

ITC Code of Conduct

ITC 核心指南

Purpose

引言

The ITC Code of Conduct provides judges and players with the knowledge of appropriate player behavior and procedures for handling infractions and adjudicating player disputes that occur during the course of running an ITC tournament. This document exists for two primary purposes: to maintain and ensure the integrity of events, and to protect participants from abuse.

ITC 核心指南向裁判和玩家提供适当的行为准则、处理举办 ITC 竞标赛中发生违规流程的以及玩家纠纷。本文件主要有以下两个目的，维护确保活动的完好与以免参与者发生争执。

This document is designed to be used in ITC events. It is designed to be used in conjunction with the Warhammer 40,000 Rules. *This is a working document and will be updated periodically.*

本文件用于战锤 40,000 的 ITC 活动。本文件会不定期更新。

1. ITC Judging Philosophy:

ITC 裁判体系:

- **Natural justice:** it's important not to penalize players unfairly by applying the letter of a rule when that would contravene the spirit or the intention of the rule.
自然裁决: 当裁判使用 ITC 规则惩罚玩家时，不应该与运动精神和规则意图产生冲突。
 - Players attempting to abuse the Code of Conduct to their advantage will be considered to have committed a foul.
滥用《ITC 行为准则》来获取优势的玩家将认定为犯规。
- **Flow of the game and Player accountability:** a Judge should let the players play with the minimum number of interruptions but without losing control of the event. Letting the players determine the outcome of the game is of utmost importance as long as they play within the confines of the rules and player code of conduct.
游戏流程与玩家责任: 裁判在控制比赛的前提下，应使玩家在尽可能减少干扰的环境下进行比赛。在玩家遵守规则及行为准则的前提下，让玩家自行决定游戏结果。
- **Active judging:** Judges can actively officiate the core rules of Warhammer 40k when they are present. Measurements, die rolls, deployment etc. when a player is not performing these actions correctly.
主动裁决: 当选手没有正确测量、掷骰及部署等情况下，裁判可以根据战锤 40K 核心指南主动裁决。
- **Passive judging:** judges passively adjudicate nuanced rules disputes between players when a solution between the two is not easily reached.
积极裁决: 在选手对争议不能达成一致时，裁判积极判决规则细节。
- **Time management:** Judges enforce and control the event clock.

时间管理：裁判控制并执行比赛时钟。

- **Player Conduct:** Judges police player's sportsmanship and their adherence to the social contract.

玩家准则：裁判监督玩家的运动员精神与是否遵循社会契约。

- In gaming terms, the social contract is the agreement between players to follow basic decency and adhere to agreements made between them as part of the game.

在比赛中，社会契约是指双方玩家对于基本礼仪的遵守及遵守双方约定的协议。

- **Presumptive authority:** Judges are given full authority to make binding rules calls to arbitrate a dispute between players during a game, even if these rules calls are later found to be inaccurate. The judge exists to provide a neutral resolution when players arrive at a deadlock on a rules interpretation, with the first priority being a swift resolution of the issue, and the second priority being accuracy; obviously striving for accuracy but accepting that within the confines of a timed event that it is not always an achievable goal. This includes, but is not limited to adjusting/re-adjusting model position to an agreed upon game state.

推定权限：比赛中，裁判具有绝对的权威。裁判在选手间出现争议时做出的裁决是决定性的，裁判裁断必须当场即刻执行。事后，赛场内外对这些裁断准确性的讨论和验证不影响其在赛事进行过程中发挥的效力，赛场矛盾一经裁决不再进行复议和仲裁。

裁判的职责在于当赛况出现无法简单解释或化解的僵局时提供一系列保障比赛持续进行的中立解决方案。其首要作用是快速解决争议，其后才是准确性和合规性的体现。(裁判裁决服务于赛事整体运行，对此的考虑高于对桌面公平的复原和补偿)。

显然，在限制时间和不影响比赛运行的情况下争取准确的裁定受到诸多外界条件的影响而并不总能实现。这其中包括但不限于，调整或多次调整模型在一场游戏中的位置以达成共识。

- **Enforcement:** Judges are given full authority to issue penalties to a player when they violate the letter or spirit of the event's rules, or rules of the game.

执行权：当玩家违反赛事规则或游戏规则时，裁判被授予所有的判罚权限。

- **Judges Conduct:** Judges are expected to perform their duties in a professional manner. Players may reach out to the ITC administration when they find a judge to be conducting themselves in a manner which is not in compliance with these guidelines.

