important that the Floor Judge clearly communicate this with the player and, if necessary, educate the player to make sure they understand what was wrong about their behavior.

The typical penalty for minor unsporting conduct is a Warning. If the infraction feels more serious than warranting a Warning, it is likely Major Unsporting Conduct - Harassment. Any incidents that could significantly sully or even ruin an attendee's experience for the entire event are considered more severe than what falls under this category.

Remedy

The player must correct the behavior immediately. The situation should be de-escalated, and the players separated if necessary. If the players need to remain separated, consider Major Unsporting Conduct - Harassment.

Penalty - Warning

Upgrade: If the infraction occurs on a stream or on a recorded match, the penalty is upgraded to a Match Loss.

Upgrade: If a player receives a second Minor Unsporting Conduct - Inappropriate Behavior infraction during the same event, the penalty is upgraded to a Match Loss. If a player receives a third Minor Unsporting Conduct - Inappropriate Behavior infraction during the same event, it is considered Aggressive Behavior and the penalty is Disqualification.

Examples

- A. A player inappropriately demands that a Floor Judge issues a penalty to their opponent
- B. A player appeals a ruling before a Floor Judge finishes issuing their ruling
- C. A player leaves excessive trash at the table or play area after getting up and leaving.
- D. A player performs frustrated outbursts after losing a game
- E. A player celebrates a victory loudly and excessively beyond what could be deemed appropriate
- F. A person attending the event is wearing offensive clothing or has offensive images on their game materials, such as a game mat. "Offensive" in this context includes, but is not limited to:
 - a. Anything that could be deemed as racist, sexist, or discriminatory in any way.
 - b. Graphically violent/gory imagery.
 - c. Sexually suggestive or explicit material.
 - d. Strong language, i.e., swear words, slurs, etc. (keep it PG!)

5.2 - Unsporting Conduct - Insulting Behavior

Definition

This kind of unsporting conduct involves any targeted or directed language or behavior is more severe than other offenses, and consequently results in a stricter penalty.



Remedy

The player must correct the behavior immediately. The situation should be de-escalated, and the players separated if necessary. If the players need to remain separated, consider Major Unsporting Conduct - Harassment. If the infraction occurs at the end of a game, the penalty can be applied to the player's next game at the Head Judge's discretion.

Penalty - Game Loss

Upgrade: If a player receives a second Unsporting Conduct - Insulting Behavior infraction during the same event, it is considered Aggressive Behavior and the penalty is Disqualification.

Examples

- A. A player uses excessive vulgar or profane language or gestures
- B. A player insults another person, be they another player, a spectator, or a leader.

5.3 - Major Unsporting Conduct - Harassment

Definition

This kind of unsporting conduct involves actions of malicious intent or great inconsideration that could ruin another person's experience or cause them to want to leave the event.

Philosophy

Harassment of any form is absolutely not allowed at FFG Organized Play events and will be dealt with severely. Harassment can include (but is not limited to) any language or behavior that is hostile, threatening, demeaning, solicitous, or objectifying.

To make a person feel uncomfortable, unsafe, or unwelcome at an event directly goes against FFG's goal for Organized Play events. A player who continues to harass someone or commits a particularly severe offense should be removed from the event space.

Remedy

The player must correct the behavior immediately. The situation should be de-escalated, and the players separated if necessary. If the players need to remain separated, consider Major Unsporting Conduct - Harassment. If the infraction occurs at the end of a match, the penalty can be applied to the player's next match at the Head Judge's discretion.

Penalty - Match Loss

Upgrade: If the player fails to demonstrate genuine remorse, committed with the infraction with the intent to upset or repeats the behavior at the same event, the infraction is upgraded to a Disqualification and the player should be removed from the venue.

Examples

- A. A person uses a racial slur or other derogatory term or phrase against another person.
- B. A person takes inappropriate photos of another person.
- C. A person makes unwanted romantic or sexual advances on another person and does not stop when denied.
- D. A person purposefully gets in the way of another person with the intent of causing physical contact.
- E. A person intentionally misgenders another person.
- F. A person intentionally touches another person in an unwanted or threatening way.
- G. A person bullies another person through social media or manipulative language.



5.4 - Aggressive Behavior

Definition

A player makes threats or takes threatening actions towards other players or makes any event participants feel threatened.

Philosophy

A *Star Wars: Unlimited* event is meant to be a safe place where players can enjoy their game without worry. Any person - be they player, spectator, or leader - that disrupts this sense of safety with aggressive or violent behavior will not be tolerated.

