Sirlin Games Organized Play
v1.1
1/20/2012

Introduction
These guidelines will help you run (offline) live events for Yomi, Puzzle Strike, and Flash Duel. Getting your events sanctioned will allow your local players develop their rankings, earn Fantasy Points, and join the worldwide community of Sirlin Games players.

Both casual and competitive events can be sanctioned, all you have to do is get the players involved to sign up and submit the results of the event. Casual events can be any format, and match results aren't needed. Competitive events use the tournament rules outlined in this document.

SIgning Up
***Details to follow on how to sign up to get ranking points, and to create and join live events in your area.

Tournament Types

Swiss (recommended)
This format allows players to play the most matches, and for everyone to play at once. You can either choose to run enough rounds to determine a single winner, or you can cut to top 8, top 4, or top 2 and do an additional single elimination portion. You must decide on and announce the exact format before the tournament begins. Ending with a single elimination portion will take longer, but it will have more drama and provide better rankings. Run the event that's the best match between what your players want and what you can handle logistically.

Single Elimination
Single elimination tournaments are simple to run, some players will only get to play one match. When a player loses a match, he's eliminated from the tournament. Use a standard single elimination bracket, such as this one:
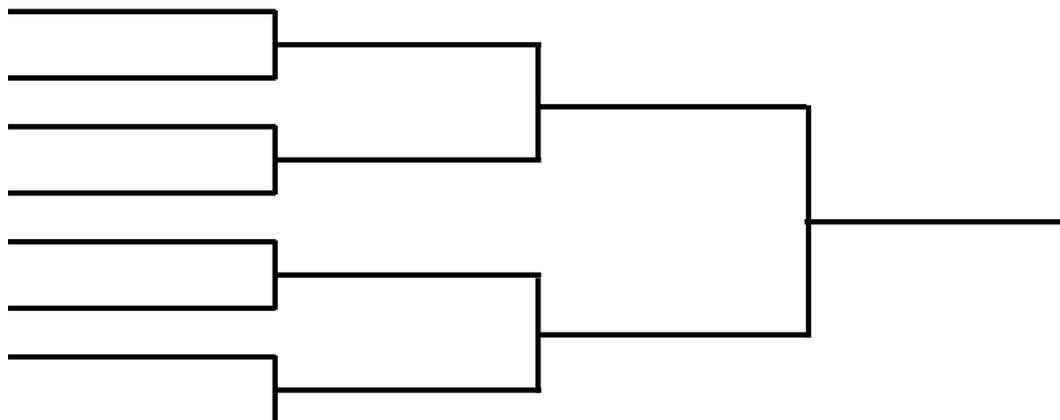
Matches

A match is a series of games against a single opponent played until there is one winner. There are no drawn matches in Yomi, Puzzle Strike, or Flash Duel, as each game has a sudden death tie-breaking procedures. The number of games per match and the recommended length for each match (aka each round of the tournament) are:

Game	Match	Match Length
Yomi	Best 2 out of 3 games	50 mins
Puzzle Strike	Best 2 out of 3 games	50 mins
Flash Duel	Best 3 out of 5 games	25 mins

Characters

Each game has several different characters to choose from so that players can pick the playstyle and personality that they like most. There are currently no banned characters in any game.

Yomi: All 10 First Edition characters allowed.
Puzzle Strike (current): All 10 characters from the Upgrade Pack allowed.
Puzzle Strike (future): All 20 3rd Edition characters (10 base set + 10 Shadows expansion) allowed.
Flash Duel: All 20 2nd Edition characters allowed (the Dragon isn't allowed).
Selecting Characters

Selecting Characters

In Yomi, Puzzle Strike, and Flash Duel, each match begins with double-blind character selection. That means each player chooses any character he wants without knowing which character his opponent will select. You can have one player whisper his choice to a judge or write it down on a piece of paper, etc, and then have the other player openly choose his character, then the first player reveals his already locked-in choice.

Hopefully you have enough copies of Puzzle Strike or Flash Duel on hand to play "mirror matches" of same-character versus same-character. If you don't and both players want to play the same character, flip a coin. The winner gets the character and the loser then chooses another character and whether to play first or second.

