Introduction

The purpose of this document is to provide the infrastructure used to run Cyber Threat Defender (CTD) tournaments by defining appropriate rules, responsibilities, and procedures to be followed in all Center of Infrastructure Assurance and Security (CIAS)-sanctioned, competitive-level CTD tournaments. This ensures equal treatment of players.

Players and officials must treat each other in a fair and respectable manner, following both the rules and the spirit in which those rules were created. They are responsible for following the most current version of the Cyber Threat Defender Tournament Rules and any other applicable regulatory documents.

Information in this document may contradict (or have information not contained in) the Cyber Threat Defender Comprehensive Rules. In such cases, this document takes precedence.

Tournament fact sheets for specific tournaments may define alternative or additional policies or procedures. If a contradiction exists between this document and a fact sheet, the information in the fact sheet takes precedence.

The CIAS reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.

The latest versions are available at CyberThreatDefender.com.
1. Tournament Fundamentals

1.1 Tournament Types

Competitive CTD tournaments are divided into two types: Structured and Non-Structured. In Structured, all items needed for play are provided during the tournament. In Non-Structured, players compete using decks prepared beforehand by the players.

Some CTD tournaments are Single Elimination or Swiss Style. In Single Elimination, as soon as a player loses a match, they will be dropped from the tournament. In a Swiss tournament, players will continue to play whether they win or lose. Players generally get 3 points for winning, 1 point for a tie and 0 points for a loss. The number of rounds played is determined by the number of players that began the tournament.

Tournaments may be: Single Player (1v1) and Team Play (2v2). Each of these have rules specific to their format. In Single Player, each player competes against another player, in essence, competing against all other players. In Team Play, groups of two players form teams competing against other teams of two in a bracket format.

1.2 Tournament Information

The Center for Infrastructure Assurance and Security (CIAS) reserves the right to publish CIAS-sanctioned tournament information at any time. Tournament information includes, but is not limited to, the contents of one or more player’s decks, descriptions of strategies and play.

1.3 Tournament Roles

The following roles are defined for tournament purposes:

- Tournament Organizer
- Head Judge
- Floor Judge
- Scorekeeper
- Player
- Spectator

The Tournament Organizer, Head Judge, Floor Judge and Scorekeeper are all considered tournament officials.

1.4 Tournament Organizer

The Tournament Organizer is responsible for all tournament logistics including:

- Advertising the tournament in advance of the tournament date
- Staffing the tournament with appropriate tournament officials
• Providing all materials necessary to operate the tournament

1.5 Tournament Head Judge

Sanctioned tournaments require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make official decisions. The Head Judge is the final judicial authority and all tournament participants are expected to follow his or her interpretations. If necessary, the Head Judge may transfer his or her duties (temporarily) to any judge. Responsibilities of the Head Judge are as follows;

• Ensuring that all necessary steps are taken to deal with game or policy rule violations
• Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge
• Coordinating and delegating tasks to floor judges

1.6 Tournament Floor Judge

Floor Judges are available to players to answer questions, deal with illegal plays, or assist with player requests.

Floor Judges will not assist players in determining the current game state but can answer questions about the rules, or interactions between cards. The Floor Judge may assist the player in understanding the game state in the interest of education.

Judges do not intervene in a game to prevent illegal actions but may intervene as soon as a rule has been broken or to prevent a situation from escalating.

1.7 Tournament Scorekeeper

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the tournament. The Scorekeeper’s responsibilities include:

• Generating correct pairings each round and accurately entering the results of those rounds
• Solving all scorekeeping problems that arise in consultation with the Head Judge
• Making sure all necessary information is included in the tournament’s report of conduct

The Head Judge has the final authority in determining corrective action for scorekeeping errors.
1.8 Players

Players are responsible for:

- Behaving in a respectful manner toward tournament officials, other tournament participants, and spectators and refraining from unsporting conduct at all times.
- Comply with announced start times and time limits
- Bringing to a judge’s attention any rule or policy infraction they notice in their matches
- Bringing to a judge’s attention any discrepancies in their tournament match record
- Being familiar with the game rules and the rules contained within this document

A player must bring the following items to a tournament to participate:

- Structured Tournament: CTD Starter Decks and other tournament materials are provided by tournament
- Non-Structured Tournament: Players bring their own CTD Deck and other stated materials, such as game mats, score pads, etc.

