

OFFICIAL MAFIA GAME RULES

Revision dated January 1, 2025.

Basic Concepts

Ten people take part in the game. Players are randomly divided into two teams: "red" (civilians) and "black" (mafia). The game is played with 7 "red" cards, one of which is the Sheriff, and 3 "black" cards, one of which is the Don.

The referee is in charge of the game and regulates its start, end and all phases of play. Side referees may assist in the conduct of the game.

The game has two phases: the "day" phase and the "night" phase.

The victory of the "red" team comes at the moment when all representatives of the "black" team are taken out of the game. The victory of the "black" team comes when at the game table there is an equal number of players of both teams or the number of "black" players is more than "red". The moment of the player's withdrawal is the moment of **determining the results of** voting or night "killing".

Playground, inventory and official language of the game

The game table shall be such that it can comfortably seat 10 players. The referee has the right to be seated at the game table or near the game table so that he can see and hear everything that happens at the game table.

Each game box shall have a license plate and a game mask for the player.

The playground shall be provided with acoustics or other musical equipment for game "night".

The official language of the game is Russian and the regional language of the tournament. The regional language is determined by the Tournament Regulations and is subject to agreement by an authorized FIIM body.

Players

The player is on the playground as long as he or she participates in the gameplay.

A player may use equipment that does not endanger other players, does not offend players, referees or spectators and may not create an undeserved advantage over other players.

At the request of the Referee, players must surrender all mobile devices before the game, putting them into silent mode or turning them off beforehand.

The use of your own masks during the game is allowed only with the permission of the Table Referee.

Playing positions

Start of the game

Ten players are invited to the game table. The place at the game table is randomly drawn by the table referee immediately before the start of the game, or indicated in the schedule.

The referee introduces the players and announces the start of the game with the phrase "*night is falling*". All players put on game masks.

The roles are assigned as follows: The judge asks each player in turn to take off his mask and open his eyes, after which the player gestures to the judge to show him which card from the deck he wants to reveal in order. The judge counts out the desired card and shows it to the player, after which the player puts the mask back on.

The first game "night"

At the announcement of the Judge, the players who have received "black" cards take off their masks and get to know each other. This is the only night when the "black" players open their eyes together. The Don gestures that he is the Don, and assigns the order of "shooting off" on subsequent "nights". The "black" team has exactly 1 minute to do this. After that, at the announcement of the Referee, the "black" players put on masks and "fall asleep".

On subsequent nights, Don will "wake up" to find the Sheriff of the game. Don has no more than 10 seconds to check.

Upon announcement by the Referee, the Sheriff may remove his mask and inspect the players, for which he has no more than 20 seconds. On subsequent nights, the Sheriff will "wake up" during the night and check the players to see if they belong to one team or another. The Sheriff has no more than 10 seconds to check the players.

After the Sheriff puts on the mask, the referee waits another 30 seconds, during which time the Players are in a "loose fit" (players

continue to observe the rules of night behavior, hands must be above the level of the game table).

Game "day."

The referee announces the game phase of the Day. The players take off their masks. Discussion takes place during this phase. Each game day a player is given 1 minute to speak and put candidates up for a vote.

Players take turns speaking in the order of seating at the game table. The discussion of the first game day is started by player number 1. The discussion of each subsequent game day starts with the next player after the player who spoke first on the previous round.

A player has the right to address other players by their game nickname or player sequence number.

A player has the right to address the Referee with the phrase "*Mr. (-s) Referee*" or "*Mr. (-s) Host (-s)*".

Players end with the word "*PASS*" or the word "*THANK YOU.*"

Players may not wear a face mask during the game day phase.

Voting

At the end of the "afternoon" discussion, voting takes place. Voting takes place only among the players voted on during the "day" discussion.

During **his speech at the discussion circle**, a player has the right to put any player up for a vote. *Nomination* of a player for a vote is made by a phrase in the present tense: "*I nominate player No. ...*".

In response, the Referee, if the nomination is accepted, says the phrase: "*Accepted*".

A player is only allowed to nominate one candidate per game "day".

Players are voted on in the order in which they were voted on during the "afternoon" discussion.

