

# Weasel Moot XIV

## *Virtual "FtF" Tournament Rules*

### I. Information

**Location:** Virtual, using Discord and Backstabbr. Instructions can be located at <https://moot.windycityweasels.org>

**Tournament Director ("TD"):** Christian Kline

**Committee Members:** Cori Neslund, Dave Maletsky, Brandon Fogel, Bryan Pravel

### II. Schedule

#### **Saturday, August 29th**

Round 1

Check-In: 3:00 pm

Board Call: 3:30 pm

Start: 4:00 pm

#### **Saturday, September 5th**

Round 2

Check-In: 3:00 pm

Board Call: 3:30 pm

Start: 4:00 pm

#### **Sunday, September 6th**

Round 3, Championship Board

Check-In: 2:00 pm

Board Call: 2:30 pm

Start: 3:00 pm

### III. Rules

1. The *Rules of Diplomacy*, 5<sup>th</sup> edition (Hasbro, 2008), as adjudicated by Backstabbr, will be used throughout this tournament. Where the Rules of Diplomacy have been clarified in the Tournament Rules, the Tournament Rules will prevail.
2. The TD or their designated representative shall be the final arbiter of any rules dispute.
3. The TD may rule in areas not covered by these rules.
4. The TD may, at their discretion, disregard specific provisions of these Tournament Rules in order to reach a result in keeping with the spirit and character of the game of Diplomacy, but will do so only after concluding that less drastic alternatives would be unsatisfactory.

### IV. Board Call and Power Assignments

1. To be eligible to play during a round, players **must first check-in with the tournament staff in the designated check-in channel**, be present during board call, and respond when either (i) asked if present, or (ii) emailed to confirm attendance.
2. Board assignments will be at the discretion of the TD or their representative. Efforts will be made to maximize the number of new opponents faced by each player in every round, excluding family members, **code of conduct issues**, and the like.
3. A player should not be assigned the same power twice in the tournament. Should there be an incident of it, contact the TD immediately. Note that on the top board, a player may choose or be stuck with a power that he or she has played in an earlier round.
4. There may be times when the number of players registered for a round is not a multiple of seven. In these cases, the TD may ask designated players to play on two boards, or may play on one or two boards themselves. The TD instead may ask players to stand aside, and if there are not enough volunteers to stand aside, the TD will be forced to exclude some players from the round. When the TD has to exclude players, they will ask for volunteers and if not enough volunteers are found, will then exclude local board members before any other player.
5. When the TD or a GM plays, that score will not count. The TD and GM's are ineligible for awards.
6. Should a player leave a game from illness or for personal reasons, the position may be filled or left in civil disorder, at the discretion of the TD. Scoring of this position will be at the discretion of the TD. A player eliminated from the game may not rejoin the same game as a replacement.

### V. Player Conduct

1. All players must follow the North American Diplomacy Federation's ("NADF") Code of Conduct. Violations of the code of conduct should be reported as soon as possible to the TD or GM. All communications will be strictly confidential. The TD or GM will mediate in good faith and take whatever action they deem appropriate to resolve the situation, including pausing a game, censuring players, or requiring players to leave the event.
2. Players who are eliminated from a board may no longer discuss the game in progress with the remaining players on that board.
3. Tournament participants who are not playing on a given board may not discuss the game in progress with the players on that board.
4. Players who do not adhere to 1-3 above may be penalized at the TD's discretion.

## VI. Procedures and Turn Deadlines

1. Each game will be conducted on Backstabbr. Games will be assigned at the start of each round and run by a GM.
2. The Backstabbr clock will be used for adjudication, with 15 minute turn deadlines, and adjudications will occur automatically at the expiration of time (or by GM's hand if technical problems develop).
3. Adjustments and retreats will have 7 ½ minute turn deadlines.
4. Adjudications may be advanced to occur early if ALL players check the early adjudication box.
5. All negotiations will be conducted on Discord, via audio channels [or chat](#) only. Negotiations outside the assigned Discord audio channels [or Discord chat](#) are NOT permitted (no outside video, no phone, no other communications media).
6. [When using Discord voice channels, it is acceptable to briefly drop into a voice channel where other players are communicating, request to speak to one or more players, and then immediately leave the channel if requested. Players are under no obligation to speak to one another. Players are permitted to drop-in more than once during a negotiation period if necessary, but this should not be abused.](#)
7. [It is never acceptable to perform actions that intentionally prevent someone from having a private conversation in a voice channel such as following someone around or refusing to leave if asked.](#)
8. All players must return to their assigned Game Table voice channel during adjustments, retreats, and draw [results](#).
9. Pursuant to FTF rules and in an effort to keep the game speed moving quickly, [negotiations are only allowed during negotiation phases](#). Negotiations during adjustments and retreats are NOT permitted.
10. [The GM will supervise any draw vote using the procedures listed in section VIII Rule 3. Draw votes will NOT be done using Backstabbr software, and all players are directed to permanently leave Backstabbr set to "solo victory."](#)
11. [If a player needs to step away from their computer for any reason, they should notify their GM. Players are strongly discouraged from leaving Discord entirely during the game.](#)