Remedy

The player should be removed from the venue.

Penalty - Disqualification

Examples

1. A person moves to strike another person or verbally threatens to do so.
2. A person pulls a chair out from under another person, causing them to fall to the ground.
3. A person throws game components or other objects in frustration or anger.
4. A person intentionally overturns a table.
5. A person begins shouting at another person in anger.
6. A person brings a weapon to the event or threatens to bring one.

5.5 - Illegally Determining a Result

Definition

A player uses or offers an artificial or random method to determine the outcome of a game or match, outside the mechanics of the game.

Philosophy

Players sign up for events to test their skill in *Star Wars: Unlimited*, not for random chance or other games to determine the outcome.

Even if the players have no malice or ill-intent towards the outcome of the event, this behavior is inappropriate and the integrity of the match has been compromised.

Matches that would be draws due to time limits or any other reason are not exempt from this policy

Penalty - Match Loss



Upgrade: If the player is aware that their action is not permitted, the infraction is considered Unsporting Conduct - Cheating.

Examples

- A. At the end of a match that is about to be a draw, a player looks at the top few cards of their deck and says "I wasn't going to draw an answer. I'll concede"
- B. At the start of a limited match, a player offers to play a premier match instead
- C. A player asks to roll dice to determine the outcome of the match, rather than let it be a draw
- D. Players agree to reveal cards off the top of their deck until one of them reveals a Krayt Dragon and that player wins
- E. Two players flip a coin to determine if they should draw or play the match

5.6 - Bribery, Collusion, and Gambling

Definition

Bribery involves a player offering some form of reward or incentive to their opponent in order to convince them to concede, draw, or even alter the results of a game. Collusion occurs whenever two or more players discuss an outcome for their game before the game's conclusion and then artificially or randomly determine the results of the game based on that discussion. Gambling involves placing a bet on a game, match, tournament or a part of any of those.

A player who offers or accepts one of these is actively undermining the system, not playing the game.

Choosing to concede without discussion, or choosing to intentionally draw at the start of a match after discussion are not Collusion, unless an offer is made.

Philosophy

Bribery and wagering disrupt the integrity of the tournament and are strictly forbidden.

Penalty - Disqualification

Examples

- A. In the final round of swiss, a player offers their opponent half of whatever prizes they earn if their opponent concedes
- B. During the first round of swiss player offers their opponent their participation promo if they concede
- C. After discussion, two players determine they will be first and second seed in the top cut if the first player concedes to the second. The first player then concedes.
- D. During an early round of swiss, after playing two games, one of the players says "Our decks are good against slower decks. If we draw our match, we'll have good matchups all day." The players then intentionally draw.
- E. In a limited event, two players agree that the winner of the match also gets all of the cards the other player didn't register in their draw deck
- F. Two spectators place a bet on if a particular match will go to time



5.7 - Cheating

Definition

A player knowingly breaks the rules, knowingly allows another player to break the rules, or lies to someone in a leader role in order to gain an advantage.

The player must be attempting to gain an advantage and must be aware that they are doing some illegal.

If these requirements are not met, the infraction is not cheating and is handled by another part of the Competitive Policy Guide. Cheating often appears as a Gameplay Disruption or Event Disruption and must be investigated by the Head Judge to determine intent and awareness.

Philosophy

There are few things that can ruin an event more than someone reaching a high position through exploitation and dishonesty. Cheating, even if the player is genuinely remorseful, or the error was relatively minor, can not be allowed.

Remedy

The player should be removed from the venue.

Penalty - Disqualification

Examples

- A. A player attacks an opponent's base, even though they know their opponent controls a unit with Sentinel in the same arena
- B. A player plays with Marked Cards to know what cards they're going to draw
- C. A player noticed their opponent does not draw a card for Patrolling V-Wing's When Played and does not call attention to it
- D. A player reports to a scorekeeper that they accidentally entered their match result as 2-1 when it should have been 2-0, despite having actually went 2-1.
- E. A player in game one realizes that they did not desideboard after their last match and does not call a judge in order to avoid a penalty
- F. A player asks a friend to to text them if their opponent has particular cards in their hand

5.8 - Stalling

Definition

Stalling occurs when a player intentionally plays slowly in order to exploit an advantage they could gain from the time limit.

If a player is *unintentionally* playing slowly, this falls under the Section 4.5 - Slow Play.

Philosophy

Stalling is a form of cheating, and thus warrants the same level of penalty.

