

HECATOMB DCI FLOOR RULES

Effective 2 January 2006

Introduction

The **Hecatomb**[™] DCI® Floor Rules work in conjunction with the DCI Universal Tournament Rules (UTR), the DCI Penalty Guidelines, and the **Hecatomb** game rules. Current versions of the UTR and the Penalty Guidelines can be found at thedci.com/docs. Players, spectators, and tournament officials must abide by the rules in these documents while involved with DCI-sanctioned **Hecatomb** tournaments. Individuals who violate provisions of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Please see the appendix for a list of the changes from the previous version of this document.

Please see Appendix B of the UTR for definitions of terms in this document.

This document is updated regularly. Please visit **thedci.com** for the most current version.

1000. GENERAL HECATOMB TOURNAMENT RULES

1001. Format and Ratings Categories

The DCI sanctions the following single-player formats:

Constructed

- Constructed

Limited

- Sealed Deck

The default K-value for all **Hecatomb** tournaments is 16. More information about K-value and the DCI Elo Ratings System can be found in Appendix A of the UTR.

The DCI produces the following ratings categories:

- Constructed
- Limited (including Sealed Deck)

1002. Authorized Cards

All **Hecatomb** cards published by Wizards of the Coast, including promotional cards, are legal for tournament play.

1004. New Releases

New **Hecatomb** card sets are allowed in Constructed and Limited tournaments on the first day of their official retail release. New sets may also be used in DCI-approved Prerelease Tournaments prior to their official retail release.

1005. Participation Minimums

A minimum of **4** people must participate in a **Hecatomb** DCI-sanctioned event. If this minimum is not met, the event is no longer considered DCI-sanctioned and will not be included in DCI ratings. If participation minimums are not met, the tournament organizer must report the event as cancelled.

1010. HECATOMB TOURNAMENT MECHANICS

1011. Match Structure

Three is the default number of games in a **Hecatomb** match, and tournament organizers must allow 3 games per match. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count toward one of the 3 games in a match. The match should continue until one player has won the majority of games, as long as match time allows.

1012. Match Time Limits

The following minimum time limits are required for each round of a tournament:

- Swiss rounds—50 minutes
- Single-elimination quarterfinal or semifinal matches—50 minutes
- Single-elimination final matches—no time limit

In Limited tournaments, players should be given at least 20 minutes for deck construction.

1013. Play-Draw Rule

Before looking at their hand, the winner of a coin toss (or other random method) chooses to play either first or second. If the coin-toss winner makes no choice, it is assumed that they are playing first. The player who plays first draws only one card during their first draw step (instead of 2). Each subsequent turn follows the standard turn order described in the **Hecatomb** game rules.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first or second in the next game.

1014. Pregame Procedure

Before a game begins, players determine who plays first (see Section 1013). This may be done anytime during the pregame procedure **before** the players look at their hands.

The following steps must be performed before each game begins:

1. Players shuffle their decks (see UTR, Section 21).
2. Players present their decks to their opponent for additional shuffling or cutting.
3. If the opponent has shuffled the player's deck, that player may make one final cut.
4. Each player draws 4 cards.

1016. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the current turn is finished and then 5 additional turns are played. For example, time is called on player A's turn. Player A finishes that turn. Player B takes extra turn #1, Player A takes extra turn #2, Player B takes extra turn #3, Player A takes extra turn #4, and Player B takes extra turn #5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but each extra turn counts as one of the 5 end-of-match turns. Once the fifth turn is complete, the game finishes regardless of any remaining effect-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension to the match, the end-of-match procedure does not occur until the end of the time extension.

1017. Determining a Match Winner

In Swiss rounds, the winner of a match is the player with more game wins in the match. If both players have equal game wins, the match is a draw.

In single-elimination rounds, matches do not end in draws. After the end-of-match procedure is finished, the player with more game wins is the winner of the match. If both players in a single-elimination round have equal game wins when the end-of-match procedure is finished, the player with the most souls becomes the winner of the current game in progress.

If both players have an equal number of souls (or are between games and the game wins are tied), the game/match should continue until either a change occurs that results in one player having more souls than the other or the game comes to a natural conclusion.

1020. RULES FOR CONSTRUCTED TOURNAMENTS

All card sets and promotional cards are allowed in Standard **Hecatomb** tournaments.

1021. Deck Size Limits

A Constructed deck must contain a minimum of 60 cards. There is no maximum deck size; however, players must be able to shuffle their decks with no assistance.

A player's deck cannot contain more than 3 of any individual card.

1022. Sideboard Use

Sideboards are not allowed in **Hecatomb** sanctioned events. Once a player registers their deck or begins their first match (when deck lists are not used), they cannot change the deck composition at any time during the event.

1030. RULES FOR LIMITED TOURNAMENTS

1031. Deck Size Limits

A Limited deck must contain a minimum of 40 cards. There is no maximum deck size. Players are not restricted to 3 of any one card in Limited tournament play.

1022. Sideboard Use

Sideboards are not allowed in **Hecatomb** sanctioned events. Once a player registers their deck or begins their first match (when deck lists are not used), they cannot change the deck composition at any time during the event.

1034. Rules for Sealed Deck Tournaments

The DCI recommends the following product mix for **Hecatomb** Sealed Deck tournaments:

- One starter and one booster **or**
- 4 boosters

APPENDIX - CHANGES FROM PREVIOUS VERSIONS

Changes from August 18, 2005 version:

Section 1021: Constructed deck minimum changed to 60 cards (still a 3-card maximum of any individual card).

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