The individual members of a team are considered players, and are equally responsible for required tournament procedures, such as accurately filling out their match result slips. However, players are only responsible for the games they play themselves and not separate games being played by their teammates.

1.9 Spectators

Any person physically present at a tournament and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official tournament sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible.

2. Tournament Mechanics

2.1 Tournament Definitions

The following will define a Tournament Structure:

Turn: A player’s turn consists of the play, discard, and draw phases. At the start of the player’s turn they may play up to three Asset, Attack, or Defense cards from their hand. Event cards do not count toward this total and can be played at any time during a round. After the player has completed their “play” phase, the “discard” phase requires that player to discard cards from their hand until they have five cards or less. Then,
during the “draw” phase, that player draws two cards. Once the “draw” phase is complete, that player’s turn ends.

**Round:** After all players have taken their turns in a round or had the opportunity to take their turn but could not (e.g. due to gameplay effects that cause the loss of a turn), this constitutes the end of that round. In between each round, scoring occurs. While scoring occurs, no cards can be played.

**Game:** An undetermined number of “Rounds” required for a player to acquire the required number of points to “win” the game.

**Match:** The determined number of “Games” required for players to complete.

**Bracket Level:** As each player wins their respective Match, they will move to the next “Bracket Level” for seeding against their next opponent.

2.2 Match Structure

A CTD Match is a series of games played between the same players or teams.

Matches may be timed during tournament play. A timed match will generally allow for approximately 15 minutes per game. The match time will be kept by the Head Judge or Scorekeeper.

In a timed match, players will have an allotted amount of time to play a pre-determined number of games. If the match time ends during a game, the player with the most points in that game is declared the winner of that game. The winner of the match is then determined based on the games played.

If a timed match ends in a tie (both players have won, the same number of games) the match is considered a tie.

2.3 First Play Rule

For the first game of a match, the winner of a coin toss chooses either to play first or to play second. This process is normally done by each player being designated Player #1 or Player #2 by the tournament staff prior to play commencing. The Head Judge will make a single coin toss. If the result is “heads”, Player #1 may choose to either play first or second. If “tails”, Player #2 has the option to play first or second in the first game of the match. In the second game of the match, the player that went second in the first game of the match will play first in the second game.

After each game in a match, the loser of that game decides whether to play first or second in the next game.
2.4 Pregame Procedures

The following steps must be performed in a timely manner before each game begins:

- Players place one (1) Asset - System and one (1) Asset – Service Provider card in their “network area”
- Players must shuffle their decks before play begins
- Players present their decks to their opponents for additional shuffling before play begins
- Each player draws seven (7) cards from the top of their deck

The game is considered to have begun once all players have placed their Asset System and Asset – Service Provider cards into the playing area.

2.5 Conceding or Intentionally Drawing Games or Matches

A player may concede a game or a match before or during play. If the player concedes a game or a match, the opponent is considered the winner of that game or that match. A match is considered complete once the match score slip is filled out or a player leaves the table after game play is finished.

Players may not agree to a cessation in exchange for any reward or incentive. Doing so will be considered bribery and each player will be immediately disqualified.

If a player refuses to play, it is assumed that he or she has conceded the match.

2.6 End of Match Procedure

If a match time limit is utilized during the tournament and the match time limit is reached before a winner of a game is determined, players complete their turns for the current round. Once time is called, no new rounds or games can begin.

2.7 Time Extensions

If a judge pauses a timed match for more than one minute while the round clock is running, he or she will extend the match time appropriately.

2.8 Deck Registration

In Non-Structured Tournaments, players are required to register their decks. This is to verify that the deck complies with some of the basic game rules for required / limited number of cards in a deck for any given card name.

