

# Catan National Championship 2018™

## Tournament Rules

These rules apply to games of Catan® in the 2018 Catan National Championship.

### 1.0 General rules:

#### 1.1 Referees:

- 1.1.1 The tournament is coordinated by at least two referees.
- 1.1.2 If rules are broken at a table, players have to call for a referee immediately. The ruling of a referee is final and players must accept the decision. If a rule is broken and players do not immediately report it to a referee, players must accept this incident as “normal” play and accept the final game results normally. Repeated incidents can be called out individually even if previous incidents not judged by a referee were deemed as “normal”
- 1.1.3 If players feel that the outcome of a game was unfair due to broken rules or illegal play, they must immediately inform a referee. Once the game record sheet has been signed, further protest is not permitted and the results cannot be further altered. If a player is unwilling to give his signature, the referee will make the final decision as to the outcome of the game.
- 1.1.4 Referees can disqualify players from the tournament if the rules of the game are broken on purpose by a player. These circumstances include, but are not limited to, players breaking the rules with the intention of winning the game, players engaging in abusive play, or intentionally causing or promoting another player to win. A disqualification can only be made during an active game or immediately after finishing a game. Disqualification is not possible after the record sheet has been signed.
- 1.1.5 Poor game-play is not a justification for disqualification. Players colluding strictly in service to advance mutual positions in the game can be frustrating, but is not a justification for disqualification. Collusion among players to advance positions in the tournament rather than to further positions in-game is discouraged and will be served with a warning. Further actions may result in a disqualification.
- 1.1.6 Referees and organizers may not play in their own tournament.

#### 1.2 Single Tournament format:

- 1.2.1 The official tournament language is English. During semi-final or the final game, players will use sets at the discretion of the organizers, including oversize sets, Treasure Chest editions, or others.
- 1.2.2 For all games, the organizer has the authority to introduce and enforce a time limit on player turns. In the event, time limitations are imposed, player turns are limited to three minutes. After set-up, players also have the right to call in a referee to enforce three minute turns. However, organizers will not end games until one player has reached 10 victory points.
- 1.2.3 The tournament is made up of three rounds: the preliminary round, the semi-final round, and the final round.
- 1.2.4 In the preliminary round, all participants will play three or four games (suggested three) with the base Catan.
- 1.2.5 There will be an assigned schedule that determines which table and which starting positions the players play for each round. The starting player selects first the color and his or her chair. After that, each player, according to his predetermined position, chooses clockwise his or her players color.
- 1.2.6 After 3 or 4 games the 16 players with the highest rankings reach the semi-finals. The following chart determines at which table players will play. It also determines the order in which players choose his or her starting position first (1st, 2nd, 3rd, or 4th)—players choose according to the ranking based on the qualifying rounds:

**Table 1:** Rank 1, Rank 8, Rank 9, Rank 16

**Table 2:** Rank 2, Rank 7, Rank 10, Rank 15,

**Table 3:** Rank 3, Rank 6, Rank 11, Rank 14,

**Table 4:** Rank 4, Rank 5, Rank 12, Rank 13.

The players choose their starting position and their seats at each table after the game board design is revealed and confirmed.

- 1.2.7 The four winners of each of the semi-final games reach the final game. In the final, seating is based on ranking from the preliminary round. The players select their starting position as they did in the Semifinals, along with player color in order of their rank. The winner of the final will be the Qualifier Champion.
- 1.2.8 In the semi-finals and in the finals, there are no shared seats. For the semi-finals if there was a tie from the preliminary round lots are drawn. For the finals the final ranking from the lots remains persistent.

### 1.3 Multiple Tournament format:

- 1.3.1 A tournament may also be made up of multiple rounds preliminary rounds, and then the semi-final round, and the final round.
- 1.3.2 Preliminary rounds work exactly the same as the preliminary round in the single tournament. Instead of one preliminary round, multiple complete preliminary rounds are run. After two to four preliminary rounds are completed individually, all of the scores are from all preliminary rounds are compared and ranked. The top 16 unique players are chosen for the semi-finals.
- 1.3.4 Players may play in multiple preliminary rounds. A player may have multiple scores from each of these rounds. The score from one preliminary round effects no change on the same player's score from another preliminary round.

### 1.4 Points:

- 1.4.1 During a preliminary round , the number of victories will be used to rank players.
- 1.4.2 In case of ties, the total sum of victory points across all four games will be used as the first tiebreaker.
- 1.4.3 If ties still exist after that, the second tiebreaker will be the sum of the percentage of victory points the players reached at their four tables. If there are still any ties after that lots will be drawn.

**Example** (after three rounds):

**Players A and B** both win 2 games. Both get 28 victory points - so there is still a tie. Now the percentages of victory points will be calculated.

#### **For Player A:**

**Game 1:** A gets 10 VPs, there were 32 VPs at the table, his percentage is: 31.25%.

**Game 2:** A gets 8 VPs, there were 30 VPs at the table, his percentage is: 26.67%.

**Game 3:** A gets 10 VPs, there were 36 VPs at the table, his percentage is: 27.78%. The sum is: 85.70.

#### **For Player B:**

**Game 1:** B gets 10 VPs, there were 30 VPs at the table, so his percentage is: 33.33%.

**Game 2:** B gets 10 VPs, there were 33 VPs at the table, so his percentage is: 30.3%.

**Game 3:** B gets 8 VPs, there were 36 VPs at the table, his percentage is: 22.22%. The sum is 85.85.

**Player B** is ranked higher than **Player A**.

- 1.4.4 In the case of a three-player game, a fourth score will be created by averaging the other three scores (rounding any 0.4 remainder down, and any 0.5 remainder up). This average score is included into the calculation as if it were a fourth player for purposes of the percentage of points earned.

