

STAR WARS™ DCI™ FLOOR RULES

Effective June 20, 2004

Introduction

The *Star Wars* DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and *Star Wars trading card game (TCG)* rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned *Star Wars TCG* tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

See Appendix A for a list of the changes from previous versions of this document.

See Appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

400. GENERAL *Star Wars* TOURNAMENT RULES

401. Format and Ratings Categories

The DCI sanctions the following tournament formats for the *Star Wars TCG*:

- Constructed
- Limited

The DCI produces the following ratings categories for *Star Wars TCG*:

- Constructed
- Limited

402. Authorized Cards

All *Star Wars TCG* cards produced by Wizards of the Coast, Inc., including Wizards of the Coast® promotional cards, are legal for tournament play.

403. New Releases

All *Star Wars TCG* sets and promotional cards produced by Wizards of the Coast are allowed in DCI-sanctioned Constructed play as soon as they are available.

404. Needed Materials

All players in *Star Wars* tournaments are required to bring the following materials:

- Six-sided dice for attack rolls. During a tournament, players may use their opponent's dice for rolls.
- A method to track force and damage that is easily distinguishable from the dice used for attack rolls
- One Light Side deck (for constructed play)
- One Dark Side deck (for constructed play)

405. Participation Minimums

A minimum of **four** people must participate in a *Star Wars* DCI-sanctioned event (any format). If this minimum is not met, the event is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer should report the event as cancelled.

410. *Star Wars* TOURNAMENT MECHANICS

411. Match Structure

A *Star Wars* TCG match consists of the best two-out-of-three games. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

412. Match Time Limits

A minimum time limit of sixty minutes is recommended for all matches. A tournament organizer may increase this time limit if he or she announces the change at the beginning of the tournament.

413. Choosing Sides

In order to determine who will play the Light Side deck or the Dark Side deck for each game of the match, players must bid build points.

To start the bidding process, each player rolls a die, and the higher-rolling player bids first. That player announces a number of build points (maximum of 30) and a deck. For example, “27 build points, Light Side.”

If the second player doesn’t want to play the deck named by the first player, he or she passes and the bidding process is over. Otherwise, the second player bids a lower number of build points to play the named deck (which makes it the first player’s turn to bid again). Once a player passes, that passing player gets 30 build points, and play continues to step 2 of the Pregame Procedures (see section 414).

For the second and subsequent games in a match, the loser of the previous game bids first to determine sides. If a penalty forces both players to receive a mutual game loss, the player who bid first in the previous game also bids first for the next game.

414. Pregame Procedures

The steps listed below are similar to what appears in the *Star Wars* TCG rulebook.

1. Players choose sides (see Choosing Sides, section 413).
2. Both players must shuffle their decks prior to drawing their opening hands.
3. Both players draw hands of 7 cards.

4. The Dark Side player (the player who goes first) chooses whether he or she will mulligan (see Mulligan Rule, section 415).
5. The Light Side player chooses whether he or she will mulligan.
6. Players begin setup with their allotted build points as per the bidding that took place at the beginning of the game (see the *Star Wars* TCG rulebook).

415. Mulligan Rule

A player may choose to discard any Battle or Mission cards he or she has in his or her initial hand, then that player must draw back up to 7 cards. Each player may only do this once per game. This is called taking a mulligan.

416. End-of-Match Procedure

If time is called while a game is unfinished, players finish the current turn. If there is no winner at the end of the turn, play continues until there is a winner under the regular victory conditions, with the following additional rules:

- Both players skip the “Gain Force” step of the ready phase.
- Both players skip the “Draw” step of the ready phase.
- Both players no longer roll for build points during the “Roll for build points” step of the command phase. All rules and cards that affect build points still apply.

417. Determining a Match Winner

Players play best two-out-of-three-games matches to determine the winner.

At the end of each turn, if a player controls at least 2 of the 3 arenas, that player wins the game. A player controls an arena if he or she has at least one unit in the arena and the opponent doesn't have any units in the arena.

After the normal end of match procedure, the player with more game wins is the winner of the match. If both players have equal game wins, then the match is a draw.

420. RULES FOR CONSTRUCTED TOURNAMENTS

421. Deck-Size Limits

Constructed decks must contain at least 60 cards. Players must have both a legal Light Side deck and a legal Dark Side deck in order to play. Players can't have more than one deck of each type registered in the tournament. If players wish, they may register a deck that contains only Neutral cards, and have that deck count as both their Light Side and Dark Side deck.

422. Sideboard Use

Sideboards are not allowed in *Star Wars* TCG tournaments.

423. Deck Construction

Star Wars TCG decks must conform to the following rules:

Each player's Light Side deck

- must have at least 60 cards;
- can't have more than 4 copies of any card with the same name and version;
- may contain only Light Side cards and/or neutral cards;
- must have at least 12 each of Space units, Ground units, and Character units; and
- can't have more than twice as many units of one type than of another.

Each player's Dark Side deck

- must have at least 60 cards;
- can't have more than 4 copies of any card with the same name and version;
- may contain only Dark Side cards and/or neutral cards;
- must have at least 12 each of Space units, Ground units, and Character units; and
- can't have more than twice as many units of one type than of another.

The following cards are **banned** in Constructed tournaments:

- Ugnought
- Holoprojection Chamber (effective June 20, 2004)
- Kessel System (effective June 20, 2004)

The following cards are **restricted** in Constructed tournaments. (Players may use up to **one** copy of a **restricted** card per deck.)

- Falcon's Needs (effective June 20, 2004)
- Lost in the Asteroids (effective June 20, 2004)
- Lull in the Fighting (effective June 20, 2004)
- Peace on Naboo (effective June 20, 2004)

430. RULES FOR LIMITED TOURNAMENTS

431. Deck-Size Limits

For all Limited formats, main decks must contain a minimum of thirty cards. There is no maximum deck size. All cards a player received but is not using in his or her main deck become that player's sideboard.

The DCI recommends that each player use five packs for sealed deck play and four packs for draft play, of any available base set or expansions.

Players are not restricted to four of any one card in Limited tournament play. Players have no requirements for minimum number of units in each area for Limited play. Players may have any amount of units for each area, including none.

For limited formats, players may freely mix units from any affiliation. Decks may include Light Side, Dark Side and Neutral units with no restrictions.

432. Sideboard Use

Any drafted or opened cards not used in a player's Limited deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a player may exchange this way as long as the main deck contains at least thirty cards. Cards do not need to be exchanged on a one-for-one basis.

433. Choosing Sides in Limited Formats

Although players may mix unit affiliations when playing Limited formats, they must still follow the normal rules for choosing sides as described in section 413. Players must still bid to determine whether they will play as though they were Light or Dark side and how many build points they'll start with. Players then follow the rules for Dark or Light, including who wins ties, who builds first, etc.

APPENDIX A— CHANGES FROM PREVIOUS VERSIONS

Changes from April 12, 2004 version:

- Header: Reference to tournament season removed
- Section 405: Section added (participation minimums).
- Section 423: Banned and Restricted lists updated.

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