In order to vote against a player, a player must immediately place his fist in an upright position on the game table after the candidate is announced until the Referee says: "*Stop*" or "*Thank you*". The time for voting is about 1.5 seconds.

The player must keep his hand on the surface of the gaming table until the Referee announces the number of votes cast.

A player may only vote against one candidate at a time.

If a player does not vote, their vote goes against the player voted out last.

If a player jerks his hand away while voting, his vote counts.

If only one candidate is nominated on the first game "day", no vote will be taken. During the following "days" any number of nominated players will be voted on.

The player with the most votes in the day's voting leaves the game.

If two or more players get the same number of votes in a vote, those players get an extra 30 seconds to speak, after which a second vote is taken among them.

Player comments and re-votes are in the order they were posted.

If, on a re-vote, the votes are again equally divided but among fewer candidates, the players who divided the disputed votes among themselves again receive an additional 30 seconds to speak, after which a re-vote is held among them.

If, on a second vote, the votes are again equally divided among the same candidates, the Judge shall put to a vote the question: "*Who is in favor of all voted players leaving the game table?*". If a majority vote in favor of elimination, the players leave the game. If the majority of the players vote against, or if the votes are equally divided, the players remain in the game.

Voting for the raising of three players when there are nine players at the table, as well as for the raising of all players at the table, does not take place. Instead, in case the votes are repeatedly divided among the same players, it is considered that the decision was made to leave all these players at the game table and the referee announces the night.

The role of the player who left the game is not revealed. The player who has left the game has the right to a last word of 1 minute.

The second and subsequent "nights"

At the end of the first game "day" the Referee announces: *"Night is falling."* All players immediately put on their game masks.

During this and the following "nights" the mafia has the opportunity to "shoot".

The judge announces: *"The Mafia is on the hunt."* Then the Judge announces each night the numbers of players from 1 to 10. Players of the "black" team "shoot" with closed eyes by imitating a shot with fingers of a high raised hand.

If players of the "black" team "shoot" at the same player, this player leaves the game table at the end of the "night". The role of the player who left the game is not revealed. The player who has left the game has the right for the last word with duration of 1 minute.

If any member of the "black" team "shoots" at another player, "shoots" at several players or does not "shoot", the Judge fixes a miss, and according to the results of the "night" nobody leaves the game table. Next, the Judge announces: *"The mafia is removed"*.

The referee announces: *"Don wakes up and looks for the Sheriff."* Don takes off his game mask and shows the Referee with his fingers the number of the player he believes to be the Sheriff. The referee with a characteristic nod of the head confirms his version, or denies it. The referee announces: *"Don falls asleep."* Don puts on the game mask.

The referee announces: *"The Sheriff wakes up."* The Sheriff takes off his game mask and shows the number of the player he wants to check for belonging to one or another team to the Referee with his thumbs. In case of finding a "red" player, the referee with a characteristic turn of the head and an extended upward thumb of the hand shows the player the result of the check. In case of finding a "black" player, the referee shows the result of the check with a characteristic nod of the head and a thumb extended downwards. The referee announces: *"The sheriff is falling asleep"*. The sheriff puts on the game mask.

Don and the Sheriff are entitled to one check each game "night".

A player "killed" on the second game "night" (the first night after the "contract") has the right to make a "better move" during the "night", unless otherwise provided by the Rules. The referee announces: *"Player #, you have been killed. Wake up."* The player addressed by the Referee removes his mask and voices aloud the numbers of the three players he considers "black". The player has

no more than 20 seconds to think. After completion of the "*best move*" the Judge announces "*Accepted*" and the player falls asleep again. The referee then announces "morning" and gives the "killed" player the final minute. [\[RC FIIM comment.\]](#)

On game "night", players should behave within the bounds of "night" behavior and sit in an appropriate "night" posture - back straight, arms crossed and resting on shoulders, head slightly tilted forward about 45 degrees from an upright position:



During "night", singing, dancing, talking, touching other players, eating or drinking, smoking, or other actions outside of "night" behavior are prohibited;

The play mask must be worn with an elastic band and cover the eyes tightly without creating a gap around the eyes. Do not use a mask that does not fit properly. It is forbidden to hold the mask with your hands or press it additionally against your face;

Before nightfall, players must remove any headgear (hats, caps, hoods, etc.), goggles if available, reflective items (watches, bracelets, etc.).