## VII. Correcting Errors

1. All games will be adjudicated using the Backstabbr platform. If a player feels that a technical error has occurred, and is the fault of the Backstabbr platform and not due to a player's actions (or lack thereof), a player can notify the GM of the error.
2. Identification of the error must occur immediately. No action will be taken after the next phase has adjudicated. *Example: In F02, Backstabbr mistakenly forced a disband of a unit that had a valid retreat. The player must notify the GM of the issue BEFORE W02 adjudicates.*
3. The GM will investigate if they agree that a technical error has occurred. During the investigation of the error, the GM will pause the game. At their discretion, the GM may also add additional time to the clock to compensate for any delay in their arrival at the board.
4. The GM has total authority to reverse, correct, or compensate for the error. If in the GM's opinion the error was caused by the player, unknowingly or knowingly, then no further action will be taken and the result of the perceived error will stand.

## VIII. Ending the Game

1. The game will end in a *solo victory* if a single power controls 18 or more supply centers at the end of a Fall turn. Solos may not be conceded in a draw.
2. The game will end in a *draw* if all powers remaining in the game agree to end the game.
3. Draw Votes
  - a. Starting in 1904 and on negotiation time only (during Spring or Fall phases only), players may propose to end the game. Prior to the GM's arrival to conduct a vote to end the game, any player who has supply centers may announce that he vetoes the proposed ending, in which case the proposal fails. Once the GM arrives, **the game clock will be paused and** the vote must be conducted.
  - b. **Each player shall move to the Discord voice room associated with their power. Players must remain in their assigned voice chat room for the duration of the draw vote process.**
  - c. **The GM shall visit each voice room individually and collect the player's secret vote. Only ONE vote may be held per spring or fall phase, at the discretion of the GM.**
  - d. All players with at least one supply center must vote. If a player has abandoned the game, they are considered to vote for all proposals.
  - e. **After all votes have been collected, the GM will call the players back to the Game Table, announce the draw results, and resume the game clock if the game is not ended.**

## **IX. The Championship Game**

1. After the qualifying rounds have completed, the top seven players, based on best composite score during qualifying rounds will be invited to play in a top board championship game.
  - a. In event of a tie, the following tie-breakers are used in this order:
    - i. The player whose highest single game score is higher.
    - ii. The player with the highest score obtained in any game in which the tied players opposed each other.
    - iii. The player with the highest composite score in games in which the tied players opposed each other.
    - iv. A random method of the TD's choice such as drawing names from a hat.
2. If a player is unavailable to compete on the top board, the player in eighth place will advance to the top board, and so on, until seven players have filled out the top board.
3. Those seven players will then select powers as follows:
  - a. The players will first establish the selection order. The seventh seed will place their name card on the table. Then the sixth seed will decide whether to pick before or after the seventh seed. And so on, until all seven name cards are placed in selection order.
  - b. Then the players will then select powers in selection order.
4. The player who tops the top board will be declared the Weasel Moot XIV Tournament Champion (and also receive the honorific "Alpha Weasel Xi" ).
5. A tie will be resolved in reverse selection order. The player selecting seventh can beat anyone in a tie, the sixth player can beat everyone but the seventh, and so on. The player picking first gets his choice of country but must top the board outright to win the championship.

## **X. Awards**

1. A player only needs to play in one round to be eligible for an award.

2. Tournament players are encouraged to reach out to the TD or GMs with nominations for special awards.
3. List of Awards
  - a. Weasel Moot Champion (aka "Alpha Weasel")
    - i. Determined as outlined in Section IX, Rules 4 and 5.
  - b. Second through seventh place.
    - i. Determined by total composite score during qualifying rounds.
    - ii. In event of a tie, the following tie-breakers are used in this order:
      1. The player whose highest single game score is higher.
      2. The player with the highest score obtained in any game in which the tied players opposed each other.
      3. The player with the highest composite score in games in which the tied players opposed each other.
      4. A random method of the TD's choice such as drawing names from a hat.
    - iii. **Note:** The fourth- through seventh-place finishers will be recognized publicly and showered with heartfelt applause, but they will leave empty-handed.
  - c. Outstanding Play (Per Power)
    - i. Determined by single-game score, with ties broken at the discretion of the TD.
  - d. Special Awards
    - i. Golden Blade
      1. Determined by the TD to be the best stab of the tournament.
    - ii. Icarus
      1. The player who grew the largest only to lose the advantage, as assessed by the TD.
    - iii. Lazarus
      1. Determined by the player who converted the smallest position into a large result, as assessed by the TD.
    - iv. Player's Choice
      1. The player who was recognized by their peers as most exemplifying the qualities of good sportsmanship and good humor. Nominated by peers and determined by the TD.
4. The results as announced at the awards ceremony are interim results only. Every effort will be made to ensure that the announced results are the correct results. However, if an error is discovered in the announced results and the final results have not yet been published, this error will be corrected and the awarded places amended.

## XI. Scoring

All qualifying games will be scored using the Tribute scoring system. Please visit <https://windycityweasels.org/tribute-scoring-system/> for more details on the Tribute scoring system.