

KONIVRER

TOURNAMENT RULES & PROCEDURES

Official Tournament Policy Document
Version 2.0 - Effective January 2025

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1. TOURNAMENT FUNDAMENTALS

1.1 Purpose and Scope

This document establishes the official tournament rules and procedures for KONIVRER competitive play. These rules ensure fair, consistent, and enjoyable tournament experiences for all participants while maintaining the integrity of competitive play.

1.2 Authority and Enforcement

All KONIVRER tournaments must be conducted according to these rules. Tournament organizers, judges, and players are expected to understand and follow these procedures. The Head Judge has final authority on all tournament matters.

1.3 Document Updates

These rules may be updated periodically. The most current version is always available on the official KONIVRER website. Tournament organizers must use the current version for all sanctioned events.

2. TOURNAMENT STRUCTURE & TYPES

2.1 Tournament Tiers

Casual Events: Local store tournaments emphasizing fun, education, and community building. Relaxed rule enforcement with focus on learning.

Competitive Events: Regional qualifiers and championship series with strict rule enforcement. Professional-level judging with significant prizes.

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

2.2 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
- Draws count as 0.5 wins for each player

2.3 Swiss Pairing System

- Preliminary rounds use Swiss pairing ensuring balanced competition
- Players paired against opponents with similar records each round
- No player elimination during Swiss rounds
- Optimal number of rounds determined by attendance (see Appendix A)

2.4 Playoff Structure

- Top 8 single-elimination playoffs for events with 17+ players
- Top 4 playoffs for smaller events (9-16 players)
- Playoff seeding based on final Swiss standings

3. ROLES & RESPONSIBILITIES

3.1 Tournament Organizer

Responsible for overall event management, logistics, and final authority on tournament matters. Duties include venue coordination, registration, prize support, scheduling, and ensuring proper staffing.

3.2 Head Judge

Final authority on all rules interpretations and penalty decisions. Supervises floor judges, ensures consistent rule enforcement, handles appeals, and maintains tournament integrity.

3.3 Floor Judges

Monitor matches and provide rules assistance to players. Answer questions about card interactions, game procedures, and tournament policies. Report infractions to Head Judge.

3.4 Scorekeeper

Manages tournament software, records match results, generates pairings, maintains standings, and handles player registration and drops.

3.5 Players

- Arrive on time and prepared with legal deck and materials
- Follow all tournament rules and procedures
- Maintain clear game state and communicate effectively
- Call judges when needed for rulings or disputes
- Exhibit good sportsmanship at all times

3.6 Spectators

- Observe matches silently without interfering
- Maintain appropriate distance from playing areas
- Do not provide assistance or advice to players
- Report rule violations to judges rather than intervening

4. MATCH PROCEDURES

4.1 Time Limits

Format	Time Limit
Swiss Rounds	50 minutes + 5 additional turns
Playoff Rounds	70 minutes + 5 additional turns
Championship Finals	90 minutes (untimed at judge discretion)
Deck Construction (Sealed)	30 minutes
Deck Construction (Draft)	25 minutes

4.2 Pre-Game Procedures

1. Players present decks to opponents for shuffling/cutting
2. Determine first player randomly (dice roll, coin flip)
3. Players draw opening hands
4. Mulligan decisions made simultaneously
5. Game begins

4.3 End-of-Match Procedures

When time is called, the current turn is completed, then 5 additional turns are played (starting with the player whose turn it would be next). If no winner is determined after additional turns, the match is a draw.

4.4 Concessions and Intentional Draws

Players may concede games or matches at any time. Intentional draws are allowed but must be agreed upon by both players before the match begins or during the additional turns period.

5. DECK CONSTRUCTION & REGISTRATION

5.1 Constructed Deck Requirements

- Minimum 40 cards in main deck
- Maximum 4 copies of any single card (except basic lands)
- Sideboard of exactly 15 cards for competitive events
- All cards must be legal for the tournament format
- Card sleeves must be uniform and unmarked

5.2 Deck Registration

Deck lists must be submitted before the tournament begins for all competitive and professional events. Lists must be complete, legible, and include player name, date, and signature.

5.3 Deck Checks

Random deck checks may be performed throughout the tournament. Players must present their deck for verification when requested by a judge. Deck/list discrepancies result in penalties.

5.4 Card Legality

- Only officially released KONIVRER cards are legal
- Cards must be in tournament-legal condition
- Proxy cards are not permitted
- Altered cards must not obscure text or be distinguishable when face-down

6. TOURNAMENT LOGISTICS

6.1 Registration

Players must register before the announced deadline. Late registration may be permitted at organizer discretion with appropriate penalties. Players must provide valid identification for premier events.