裁判品行：裁判应表现专业的行为举止。当玩家发现一名裁判不符合这些规范时可联系 ITC 管理部门。

2. The Spirit of the Game:

游戏精神：

- The following guidelines and codes of conduct exist to ensure that the intended spirit and intent of the Warhammer hobby is maintained at all times.

以下指南及核心管理办法是为了保证(赛事和选手)时刻遵循战锤游戏的精神和宗旨。

- The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For the ITC, the game of Warhammer 40K is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

战锤作为一项爱好和娱乐，其宗旨在于协助其爱好和参与者更好地发现和享受生活。任何导致这一宗旨受到冲击的人际行为，（包括但不限于言语攻击、肢体挑衅、无视警告触碰他人底线、损坏他人/或本人财物、绑架群体商议流程、恶意拒绝达成共识等）都被认为有违这一游戏精神（和活动宗旨）。立足 ITC 赛事，游戏过程是两位选手间的体育竞赛。任何违反常见体育道德的行为都将被判定违反游戏精神。

3. Game State:

游戏信息:

- Players must announce their intent to roll a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.

玩家必须宣布其掷骰并公布结果。对手有责任听取结果。任何未宣布掷骰的骰子可能会被在场裁判宣布无效且该玩家必须重投。

- A player must announce their intent to move a model/unit and for what purpose. Any model/unit moved without announced intent will be considered to be activated for that phase and the player cannot choose to activate another unit instead, or rewind their decision. A player who purposefully moves a model/unit without announced intent and outside of normal protocol for activating a model/unit has committed a foul. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a foul.

玩家必须宣布移动模型/单位及目的。任何未经宣布便移动模型/单位会视为被该回合已经行动，且玩家不能选择其他单位代替或撤回他们的决定。玩家在未宣布及规定外移动模型会被认定犯规。玩家对他们的失误负责，指责对手未给予调整或悔棋的机会或余地将不会被采纳，作为无效申诉处理。

- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as charging, removing casualties, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner has committed a foul.

玩家除宣布游戏流程中反应（如冲锋、伤亡移除）以外不应任何模型进行操控、触碰或做出其他行动。当一个模型被放在不稳定的位置，玩家可以对模型的位置进行微调以免倒下，但这必须事先声明并征得对手的口头同意。任何玩家的未经宣布交互模型行为将会被认定为犯规。

- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent.

任何未落到比赛桌面上的骰子（如落掉地板上的）不计做游戏结果且必须重投。玩家必须在对手视线内掷骰。

- A player must bring an official copy, digital or printed, of all requisite rules for his/her army. If a player cannot show a digital or printed confirmation of a rule, then he/she is considered wrong in any rules disputes involving a judge by default. 3rd party list building applications, or unofficial printouts of rules, are not considered official sources of information.

玩家必须携带军表必要的官方电子或纸质版规则。如果玩家不能出示电子或纸质规则，他需要判罚的任何规则纠纷将被默认视为错误的。

- Verbal agreements between players that alter the rules, interpretation of rules, or the adjudication of disputes are binding and enforceable during the course of the game in which the agreement was struck. Both players must clearly announce their intent to enter into such agreements, and the players must also have a third party witness to such agreements.

玩家之间对于比赛中的规则修改，规则解释或是对于争议的可执行、可遵守的判决口头达成一致。双方玩家必须清楚声明他们同意这些约定，并由第三方见证。

- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield. No player may move a unit without the benefit of a special rule back to its initial or an alternative position after it has been placed without the permission of that player's opponent. A player that does so has committed a foul.

任何测量的准确与认可必须得到对手的承认。一经认可，该测量作为距离测量结果，且无视其他测量的结果。未经对手允许玩家将任何没有特殊规则的单位移动到它最初的位置或另一个位置，这将视为犯规。

- Each player must endeavor to complete his/her turn in a timely and efficient manner. Any player found using a disproportionate amount of time, particularly if it provides a tactical advantage, will have committed a Foul.

每名玩家应试图快速高效的完成他的回合。一经发现任何玩家不合理的大量占用时间，尤其是以此获取战术优势，将被认定为犯规。

- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game. A player who knowingly allows or invites a 3rd party to do such has committed a foul.

除裁判外，比赛中任意时间不允许第三方动用模型和/或骰子。任何故意允许或邀请第三方做出诸如此类的行为会被认定为犯规。

- Persistent buffs/debuffs, from stratagems or psychic powers, should be clearly marked with a card or token when being applied to a particular unit.