Switching Characters

Some players prefer to play a single character throughout an entire event, while others prefer to change characters. During a match of Yomi or Flash Duel, the loser of a game can (optionally) switch to any other character for the next game. The winner cannot switch. Puzzle Strike has additional rules for character switching.

If you lose a game of Puzzle Strike, you play first in the next game in that match and you can exercise at most one of these options:

1. Switch to a different character.
2. Remove a puzzle chip stack of your choice from the bank. Replace it with a different puzzle chip stack of your choice from outside the game. You cannot switch in a stack that was previously switched out during the match.
3. Create an entirely new bank randomly. (This option is rarely chosen.)

The loser doesn't have to exercise any of these options. If he wants to play again with the same characters and same bank, that's fine. The winner of the previous game doesn't get any of these options though, he has to go along with whatever the loser chooses.

Time Over
When time is called at the end of a tournament round, these are the procedures for resolving in-progress games.

Time Over in Yomi
When time is called in a round, in-progress games finish the current turn and get 3 additional turns. The highest life total at the end of that wins the game.

Time Over in PS
Finish the current turn, then the opponent takes his turn. Check for lowest gem pile total. If tied, each player takes one more turn, check again for lowest, continue if tied, etc. (If a judge believes players are intentionally avoiding a game resolution, then award them both a match loss, and neither advances if it's single elimination.)

Time Over in Flash Duel
If time runs out, finish the current game. It shouldn't take that long.

Draws
The first draw game in a match counts as 0 wins for each player. They play another game. All subsequent draws in that match count as 1 win for each player.

Draw games are extremely rare in Yomi and Flash Duel and aren't possible in Puzzle Strike. (A draw in Yomi comes from a double KO, while a draw in Flash Duel means all the numbered cards were drawn, last-hits didn't determine a winner, and both players advanced the same number of spaces on the board.)

Draw MATCHES are not possible in any of the three games. If a draw match would occur, instead players resolve the game in a sudden death mode to determine the winner. This is unlikely to happen, but is most possible if the players are playing too slowly and player 1 wins game 1, then the time runs out during game 2 and the time-over procedure causes player 2 to win game 2. The score is 1-1 at that point, which would be a match draw. If a match draw would occur, instead use this procedure:

Yomi Sudden Death
Players start a new game of sudden death with the same characters as the previous game. In this game, the first player to take damage loses. If players deal damage simultaneously, the one who dealt more wins. If they deal the same amount simultaneously, keep playing.

Puzzle Strike Sudden Death
Keep the gamestate of the last game played (same bank, same chips bought), but set both gem piles to have exactly 10 1-gems each. Each player puts all his chips (from hand, discard, and bag) into his bag and redraws a new hand. The loser of the previous game plays first. Each player takes one turn, then check for lowest gem pile size, and that player wins. If it's a tie, players each take one more turn, then check again for lowest gem pile size, continue if tied, etc. Gem pile size refers to the sum of all gems in a gem pile, not the number of gems. For example a gem pile with two 2-gems, a 3-gem, and a 4-gem totals 11. (If a judge believes players are intentionally avoiding a game resolution, then award them both a match loss, and neither advances if it's single elimination.)

Flash Duel Sudden Death
Players play one more game to determine the winner. It shouldn't take long.

Other Rules

Official Cards
- Cards and chips must be genuine, official cards/chips printed by Sirlin Games.
- Cards can't be damaged or modified in any way that could make them marked.
- Sleeves are allowed, as long as they are not marked, damaged, or have artwork that could be used to mark cards.

Ownership of Cards / Chips
Players are expected to bring (or buy) their own Yomi decks. The tournament organizer or other players may provide spare decks, if they have any.

For Flash Duel and Puzzle Strike, players are encouraged to bring (or buy) their own copies, for use at tournaments and events. It's ultimately the event organizer's responsibility to make sure that enough players plan to do this, or that he can provide enough sets for the players.

Note that both Flash Duel and Puzzle Strike have enough components for two simultaneous games of 1v1 (and also allow 2v2 play). It's ideal to have one set for every two players, but it's still possible to run an event with only one set for every four players.

If new copies are available to buy (such as at a game store or game convention), then the tournament organizer might run an event by collecting an entry fee from each player equal to one fourth the cost of buying a copy of the game. Then purchase and open one game per four players, to use for the event. The players who finish in the top 25% win one of those copies of the game.