6.2 Pairings and Seating

Pairings are generated using approved tournament software. Players have 10 minutes after pairings are posted to find their seats and begin their match. Tardiness penalties apply after this period.

6.3 Dropping from Tournament

Players may drop at any time by notifying the scorekeeper. Players who fail to appear for a round without notice will be automatically dropped. Dropped players may not re-enter.

6.4 Electronic Devices

- Cell phones must be silenced during matches
- No electronic devices may be used for game assistance
- Calculators permitted for life total tracking only
- Photography requires opponent consent

6.5 Note-Taking

Players may take notes during matches but not between games of the same match. Notes must be taken openly and may not contain pre-written information. Notes from previous rounds are not permitted.

7. PLAYER CONDUCT & BEHAVIOR

7.1 Sportsmanship Standards

All participants must demonstrate good sportsmanship, respect for opponents, and adherence to fair play principles. This includes gracious behavior in both victory and defeat.

7.2 Prohibited Behavior

- Cheating or attempting to gain unfair advantage
- Harassment, discrimination, or hate speech
- Aggressive, threatening, or disruptive behavior
- Bribery, wagering, or collusion
- Intentional slow play or stalling
- Inappropriate language or gestures

7.3 Communication Guidelines

- Clearly announce all actions and card effects
- Ask permission before examining opponent's cards
- Maintain appropriate volume and tone
- Call judges for disputes rather than arguing

7.4 Personal Standards

- Maintain appropriate personal hygiene
- Dress appropriately for the venue
- Keep personal belongings organized
- Follow venue rules and local laws

8. PENALTIES & INFRACTIONS

8.1 Penalty Types

Penalty	Description	Application
Warning	Minor procedural errors	First-time infractions, education focus
Game Loss	Significant rule violations	Repeated infractions, deck errors
Match Loss	Serious violations	Multiple game losses, severe misconduct
Disqualification	Cheating, severe misconduct	Immediate removal from tournament

8.2 Common Infractions

- Tardiness (Warning → Game Loss → Match Loss)
- Deck/Decklist errors (Game Loss)
- Drawing extra cards (Warning → Game Loss)
- Marked cards (Warning → Game Loss)
- Slow play (Warning → Game Loss)
- Unsportsmanlike conduct (Warning → Match Loss → Disqualification)

8.3 Penalty Guidelines

Penalties are applied based on infraction severity, intent, and impact on game state. Judges consider player experience, tournament level, and previous infractions when determining appropriate penalties.

9. APPEALS PROCESS

9.1 Right to Appeal

Players may appeal any judge decision to the Head Judge. Appeals must be made immediately after the ruling and before the game state changes significantly.

9.2 Appeal Procedure

1. Player requests appeal to Head Judge
2. Head Judge reviews situation and gathers information
3. Head Judge makes final ruling
4. Play resumes based on Head Judge decision

9.3 Appeal Guidelines

- Appeals must be respectful and factual
- Head Judge decisions are final
- Frivolous appeals may result in penalties
- Players should accept rulings gracefully

10. TIEBREAKERS

10.1 Tiebreaker Order

When players have identical match records, the following tiebreakers are applied in order:

1. **Match Win Percentage:** Primary tiebreaker for Swiss standings
2. **Opponent Match Win Percentage:** Average match win percentage of all opponents faced
3. **Game Win Percentage:** Percentage of individual games won
4. **Opponent Game Win Percentage:** Average game win percentage of all opponents
5. **Random determination:** If all other tiebreakers are equal

10.2 Calculation Methods

All percentages use a minimum threshold of 33% to prevent extremely low performances from skewing calculations. Byes count as match wins but are ignored for opponent calculations.

11. SPECIAL FORMATS

11.1 Limited Formats

Sealed Deck: Players receive sealed product to build 40-card minimum decks. Deck registration required for competitive events.

Booster Draft: Players draft cards from booster packs in pods of 8. Standard draft timing and procedures apply.

11.2 Team Formats

Team events feature 3-player teams with unified deck construction rules. Team members may communicate during matches but must maintain individual game states.

11.3 Multiplayer Formats

Special multiplayer variants may be sanctioned with modified rules for targeting, turn order, and victory conditions as specified in format documentation.

12. APPENDICES

Appendix A: Recommended Swiss Rounds

Players	Swiss Rounds	Playoff
8 or fewer	3 rounds	None
9-16	4 rounds	Top 4
17-32	5 rounds	Top 8
33-64	6 rounds	Top 8
65-128	7 rounds	Top 8
129-256	8 rounds	Top 8
257+	9+ rounds	Top 8

Appendix B: Contact Information

For tournament policy questions: tournaments@konivrer.com

For rules questions: rules@konivrer.com

For judge certification: judges@konivrer.com