1. General Tournament Rules for EVE: The Second Genesis

1.1 Tournament Legal Cards

All cards in EVE: The Second Genesis (hereafter referred to as "EVE: TSG") are tournament legal. Players are not allowed to use a card if the back of the card is cut in the wrong way or is marked in any way to differentiate it from the rest of your cards. The use of card sleeves with non-transparent backs is recommended if your cards are worn.

1.2 Card Interpretation

If a card has been issued an errata on the EVE: TSG homepage or if the wording has been changed in a later printing, it must be played using the newest text, not the printed text.

1.3 Tournament Materials

- Players must bring with them some way to count their ISK.
- Players must bring their own assembled decks to constructed tournaments.

1.4 Tournament Information

CCP GAMES reserves the right to publish any information about their tournament, including deck lists and information about penalties. Tournament organizers are allowed to do the same.

2 Tournament Structure

2.1 Deck Construction

There is more than one different format for constructing a tournament deck. The formats are divided into two categories: constructed formats and limited formats.

Constructed: Players create their decks from their own cards and bring their decks to the tournament. For now, there is only one sanctioned constructed format.

- **Classic:** A legal deck consists of 1 starbase, 3 outer regions and a market of at least 52 cards. The market cards can be of any combination of ships, locations, starbase structures and news, but no more than 4 instances of each card. A Classic side deck must be either 0 or 13 cards (see 2.2 Side Decking).

Limited: Players create their markets from a limited pool of cards that they receive at the tournament. All limited formats allow players to bring their own starbases and/or outer regions to include in their decks, unless otherwise stated. Starbases and outer regions may also be supplied by the tournament organizer. The tournament organizer must announce before the event begins if starbases and/or outer regions will be supplied

- **Starter Sealed Deck:** A legal deck consists of 1 starbase, 3 outer regions and a market of at least 40 cards. The market cards can be of any combination of ships, locations, starbase structures and news, with any number of instances of each card. All the cards that are not used in the market are the player's side deck. Each player receives 15 minutes to construct their deck from one random pre-constructed deck, one booster pack and any combination of starbases and outer regions.

- **Booster Sealed Deck:** A legal deck consists of 1 starbase, 3 outer regions and a market of at least 40 cards. The market cards can be of any combination of ships, locations, starbase structures and news, with any number of instances of each card. All the cards that are not used in the market are the player's side deck. Each player receives 30 minutes to construct their deck from six boosters and any combination of starbases and outer regions.

- **Booster Draft:** A legal deck consists of 1 starbase, 3 outer regions and a market of at least 40 cards. The market cards can be of any combination of ships, locations, starbase structures and news, with any number of instances of each card. All the cards that are not used in the market are the player's side deck. Players receive the cards to construct their deck through a process called EVE draft (Appendix A).

2.2 Side Decking

Before each game except the first game of a match, players receive four minutes to swap cards between their markets and side decks on a one to one card basis. After each match, they must rearrange their market and side deck to their original state.

2.3 Who begins

Before a match begins, a player chosen by a random method, such as a coin toss or the throw of a die, decides which player takes the first turn of the game. In a two player game, the player who takes the first turn skips his or her first draw phase. The loser of each game gets to decide who takes the first turn in the next game of the match. If the game ended in a draw, choose this player by a random method. This must always be decided before players draw their opening hands. If the player fails to decide who begins before drawing his or her opening hand, he or she must take the first turn.

2.4 Shuffling

You must shuffle your deck until it is sufficiently randomized. When you have finished shuffling, your opponent must either cut your deck or shuffle it some more, if he shuffles your deck, you must cut it afterwards. Cutting a deck means taking any amount of cards from the top of the deck and placing them at the bottom without looking at them. If your opponent asks to shuffle your deck, he must do so without looking at any cards in it and must take care not to damage your cards. If you feel that your opponent hasn't shuffled well enough, call a judge determine whether or not his deck is sufficiently randomized.

2.5 The EVE Mulligan

Right after players draw their opening hands (starting with the player who gets the first turn, followed by his opponents going clockwise around the table) each player may choose to shuffle any number of cards from his or her hand back into his or her market (following the rules about shuffling above, 2.4). Then each player refills his or her hand back to seven cards by drawing the same number of cards he or she shuffled into his or her market. This may only be done once before each game.

2.6 Time Limits

The time limit for a match is 60 minutes.

2.7 The End of a Match

The winner of the match must report the results at the judges table. Players who have finished their match may watch the remaining matches of that round. If the time runs out before a match has been finished, the players play 2 more rounds, including the turn that wasn't finished when the time ran out.

I.e. In a two player game, the time runs out during player A's turn and the players take two more rounds:

Extra round I
Player A (finishes his or her turn).
Player B.

Extra round II
Player A.
Player B.

If no one manages to win the game in these last two rounds, the game ends in a draw.

3. Conduct Rules

3.1 Player Responsibilities

Players must follow the rules interpretations and guidelines for play set forth by the Player Alliance, the head judge, and other tournament officials. Players are expected to behave in a respectful and sportsmanlike manner at all times. Players who argue with the head judge or other tournament officials may be subject to the appropriate penalties. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that the appropriate penalty, if any, is imposed.

3.2 Spectator Responsibilities

A spectator of a game is defined as any person other than a judge or an organizer who is not playing in that game. All spectators are expected to remain silent during the course of a game and are not permitted to communicate with players in any way while a game is in progress. Spectators who believe that they have observed rules violations should inform a judge, but they must not interfere with the game. Players have the right to request that any spectator not observe their game. All such requests must be made through a judge, who may grant or deny the request as he or she sees fit. The judge or organizer may choose to prohibit all spectators at any table(s) or round(s) of the tournament.