The further course of the game

In the following "days" and "nights" the course of the game does not change, the phases of the game alternate until one or the other team wins.

At any time during the day phase, the referee may call a technical break: all players put on their masks, take a "free landing" and music is played. During the technical break, the rules and penalties of the night phase apply.

Additional rules

EXCEPT.

Disciplinary regulations

Violations of the rules are recorded by the Referee.

Players who violate the rules are penalized by the Game Referee or the Range Master in accordance with the regulations.

A player may be verbally warned, penalized with a foul, disqualified from the game or tournament, or the offending player's team may be awarded a forfeit. [\[FIIM RC comment.\]](#)

6.3.1. in case of violation on different points of the rules - sanctions are summed up.

6.3.2. in case of simultaneous violation of several points of the rules, which are penalized by a foul - the number of fouls is summed up.

6.3.3. in case of a penalty and subsequent commission of a PK - the player receives a penalty in the form of negative additional points on both points of the rules.

If a player receives three fouls, he is forfeited for his next minute, while still having the right to call a foul.

If a fourth foul or disqualifying foul is received, the player will immediately leave the game without a final word. [\[FIIM RC Commentary.\]](#)

Fouls. Players receive a foul for the following infractions during a game:

Speech not in its own game minute, including interjections, whispers, and intelligible articulation; [\[RC FIIM comment\]](#)

Use of excessive gesticulation; [\[RC FIIM comment\]](#).

"daytime" touches;

banging on the game table, unethical behavior towards other players and Referees;

arguing with the Judge;

jerking off the hand while voting before summarizing the results of voting (words of the Judge "Stop" or "Thank you"), putting the hand on the table before voting;
gesticulation and appeals during the voting phase;
violation of the established voting procedure (voting against more than one candidate, non-voting when the Judge requires the remaining votes to be cast against the last candidate, etc.). [[FIIM RC Commentary](#).]
the player refused to remove his face mask when asked by the referee.

Disqualifying foul (removal of a player). A player is disqualified from the game table for the following offenses:

leaving the gaming table;
"nocturnal" touches; [[RC FIIM comment](#).]
"night" clues by signs to Don and the Sheriff; [[RC FIIM commentary](#)]
Insulting other players, Referees or spectators; [[RC FIIM comment](#)].
Involuntary peeping "at night"; [[RC FIIM comment](#).]
"nocturnal" talking or shouting, other violations of nighttime behavior rules; [[RC FIIM Commentary](#)]
tears at the gaming table; [[comment RC FIIM](#)]
Appealing to non-fiction ethical and/or religious values or other "non-fiction appeals" to prove one's role directly or indirectly or to influence the outcome of a vote ("honestly, I'm red," "God knows I'm red," "I beg you to vote with me, I'm the sheriff," etc.); [[RC FIIM comment](#)].
violation of the established form of voting (voting with the palm, finger, elbow, etc.);
deliberate peeping to obtain information, other non-game ways of obtaining information;
~~A request to name or not to name someone in a "best move", expressed aloud or by gesticulation; [[RC FIIM Commentary](#)].~~
~~Appealing to influence on the "best move" in order to prove a game role or explain game actions; [[RC FIIM comment](#)].~~
An attempt to convey unique daytime information by whispering information that is clearly hidden from the referees and most players (i.e., done strictly in the ear of the player sitting next to him so that no one can hear); [[FIIM RC comment](#)].
hiding speech information by voicing it in a foreign language;
use of mat, foul language or use of the word "suicide" in any form;

Attempting to gain a non-game advantage in order to prove your role or influence a vote

Awarding a forfeit to a team. A player receives **penalty points** and his team is awarded a forfeit for the following offenses:

The use of oaths and/or betting in any form, as well as their analogues, in order to prove one's role and/or influence the course of the game; [\[RC FIIM comment\]](#).

Use of blackmail, threats and/or bribery to influence the course of the game; [\[FIIM RC comment\]](#).

cues from the auditorium;

Proving a player "uncovered" by the sheriff to be a sheriff by using unique "night" information (player actions or events that could be seen during the "check");

Committing a violation under any of 6.7.4, 6.7.7, 6.7.7, 6.7.8, 6.7.13, 6.7.14, 6.7.16 by a **player after the referee has announced that the player has been killed** or after the **player** has been voted out of the game.