Taking Notes
Players are allowed to take written notes during a match and may refer to those notes while that match is in progress. At the beginning of a match, each player's note sheet must be empty and must remain visible throughout the match. The games are more fun without notes, and relying on your unconscious instincts might actually take into account more information than the limited notes you would take, but use them if you must.

Slow Play
Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified for the tournament. Players must maintain a pace to allow the match to be finished in the announced time limit. Stalling is not acceptable. Players may ask a judge to watch their game for slow play; such a request should be granted, if possible.

More About Swiss

If you run a Swiss tournament, these are the suggested number of rounds based on the number of players:

Number of players	Number of Swiss rounds
4-8	3 rounds
9-16	4 rounds
17-32	5 rounds
33-64	6 rounds
65-128	7 rounds

This number of rounds is fine if you end the tournament there, though you can also cut to a top single elimination bracket. If you cut to a bracket of the top 8, no additional Swiss rounds are needed. If you cut to a bracket of the top 4 players, an additional round of Swiss is needed. If you cut to a top 2 playoff, two additional rounds of Swiss are needed.

In the single elimination bracket, pair the players as follows, so the 1st place player plays the 8th place player in the first round, and so on:

1st
8th
4th
5th
2nd
7th
3rd
6th
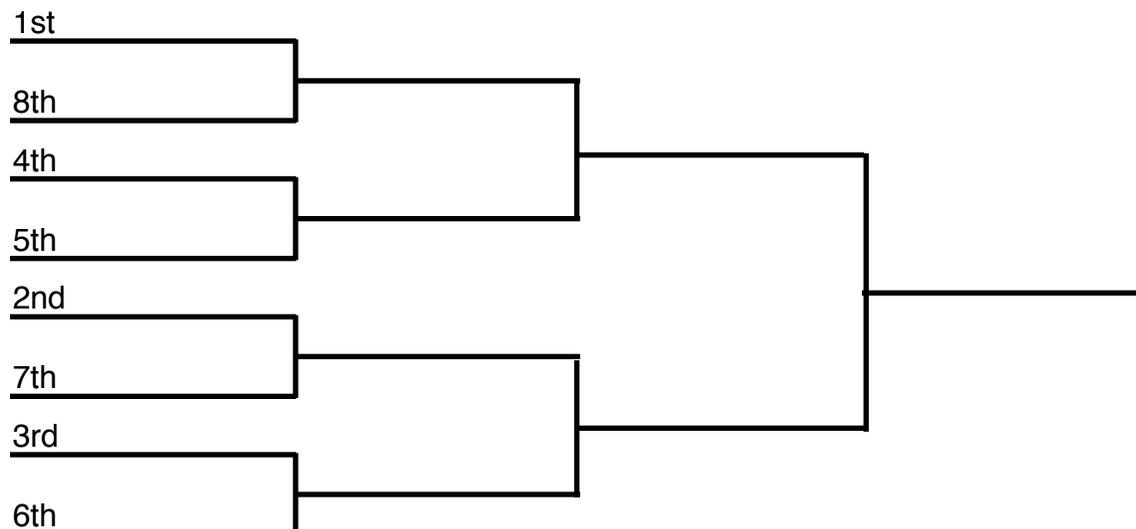
For a top 4 bracket, pair the players as follows:

1st
4th
2nd
3rd
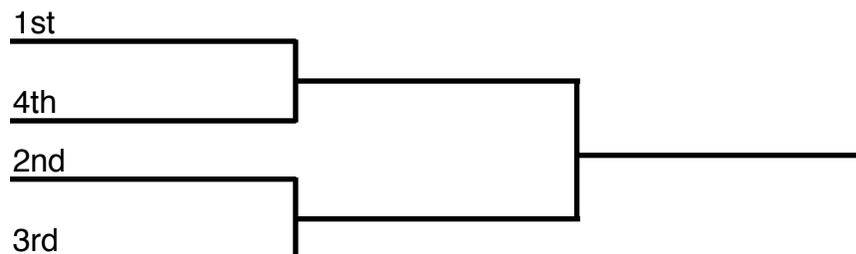
Pairings
To help keep track of match results and handle pairings for each round, you should probably use notecards. One notecard for each player, with a line for each match he plays and the results of that match. To determine pairings for the first round of Swiss, shuffle the notecards and create pairings randomly.

