

# 7TH SEA: CITY OF FIVE SAILS: FLOOR RULES VERSION 3.0

## Contents

|                                            |    |
|--------------------------------------------|----|
| <b>Introduction</b>                        | 2  |
| <b>Section 1: Salons</b>                   | 2  |
| 1.A Salon Tiers                            | 2  |
| 1.B Salon Categories                       | 2  |
| 1.C Salon Roles                            | 3  |
| 1.D Match vs. Round                        | 3  |
| 1.E Participation Eligibility              | 3  |
| <b>Section 2: Salon/Festival Personnel</b> | 3  |
| 2.A Tournament Organizer                   | 4  |
| 2.B Head Judge                             | 4  |
| 2.C Floor Judges                           | 5  |
| 2.D Players                                | 5  |
| 2.E Spectators                             | 6  |
| <b>Section 3: Salon Mechanics</b>          | 6  |
| 3.A Match Structure                        | 6  |
| 3.B Pre-game and Game Startup Procedures   | 7  |
| 3.C Conceding Matches                      | 7  |
| 3.D End-of-Match Procedure                 | 7  |
| 3.E Time Extensions                        | 7  |
| 3.F Appeals to the Head Judge              | 8  |
| 3.G Dropping from a Salon                  | 8  |
| 3.H Match Points                           | 8  |
| 3.I Top of Faction                         | 8  |
| 3.J Passing and "Check"                    | 8  |
| <b>Section 4: Salon Formats</b>            | 8  |
| 4.A Card Legality                          | 8  |
| <b>Section 5: Sanctioning Guidelines</b>   | 9  |
| 5.A Attendance                             | 9  |
| 5.B Number of Rounds and Cuts              | 9  |
| 5.C Round Time                             | 9  |
| 5.D Salon Schedule                         | 10 |
| 5.E Venue Logistics                        | 10 |
| 5.F Electronic Event Software              | 10 |
| <b>Section 6: Judge Resources</b>          | 10 |
| 6.A Active Judging                         | 10 |
| 6.B Violations & Penalties                 | 11 |
| <b>Section 7: Tie Breaks</b>               | 11 |
| 7.A Match Points                           | 11 |
| 7.B Match-win percentage                   | 11 |
| 7.C Opponents' match-win percentage        | 11 |
| 7.D Salon Entry                            | 11 |
| 7.E Byes                                   | 11 |
| Appendix: Current City Deck List           | 12 |

## Introduction

In keeping with the spirit of camaraderie fostered at Pine Box Entertainment, the term “salons” is used to refer to 7<sup>th</sup> Sea: City of Five Sails tournaments. The purpose of this document is to provide the complete guidelines needed to run all 7<sup>th</sup> Sea: City of Five Sails salons defining appropriate rules, responsibilities, and procedures.

All salons are to follow this document regardless of specific circumstances. This ensures equal treatment of players and event staff in different regions and nations. By adhering to this document, we establish a standard that will ensure the continued success of salons.

All players and event staff share equal responsibilities according to the exact format of each salon. Both players and event staff should be familiar with their roles as described in the most current version of this document. Players and event staff must always act in a fair and respectful manner, following both the letter and spirit of the rules.

Specific salons may have additional guidelines. Any contradiction between the floor rules and guidelines for a specific salon will be highlighted and announced prior to the salon date. If a question occurs regarding priority, the salon specific guidelines take precedence and ultimately the Tournament Organizer has the final say.

Information in this document may contradict those contained in the 7<sup>th</sup> Sea: City of Five Sails Rulebook, the Pine Box Entertainment Discord, social media posts, and previous rules documents. In all cases this document takes precedence. Pine Box Entertainment LLC (PBE) reserves the rights to alter, interpret, clarify, or otherwise issue official changes to these rules without prior notice. PBE will make every effort to announce any changes at least 30 days prior to implementation. Circumstances may occur necessitating faster implementation. As need arises, players and event staff may need to contact PBE regarding clarifications, interpretations, and other questions. This is done through the PBE Discord server, and website.

## Section 1: Salons

### 1.A Salon Tiers

Sanctioned salons are divided into two tiers:

- 1) Official
- 2) Social

Official salons are run by PBE or approved Tournament Organizers. Official salons can be part of an Organized Play Season (defined below), or can be other special types of salons (usually given unique names such as Festival or Parley of Nations). Official salons sometimes impact ongoing aspects of the game, including future card releases or the storyline. Social salons are intended more for casual and creative play. These will not impact ongoing aspects of the game.