After a decisive "kill" or "vote" has taken place in a game, the penalties in 6.7.2 - 6.7.3, 6.7.5 - 6.7.10, 6.7.13 - 6.7.14, 6.7.16, 6.8.1. - 6.8.5 do not apply, **and a 4 foul is only given for an obvious attempt to disrupt a departing player's farewell speech and only after a warning.** [\[RC FIIM comment.\]](#)

Special situations

If a player leaves the game table receiving a 4th or disqualifying foul, there is no immediate or ongoing vote, unless that player was killed on the night or is the player who left the game as a result of the vote. [\[RC FIIM comment.\]](#)

If a player leaves the game table receiving a 4th or disqualifying foul after the result of the current day's voting has become known, and he is not a quitter as a result of that voting, no voting is held for the next day. If no vote is taken on that day, then the point at which the result is determined is the announcement of "night." [\[comment by RC FIIM\]](#)

For deliberate peeping to obtain information, other non-game ways of obtaining information, as well as for insulting the Referee or the Chief Referee, a player will be removed from the tournament.

A player has no right to receive information from the Referee about the players on the ballot.

If a player has gotten a 3rd foul and is in a re-vote situation, he has the right to speak.

If a player has accumulated 3 fouls and there are 3 or 4 players left at the table by the time of his closest speech before the vote, he has 30 seconds.

If there have been three consecutive "nights" in a game and the number of participants in the game has remained unchanged during this period, a tie shall be awarded after the third "night".

There is no vote to raise all players at the table, **or three players when there are 9 players at the table.** [[RC FIIM comment.](#)]

If one team wins by a decisive vote or "kill", the outgoing player always has the right to have the last word for one minute. If any player is disqualified, the result of the game is not changed and the disqualified player receives a penalty **for removal.** [[RC FIIM comment.](#)]

A player "killed" on the first night is not eligible for a "best move" if 2 or more players have left the game based on the first day's voting results. [[RC FIIM comment.](#)]

~~There is no vote to raise three players with nine players. If the players have the same number of votes twice, the host announces "it's night in the city"~~

Tournament Regulations

A point system of rating is applied at the tournament. According to the results of each game the participants are automatically awarded rating points:

a player gets 1.3 points for winning;

for defeat a player receives 0.3 points;

in case of a draw, all players receive 0.3 points, and all players who were at the table when the draw was declared receive a small penalty.

Players may receive the following penalties:

Minor penalty 0.3 points

Large penalty 0.5 points

Penalty for deletion 0.8 points

Penalty for actions that resulted in a CCP 1 point

Disciplinary fine

8.1.5 All penalties and extra points received for a game are summarized and do not depend on each other. Disciplinary penalties are imposed for actions committed between games (late arrivals, violations of the tournament regulations, etc.)

8.1.6 If a draw is declared, players who were at the game table at the time the draw was declared do not receive additional points from the referee or penalties (except for one minor penalty each).

A player who is "killed" on the second game night (the first night after the "contract") has the right to make a "better move" during the "night" - to name the numbers of three players he considers "black". [[comment by RC FIIM](#)]

Making the "best move" may be accompanied by an additional verbal announcement (for example, the phrase "Write down the three blacks"), after which the player must name three numbers one after another to be entered in the Minutes of the game. In response, the Referee shall call out the nominations he has accepted and utter the phrase "Accepted". [[FIIM RC Commentary](#)]

In cases, if a player voiced any game information, addressed to any of the players or allowed statements provoking other players to react, it is counted as the completion of the "best move". The referee accepts only the number of numbers that the player has had time to call by that point. [[RC FIIM comment.](#)]

Changing named numbers in the "best move" and adding unnamed numbers is not **accepted**. [[FIIM RC comment.](#)]

For three named "black" players, the "red" player and the "sheriff" receive +0.7 extra points; for two named "black" players, the "red" player and the "sheriff" receive +0.5 extra points. [[RC FIIM comment.](#)]

A player is not eligible for a "best move" if 2 or more players have left the game based on the voting results on the first game day. [[RC FIIM comment.](#)]

At the end of the game, the Referee or Referees of the game have the right to distribute additional points to the best players of the game.