从战略能力和灵能获得的持续性增益/减益效果，必须清晰的以卡片或指示物的形式置于相应模型上。

4. Time:

计时:

- The round timer is determined by the Tournament Organizer and maintained by the judges and only the judges.
回合计时器由比赛组织者决定，由且仅由裁判裁定。
- The round timer is binding. Players may not start their games before the round has officially been called, nor may players continue to play their game after the round has officially been called. Tournament Organizers and judges are free to adjust this as needed.
回合计时是严格约束的。玩家不能在比赛统一宣布开始前开始比赛或者在比赛统一宣布开始后继续前一场比赛。有必要时组织者和裁判将有权干预。
- If a judge calls for “Hand Dice Down”, the game immediately ends, and no further actions can result in the game state. Players willfully ignoring this have committed a foul.
在裁判宣布“放下骰子”后，当前比赛局将立刻结束，不可再进行任何操作。刻意无视裁判的玩家将视作犯规处理。
- During a “Timed Game”, only a judge may stop the timekeeping device used.
在一场计时的对局中，仅有裁判可以暂停计时设备。
- During a “Timed Game”, only a judge may alter the time on the timekeeping device used.
在一场计时的对局中，仅有裁判可以更改计时设备的剩余时间。
- Players are expected to know and understand the suggested timeframe for a game at the event they are attending.
玩家应知晓并理解其参与的对局的建议时间表。
- Either player in a game may request to use a Chess Clock. If the event does not have any more available clocks the player(s) may use one of their own.
对局中的任一玩家可以要求使用棋钟。如果比赛没有足够可用棋钟，玩家可以使用自带的棋钟。
- The players need not agree on using the clock, if either player wishes to use one, it must be used.
两位对局玩家不需要对使用棋钟达成共识，如果对局中任一玩家提出使用，那么该对局必须使用棋钟。
- Once they have begun to use a clock, the rules governing “Timed Game” are in effect and enforceable by the Judge.
一旦对局开始使用棋钟，该对局被视作计时的对局并受到裁判监督。

5. Lists:

军表:

- ***These are the basic guidelines for Lists in ITC events. Each event may have additional or different requirements for List Submission and format.*** It is ultimately the player’s responsibility to adhere to the List requirements for an

event or face a penalty. For example, LVO 2018 has a set of requirements for list submission that are set forth by the LVO and Best Coast Pairings.

以下是基于 ITC 赛事规范制订的军表编写指南。不同赛事或活动可能对军表的提交（包括时间和形式）或格式有其他不同的要求。有意参赛的玩家和被接受报名的选手有义务遵守活动主办方制订的相应军表要求、接受组织形式上明文规定的军表审查或相应惩罚。例如，LVO 2018 对 LVO 和 Best Coast Pairings 提出的军表均有一系列要求。

- In general, it is each player's responsibility to bring a clear and legible printed copy of his/her list to an event. *This list may be different in format from the one submitted online via the BCP App.* The list formatting must include the total points of the army, the total points of each individual unit, and disaggregation of the points for each upgrade available to each unit. Command Points and detachments must also be clearly delineated. For the purposes of reserves, each unit must also have its Power Level rating clearly marked. The army's Warlord must be clearly identified as should its Warlord trait if it is fixed such as with a special character. Chapter Tactics and special detachment benefits must also be clearly identified for each detachment. The list must also clearly identify the primary ITC faction and owning player name of the army. Handwritten lists are not acceptable without the judge's permission.

一般而言，每个玩家都有义务向赛事主办方提供清晰易读的军表副本。此军表的格式和形式可以与通过 BCP 应用程序在线提交的格式不同。

1、军表的格式文本内容要求其必须陈述/明确记录部队总分数、各单位总分数、精确罗列各单位升级选项和分数详介。

2、同时，军表还必须明确标注指挥点来源和数量、分队的划分、类别和具体下辖单位。出于统计和备案目的，每个单位需要清楚标明官方为其设计的战斗力等级（PL）。

3、军表必须清楚记录军队的主将身份，如果主将是一个特殊角色，需要标注其官方确定的主将技能。

4、每个分队必须清楚标明所选的子势力和由此获得子势力专有收益。

5、该清单还需要标明所在 ITC 战队及参赛选手的姓名以便核对并防止换表和冒名顶替。未经裁判现场许可，赛事不接受手写军表。

- Any player using a list that does not meet the standards of the event cannot participate in the event until they present a list that does meet these standards. 任何使用不符合赛事标准军表的玩家在提供合规的军表之前都不能参与赛事进程。
- By the end of Round 1 of an event, every player must have his/her army list uploaded to the Best Coast Pairing application. If a player does not have the technology available to use this application, then he/she must present a printed copy of his/her list to the judge(s) of the event to be uploaded into the application. Players are responsible for ensuring their lists are uploaded to the application, whether manually or through the judges.

- *This may not be feasible for all events due to technology or internet connectivity issues if it is not feasible for your event be sure to inform your players.*

在活动第 1 轮结束时，每位玩家必须将其选择并持有的军队列表上传到 **Best Coast Pairing** 应用程序。如果玩家没有可用的技术来使用该应用程序，则其必须将军表的打印用副本呈交负责上载信息至应用程序中的赛事裁判。玩家有义务确保将军表信息已被上传至应用程序，无论是手动还是通过评委。

如果作为主办方发现所办赛事不适合或不支持该条款，请确保报名玩家和参赛选手知晓，由于技术或互联网连接问题，这项要求无法在所办赛事中被应用。

- Any model/unit not present on a player's list may not enter the table at any time, and any players found using models/units that are not listed or incorrectly listed will have committed a foul.
 - Units that are summoned during game are accounted for in the list by missing points. It is the player's responsibility to explain why the points are missing and how they can be used during game to summon units not included in the army list.
 - Similarly, some units are created in game, such as "spore mines" these do not need to be accounted for on a player's list.

未被记录在军表中的模型和单位不能再赛事过程和游戏进行途中进入或出现在游戏桌的有效功能区域。任何试图如此做或被察觉使用了与军表不符的模型或单位的玩家一经申诉都将面临裁判处罚。

在游戏过程中通过召唤形式到达桌面功能区域的单位将通过（缺失点数）标注在军表中。选手有义务向对手和裁判解释军表所呈现的分值缺口和分数未充分应用的情况，以及如何在游戏中使用这些分数来召唤军队列表中未包含的模型和单位。

同样，如果某些单位是在游戏过程中通过既有单位或规则创建的，例如“孢子雷”，则这些单位不需要在玩家的军表上精确注明。

- Any player using wargear that is not clearly identified on his/her list will have committed a foul.
- Variable powers and abilities such as Warlord Traits and Psychic Powers must be recorded in permanent ink on the player's list or a piece of paper, clearly identifying which event round in which these powers were generated. Any player using powers or abilities not clearly recorded for that event round has committed a foul.

诸如主将特性和灵能选择等赛前可变能力或选项的选择必须以确定、永久、可核查的方式清晰记录在玩家提交和备案的军表上，使对手和裁判能清楚理解产生这些能力的所在轮次，过程和结果。任何使用无清晰记录和依据的可变能力的玩家一经察觉和申诉都将面临裁判处罚。

6. Stratagems/Abilities:

战略能力与单位能力:

- Whenever a player uses a stratagem, rule or ability in the course of play, they must, if asked, clearly read the entire rule or present the written rule in its entirety to their opponent the first time asked.
当玩家使用战略技能与单位能力并被对手问起时，该玩家必须第一时间向对手叙述完整规则细节或者向对手展示书面的完整规则。

7. Decorum:

基本礼仪:

- A player may never take an action that would put the hobby of Warhammer in disrepute.
玩家不可以做任何会不光彩战锤圈的行为。
- A player may never use mocking, abusive, vulgar, or derogatory language toward another player or staff at an event. Any player who uses such language has committed a foul.
玩家不可以对另一位玩家或者任何比赛工作人员使用嘲讽，辱骂，粗俗或者贬损的语言。任何使用该性质言语的玩家将被视作犯规。
- A player may never physically threaten, or use physical violence towards, another player or staff at an event. Any player who threatens or performs physical violence has committed a Red Card foul, will be removed from the event, and will be denied earning points at further ITC events for a period of time determined at the sole discretion of the ITC administrative staff.
玩家不可以对另一位玩家或者任何比赛工作人员进行身体威胁，或者使用身体暴力。任何违反上述规则的玩家行为将被视作红牌犯规。该玩家将立刻被移除出比赛，并在未来一段时间中无法在任何 ITC 比赛中积累分数，该时间长度由 ITC 行政人员全权决定。
- A player may never purposefully destroy property, theirs or otherwise, at an event. Any player who purposely destroys property has committed a Red Card foul.
玩家不可以在任何活动中蓄意破坏任何财产，无论其是否属于该玩家。任何违反该规则的玩家受到红牌处罚。
- A player may never purposefully deceive another player, whether by malicious misinformation, incomplete information, or vaguely stated information. A player who purposefully deceives or attempts to deceive another player will have committed a foul. Any pattern of “accidental” deception/misinformation can be considered a foul based on the judge’s discretion.
玩家不可以蓄意欺骗其他玩家，无论是通过蓄意错误信息，不完整信息，或者模棱两可的信息。任何蓄意欺骗的玩家将被视作犯规。任何形式的“意外欺骗”也可根据裁判的决议视作蓄意欺骗。

- A player who is 15 minutes or more tardy to the beginning of a round is considered to be severely tardy. A player who is severely tardy to a round has committed a Yellow Card foul.
 玩家在对局中迟到 15 分钟及以上将被视作严重迟到。严重迟到的玩家行为将被视作黄牌犯规。
- A player may never give, nor accept, help in a game in which they are not an active participant. If they do so, they have committed a foul.
 玩家在非自己的对局中不可以提供对局者帮助或者在自己的对局中接受任何非本对局玩家的帮助。该行为视作犯规。
- Consistent slow play evidenced through chess clocks, player reporting, or judges discretion, represents a severe break in decorum. A player found to be doing so has committed a foul.
 经棋钟证明，玩家举报或者裁判裁断的一贯的过慢游戏行为将被视为严重礼仪问题。被发现有该问题的玩家将被判定为犯规。
- By virtue of playing in a sanctioned ITC event, all players accept that the judge has final authority over all rulings. A player has the right to respectfully communicate and defend his/her position, but a judge's ruling is binding. Any player purposefully disregarding a judge's ruling or debating with the judge in a verbally abusive or disrespectful manner has committed a foul.
 任何 ITC 活动中，所有玩家应接受裁判对于任何规则拥有最后裁决权。玩家有权礼貌的和裁判交流和为自己辩护，但是裁判的裁定是最终的。任何蓄意忽视裁判的裁决，粗言顶撞或者冒犯裁判的行为将被视作犯规。
- In the event of unsportsmanlike behavior or another break of decorum, being suspected or accused; the judges may consult with players from neighboring tables to ascertain the truth of the situation.
 在活动中出现任何违反运动精神的行为或者其他不符合礼貌的行为，经怀疑和举报，裁判将有权从旁桌和附近的玩家进行了解以查明前因后果。

8. Tools:

游戏工具:

- Dice used in the event must be whole, unaltered, and with all correct facings representing each number and easily distinguishable by both players. Any player found to be using dice inconsistent with these guidelines have committed a foul and depending on the severity of the infraction may be asked to use alternative dice up to being issued a Red Card and denied ITC Points in future events. In the instance of "loaded" dice, or dice altered to not function in the intended manner, the player may also be removed from the event.
 在活动中使用的骰子必须完整未经修改，所有数字朝面正确，对所有玩家标识数字清晰。任何被发现的未使用符合上述规定的骰子的玩家行为将视作犯规，根据情况可受到从更换游戏骰子到红牌及拒绝未来 ITC 活动得分的处罚。例如涉及灌铅骰子，改造骰子等，玩家将被立即移除出赛事。

- Players coming to the table do so with a reasonable expectation to be able to clearly read and understand their opponent's dice. A player with non-standard dice (wherein each facing is not either a number or a number of pips corresponding to the numbers 1 through 6) may be required by their opponent to use standard dice for that game. This requirement can only be enforced before the game begins. To this end, both players must make their opponent aware of any non-standard dice they are using prior to the game beginning. If they fail to do so, they have committed a foul.

对局前玩家需要对各自使用的骰子进行检查并统一骰数的读法。使用符号标识骰子的玩家需要在对手的要求下更换标准骰子。本要求只能在对局开始前进行。因此双方玩家都必须让对方在开局前理解自己的非标准骰子。没能做到的玩家视为犯了规。

- Dice apps used at the event that are not official Games Workshop products must be approved by the event organizer before being used.

在活动中任何非 Games Workshop 官方骰子软件必须经过组织者允许才能使用。

- Measuring instruments must be accurate to the distance that they purport to represent. Any player found to be using measuring instruments that are not consistent with this have committed a foul and may be automatically disqualified from their current game and are awarded 0 ITC points for the event. At a judge's discretion, the offending player may be disqualified from the event itself and may be denied ITC points in future events for a period of time determined at the sole discretion of the ITC administrative staff.

距离测量工具必须精准。任何使用不符合该规定的测量工具的玩家将被视为犯了规，并可能自动被取消比赛资格并将其此次 ITC 得分视作 0 分。根据裁判的裁定，该犯规玩家也可能立刻被移除出比赛，并在未来一段时间中无法在任何 ITC 比赛中积累分数，该时间长度由 ITC 行政人员全权决定。

- Any clocks or timekeeping instruments or applications must be accurate and equally accessible to both players. Any player found to be using timekeeping instruments that are not consistent with this have committed a foul and may be automatically disqualified from their current game and are awarded 0 ITC points for the event. At a judge's discretion, the offending player may be disqualified from the event itself and may be denied ITC points in future events for a period of time determined at the sole discretion of the ITC administrative staff.

任何棋钟和计时工具都必须精准并可被双方玩家理解。任何使用作弊计时工具的玩家被视为犯了规，并可能自动被取消比赛资格并将其此次 ITC 得分视作 0 分。根据裁判的裁定，该犯规玩家也可能立刻被移除出比赛，并在未来一段时间中无法在任何 ITC 比赛中积累分数，该时间长度由 ITC 行政人员全权决定。

9. Calling Judges:

呼请裁判:

- Each player is entitled to call for a judge.
每位选手均都有权主动呼请裁判。

- A judge should be called to provide a neutral measurement or adjudication of a rule's question. A judge should also be called if a player believes that their opponent has committed a foul or otherwise acted in an unsporting manner.
呼请裁判应主要用于对规则的解释口径和应用场景进行中立的衡量或裁决。如选手有意指控对手存在犯规行为或其他不雅情况，应呼请裁判说明情况等候处理。
- Players may not abuse the judge call. If the judge, or judges, decide a player is calling for a judge to delay the game (slow play) or is abusing the right to call a judge in any other way, a foul will be given and penalty will be assessed at the judges' discretion.

选手不得滥用呼请裁判的权利。如果一名或多名裁判裁决某位选手呼请裁判的行为旨在拖延比赛或意在引发其他矛盾，将有权使用自由裁量权对其实施相应处罚。

- No player is entitled to more of a judge's time than is reasonable to resolve an immediate dispute. A player that requires a disproportionate amount of a judge's time is committing a foul and may be issued a yellow card at a judge's discretion.

任何选手不能在合理范围外占用裁判时间，选手在争议解决后仍纠缠裁判的，裁判有权当即给予处罚并自行决定签发黄牌。

- A judge has two rulings available to him/her: A "snap ruling" and a "comprehensive ruling". The player calling the judge may ask for one or the other but the decision is binding regardless of the outcome. In the instance that a chess clock is in play, the time comes off of the player's clock who called the judge unless the judge, at their sole discretion, decides to pause the clock.

裁判对现场有两种裁决形式：“快速裁定”和“完整裁定”。选手可以从中选择一种裁定形式，但无论以何种形式作出的裁定都具有绝对的强制力和严肃性。在棋钟仍在计时的情况下，除非裁判决定暂停棋钟，否则申请呼请裁判的选手的棋钟将持续计时。

- A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge's snap ruling is binding for that game and subject to human error. A judge's snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.

快速裁决是指根据桌面原始信息进行评估并作出的裁决。裁判的快速裁决对比赛具有强制性，并可能受到人为因素或诱导的影响。裁判的快速裁决可能与此前类似情况的裁决或国际比赛判例相矛盾，即便出现此类情况，仍必须按照裁判的裁决继续进行比赛。

- A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players while the question is investigated. Any rulings made after a thorough review are binding for that event in totality and should be noted by the judge and shared with all other present judges for consistency.

全面裁决是与可能存在的其他裁判共通调查情况、对所有官方材料进行彻底审查并协商一致的结果。期间，裁判将离开桌裁定并最终确定结果。除非裁判宣布暂停，调查期间棋钟计时不会停止。经过彻底审查后作出的任何裁决都对当前比赛局面具有绝对的强制力，裁判需要记录该局面并与现场其他裁判分享判罚，保持赛事判断一致。

- A judge should not be called to settle interpersonal disputes. A judge should only adjudicate such if it is impossible for the players to amicably resolve this dispute or one of the players has broken decorum; for example, they've become verbally or physically aggressive towards their opponent.

人际纠纷不应成为呼请裁判的理由。当且仅当选手间已经不可能或放弃友好、妥善地解决争端，或一名选手已经明显打破了礼仪制约，裁判必须就此进行裁决。例如，一组选手均对手使用了侵略性的言语和肢体动作的情况下。

- Except during final rounds as defined by the event, judges do not actively participate in the game and provide immediate corrections. If a non-championship game requires the active presence of a judge due to consistent disputes between the players, then it will be considered that both players have been given a warning about their behavior, and as such, the judge is free to penalize as needed.

除赛事定义的最后一轮比赛外，裁判组不会采用积极介入比赛、提供即时更正的执裁方式。如果由于选手发生争议导致裁判不得不主动介入以维护赛事秩序，那么两位选手都将首先被裁判警告，此后，裁判将有权根据需要作出自由裁量。

- In the cases of recorded or streamed games, a judge may use recorded media to determine if a player committed a foul or otherwise engaged in unsportsmanlike behavior and apply penalties retroactively.

在具备录制或直播条件的情况下，裁判可以采用录制媒介或媒体来确定选手是否存在违规行为和/或以其他方式触犯体育道德，并据此追溯处罚。

10. Penalties:

判罚：

- A Foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within three categories, Verbal Warning, Yellow Card, and Red Card. If a player commits a Foul, they can be penalized in the following ways, according to the judge's discretion. A judge is free to apply whatever penalties he/she feels is necessary.

犯规专指选手采用的违反游戏精神、违背游戏规则和/或本文档中规定的规则的行动。犯规可根据严重程度可分为三类，包括：口头警告，黄牌和红牌。根据裁判的现场判断，如果选手存在犯规行为，可通过以下方式进行处罚。裁判可以自由应用其认为必要的任何处罚形式。

- Multiple Verbal Warnings can result in a Yellow Card
多个口头警告可能累计成为黄牌。
- Yellow Cards are given for non-disqualifying offenses.

黄牌用于警示不当行为。

- A player may only accrue 2 Yellow Cards during an event. If they receive a third they receive a Red Card and a DQ.

选手在赛事期间只能累积 2 张黄牌。如果被处以收到第三次黄牌，将立即受到一张红牌和一张 DQ。

- Red Cards are given for a disqualifying offense, or in the case of multiple Yellow Cards.

红牌用于取消选手资格，或对多次领受黄牌的选手进行处置。

- If a player receives one or more Red Cards in an event they can be ejected from that event and future events at the Organizer's sole discretion.

如果选手在赛事活动中收到一张及以上的红牌，赛事主办方将有权自行决定将其从该赛事和未来赛事中永久排除。

- Warning - A judge gives a verbal warning that the player's behavior is not acceptable and that other penalties are imminent for continued infractions. A player receiving two warnings over the course of an event will be penalized. Multiple verbal warnings can result in a Yellow Card being issued at the judge's discretion.

警告 - 裁判的警告代表着当前玩家的行为不可接受，如果不立刻改正则会受到其他的处罚。一位玩家如果在一次比赛过程中接收到两次警告则将受到处罚。受到多次警告的玩家经过裁判的考量可以受到黄牌处罚。

- Clock Enforcement (Yellow Card) - A judge may penalize a player by forcing the game to utilize the rules for a "Timed Game". The judge sets the time for both players, and the result of the clock are binding for that game.

强制计时 (黄牌) - 裁判有权强制玩家执行“计时游戏”规则以处罚玩家。做出该裁决裁判会为两位玩家设置游戏时间，在该对局中两位玩家的行动都不得超过设置的游戏时间上限。

- Loss of time (Yellow Card) - A judge may penalize a player's clock by removing time from it as a result of deliberate slow-play, stalling tactics, or incorrectly stopping the game clock.

时间减短 (黄牌) - 裁判有权减短一位玩家的游戏时间上限如果该玩家被裁定为刻意的缓缓游戏，使用缓兵技或者违规暂停棋钟计时。

- Loss of turn (Yellow Card) - A judge may end a player's turn or phase should it become clear that through a foul or another misplay, that player has put his/her opponent at an extreme disadvantage or that the game-state can only be fairly corrected via this method.

回合移除 (黄牌) - 当一位玩家因作弊或者错误操作给其对手带来极大的不利或者对局仅能通过回合或阶段移除才能恢复正常时，裁判有权移除这位玩家的当前回合或者阶段。

- Reset of turn (Yellow Card) - A judge may reset a player's turn/phase, moving models back to their most likely and least disruptive positions should it become clear that through a foul or another misplay, that player has put his/her opponent

at an extreme disadvantage or that the game-state can only be fairly corrected via this method. The penalized player is not awarded extra time.

回合重置 (黄牌) - 当一位玩家因作弊或者错误操作给其对手带来极大的不利或者对局仅能通过回合或阶段重置才能恢复正常时, 裁判有权重置一位玩家的回合或者阶段, 将其模型尽可能放回回合或阶段前的位置。受到处罚的玩家不会获得额外的游戏时间

- Removal of models (Yellow Card) - A judge may remove models from the game if they were illegally equipped, over the points limit of the event, found to be modeled for advantage, or unacceptable by the event's hobby standards. If models are removed, they may only be used again with a judge's approval after the issue has been resolved.

移除模型 (黄牌) - 当一个模型被发现未按照规则装备武器, 超过限制分数, 可以为取得优势改造或者不被比赛标准接受时, 裁判有权从比赛中移除该模型。如果一个单位被移除了, 只有当裁判同意之前的问题都被处理妥当了以后才能在今后的比赛中继续被使用。

- Disqualification (game)(Red Card) - A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss, and his/her opponent is scored as a Bye unless the opponent's current score would be higher.

取消资格(对局)(红牌) - 裁判有权取消一位玩家当前对局的对局资格。该玩家当前对局得分视作 0 分且输掉了该对局, 而其对手可以取得比当前分数更高的一个估计分数。

- Disqualification (event) (Red Card) - A judge may disqualify a player from his/her current event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabling unless the opponent's current score would be higher. No ITC points are awarded for any games played during the event for the penalized player.

取消资格(赛事)(红牌) - 裁判有权取消一位玩家整场赛事的参赛资格。该玩家立即从参赛玩家名单中移除并立刻离开赛事场地, 其当前对局得分视作 0 分且输掉了该对局, 而其对手可以取得比当前分数更高的一个估计分数。被罚下场玩家不会得到任何 ITC 积分, 其之前对局的分数全部视作 0 分。

- Ban (3/6/8/12 month) - For especially egregious or repeated Fouls and/or behaviors, a judge may request a ban for a player from the ITC for the specified time. While a player is banned, they may not attend Frontline Gaming sponsored events such as The Bay Area Open, The Las Vegas Open, or the SoCal open. While a player is banned, they will not accrue any ITC points during this time period. Note: Other ITC events may choose to adhere to this ban at their own discretion.
- 禁赛 (3/6/8/12 月) - 对于严重且重复性的犯规和作弊的玩家, 裁判有权对该玩家施以 ITC 赛事禁赛处罚, 禁赛时间由裁判决定。处于禁赛期间的玩家不得参加任何由 Frontline Gaming 举办的赛事比如拉斯维加斯公开赛和南加州公开赛。处于禁赛期

间的玩家不能取得 ITC 积分。 注意： 其他 ITC 赛事 亦可根据自己的裁断来禁止禁赛期间的选手参赛。

11. Game Types:

游戏类型:

- **Standard Game:** A game played between two players using the guidelines of the tournament without any additional stipulations from the Judges or TO.
标准游戏： 使用比赛指南在两名选手之间进行的比赛， 无需裁判或赛事监督或锦标赛内置的任何额外规定即可组织。
- **Timed Game:** A game that is “on the clock”, generally using a chess clock. This can be because it’s a late round game, both players have requested a clock, or the clock could be Judge imposed.
限时游戏： 建立在“时间限制”上的游戏形式， 通常使用棋钟计时。 由于该模式可能被应用在多轮游戏框架下， 两位选手将被要求使用共通的棋钟或由裁判裁定游戏时间。
- **Championship Rounds:** Generally the top 8 of a large event. These games are all Timed Games, and actively judged by the judges.
焦点赛（争胜轮）： 大型赛事后期， 往往在 8 强或更小范围时采用该竞赛机制。 游戏采用限时游戏框架， 同时裁判将采取更积极的制裁判罚。
- **Championship Game:** These are timed games with a dedicated active judge.
冠军赛： 赛事的决赛采用由定岗裁判专司制裁的限时游戏形式。

Index of terms:

条款索引:

The Spirit of the Game:

游戏精神:

- The Warhammer hobby is primarily a means for individuals to enjoy their time. Interpersonal actions designed to lessen this enjoyment are not within the spirit of the game.
战锤作为一项爱好和娱乐， 其宗旨在于协助其爱好和参与者更好地发现和享受生活。 任何导致这一宗旨受到冲击的人际行为， （包括但不限于言语攻击、 肢体挑衅、 无视警告触碰他人底线、 损坏他人/或本人财物、 绑架群体商议流程、 恶意拒绝达成共识等） 都被认为有违这一游戏精神（和活动宗旨）。
- For the ITC, these games are about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.
立足 ITC 赛事， 游戏过程是两位选手间的体育竞赛。 任何违反常见体育道德的行为都将被判定违反游戏精神。

Slow Play: when a player takes actions to intentionally slow the pace of a game for advantage.

拖延游戏: 当玩家带有主观故意、 采取各种游戏内外的行动延缓游戏进程， 并由此获得或被多人认定可能获取游戏优势时， 将被判定为拖延游戏。

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中国战锤公开赛
China Warhammer open