### 1.5 Responsibilities of Players – Material:

- 1.5.1 The tournament organizers set up the boards. All rounds (qualifiers and semi-finals) will use the same board for all players. Each game will have a new board.
- 1.5.2 All game materials must be kept on the table at all times, so that they are clearly visible to all players. This is especially true for development and resource cards, which must be held above the table throughout the game.
- 1.5.3 On demand, the number of cards must be named at any time.
- 1.5.4 In all games (with the exception of the final) the starting player will be in charge of distributing and receiving used

resource and development cards. The starting player has to announce clearly when he is handing cards to himself or when he is paying resources to the bank. By agreement, players may create two resource piles, and/ or collect cards on their own. If there is a disagreement as to players collecting the correct number of cards, these agreements are voided and the starting player must distribute all cards.

- 1.5.5 Newly obtained development cards must be kept well away from the other cards the players might have in hand. If this rule is broken, the player forfeits the opportunity to play a development card until his or her next turn.
- 1.5.6 Players are responsible for verifying that they have the correct number of pieces at the beginning of the game (5 settlements, 4 cities, 15 roads). Also, all players should verify that there are 25 development cards and 19 of each resource card. In the case of an issue, the organizer should be immediately notified to rectify the situation. 1.3.7 Players are permitted to log events or dice rolls during the course of a game. However, if any player does this, there must be a public announcement of this, and the organizers must also be notified. Organizers are responsible for collecting and shuffling dice from game sets between rounds if this occurs!

#### **1.4 Responsibilities of Players – Code of Conduct:**

- 1.4.1 Our official Catan® tournaments are invitational programs. This is especially true of the national qualifiers, national championships, and the Catan World Championship. All players are invitees. They must abide by this “Code of Conduct.”
- 1.4.2 Catan is a values-based brand. Generally, Catan GmbH and Catan Studio expect players to conduct themselves in both a legal and civil manner during play, during other tournament activities, during related event activities, and throughout the tournament and event program.
- 1.4.3 Players shall exhibit kindness, courtesy, and fair play to others during tournament games, during other tournament activities, during related event activities, and throughout the tournament and event program.
- 1.4.4 Players shall not disrupt tournament activities, related event activities, or activities within the local community surrounding the tournament and event site.
- 1.4.5 Players shall not harm, or bring substantive harm to, the Catan brand before, during, or after the tournament and event program.
- 1.4.6 Players shall not contest, dilute, and/or misappropriate Catan intellectual property..
- 1.4.7 Players shall be responsible for insuring that all friends and family members present at the tournament and event program also abide by this Code of Conduct.
- 1.4.8 Catan GmbH, Catan Studio, or their designated agents shall have the right to immediately and thoroughly disqualify a player who violates this Code of Conduct.

#### **2.0 Additional and supplementary rules:**

The following are areas of Catan rules that occasionally cause confusion. These are clarifications to the standard rules. If there is any disagreement between the standard rules and these clarifications, then the clarification is considered to be the official rules.

- 2.1 A player's turn begins with receiving the passed dice. Players are allowed to play any development card (for example, a Soldier / Knight card) before they roll the dice. No other actions may occur prior to the rolling of the dice.
- 2.2 Once the dice are rolled, the dice roll must be resolved before any other actions are taken.
- 2.3 Players are not allowed to build a road beyond a settlement or city of another player.
- 2.4 Players are allowed to upgrade a settlement to a city in the same turn it is built. To do that, the player cannot have five settlements on the board before building the settlement the player wants to upgrade.
- 2.5 If a player buys a development card with a victory point on it, he may immediately reveal it if it is his tenth victory point to win the game. This is only possible with development cards that have a victory point printed on it. Players are not allowed to immediately play a soldier / knight out of turn, even if this means that the player would get the largest army and win the game. The player must wait until his or her next turn before playing the soldier / knight.
- 2.6 There is no distinction between the trade and building phase.

- 2.7** A harbor may be used the same turn that a player builds on it.
- 2.8** If there are not enough resource cards of one kind to give every player the resource cards he should get after rolling the dice, then nobody will receive a card of this kind. The other resource cards are handed out to the players as usual. If only one player gets resource cards and there are not enough cards of this kind in stock, he will receive all available cards of this kind.
- 2.9** It is not legal to intentionally show your resource cards to any other players outside of cards displayed for trade during a players trading phase. If shown, this information is public until the end of that trading phase.
- 2.10** A player has won if he or she has 10 or more victory points (although only 10 will be counted for the ranking) and it is the player's turn. If a player does not notice that he or she has 10 points, the player must wait until the next turn before winning the game (assuming no earlier player wins, and the player still has 10 points).
- 2.11** The robber is in effect as soon as the game begins, from the first throw of the dice. There is no "grace period" before the robber is moved. The robber **MAY** be moved back to the desert during the game (new with the 4th edition English rules).
- 2.12** If a player forgets to move the robber, the robber will be:
- a)** placed on a field of his choice, if it is still the turn of this player. The active player can then, according to the rules of the basic game, draw a resource card from the hand of another player, provided that the active player has assembled yet no cards or made an exchange with other players in his turn.
  - b)** placed on the desert field, if the turn is completed. There must be no card is pulled by a teammate.

***GOOD LUCK AND HAVE FUN!***

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