The referee may **reward any number of players with additional points**, and rewarding more than five players is only permitted in consultation with the Chief Referee.

The total amount of additional points from the Judge shall not exceed 2.8 points or 3.5 points in agreement with the Chief Judge. The Judge may award additional points in excess of 3.5 points in agreement with the RC member on duty.

A player from the winning or losing team may receive from 0.3 to 1 point from the Referee. A player may receive an additional 1.3 points in agreement with the Chief Referee of the tournament, and 1.5 points only in agreement with the Referee Committee.

The referee is not obliged to give players the maximum number of extra points. The extra points are distributed among the players regardless of the victory of one or another team.

~~Additional points from the Judge and points received by the player for two or three named "black" players in the "best move" are mutually exclusive values. If both are present, the player receives the higher of these two values in the final rating, and if this value is the additional points from the Referee, they are taken into account in the total limit of additional points according to [FIIM RC commentary]:~~

If a tie is awarded, players who were at the table at the time the tie was declared do not receive additional points from the Referee.

8.3.8 A referee may not change the allocation of extra points after completing the score sheet and submitting it to the Chief Referee (or entering it into the electronic system) without the agreement of the Chief Referee

8.4 Small fines.

8.4.1 At the end of the game the Referee shall award the player small penalties for destructive actions that significantly complicated the victory of his team, listed in paragraph 8.4.4 of these Rules. If a player has committed several destructive actions, he receives penalties for each such action.

8.4.2 In agreement with the duty RC member, the referee may award a player a minor penalty for an action not listed in 8.4.4, but which is approximately equal in level of disruptiveness to those already listed. However, a minor penalty is not awarded for a simple mistake in player colors or game version selection.

8.4.3 In agreement with the Chief Referee of the tournament, the referee may not award a minor penalty if a player's actions were dictated by tactical considerations and resulted in positive consequences for that player's team.

8.4.4 List of disruptive behaviors for which a minor penalty is awarded:

**1. To the red team player
(red player or sheriff) who:**

- 1.1 Has voiced, gestured or made an obvious allusion to what another player of the red team heard during the night - *if this had an adverse effect on the game.*
- 1.2 Fitted in the wrong version (if he explicitly said that he is in the version with black, can go for him, that the sheriff has a team with him and did not change his mind before the end of the vote. Including if after he was voted in, rigidly entered the black version) - *if it negatively affected the course of the game.*
- 1.3 Covered Black and did not roll back until the night before the circle at seven (eight)
- 1.4 Was killed on the second game night and hard left the wrong version of the priority.
- 1.5 Didn't split at 6 in a math win situation (three verified reds on one version) - *if his team loses.*
- 1.6 On a round with "four" players did not put a hand for two players among which was a "black" player to leave the table - *in case of defeat of his team.*

**2. To the black team player or
don who:**

- 2.1 Missed in a situation where the shot was understandably scheduled.
- 2.2 Who has been instructed to schedule a shoot but has not scheduled it or has scheduled it in an incomprehensible manner - *if this has resulted in a miss*
- 2.3 On a round with 9 players voted in an unchecked "black" player with a decisive vote as a result of which this black player left the game.
- 2.4 Failed to vote against a red player on a "critical" round in a situation where one vote was not enough to take out a red player (except for a "see-saw" vote) - *if the black team lost.*
- 2.5 Did not "break" the drink on the critical circle in a situation where the player could "deliver" the hand - *if the "black" team lost*
- 2.6 Tried to "break" a sawed-off into a "red" player on the circle at 10s, but failed - *if as a result became "black" for the table and left the game*
- 2.7 Voted with a "decisive" hand to himself or the "black player" on the circle with 10 players - *if he*

