



Here are some tips, suggestions and rules for running your tournament at PrezCon.

### General Comments

- Before play, the GM will inform all players of the Version of the Rules (if any) to be used, as well as any Clarifications. The GM will also specify the Scenario, as well as any Special Conditions (if required). In case of Ties or Time Limits, the GM should specify Tie Breakers as well as Scoring for Advancing.
- GM's are expected to be in the room and available at all times when a tournament game is being played. You may designate one or two Assistant GMs, prior to play, to take your place in case of an absence. The exception to this rule is when the Finals run very long, the players may continue (all consenting) without a GM present. If there is any question during the Final and no GM is available, the game is to be halted; game pieces remain untouched, until the GM and all players can gather to resolve all issues.
- As GM, you are judge and jury (and executioner if need be.) Your tournament is NOT a democracy; so do not rely over much on the opinions of the players when you try to resolve disputes. Their opinions will usually be colored by their positions in the game.
- We are always around to assist in resolving situations or to answer any questions you have. If we are playing a game, interrupt one of us! Our goal is to work with you to make PrezCon 2014 the best ever!
- Fair and friendly play is a hallmark of PrezCon. Profane or Shouting players forfeit any position in the Tournament, and if considered Out of Control, excused from further play. Seek one of us out immediately if this is the case.
- If a player is truly dissatisfied with a ruling of yours, please summon one of us as the Appellate Judge. Rest assured, however, that we would back you up in your decision except in the most extreme cases.

### Dispute Resolution

- You are the final arbiter of the rules of your game. You are welcome to consult the opinions of others, both inside and outside of the game, but do not to let the players engage in endless debate. Feel free to summon us if you wish. We resolve rules disputes as follows:

1. Have the players explain the controversy until you fully understand the questions that need to be answered. It helps to define the problem as one of interpretation, rather than of personalities.
2. Consult the rulebook while the players SHUT UP.
3. Allow the players involved to explain their competing views, ONE AT A TIME.
4. Consult the rules again, and make your ruling. Be firm and authoritative, without being totalitarian.
5. Stick by your ruling for the rest of that game, even if you later determine that you were wrong.



- Keep control of all disputes. Remember that situations get out of hand the quickest when players are allowed to raise their voices and when multiple players are allowed to talk at the same time

### Players Leaving in Mid-game

- Players are strongly discouraged from dropping from the middle of tournament games for any non-emergency reason.
- Players should stick by their decisions, and not start games they can't finish, unless they have a prearranged substitute player they have told you about ahead of time, and you have agreed.
- If a player drops out to leave the convention, you can handle this situation as you see fit. If a player must leave, however, please make every effort to find a substitute player. We will be around to help.
- If a player drops out of a game voluntarily (i.e., for a non-emergency reason) he loses all benefits from that game. The substitute will get credit for his finishing position in the game. The player will not be allowed to reenter the Tournament.

### Time Limits and Heat Resolution

- PrezCon uses game time limits. These are set by you and apply to the qualifying through semi-final rounds of tournament play. The time limits permit players to schedule their game play more efficiently, and the games to move along crisply. Time limits will mean that you will need to describe, **prior to play of each game**, the winner determination (if time runs out) at the end of the allotted time frame, along with any special rules. Victory points, including rankings in multi-player games, may be used if needed. Try to be as informative as possible, we know you cannot predict every problem, but be as clear as possible to avoid confusion. Post any special rules before your tournament. All heat/round games should be started within 15 minutes of the published time.