After each round of Swiss, collect the notecards and make sure they each have match results written on them (the opponent's name and game score such as 2-1). Pair players who have the same number of match wins against each other randomly, starting with those who have the best records. If there's an odd number, match one player from that group with a person from the group with the next highest number of match wins.

Continue this procedure until all players are paired. If there is one player left over, he gets a bye (counts a free match win).

Tie Breakers
To determine placings in a Swiss tournament, either for the final standings or for figuring out who advances to top 8, you'll need to use tie breakers. Players who won more matches are always ranked higher than players who won fewer, but amongst players with the same number of match wins, tie breakers are needed.

Direct Competition
Amongst players who are tied, if one player played and defeated each other tied player, he should be ranked higher. Apply this tie-breaker even after other tie breakers have already been applied. For example, players A, B, and C have the same number of match wins (they are tied). During the tournament, A defeated B, but C never played A or B. The direct competition tie-breaker doesn't help here because there is no single player who defeated all other tied players. But, if another tie breaker caused C to no longer be tied, and A and B still to be tied with each other, then the direct competition tie breaker *does* apply, and A should be ranked higher.

Opponent-match win %
A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignore rounds where a player got a bye). In other words, if two players both have records of 2-2, the player whose opponents did better overall wins this tie breaker.

Game-win %
Add up all the games played by a player and compute the % won. A bye counts as 2-0 in Yomi and Puzzle Strike, and 3-0 in Flash Duel. The higher percentage wins this tie breaker.

If players are still tied and the tie must be broken, as a last resort the player who signed up for the tournament first wins the tie breaker.

Fantasy Points
Players can earn Fantasy Points for casual events and competitive events. Casual events don't require any particular format, or even recording of match results. It could be a demo night or party, or your own made-up format. You get a fixed number of participation points no matter how well or poorly you do. The more people who participate, the more points you all get, so bring your friends.

Number of Participants	Participation Points
2-7 (casual events only)	1
8-15	2
16-31	3
32-63	4
64-127+	5

Competitive events must have at least 8 players and must use the tournament rules from this document. Competitive events give participation points--the same way that casual events do--and they give two other kinds of points: match win points and top 8 bonus points. Every match you win (including byes) at a competitive event gives you 3 points. Finishing in the top 8 players awards these bonus points, where X = the number of players at the event:

Place	Top 8 bonus points
1st	X points
2nd	X / 2 points
3rd and 4th	X / 4 points
5th through 8th*	X / 8 points

*only for tournaments with at least 16 players
(After dividing, round up.)

For example, at a 16 man competitive event using the Swiss format that lasts 4 rounds, if you won 3 matches to get 2nd place, you would get:
(3 participation points) + (3 x 3 match win points) + (16 / 2 top 8 bonus points) = 20 points.

There are four different totals these points go towards:
Lifetime total (for all Sirlin Games)
Competitive Yomi total
Competitive Puzzle Strike total
Competitive Flash Duel total

Your Lifetime total never resets, and goes up when you attend any sanctioned event--casual or competitive--for any Sirlin Games.

Your competitive totals are tracked separately for each game, and they reset each year. These points may be used for seeding at large official events.

Lifetime total
Casual event participation points for Yomi, Puzzle Strike, and Flash Duel +
Competitive event participation points for Yomi, Puzzle Strike, and Flash Duel +
Match win points for Yomi, Puzzle Strike, and Flash Duel +
Top 8 bonus points for Yomi, Puzzle Strike, and Flash Duel

Yomi Competitive Total
Competitive event participation points for Yomi from the current year +
Match win points for Yomi from the current year +
Top 8 bonus points for Yomi from the current year

Puzzle Strike Competitive Total
Competitive event participation points for Puzzle Strike from the current year +
Match win points for Puzzle Strike from the current year +
Top 8 bonus points for Puzzle Strike from the current year

Flash Duel Competitive Total
Competitive event participation points for Flash Duel from the current year +
Match win points for Flash Duel from the current year +
Top 8 bonus points for Flash Duel from the current year