<p>1.7 During the obvious "drinking" of the table on the "critical" circle "backed up" the black player - <i>if as a result the "red" player left the table.</i></p> <p>1.8 Broke into another red player or into himself during a concerted "drinking" of the table.</p> <p>1.9 Forgetting to expose an opponent on a round with 4 or 3 players at the table - <i>if the black player was not exposed.</i></p> <p>1.10 Voted 3 in 3 (left a hard will to vote 3 in 3) without playing the balance between the black checks of the two sheriffs - provided the 3 in 3 did not come.</p>	<p><i>or the "black" player has left the game table</i></p> <p>2.8 Placed a third hand for lifting two players when there are 4 players at the table - <i>if as a result he left the game</i></p> <p>2.9 "Broke" sipped into himself or a "black" player.</p> <p>2.10 Tried to "insure" the red player when "sawing" the table on the circle with 10 players, as a result of which he left the table himself or the table was left by the "black" player.</p> <p>2.12 Black player opened up, surrendered and awarded a non-sheriff's shot.</p> <p>2.13 Gave checks or shootings on mathematical defeat of Black.</p> <p>2.14 Left the table as a result of a lap vote with 9 players being an unchecked player - <i>unless his redness was subsequently considered.</i></p> <p>2.15 Forgot to put an opponent on the circle when 4 or 3 players.</p> <p>2.16 Revealed with a red check by the present sheriff.</p> <p>2.17 Revealed by the Sheriff on the speech of a player killed on the second night (the first <i>player</i> killed) - <i>if that player turned out to be the Sheriff.</i></p>
---	---

3. Don who:

- 3.1 Failed to assign the order of shots during the first game night and failed to assign shots in an understandable manner during the day phase - *resulting in a miss*
- 3.2 Failed to wake up for a sheriff check, failed to make a check, or checked the same player twice - *if the sheriff has not already been found.*

4. Sheriff who:

- 4.1 Revealed to the "black player" on the first game day, resulting in his death the following night.
- 4.2 On the second game night, checked the red, which was clearly assigned a shootout - *in case the red team was defeated.*
- 4.3 On the second night of play, checked a player who openly informed the table that he was the sheriff - *in the event of a Red team loss.*
- 4.4 Failed to wake up for a check, failed to make a check, checked a player who was checked earlier or checked a player who had already left the game (unless the black team had already been assembled).

5. To any player who:

5.1 By his vote, he accidentally left the game table himself.

5.2 He was at the gaming table at the moment when the draw was announced.

Note: A "critical" round is a round in which the withdrawal of the "red" player will result in either an immediate Black victory or a Black victory immediately after the next shot.

"Popiel" is a situation where the players at the table have agreed on a vote in order for two or more players to have an equal and highest number of votes.

The second game night is the first night during which shoots and inspections are made.

8.5 Large fines

8.5.1 At the end of the game, the referee must award the player a major penalty for committing the acts stipulated in 8.5.5. If a player has committed acts stipulated in different sub-paragraphs of 8.5.4, he receives a major penalty for each such act.

8.5.2 In consultation with the RC member on duty, the referee has the right not to apply a major penalty if its application would be manifestly unfair in the light of the game situation.

8.5.3 In agreement with the RC member on duty, the referee has the right to impose one major penalty in a case not provided for by the Rules, provided that the player's actions were knowingly destructive and led to the defeat of his team. Such penalty shall not be awarded for game errors (wrongly chosen team, "bad" check, tactically unsuccessful shooting, errors in speeches, wrongly chosen tactics, etc.).

