

# Weasel Moot XVI Tournament Rules

Details can be found at <https://moot.windycityweasels.org>

## I. Information

**Gaming Location:** Hyatt Place Chicago/Downtown-The Loop at 28 N. Franklin St., Chicago, IL 60606

**Tournament Director (“TD”):** Sabrina (Sabi) Ahuja

**Committee Members:** Kevin O’Kelly, Bryan Pravel, and Brandon Fogel

## II. Schedule

Saturday, September 24th	Saturday, September 24th	Sunday, September 25th
Round 1	Round 2	Round 3
Check-In: 8:00 am	Check-In: 5:00 pm	Check-In: 8:00 am
Board Call: 8:45 am	Board Call: 5:45 pm	Board Call: 8:45 am
Start: 9:00 am	Start: 6:00 pm	Start: 9:00 am

## III. Rules

1. The *Rules of Diplomacy*, 5<sup>th</sup> edition (Hasbro, 2008) 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 at the gaming location, be present during board call, and respond when asked if present.

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. N/A in 2022.]
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 Sneak members before any other player.
5. When the TD plays, that score will not count. The TD is 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 a game may not rejoin the same game as a replacement.

#### **V. In-Game Procedures and Turn Deadlines**

1. Games will be assigned at the start of each round by the TD using the DiplomacyTV software.
2. Negotiations are only allowed during Spring and Fall order phases. Negotiations are NOT permitted during retreat and adjustment phases.
3. Each Game will use their own clock for adjudication, with 15-minute order phase deadlines through 1904, 12-minute order phase deadlines from 1905 through 1908, and 10-minute turn deadlines beginning in 1909.
4. Adjustments will have 2-minute turn deadlines. Retreats will have 1-minute turn deadlines.
5. Adjudications may be advanced to occur early if ALL players affirmatively agree while at the Game Table together.
6. All remaining players should return to their assigned Game Table during order resolution, adjustments, and retreats. All remaining players must return to their assigned Game Table for draw votes.
7. The TD or their designee will supervise any draw vote using the procedures listed in Section VIII, Rule 3.

#### **VI. Correcting Technical Errors**

1. If a player feels that a technical error has occurred, a player can notify the TD of the error.
2. Identification of the error must occur immediately. No corrective action will be taken after the next phase has been adjudicated. *Example: In F02, players mistakenly forced a disband of a unit that had a valid retreat. The player must notify the TD of the issue BEFORE W02 adjudicates.*

3. The TD will investigate if they agree that a technical error has occurred. At their discretion, the TD may also add additional time to the clock to compensate for any delay in their arrival at the board.
4. The TD has total authority to reverse, correct, or compensate for any technical error. If in the TD'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.

## VII. 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. All communications will be strictly confidential. The TD 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. It is acceptable to briefly drop into an area where other players are negotiating to request to speak to one or more players and then immediately leave the area if requested. This should not be abused. Players are under no obligation to speak to one another however in good spirits, best efforts should be afforded to genuine negotiations.
5. It is not acceptable to perform actions that intentionally prevent someone from having a private conversation, such as following someone around or refusing to leave if asked.
6. Players who do not adhere to 1-5 above may be penalized at the TD's discretion.

## 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, including retreats. Solos may not be conceded.
2. The game will end in a *draw* if all players with ownership of at least one supply center agree to end the game by unanimous vote.
3. Draw Votes
  - a. Starting in 1904 and on negotiation time only (during Spring or Fall order phases), a player may propose to end the game in a draw including all survivors. Any player with ownership of at least one supply center may announce that they veto the draw proposal, in which case a vote is not taken. Such veto may be rescinded at any time.
  - b. Once the TD or their designee arrives, they will ask if there are any vetoes against the draw proposal and, if none, direct remaining players to sit at the Game Table.
  - c. All players with at least one supply center must vote. If a player has abandoned the game, they are considered to vote in favor of all proposals.

- d. After all votes have been collected, the GM will announce the result of the vote (passage or failure, not the specific vote tally).
- e. Only ONE vote may be held per spring or fall order phase, at the discretion of the TD.

## IX. Scoring

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

## X. Awards

1. 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.
2. A player only needs to play in one round to be eligible for an award.
3. Tournament players are encouraged to reach out to the TD with nominations for special awards.
4. List of Awards
  - a. Weasel Moot Champion (aka "Alpha Weasel"), Runner-Up, and Third Place
    - i. Determined by total composite score during all 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.
  - b. Outstanding Play (Per Power)
    - i. Determined by the highest single-game score, with ties broken at the discretion of the TD.
  - c. Special Awards
    - i. Golden Blade - Determined by the TD to be the best stab of the tournament.
    - ii. Icarus - Determined to be the player who grew the largest only to lose the advantage, as assessed by the TD.
    - iii. Lazarus - Determined to be the player who converted the smallest position into a large result, as assessed by the TD.
    - iv. Player's Choice - Nominated by peers and determined by the TD, this player exemplifies the qualities of good sportsmanship and good humor.
    - v. Biggest Weasel - Determined by the TD to be the player with the largest amount of total centers at the end of a game.