Registered decklists record the original composition of each deck. Once decklist has been accepted by a Tournament Official it may not be altered.
2.9 Deck Checks

Deck checks by the Head Judge can be performed at all Non-Structured Tournaments.

2.10 Appeals to the Head Judge

If a player disagrees with a judge’s ruling, he or she may appeal the ruling to the Head Judge. Players may not appeal before the full ruling is made by the responding floor judge. Rulings made by the Head Judge or designated Appeals Judges are final.

2.11 Dropping from a Tournament

Players may drop from a tournament at any time. If a player drops from a tournament before the first round of play has started, he or she is considered to have not participated in the tournament and will not be listed in the finish order. Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next round are generated. Players wanting to drop after the Scorekeeper begins pairing for the next round will be paired for that round. If a player does not show up for his or her match, he or she will be automatically dropped from the tournament unless they report to the Scorekeeper.

If a player drops from a tournament after a bracket placement has been made, no other player is advanced as a replacement. That player’s opponent is considered the winner for the Match.

2.12 Point Totals

Tournament players will individually keep track of their game scores and their opponents score using a Game Score Sheet. Game point totals and match victories will be recorded on the Match Slip. Players will sign their names to the Match Slip, which will be turned into the assigned Floor Judge. The Floor Judge will verify and initial the Match Slip. The Match Slip will then be turned into the tournament Scorekeeper (or designated tournament official).

Each player will keep track of his or her point totals for each game. This method must be visible to both players during the game. A shared method is acceptable if all players in the match have access to it.

If a player notices a discrepancy in a recorded or announced point total, he or she is expected to point it out as soon as the discrepancy is noticed. Failure to do so will be considered a cheating penalty causing forfeiture of that game.
3. Tournament Rules

3.1 Authorized Cards

Players may use any Authorized Game Cards from Cyber Threat Defender starter decks, expansions, and booster packs. Authorized Game Cards are cards that, unaltered, meet the following conditions:

- The card is genuine and published by the CIAS
- The card has a standard CTD back
- The card does not have squared corners
- The card is not a token card
- The card is not damaged or modified in a way that might make it marked
- The card is otherwise legal for the tournament as defined by the format
- The card is a proxy issued by the judge of a tournament

Any other cards that are not Authorized CTD Game Cards are prohibited in all sanctioned tournaments.

The Head Judge is the final authority on acceptable cards for a tournament.

3.2 Replacement Cards

A replacement card is used during competition to replace an authorized CTD game card that has been accidentally damaged or excessively worn in the current tournament as determined solely by the Head Judge. Replacement cards provided by the Head Judge are not allowed as substitutes for cards that their owner has damaged intentionally or through negligence.

Players may provide their own replacement cards; but the card must be approved by the Head Judge. No proxy cards will be allowed in a CTD Sanctioned Tournament.

3.3 Card Shuffling

Decks must be randomized at the start of every game. Randomization is defined as bringing the deck to a state where no player can have any information regarding the order or position of cards in any portion of the deck. Pile shuffling alone is not sufficiently random.

Once the deck is randomized, it must be presented to an opponent. By this action, players state that their decks are legal and randomized. The opponent may then shuffle it additionally. Cards and sleeves must not be in danger of being damaged during this process. If the opponent does not believe the player made a reasonable effort to randomize his or her deck, the opponent must notify a judge. Players may request to
have a judge shuffle their cards rather than the opponent; this request will be honored only at a judge’s discretion.

If a player has had the opportunity to see any of the card faces of the deck being shuffled, the deck is no longer considered randomized and must be randomized again.

3.4 Sleeves

Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all sleeves must be identical and all cards in his or her deck must be placed in the sleeves in an identical manner. If the sleeves feature similar markings, cards must be inserted into the sleeves, so these markings appear only on the faces of the cards.

During a match, a player may request that a judge inspect an opponent’s card sleeves. The judge may disallow the card sleeves if he or she believes they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. In the interest of efficiency, the judge may choose to delay any change of sleeves until the end of the match.

The Head Judge is the final authority on what sleeves are allowed.