PBE currently maintains a list of salons, and which tier they fall into noted in the organized play section of [pineboxentertainment.com](http://pineboxentertainment.com). Official salons are organized through PBE (both directly, such as at conventions, and indirectly, such as at a local gaming store as part of an Organized Play Season).

The Floor Rules normally apply to Official salons. If for some reason they cannot be adhered to for an event which PBE will not be organizing directly, please contact the PBE Event Manager. Social salons (i.e., casual but organized salons) do not require use of the floor rules but it is recommended that they be utilized at least as a guideline.

### 1.B Salon Categories

In addition to sorting by Official and Social salons, there are also four categories some salons will fall into. Most of these will be Official, but some will be Social, as noted below.

- 1) **Organized Play Seasons:** There are two “seasons” of salons held per year, and each will have a distinct theme and prize pool. Salons in these seasons are typically run by select Tournament Organizers at local gaming stores around the world. These salons will be known as “Salon Days.”
- 2) **Conventions:** Various gaming conventions are attended in an official capacity by Pine Box Entertainment throughout each year. For these conventions, special salons will be held, such as the “Parley of Nations,” most of which will be Official, but can also include special format social salons.
- 3) **Festivals:** These are salons where top players can earn titles that come along with a prize representing a title. These prizes will sometimes have an impact on other salons, such as a convention salon where players can

challenge Festival winners.

- 4) **Destination Events:** These are the rarest category, usually held no more than once a year, where Pine Box Entertainment will select a town or city for folks to meet up for a series of salons, typically including both Official and Social salons. These will usually be multi day affairs, with community outings planned by PBE while people stay in town and include other PBE games such as *Doomtown*.

### 1.C Salon Roles

The following roles are defined for salon purposes:

- 1) Tournament Organizer
- 2) Head Judge
- 3) Floor Judge
- 4) Player
- 5) Spectator

The first three roles are considered Tournament Officials. A single individual may act in multiple roles in Organized Play Season and Social salons, but this arrangement must be clarified at the start of said salon. Some salons will have requirements that each of the first three roles may not participate in the salon competitively, e.g., playing in the salon. An example of this would be Official salons. Individuals who are not judges at a salon or actively involved in playing a match are considered spectators.

### 1.D Match vs. Round

The terms “match” and “round” might seem at times to be interchangeable in this document, but refer to slightly different things. When two players are paired up and face off against each other, they are playing a match against each other. A “round” refers to all the matches being played simultaneously, and are often referred to in numerical order.

For example, if you have an eight-player salon, after initial pairings the Tournament Organizer will declare the start of the first round of the salon, and each two-person pair will begin their matches. Thus, the first round is made of four distinct matches.

### 1.E Participation Eligibility

Anyone is eligible to participate as a player in a salon except for the following:

- Individuals currently under suspension by PBE. A list of such individuals will be provided to Tournament Organizers upon request.
- Individuals currently under lifetime ban by PBE. A list of such individuals will be provided to Tournament Organizers upon request.
- Any paid employee of PBE. Unless given specific permission prior to the salon date by PBE, it is assumed the employee is not actively attempting to win said salon.
- Anyone prohibited by national, federal, state, or local laws.
- Anyone specifically prohibited by the Tournament Organizer or venue management. If a player is prohibited under this clause, a detailed explanation must be provided to PBE prior to or at least by the date of the salon.

Players under the age of 13 must provide parental consent. Their parent or guardian must either be present at the salon or provide written consent to the Tournament Organizer.

Anyone is eligible to participate as a Tournament Official (Tournament Organizer, Head Judge, Floor Judge) for a salon except for:

- Individuals currently suspended or banned by PBE.
- In Official salons, anyone who is playing in the salon, unless it is a salon that explicitly allows Tournament Officials to play while acting as a Tournament Official (Floor Judges are an Exception if the TO requires it). Tournament Officials may play in Organized Play Season and Social salons for which they are acting as Tournament Officials.

## Section 2: Salon Personnel

This section addresses specific expectations and duties attributed to the various roles discussed earlier.