Players are generally expected to play at a reasonable pace. Many players many play quickly towards the end of a round - however playing quickly then resuming their normal pace of play in order to play for a draw is not Stalling.

Pace of play should be compared to the player's standard pace of play, not the average of all players, when determining if a player has intentionally slowed their pace, while investigating for stalling.

Penalty - Disqualification



Examples

- A. The player takes an extremely long time to perform each game action, even when there are few actions they can legally perform in the current game state.
- B. A player is playing at a normal pace, then suddenly slows down when they realize the tournament round is nearing the time limit.
- C. A player repeatedly asks for updates on public information (such as how many cards are left in their opponent's deck) within a short period of time and would benefit from drawing out the game

5.9 - Fraud

Definition

A player intentionally misrepresents who they are as a participant in a tournament, or participates in a tournament that they are not a valid competitor for.

Philosophy

Players are meant to genuinely participate in the tournament. Players acting as other players undermines the integrity of not only the event, but of other tournaments that are connected either through qualification or invites.

Penalty - Disqualification

Examples

- A. A player registers for an event under a different name and UID to avoid a suspension
- B. A player registers for an event under a different name and UID to help the owner of the UID earn a Qualification
- C. A banned or suspended player registers for an event
- D. A player in a Competitive tier event is also on staff as a judge for that event

5.10 - Vandalism and Theft

Definition

A player steals or intentionally damages materials from the event, venue or another participant.

Philosophy

Just as people come to FFG Organized Play events with the expectation of their personal safety, they also come expecting their belongings to remain safe as well. FFG will not tolerate the destruction or theft of other people's belongings at FFG Organized Play events.

Remedy

The offender should be asked to return any stolen property or replace damaged property, then removed from the venue.

Penalty - Disqualification

Examples

- A. After losing a match, a player takes one of their opponents cards and bends it in frustration
- B. A player steals a table number from a table
- C. A player realizes they still have a card belonging to a previous opponent that they gained control of with Emperor Palpatine (Galactic Ruler) and make no attempt to return it to its owner
- D. During a draft a player sees multiple cards they want in a pack and takes them



Appendices

Appendix A - Infractions and Penalties Quick Reference

INFRACTION	DEFAULT PENALTY
Gameplay Disruptions	
Inaccurate Mandatory Ability	Warning
Open Card Manipulation Error	Warning
Hidden Card Manipulation Error	Warning
Mulligan Error	Warning
Incorrect Randomization	Game Loss
Incorrect Gameplay	Warning
Mutual Responsibility	Tracking Penalty

INFRACTION	DEFAULT PENALTY
Event Disruptions	
Tardiness	Warning
Deck Error	Game Loss
Decklist Error	Game Loss
Marked Cards	Warning
Slow Play	Warning
Outside Assistance	Game Loss
Communication Policy Error	Warning
Limited Procedure Disruption	Warning
Insufficient Randomization	Warning



INFRACTION**DEFAULT PENALTY****Gameplay Disruptions**

INFRACTION	DEFAULT PENALTY
Gameplay Disruptions	
Minor Unsporting Conduct - Inappropriate Behavior	Warning
Unsporting Conduct - Insulting Behavior	Game Loss
Major Unsporting Conduct - Harrassment	Match Loss
Aggressive Behavior	Disqualification
Illegally Determining a Result	Match Loss
Bribery, Collusion, and Gambling	Disqualification
Cheating	Disqualification
Stalling	Disqualification
Vandalism and Theft	Disqualification
Fraud	Disqualification



Star Wars™: Unlimited - Relaxed Event Guide

Last updated September 3rd, 2025

Relaxed tier events for Star Wars: Unlimited are designed to create a welcoming, inclusive, and low-pressure environment where players of all experience levels can enjoy the game. Whether someone is just learning the rules or has played in dozens of events, Relaxed events prioritize fun, community, and fair play over strict penalties.

The emphasis at this level is on education, social interaction, and friendly competition. Judges and tournament organizers should foster a positive atmosphere, where players feel comfortable asking questions and resolving issues collaboratively. As the game grows, the intricacy of the game grows alongside it, and while we want players to avoid making errors, it is as important that the players feel respected. Whenever possible, rules misunderstandings or gameplay errors should be treated as learning opportunities. Fix the game state as best as you can, explain the correct process, and encourage players to be mindful going forward. Game Losses or other escalated penalties should only be used if repeated behavior disrupts the event or creates a negative experience for others.

