

KONIVRER Tournament Rules

1. Tournament Structure

1.1 Tournament Types

Casual Events: Local store tournaments with relaxed enforcement and learning focus. Emphasis on fun, education, and community building. Ideal for new players learning tournament procedures.

Competitive Events: Regional qualifiers and championship series with strict rule enforcement. Higher stakes competition with significant prizes and professional-level judging.

Professional Events: Premier tournaments with highest level of competition and prizes. Invitation-only or qualification-required events with maximum prize support and championship recognition.

1.2 Match Structure

- Best of 3 games with optional sideboarding between games
- First player determined randomly for game 1
- Loser of previous game chooses who plays first in subsequent games
- Match winner determined by first player to win 2 games

1.3 Swiss Pairing System

- Preliminary rounds use Swiss pairing system ensuring balanced competition
- Players paired against opponents with similar records each round
- No player elimination during Swiss rounds - everyone plays all rounds
- Optimal number of rounds determined by attendance

2. Time Limits

- **Swiss rounds:** 50 minutes per match plus 5 additional turns after time expires
- **Playoff rounds:** Extended time limits (70-90 minutes)
- **Championship finals:** May be untimed at judge discretion
- **Deck construction:** 30 minutes for sealed deck, 25 minutes for draft

3. Tournament Roles

3.1 Tournament Organizer

Overall event management, logistics, and final authority on all tournament matters. Responsible for venue, registration, prize support, and tournament scheduling.

3.2 Head Judge

Final authority on all rules interpretations and penalty decisions during tournament. Supervises floor judges and ensures consistent rule enforcement.

3.3 Floor Judges

Monitor matches and provide rules assistance to players during competition. Answer player questions about card interactions and game procedures.

4. Deck Construction

- Constructed decks must contain exactly 40 cards
- Sideboard of up to 15 cards allowed for competitive events
- Deck lists must be submitted before tournament begins
- All cards must be legal for the tournament format
- Card sleeves must be uniform and unmarked

5. Penalties

5.1 Warning

Issued for minor procedural errors or first-time infractions. No game impact but serves as official notice.

5.2 Game Loss

Issued for significant rule violations or repeated infractions. Player loses the current game.

5.3 Match Loss

Issued for serious violations or multiple game losses. Player loses the entire match.

5.4 Disqualification

Issued for cheating, unsporting conduct, or severe rule violations. Player is removed from the tournament.

6. Appeals Process

- Players may appeal judge decisions to the Head Judge
- Appeals must be made immediately after the ruling
- Head Judge's decision is final
- Players should remain respectful during appeals process

7. Tiebreakers

1. **Match Win Percentage:** Primary tiebreaker for Swiss standings
2. **Opponent Match Win Percentage:** Secondary tiebreaker
3. **Game Win Percentage:** Tertiary tiebreaker
4. **Opponent Game Win Percentage:** Final statistical tiebreaker

8. Registration and Eligibility

- Players must register before the tournament begins
- Valid identification may be required for competitive events
- Age restrictions may apply for certain tournaments
- Players must be in good standing with tournament organizers

9. Prize Distribution

- Prizes awarded based on final tournament standings
- Prize structure announced before tournament begins
- Disqualified players forfeit all prizes
- Prize disputes resolved by Tournament Organizer

10. Special Circumstances

10.1 Slow Play

Players must maintain reasonable pace of play. Intentional slow play to gain advantage is prohibited and subject to penalties.

10.2 Outside Assistance

Players may not receive assistance from spectators or other players during matches. Judges may provide rules clarifications only.

10.3 Electronic Devices

Mobile phones and other electronic devices must be silenced during matches. Use during active play may result in penalties.