## 2.A Tournament Organizer

The Tournament Organizer (TO) of a salon is responsible for all salon logistics including:

- Securing sanctioning from PBE where needed.
- Providing a site for the salon that meets expected needs.
- Promoting the salon in advance of the salon date.
- Staffing the salon with appropriate Tournament Officials.
- Providing all materials necessary to operate the salon.
- Providing for and distributing all prizes, both those provided by PBE for the specific salon and additional prize support as warranted by the size of the salon.
- Reporting the salon results to PBE in a timely fashion following the completion of the salon. -Assisting in all other duties of the salon so that the salon runs smoothly and efficiently.
- Being the final arbitrator of any disputes and being accountable to PBE for any decisions that occur at the salon.
- Collecting and submitting the 1st and 2nd place deck lists for any Official salon. -Verifying that the salon meets all national, federal, state, and/or local laws.
- The TO will never be the final arbitrator of any dispute concerning the mechanical rules of the game, this duty falls under the Head Judge role. In extremely rare circumstances the TO can overrule the Head Judge concerning anything not specifically related to the mechanical rules of the game but must have sufficient reason. This action is only taken in response to specific misconduct on the part of a TO, requiring their replacement mid-salon. Misconduct of a TO can best be defined as any action that would make them no longer eligible to act in that role. This action is subject to full review on the part of PBE.
- At Organized Play Season and Social salons, as well as salons specifically designated by PBE as lower priority, the TO may perform all duties normally delegated to the event staff. It is recommended that at lower turnout salons, the TO should include additional support to provide for a better salon experience, but it is not required.
- In circumstances requiring cross language translation, the TO will make every possible effort to ensure adequate resources are available. For international salons (i.e., World Championships), the default language should be posted prior to the salon date.
- Ensuring the correct generation of pairings and all other salon records throughout the salon. They are expected to know, utilize, and answer questions regarding the electronic software. -Generating pairings and providing postings of said pairings.
- Accurately entering the results of each round in a timely fashion.
- Keeping track of the time remaining in the round and communicating this number to the Head Judge as required.
- Accurately filling out the entire salon in the electronic software and saving a physical or electronic report should PBE need to address any disputes at a later date.
- The TO has the final authority in determining corrective action for scorekeeping errors. This should be made in consultation with the Head Judge.

## 2.B Head Judge

Sanctioned salons require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any sanctioned salon. The Head Judge is expected to have a complete knowledge of the mechanical rules of the game including the Comprehensive Rules as well as any specific errata and clarification as released by PBE.

The Head Judge's responsibilities include:

- Monitoring for any rule infractions or mechanical errors and correcting those errors when observed.
- The Head Judge is expected to be located on the play floor at all times during a round as long as games are in progress. Once at least two Floor Judges are available, this duty may be passed off to help the TO prepare the next round.
- Ensuring that all necessary steps are taken to deal with rule violations. These include those directly observed by the Head Judge and those reported to them.
- Issuing the final ruling in all appeals, potentially overturning the ruling of a Floor Judge. -Coordinating and delegating tasks to Floor Judges as needed.
- Reporting any rules infractions and penalties issued to the TO, explaining or consulting as required.
- The Head Judge may temporarily transfer their duties to any judge if they are unable to fulfill them for a period of time. Certain Official salons may have multiple Head Judges, and/or different Head Judges for different portions of the salon. Any such salon will be announced prior to the salon date. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

## 2.C Floor Judges

Floor Judges usually consist of up to three individuals coordinated by the TO to assist the Head Judge. Floor Judges fall into one of two categories: Assistant Judges and Player Judges. Assistant Judges are lower-level judges who do not play in the salons and whose sole duty is to assist the Head Judge in performing their various duties. The Assistant Judge(s) is the default backup should the Head Judge need to step down during a salon for any reason. This transfer can be temporary or for the remainder of the salon. If the Head Judge needs to be replaced for the duration of the salon, clarification may need to be provided to PBE as requested.

The Floor Judges are expected to have an advanced knowledge of the mechanical rules of the game, including the Comprehensive Rules as well as any specific errata and clarification as released by PBE.

Player Judges are individuals, designated by the Head Judge prior to the first round of a salon beginning, that are allowed to answer rules questions. Player judges are players who possess an advanced knowledge of the rules and WHEN NOT PLAYING are willing to help the Head Judge with their duties. The Player Judge at no time will replace the Head Judge while they remain an active player in the salon. A Player Judge will not issue penalties for any rules infractions, but will report them to an Assistant or Head Judge for further action.

A Player Judge is expected to remain in the play area as they finish play, and while other games are still in progress to answer any questions or disputes that arise. Any ruling by a Player Judge may be appealed to the Head Judge.

