



## Tournament Rules and Information

- Rules: Standard Diplomacy rules will be used (1982 Edition).
- Length of Play: Qualifying Rounds 3 hours 45 minutes (Players may play in multiple rounds but must purchase tickets for each, Generics are welcome)  
Final Round 7 hours 45 minutes
- Punctuality: Players must be checked in within 10 minutes of the start of the session. Any player not present at that time will be placed on a space available basis.
- Board Assignments: Will be assigned by the judges after all players are checked in. Once at your assigned board, countries will be chosen randomly.
- Diplomacy Periods: Should be handled independently at each board. Judges will only clarify rules and settle disputes. Diplomacy periods should not exceed 15 minutes with no more than an additional 5 minutes to write moves. Longer periods may be taken on occasion as deemed necessary by each board. Judges will monitor your progress. All Qualifying Rounds **must** reach the end of 1904 fall!
- Written Moves: 1.) Rules must be written clearly. Undecipherable moves will be interpreted as holds unless all players agree to the intent of the move.  
2.) It is not permitted to allow other players to see your written rules before turning your moves in.  
3.) Once rules are turned in, complete, they may not altered.
- Cheating: 1.) No cheating such as misreading your moves will not be tolerated.  
2.) Players are not allowed to look at other boards during play.  
3.) Players are not allowed to look at other boards after play unless they register with a judge that he/she will not be playing in any later Qualifying Rounds.
- Advancement: Advancement is based on how you perform in relation to everyone else playing the same country during the Qualifying Rounds. For example if you were playing France, it doesn't matter how you do on your board, just how well you compare to the other Frances played. Advancement is judged after 1904 Fall. The highest value advances to the Final Round championship board the second highest to the consolation board.  
Number of Supply Centers 1904 Fall  
(in case of a tie) Number of Units 1904 Fall  
(in case of a tie) Number of Supply Centers 1904 Spring  
(in case of a tie) Number of Units 1904 Spring  
(in case of a tie) Number of Supply Centers 1903 Fall etc.  
If the highest value for a particular country is only a 0 or 1 the judges at their discretion may replace this advancing player with another player that had a stronger record.
- Substitute List: Players are encouraged to sign up on the Substitute List. The judges at their discretion may chose players based on their Qualifying Round(s) results to fill in for no show advancing players. Consolation board players will be the first choice to replace missing championship board players.
- Final Round: The countries for the Final Round are chosen randomly. The winner of the championship board will have their name and country added to the Plaque.

**Violation of any rule may result in ejection from the tournament.**