3.5 Marked Cards

Players are responsible for ensuring that their cards and / or card sleeves are not marked during the tournament. A card or sleeve is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, and bends.

If a player’s cards are sleeved, the cards must be examined while in the sleeves to determine if they are marked. Players should use care when sleeving their decks and should randomize their decks prior to sleeving them to reduce the possibility of cards becoming marked with a pattern. Players should also keep in mind that cards or sleeves may become worn and potentially marked through play during a tournament.

The Head Judge has the authority to determine if a card in a player’s deck is marked. Judges may request that a player remove his or her current sleeves or replace any of the deck’s current sleeves immediately, or before the next round.

If a player is required to replace a card in his or her deck and is unable to find a replacement, the player may replace the card with an Asset-System card of his or her choice. Once the player does this, he or she may not revert to the original configuration, even if the player finds an acceptable replacement. This also applies to cards that are lost.
4. Communication

4.1 Player Communication

Communication between players is essential to the successful play of any CTD game. The philosophy of the CIAS is that a player should have an advantage due to better understanding of the rules of a game, greater awareness of the interactions in the current game state, and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Regardless of anything else, players are expected to treat their opponents politely and with respect. Failure to do so may lead to forfeiture and removal from tournament play.

The following rules govern player communication:

- Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match
- Players may not represent information incorrectly

4.2 Team Communication

Members of the same team may, always, communicate between one another verbally. This includes during play and during deck construction. However, team members that acquire hidden information are restricted from communicating with teammates for the duration of that match.

5. Tournament Violations

5.1 Cheating

Cheating will not be tolerated. The Head Judge reviews all cheating allegations, and if he or she believes that a player has cheated, he or she will be immediately disqualified from tournament play and be removed from the tournament.

5.2 Collusion and Bribery

The decision to drop, concede, or agree to an intentional draw cannot be made in exchange for or influenced by the offer of any reward or incentive. Making such an offer is prohibited. Unless the player receiving such an offer calls for a judge immediately, both players will be penalized and disqualified from tournament play.

The result of a match or game may not be randomly or arbitrarily determined through any means other than the normal progress of the game in play.
5.3 Wagering

Tournament participants, tournament officials, and spectators may not wager or bet on any portion of a tournament, match or game.

5.4 Unsporting Conduct

Unsporting conduct will not be tolerated at any time. Tournament participants must behave in a polite and respectful manner. Unsporting conduct includes, but is not limited to:

- Using profanity
- Acting in a threatening manner
- Arguing with, acting belligerently toward, or harassing tournament officials, players or spectators
- Failure to follow the instructions of a tournament official

5.5 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 will be granted if feasible.

6. Structured Tournament Rules

6.1 Deck Construction Restrictions

Decks used in structured tournaments must be a minimum of 50 cards. There is no maximum. A player’s deck may not contain more than four of any individual card.

Cards must be received directly from tournament officials. These decks must be new and previously unopened. Each player (or team) must be given the same quantity and type of product as all other players participating in the tournament.

Players may use only the cards they are provided by the Tournament Organizer.

7. Non-Structured Tournament Rules

7.1 Deck Construction Restrictions

Decks used in Non-Structured tournaments (players bring their own cards to the tournament) must have a minimum of 50 cards. There is no maximum deck size. A player’s deck may not contain more than four of any individual card.
8. Team Tournament Rules

8.1 Team Names

Tournament organizers reserve the right to disallow any team name it deems offensive and/or obscene.

8.2 Team Composition and Identification

A valid team consists of two, three or four members, as appropriate to the format. If a player drops or is disqualified from the tournament, the entire team is dropped from the tournament.

Teams must designate player positions during tournament registration. For example, in a four-player team tournament, each team must designate who is player A, B, C & D. Players retain these designations throughout the entire tournament.

When two teams are paired against each other during a tournament, the team members designated as player ‘A’ play against each other, etc.

8.3 Team Communication Rules

Teammates may communicate with each other at any time, unless they leave the play area. If they leave the play area, they may not return until the end of the match.