The duties of Floor Judges include:

- Monitoring for any rules infractions or mechanical errors and reporting these errors as observed.
- Replacing the Head Judge by physically remaining on the play floor at all times during a round if games are in progress (see Head Judge duties for further information).
- Reporting all directly observed rules infractions.
- Judges will not generally assist players in determining the current game state, but can answer questions about the rules, interactions between cards, and/or provide the wordings of relevant cards.
- If a player wishes to ask their question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls but may appeal any decision to the Head Judge.
- Judges do not intervene in a game to prevent illegal actions (except in Active Judging mode during Finals of major salons) but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

## 2.D Players

A Player is defined as any individual who is participating in any salon regardless of Tier. Players are expected to follow a certain code of conduct as well as any rules and laws specific to the region of the salon.

Players are responsible for:

- Behaving in a respectful manner toward Tournament Officials, other players, and spectators.
- Refraining from unsportsmanlike conduct at all times.
- Maintaining a clear and legal game state and communicating this to both their opponent and any judge requesting the information.
- Complying with announced start times and time limits as well as reporting results in a timely manner.
- Bringing to a judge's attention any rules or policy infractions they notice in their matches.
- Bringing to a judge's attention any discrepancies in their salon match record.
- Refraining from enrolling in salons they are not allowed, by policy, to participate in.
- Being familiar with the rules contained within this document.

A player must bring the following items to a salon to participate:

- A City Deck. Players may determine whose City Deck will be used for the game or decide randomly. At release of 7<sup>th</sup> Sea: City of Five Sails, the City Deck is the predetermined deck of 30 numbered cards included in the 7<sup>th</sup> Sea: City of Five Sails base game and subsequent expansions. Players are expected to use the most up to date version of the City Deck.
- A physical, visible, and reliable method to maintain and record game information (poker chips, tokens, score counters, pen and paper, etc.). A player is responsible for knowing their game totals (including, but not limited to threat, wounds, renown) at all times and being clearly able to track and provide this information.
- Any materials specifically required for a particular salon format, such as assembled decks and/or deck lists or alternative City Deck cards required for the salon.

- Unless otherwise stated by the TO prior to the start of the salon, the Player's assembled decks used for the duration of the salon must remain the same and match their submitted deck list.
- Any physical tokens required via game mechanics to be represented in the game. If multiple tokens are generated, multiple tokens should be used. If tokens of multiple types are created, then each type should be visually distinctive.

It is mandatory to sleeve your assembled Faction and City deck (this helps to conceal damage to cards from use during games and keeps the card backs indistinguishable). These sleeves must be opaque and not distinguishable in any way from one another. The sleeves should not be reflective, contain distracting markings, obscure the card face, or be offensive. You are not required to sleeve your Approach deck.

**Deck Backing:** This practice refers to using transparent sleeves and obscuring the card backs with a second card or piece of paper. Decks may not be backed with the front or back of any card currently legal for the salon format. Deck Backers may only be used for your Leader and Approach Deck. The artwork represented on the Deck Backer must be non-offensive and not contain any reflective or intentionally distracting images

The use of a play mat is also standard practice. The artwork represented on the play mat must be non-offensive and not contain any reflective or intentionally distracting images. No cards may be placed beneath the play mat at any time during the match.

If a player finds a particular sleeve, deck backer, and/or play mat used by a particular opponent distracting or offensive they may request they no longer be used. The TO is the final arbitrator of any such dispute. The TO will always attempt to adhere to the Golden Rule when deciding such disputes.

Players are expected to always act appropriately. If any salon participant encounters a problem with or becomes uncomfortable due to the behavior of another participant, they should report it to the TO immediately; the TO will attempt to resolve the situation in a swift and dignified manner to the best of their ability.

The following are general points to keep in mind:

- All players are expected to have and maintain an appropriate level of personal hygiene.
- All players must refrain from the consumption of illegal drugs immediately prior to or during any salon.
- A TO may allow the sociable and responsible consumption of alcohol at a salon, subject to prior announcement. All alcohol consumption must follow local law and any additional restrictions announced by the TO (for example, drinking only alcohol purchased from an on-site bar). Intoxication is not an excuse for disruptive behavior. The TO may, at any point, eject people on the grounds of excessive or disruptive intoxication.
- All players must act in an honorable and sportsmanlike manner. This includes all times during, before, and after the salon. Regardless of circumstances, this applies to all participants in relation to everyone.
- Be sensitive to the feelings of others. Any language, behavior, or dress that is derogatory or offensive for ANY reason is not acceptable.
- Violations of these rules may be subject to penalties and review by PBE. PBE reserves the right to suspend or otherwise penalize any player without prior notice for any reason they deem necessary.