3.3 Head Judge Responsibilities

Officially sanctioned competition requires the physical presence of a head judge during play to adjudicate disputes, interpret rules, assign penalties, and make other official decisions. The head judge may, with the tournament organizer's agreement, appoint any number of other judges to help in the performance of the head judge's duties and to perform other tasks the head judge may require. The head judge is responsible for reporting all warnings issued at the tournament to the Player Alliance either directly or through the tournament organizer's event report.

The head judge and the tournament organizer can be, but do not have to be, the same individual. The head judge is the final judicial authority at any sanctioned tournament.

All judges have the responsibility to deliver fair, impartial rulings and to assist the head judge and other tournament officials in any area that is required to ensure a smooth tournament. Judges must take action to resolve any rules infraction (whether a violation of the tournament rules or the game rules) they notice or that is brought to their attention.

3.4 Multi-Judge System

The Multi-Judge System may be used at any non-qualifier, non-championship tournament with at least eight participants. Organizers choosing this system must announce its use before the tournament begins and identify three judges as head, secondary and third judge. Organizers should use good judgment when selecting the

Multi-Judge System and should ensure its use will not disrupt the event. Tournament organizers may only participate in events they sanction if they are using the Multi-Judge System. These types of events are the only ones in which judges and/or tournament organizers are allowed to participate.

When using the Multi-Judge System, the head judge makes all rulings, except when a decision is needed in a game in which the head judge is participating. If a ruling is needed in a head judge's game, the secondary judge makes the call, except in games in which both the head judge and secondary judge are participating, in which case the third judge is called upon.

The Multi-Judge System may also be employed for multiplayer-format tournaments. If the tournament organizer chooses to do this, he or she must identify a number of judges one higher than the maximum number of participants in a single match. For example, if matches were Four-Player Free-for-all, then a total of five judges would be needed at the tournament.

4. Rules Violations

4.1 Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will disqualify him or her from the tournament without prizes. All disqualifications are subject to later Player Alliance review, and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:

- Receiving outside assistance or coaching
- Looking at opponents' card faces while shuffling or cutting their decks
- Collusion to alter the results of a game
- Misrepresenting rules or card texts or errata
- Using marked cards/sleeves
- Drawing extra cards
- Manipulating which cards are drawn from your deck or from an opponent's deck
- Stalling to take advantage of a time limit
- Misrepresenting or obscuring public information (starbase shield totals, income per turn, number of cards in deck, etc.)

4.2 Unsportsmanlike Conduct

Unsportsmanlike conduct is unacceptable and will not be tolerated at any time. Players who engage in unsportsmanlike conduct will be warned, and later disqualified if their poor attitude continues. Judges, players, spectators and officials must behave in a polite, respectable, and sportsmanlike manner. In addition, players must not use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents.

4.3 Slow Play

Players must take their turns in a timely fashion. Whereas taking a reasonable amount of time to think through game strategy is acceptable, playing excessively slowly or stalling for time is not. If a judge determines that a player is stalling for time or playing excessively slowly at any point during the tournament, the responsible player will be subject to a warning. If the judge feels it is warranted, extra time may be granted to the game in response to a delay or stall.

5. Tournament Pairings and Number of Rounds

5.1 Swiss Pairing

Pairings for EVE: TSG tournaments are made using the Swiss system, which means that whenever possible, you play someone with the same amount of match points as you. Players receive 3 match points for winning a match, 0 points for losing and 1 point goes to each player in case of a draw. Pairings for the first round of a tournament are decided at random. After round one, players with equal points are paired randomly against each other, beginning with the highest-scoring players. If the number of players is odd within a point group, the odd man out is paired against someone in the point group below him. Whenever there is an odd number of people to pair against each other, choose one player at random from the group with the least points and grant him a bye. Players may not be granted more than one bye in the same tournament. A bye means you don't get an opponent but still get a match win. During the Swiss rounds you may not be paired against the same person twice.

5.2 Number of rounds

Number of Players	Number of Rounds
8 - 16	4
17 - 32	5
33 - 64	6
65 - 128	7
129 - 256	8
257+	9

5.3 Match Play Out

Matches are played 'best of three'; meaning that while time permits, players compete until either of them has won two games. If the time runs out before either player has won two games, then the player with the most wins has won the match.

5.4 Finals

After the Swiss rounds the top 8 players proceed to the finals. You can also have top 4 or 16 depending on the size of the tournament. In case of tied points, the tiebreaker score for a player is the win percentage of his opponents (not counting byes). A draw counts as half a win when calculating win percentage. The player with the higher tiebreaker score wins the tie.

The finals are decide in a single elimination bracket, pairing the highest scoring finalist with the lowest scoring finalist (with 8 finalists, these would be the pairings: 1 vs. 8, 2 vs. 7, 3 vs. 6, 4 vs.5).

Appendix A

EVE Draft

Eight players are randomly seated around a large table with 4 boosters each. Each player opens two boosters and takes out the region cards, setting them aside. Every player may then select one card from the 28 that remain in his or her stack. Once all players have taken a card from their respective stacks, they pass the remaining 27 cards to the players on their left. This process of selection and passing continues until all cards have been chosen. Once all cards on the table have been chosen, each player opens his or her remaining two boosters and repeats the selection process, this time passing to the right. After the players finish constructing their decks from the drafted cards, they may include any outer regions and starbases from either their own collections or from the stack of drafted regions. It is important to note that players are not limited to using only the drafted regions. Organizers should also remind players that the usual restriction against more than four copies of a card in a deck does not apply to the draft format.