The infractions, penalties and remedies included in the Competitive Policy Guide are intended for more intense tournaments, and are not appropriate for Relaxed tier events. It's okay to be lenient with minor mistakes if that helps maintain the pace and tone of the event. Judges should aim to be approachable, fair, and flexible, using their best judgment to keep games moving and spirits high.

Judges and players are encouraged to help each other between matches or during deck construction. Encouraging and allowing players to provide advice, helps establish a stronger community and allows players to build each other up.

If your event includes high-value prizes, requires decklists, or experienced players seeking serious competition, you may want to consider upgrading to a Competitive tier event. But for Weekly Play, Store Showdowns, Prereleases, casual tournaments, convention play, or new-player-friendly gatherings, Relaxed events offer a perfect balance of structured play and community enjoyment.

Remember that Relaxed-tier events and in-store play is where the community lives and grows. Above all, Star Wars: Unlimited is about great stories, exciting moments, and shared experiences. Let your event reflect that.

Common Disruptions

A player sees a card in a deck that they shouldn't have seen

Shuffle the card into the random portion of the deck. Avoid randomizing the position of any cards that are legally known in the deck

A player accidentally has excess cards in their hand or resource zone

If you or the players are able to identify the cards in the incorrect zone and the zone it should have been in, return that card to the correct zone. Otherwise, select the appropriate number of cards at random, and return them to the correct zone. If cards are being returned to the deck in this way put them on top of the deck and do not shuffle the deck.

A player commits an in-game error not covered by the above descriptions

If the error is minor, such as a missed trigger or draw, incorrect resources paid for a cost, or putting tokens or counters on a unit, and the effect can be applied now with minimal disruption, resolve the ability



or instruct the player to take the missed action now (or to undo excess action). If significant decisions were made based on the game state because of the error, undo each action the players took until the point the error was made. If backing up the game state in this way would be too disruptive, fix anything currently illegal or incorrect in the game, and let play proceed.

A player has a deck that is not legal for the event or has another player's cards.

Remove any cards that shouldn't be in the deck, then add any cards that should. If the player has insufficient cards after this remedy, shuffle cards at random from the player's sideboard into the deck until they have a deck that meets format size requirements.

Notable Issues

Some issues are more disruptive than gameplay errors. These include taking an excessive time to make plays or sideboarding decisions during a match, asking for or providing strategic assistance during an ongoing match or draft, asking for a concession, or randomly determining the outcome of a match.

Many players may not realize that they are exhibiting these behaviors or are unaware that they are not allowed. Consequently, the focus on these is education, to ensure that players have the opportunity to learn and grow from their actions. If the behavior continues, letting the player know that repeated disruptions of the same type will warrant a game loss can reinforce the lesson. **Intentionally taking any of these actions, while knowing they are prohibited, is Unacceptable Behavior, as detailed below.**

A player who is more than 10 minutes late should be considered absent, issued a match loss, and dropped from the event. If the player returns later in the event, they should be re-added to the tournament.

Unacceptable Behavior

While Relaxed-tier events aim to be inclusive and educational, certain behaviors are never acceptable. Any player engaging in the following must be disqualified from the event, and at the Tournament Organizer's discretion, may also be asked to leave the venue:

- Aggressive, harassing, threatening, or abusive behavior—verbal or physical. This includes insults or slurs based on race, gender, age, ability, religion, sexual orientation, nationality, or any other personal characteristic, as well as intentional misgendering.
- Cheating, including knowingly breaking or allowing others to break game or tournament rules for personal gain. Bluffing within the rules of the game is allowed; deception outside of it is not.
- Collusion or bribery, including offers to alter match results in exchange for prizes.
- Theft, such as removing cards or materials without permission (e.g., draft pools).

Whenever possible, educate players before disqualifying them—but some actions demand immediate and decisive intervention to protect the event and its community. Let the disqualified player know that your decision is final, but they may contact Organized Play for follow-up.

Resources

Disqualifications and Feedback: Information should be sent to Unlimited@FantasyFlightGames.com.

Live Call assistance and questions: You can ask questions and judges can provide assistance 24/7 in the Official Judge Discord: <https://discord.gg/ZEf2G4tyVp>

Organized Play Documents: The Comprehensive Event Guide has more information covering how to run an event at any tier. Current documents can be found at: <https://starwarsunlimited.com/organized-play>

Looking for Judges? Find judges or become certified at <https://nexus.cascadegames.com/>