## **2.E Spectators**

Any person physically present at a salon and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official salon sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. This should be done in a manner that does not interfere with the game in progress. The judge will interfere if a valid need arises. Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament Officials may also instruct a spectator not to observe a match or matches. Any player not actively playing in a match is considered a spectator under this section.

## **Section 3: Salon Mechanics**

### **3.A Match Structure**

Matches of 7<sup>th</sup> Sea: City of Five Sails are a single game, with a standard time limit of 70 minutes plus a randomized six-sided dice's worth of minutes per round. Before the first round, the TO should randomly generate a number between 1-3 (d3) hidden from everyone else's sight and secretly record the result. The TO adds that number of minutes onto the base allotment of 70 minutes per round for the time limit of each round in that salon. For example, if the TO rolled a 4 on a six-sided die (halving the result), rounds for that salon would be limited to 72 minutes. The

exact length of rounds will not be announced to the players.

This 70 minutes d3 minutes time frame is considered the baseline for any salon format. If any changes are desired, they must be cleared with PBE before the salon date, and must be announced accordingly before the salon date. Both players play until one player has won the game or the round ends. If the round ends before a winner is determined, refer to the tie-break system.

### 3.B Pre-game and Game Startup Procedures

The following steps must be performed in a timely manner before each game begins:

1. Players reveal their starting Leader simultaneously. Resolve starting play effects (ie., "The Don" Constanzo Scarpa). If both players have setup effects that retrieve cards from their deck, place those cards face down until all effects have been resolved, then reveal the chosen cards simultaneously.
2. Players completely shuffle their remaining Faction Deck. The Approach Deck is not shuffled and may be viewed by the controlling player at any time.
3. Players present their Faction deck to their opponents for additional shuffling and/or a cut. Once a deck has been cut/shuffled and returned, either player may not further manipulate it. The sole exception to this is either player may request that a judge shuffle and/or cut one or both decks. This should be done with care and for specific explainable reasons only. Abuse of this request may be grounds for a penalty.

Pre-game procedures may be performed before time for the match has officially begun. Play cannot begin until time is started.

### 3.C Conceding Matches

Players may concede in any game or match. A match is considered complete once the result has been reported to the TO. Until that point, either player may concede to the other. Both players must agree to any such result that does not come from having played out the standard single game match. Players may not agree to a concession in exchange for any reward or incentive.

Amenable concessions for players wanting to spit physical and/or story prizes is acceptable per the Code of Conduct. Such decisions should be presented to the Head Judge for review. If a player refuses to play, for any reason, it is assumed they have conceded the match.

### 3.D End-of-Match Procedure

Each match lasts for a specified length of time (typically 70 minutes + d3 minutes). The players have this amount of time to determine a winner. The TO will announce a warning prior to this point at 55 minutes (this marker is fixed regardless of the d3 result). All play must stop at the 70 minutes + d3 minute mark. The players then have a small window (typically 5 minutes) in which to report their results. The TO will announce the length of this window before first round play begins. It is the responsibility of the players to have their result turned in prior to this point. All results not reported prior to this 5-minute delay result in a double loss. It is the winning player's responsibility to report the result.

When time is called, any unresolved play conditions are resolved (i.e., a duel is finished, finish selecting targets for an ability and finish its effects etc.). The game now enforces the end of high drama and checks for victory per the Plunder phase. If there is no victor, check for fifth day victory and the player with the most Renown wins:

Ties

If players have the same amount of Renown:

- The player who controls the most locations wins.
- Then, the player with the most Influence wins.
- Then, the player whose Leader has the fewest wounds wins.
- Then, the game winner is chosen randomly.

Any player suspecting their opponent of stalling at any point during the match should call a judge immediately to observe the match.

A full explanation of round time may be found later in this document. (Section 5.C)

### 3.E Time Extensions

If a judge pauses a match for any reason for more than one minute while the round clock is running, they should

extend the match time appropriately. This includes any time needed to make a judge call.

The TO may choose to run the elimination rounds without a time limit; this choice, once made, remains in effect for the remainder of the salon. It is recommended, and expected, that this be done in the Top 2. It may be adopted earlier as time allows and at the discretion of the TO. In multiday salons, all efforts should be made to run the majority of, or all Top X matches under the “No Time Limit” option. This should be announced prior to the salon date if possible.