8.5.5 List of actions for which a Grand Penalty is awarded:

<p>1. To a Red Team Player (red player or sheriff):</p>	<p>2. Sheriff who:</p>
<p>1.1 who "broke" into another player on the "red" team or into themselves at a vote on the first game day, after which their team lost; [FIIM RC comment].</p> <p>1.2 "breaking" into a player of the "red" team on a vote with 4 players; [FIIM RC comment].</p> <p>1.3 who voted against three or more wills in red</p> <p>1.4 to vote (leaving a hard will) on 3v3 without playing the balance between black checks at the two sheriffs - if 3 in 3 came.</p> <p>1.5 who split the vote twice in a situation where there are three players at the table (except when that player voted in Black).</p> <p>1.6 who voted 2v2 or 3v3 when exactly the red player was collecting hands in black.</p> <p>1.7 who opened up to the "sheriff" and left that information as valid, resulting in a loss for the red team;</p> <p>1.8 who reported that he was a "black" player and did not roll before the vote, and was then ejected from the game on the same lap on a vote.</p> <p>1.9 who, having been eliminated from the game by vote, left the information that he is a black player as valid or who, having been</p>	<p>2.1 Did not open and left this information as valid, resulting in a loss for the Red team;</p> <p>2.2 Failed to leave accurate information about the checks made and/or left as valid information partially or completely inconsistent with the checks made, <i>whereupon the Red Team lost</i>, in the following cases:</p> <p>2.2.1 a checked "red" player whose check was not called, or was left among several players, was eliminated by a vote;</p> <p>2.2.2 A checked "black" player whose check was not called, or was left among several players, has not left the game;</p> <p>2.2.3 a "black" player who was among the players among whom a "red" check was left did not leave the game;</p> <p>2.2.4 left as valid check information, partially or completely inconsistent with the checks made, resulted in a defeat for the red team;</p> <p>2.3 Failed to make checks for 2 or more "nights" per game;</p> <p>2.4 Did not make a check, in a situation where any check would guarantee a</p>

<p>eliminated from the game by vote, left the shooting that took place.</p> <p>1.10 An exactly red player who "collected hands" against another red player despite the fact that there was an exactly black player at the table, if the red team lost.</p>	<p>Reds victory (i.e. lead to a "mathematical victory");</p>
<p>3 To the black team player or don who:</p> <p>3.1 On a lap in front of four or three players, admitted that he was a black player and then lost.</p> <p>3.2 Did not wake up on the "contract" (item does not concern Don)</p> <p>3.3 Did not "shoot" for 2 or more nights per game (specifically not shoot, not miss).</p> <p>3.4 Made a "blunder" in a situation when the player to shoot was clearly and clearly marked, and immediately after the "shooting" the game should have ended with a victory of "black".</p>	<p>4 Don who:</p> <p>4.1 Didn't wake up to the "treaty" AND didn't schedule the shootings.</p>
<p>5 To any player</p> <p>5.1 Who, by his/her vote, accidentally caused himself/herself to leave the game table if that player's team lost.</p>	

8.6 Penalties for removal and penalties for actions that resulted in a CCP

8.6.1 At the end of the game the referee is obliged to award a penalty of 0.8 points to the player who was removed from the game table.

8.6.2 At the end of the game the referee is obliged to award a penalty of 1 point to the player whose actions led to the awarding of victory to the opposing team.

8.6.3 A player who receives a penalty for an action that resulted in a PK cannot receive additional points from the Referee.

8.6.4 If a replay is ordered, the Chief Referee has the right to decide whether to carry the penalty for a penalty for a sending off into the next game.

8.7 Compensation Points.

8.7.1 A player "killed" on the first night receives compensation points C_i in case the "red" team is defeated or a tie is declared. [\[RC FIIM comment.\]](#)

8.7.2 Compensation value C_i is determined by the formula: $C_i = i * 0,5/B$ at $i \leq B$; $C_i = 0,5$ at $i > B$. Where i is the number of "shootings" of the player on the first night for the role of "red" player or "sheriff" on the distance of accumulation of tournament rating with the unchanged composition of participants; B is 40% rounded up to a whole value of the number of games on this distance played by the player. If the number of games on the distance is less than 4, the compensation point $C_i=0$.

8.7.3 A player will receive compensation points of C_i , if he was i killed in the first "night" of the course while playing as a "red" player or "sheriff".

8.7.4 Compensation points are awarded as primary points in games where a player was "killed" on the first "night" while playing for the role of a "red" player or "sheriff" and the "red" team lost.

8.7.5 If the number of participants in any stage of the tournament changes, the compensation points in each such stage are calculated only from the distance and the player's "shots" on the first night of that stage, without taking into account all other games.

8.8 The final rating of a player is determined by the sum of main and additional points gained in accordance with clauses 8.2 - 8.7. In case of equality of rating points the positions of players in the rating are determined according to the following rules:

8.8.1 In case of equality of rating points, the player with the higher sum of additional points gained in accordance with clauses 8.2.4, 8.3, 8.4 and 8.5 gets the advantage.