### **3.F Appeals to the Head Judge**

If a player disagrees with a judge’s ruling, they may appeal the ruling to the Head Judge. In larger Official salons (such as Parley of Nations) the Head Judge may designate additional Appeals Judges who are also empowered to hear appeals. Players may not appeal before the full ruling is made by the responding Floor Judge. Rulings made by the Head Judge or designated Appeals Judges are final.

### **3.G Dropping from a Salon**

Players may drop from a salon at any time. If a player drops from a salon before the first round has started, they are considered to have not participated in the salon. Players choosing to drop from a salon must inform the TO by the means provided for that salon before the pairings for the next round are generated. Players wanting to drop after the TO begins pairing for the next round will be paired for that round. If a player does not show up for their match, they will be automatically dropped from the salon 10 minutes after the beginning of the round, unless they report to the TO. Players that repeatedly and/or intentionally drop from salons without informing the TO of doing so may be the subject of penalties, up to and including suspension.

If a player drops from a salon after a cut has been made, such as a cut to the top 8, no other player is advanced as a replacement. That player’s opponent receives a bye for the round. A cut is considered to have been made once the cut itself or pairings for the round following the cut have been posted or announced.

- Players who have dropped may reenter a salon at the discretion of the TO. -Players may not reenter a salon after any cut has been made.
- Players may not drop from a salon in exchange for or influenced by the offer of any reward or incentive. Doing so will be considered Bribery.

### **3.H Match Points**

All salons utilize a 5 - 3 - 0 point method for match wins. This translates into all match wins within time award 5 match points, all wins at or after time award 3 points, and all losses award 0 match points.

### **3.I Top of Faction**

All sanctioned salons have a wide variety of prizes and prize categories. Each unique salon may be different from other salons of the same level. It is the responsibility of the TO to announce their prize distribution prior to the start of play at the salon. If at all possible, large and unique prizes should be announced as soon as possible prior to the salon date. In some cases there may be “Top of Faction” prizes. All “Top of Faction” awards are at the TO's discretion, whether awarded before the cut to top X or at completion of the salon.

### **3.J Passing and “Check”**

“Check” condition is always in place. A player cannot accidentally double pass into a game loss. If a player announces Pass and then their opponent can pass to win, they must announce “Check” before doing so in case the other player has simply miscounted. If they wish, the original player can then take a move or resign the game.

## **Section 4: Salon Formats**

As the game develops, alternate formats for the game may also become popular. Multiplayer is such an example. Most Official salons will use the standard two-player format. Special requests may be made by the TO through PBE. Any variance from the standard formats must be approved by PBE. PBE is the final arbitrator of any questions concerning salon formats for this level of salon. The TO for each salon is responsible for verifying and then posting the format of said salon, this should be done at least 30 days or as soon as the salon is announced, as circumstances allow.

### **4.A Card Legality**

All 7<sup>th</sup> Sea: City of Five Sails cards in print are currently legal. A general rule is that all cards are legal for play within 1 day of the official release date as printed on the PBE website. Ultimately PBE is the final arbitrator of any

questions concerning legality. The TO for each salon is responsible for verifying and then posting any variance. This should be done at least 30 days before the salon as circumstances allow. A full list of legal promotional cards can be found on the PBE Discord.

## **Section 5: Sanctioning Guidelines**

### **5.A Attendance**

All sanctioned PBE salons should meet certain attendance requirements. If an Official salon fails to meet attendance minimums, the salon may no longer be sanctioned, and a report must be provided to PBE by the TO. Any decisions will be up to PBE and will be made with all due consideration, and only after all other options have been explored. Factors like weather, previous attendance averages, and proximity of additional salons will all be considered before any result is invalidated. In the event a result is invalidated, PBE will work with the TO on any future actions.

The following are required attendance numbers: Minimum is 4 players. Less than 8 may affect future bids. Maximum is infinite. Venue limitations may set a cap. It is assumed the venue is sufficient to meet the needs of the salon.

### **5.B Number of Rounds and Cuts**

It is important to mention that the salon formats are for Official sanctioned PBE salons. We have taken some of these floor rules for formats and used them for suggesting a round format for local store salons, but store salons can choose to use either of the round formats that we suggest below. The number of players who begin round one determines the number of rounds in any sanctioned salon. If a player signs up and drops from the salon before play begins for round one, that player does not count towards determining the final attendance number. The number of rounds should be announced at or before the beginning of the first round; once announced, it cannot be changed.

The following list is the standard for sanctioned salons:

- 4-8 players: 3 rounds, cut to Top 2
- 9-16: players 4 rounds, cut to Top 4
- 17-32: players 5 rounds, cut to top 8
- 33+ players: 6 rounds, cut to top 8 if single day; cut to Top 16 (or 5 rounds and Top 16) if multiple days at discretion of the TO and announced at least 30 days prior to the Salon date.

For Organized Play Season salons, a Top X may be substituted instead of the above list. The players participate in several rounds of Swiss based on the attendance value of the salon. Following the Swiss rounds, the players move into an Elimination Structure until a single final winner is determined. The Elimination Bracket is formed based on final ranking after the Swiss rounds as above. As soon as the last match of the final Swiss round is finished, reported, and recorded, the TO will produce a complete ranking. The TO will then utilize this list to determine the proper bracket for use in the elimination rounds. Fill in byes to the next power of 2 (4, 8, 16, 32, etc), then the elimination rounds should be seeded, with the highest ranked player from Swiss Playing against the lowest; the second highest against the second lowest; and so on. The bracket should be organized in such a way as to ensure that this works in each round. For example, in a 16-player salon, the leader after the Swiss rounds should play the 16th player in the first elimination round, the winner of the 8th versus 9th in the next, and so on.

### **5.C Round Time**

The required time limit for every round is 70 minutes plus d3 minutes. The method for determining the d3 value at each salon is outlined in section 3.A above. It is the responsibility of the TO to announce when time begins and ends. An additional announcement is required at the 55-minute mark to provide a warning of 6 to 11 minutes (depending on the d3 result for that salon). If this warning is delayed or not provided, the round is extended to correspond to the delay. All efforts should be made to avoid any delays. Additionally, excessive abuse of round delays due to failure to provide warnings should be reported to the PBE.

### **Swiss**

Once time begins, players have 70 minutes plus d3 minutes to play their match. At that minute mark all play must stop. Players will be given a set time by which to report to the judge. Any match not reported by the time defined by the judge becomes a double loss. This does not mean play until that time limit and then report. It means you must have your results reported before the time identified by the judge. **Cut (Finals, Top 4, Top 8...)**

The following are additional miscellaneous time limits that must be followed:

- Any salon lasting 6 rounds in length or longer must provide at least one 30- minute food break.
- A TO should plan for at least a lunch break for any Official Convention, Badge, or Destination Event salons. The option to provide a second break should be considered assuming time allows. The TO is the final authority on time limits for a salon. However, any deviation must be announced prior to and during salon registration.
- A TO may request a specific variance from PBE, but any request must come at least 30 days prior to the salon and will be given full consideration before such a request is granted or denied.
- Assuming approval, any such variance must be posted with the other relevant salon details, so players know what to expect.
- In timed rounds, players must wait for the officially tracked time to begin before starting their match.

### **5.D Salon Schedule**

Sanctioned salons fall into two categories: Single-day and Multi-day. The schedule of every salon should be established to allow the salon to be fully completed within the time frame. Salons not fully completed may have results invalidated. It is recommended that salons with extremely high expected turnout should schedule extra time or additional days. Single-day salons should start no later than 12pm for Official Convention, Badge, and Destination Event salons. However, it is recommended and encouraged to begin earlier depending on expected turnout; a 10:00am start time is a good target. Multi-day salons should start no later than 12:00pm (noon). A salon should start enrolling players 30 minutes to 1 hour prior to start time. This should be announced with the salon when the salon is listed. The TO should allow time to seat the first round and make announcements prior to the listed start time.

Any salon lasting longer than 6 rounds must include a lunch break lasting at least 30 minutes. It is recommended that this should fall around 1:00pm - 2:00pm between rounds of Swiss. It is also recommended that for full day salons that a dinner break should be taken into consideration. A dinner break is not required. All break-related decisions are the responsibility of the TO.

### **5.E Venue Logistics**

The venue used for all sanctioned salons should meet a variety of minimum requirements. Some factors can modify these requirements. Any such variations for Official salons must be preapproved through PBE. All TOs must provide a valid venue option with any application for Official sanctioning. Failure to provide a valid venue will cause an application to be denied. PBE will notify the applicant TO for any salon that meets all other requirements prior to denial. The following are minimum venue requirements for Official Convention, Badge, and Destination Event salons:

- Enough player table space to accommodate 32 players, or 16 players for smaller salons.
- Access to at least 2 eating establishments within a 2-mile radius.
- Factors like average yearly attendance numbers, geography, and weather will all be taken into account when looking at proposed venues.

### **5.F Electronic Event Software**

All Top Tier salons must use electronic event software. The TO is responsible for knowing and using this software in all salons. Lotus Pavilion is a recommended online resource.

## **Section 6: Judge Resources**

### **6.A Active Judging**

Active Judging is defined as actively monitoring a game in progress and watching for any rules violations. It is the responsibility of the Head Judge to actively judge any and all games in progress during all rounds. The Head Judge should be on the floor at all times during game play. A temporary Floor Judge may assume this role as needed by circumstance (see Sections 2.B and 2.C concerning judge duties). For all elimination rounds prior to the final round, Floor Judges can assume this duty. The Head Judge must actively judge the final round.

During the top 2 of any Official Convention, Badge, or Destination Event salon each player should be assigned an active judge. It is the responsibility of any participant to report any rules violation they witness to the Head Judge immediately. The Head Judge will then investigate and arbitrate as needed.

### **6.B Violations & Penalties**

All salon violations have a corresponding penalty. The severity of the penalty is dependent on a variety of factors, including severity of the violation, number of violations, and frequency of violations. It is the responsibility of the Head Judge to arbitrate any infraction, taking these factors into account. In some cases, additional factors may apply. The Head Judge should report any penalty awarded to the TO. Any penalty awarded by the Head Judge is final. The TO will only become involved in the case of an extremely severe infraction, or in the case of an infraction not directly relating to the playing of the game. It is the responsibility of the TO to report to PBE any Written Warning or above penalties. The TO should include a written report from the Head Judge concerning these violations, and submit it to PBE. Players that commit repeated violations will be tracked for possible future increased penalties. These are at the discretion of PBE and will only occur in the most severe or repeated cases. PBE will investigate any violations that result in Salon Disqualification.

All penalties may be contested after the salon. The Head Judge and TO are the final word at the salon; there is no exception to this rule. If a player feels they have been unfairly penalized or targeted that player should contact PBE at [pineboxentertainment@gmail.com](mailto:pineboxentertainment@gmail.com)

For full guidelines concerning violations and their corresponding penalties refer to the PBE Code of Conduct found alongside this document at PineBoxEntertainment.com. The PBE Code of Conduct is the full guide to infractions and rules violations reference for judges. All Tournament Officials are required to be familiar with both documents prior to running any salon.

### **Section 7: Tie Breaks**

The following tie breakers are used to determine how a player ranks in a salon:

- 1) Match points
- 2) Match-win percentage
- 3) Opponents' match-win percentage
- 4) Salon entry

The electronic event software should automatically use these factors to rank players.

#### **7.A Match Points**

Players earn 5 match points for each match win inside time, 3 match points for each match win outside time, and 0 points for each match loss. Players receiving byes are considered to have won the match.

#### **7.B Match-win percentage**

A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds (generally, 5 times the number of rounds played). If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect that low performances have when calculating and comparing opponents' match-win percentage.

#### **7.C Opponents' match-win percentage**

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

#### **7.D Salon Entry**

After performance records are considered, ranking tie breaks are determined based upon who entered the salon first.

#### **7.E Byes**

When a player is assigned a bye for a round, they are considered to have won the match 1–0. Thus, that player earns 5 match points. A player's byes are ignored when computing their opponents' match-win and opponents' match-win percentages.

**Appendix: Current City Deck List (As of Blood & Salt)**

**Burnished Cuirass  
Captain's Coat  
Crystal Eye  
Devil Jonah's Bones  
Guild Triskelion  
Object of Wonder  
Penya (Attachment)  
Silver Spine  
Syrneth Hand  
Synreth Puzzle Box  
Astrid De Martinez  
Gustavo  
Jack Trades  
Julius Calagari  
Kalla and Adelheide  
Leja Juska  
Millstone Rhud  
Ravenna Destine  
Takama Siad  
Tijani  
Eko Sorriddi  
Blood in the Watter  
Chance Meetings  
Crabs in a Bucket  
Early Morning Arrangements  
Equal Claim  
Festival of Fools  
Inauguration Day  
Knives Out  
Let Bygones be Bygones**