8.8.2 In case of equality of additional points, the player with more wins gets the advantage.

8.8.3 If the number of victories is equal, the player with more victories by Don or Sheriff gets the advantage.

8.8.4 If the number of wins by Don or Sheriff is equal, the player with more deaths on the first game night gets the advantage.

8.8.5 If all the above indicators are equal, the advantage of one or another player is determined by drawing lots.

8.9 In case of revealing the fact of influence on the course of the game of a significant non-playing advantage **or referee's error, which directly affected the determination of the results,** the Chief Referee of the tournament may change the result of the game or order a replay in coordination with the duty representative of the FIIM Referee Committee for this tournament. **At the same time a decision may be made to change the distribution of points received for the game or to award penalty points.** [\[FIIM RC commentary.\]](#)

*8.10 A player has the right to **appeal** the result of a game. [\[FIIM RC comment.\]](#)*

8.10.1 To lodge an **appeal**, a player must make an entry in the appropriate box of the match record **or lodge a protest in writing** no later than 10 minutes after the end of the game.

8.10.2 The appeal is considered by the Chief Referee of the tournament. **An appeal against the results of the game, which was officiated by the Chief Referee of the tournament, shall be considered by the RC member on duty.**

8.10.3 In the decision-making process, the Chief Referee may use video recordings of the games, **interview referees, side referees and players**, and involve the FIIM Referee Committee in the decision.

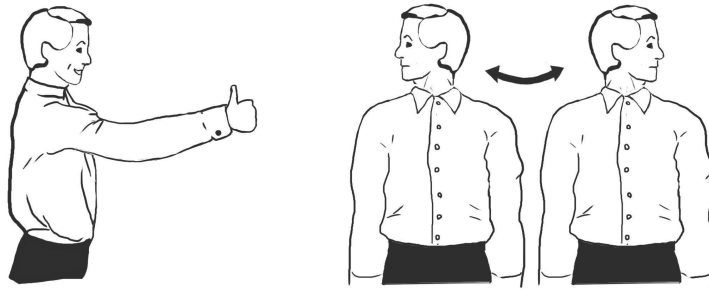
8.10.4 The appeal may result in a decision to reject the protest, accept the protest without changing the results of the game, cancel the penalty points, change the points awarded, order a replay or change the result of the game.

8.10.5 The decision of the Chief Referee on the protest is final and is not subject to appeal or further consideration within the framework of this tournament. The player has the right to protest the actions of the referees to the FIIM Referee Committee.

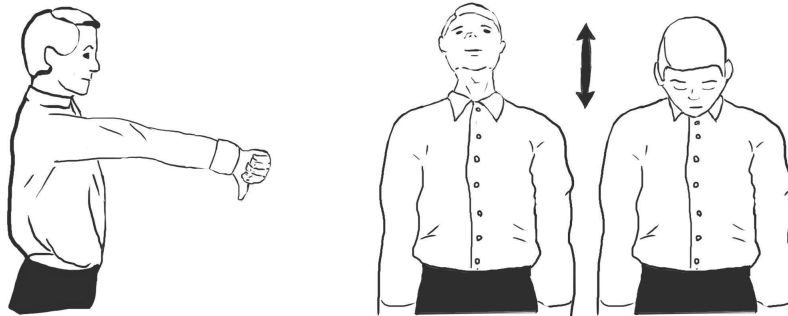
Game Referee Gestures

The gestures in these Rules are the only official gestures.

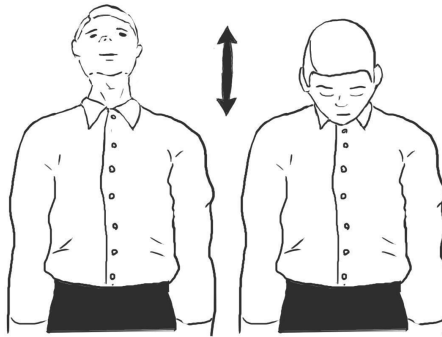
If the Sheriff finds a "red" player when checking, the Referee must show the following gestures at the same time:



If the Sheriff finds a "black" player when checking, the Referee must simultaneously show the following gestures:



If Don finds the Sheriff when checking, the Judge is required to show the following gesture:



If Don does not find the Sheriff when checking, the Judge must show the following gesture:

