

Lightseekers TCG Tournament Rules v1.6

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1) Introduction

- a) Welcome to the world of Lightseekers Organized Play. This Document is designed to describe everything players need to know about participating in Lightseekers TCG Tournament. These Tournament rules are meant to accompany the Lightseekers Card Game Rules which can be found at www.lightseekers.cards.
- b) This document only applies to official Lightseekers Organized Play events but can also be applied to more casual events as a guideline for play.
- c) Some special events may feature additional documentation. Any additional documentation provided takes precedence over what is in this document for the purposes of that event only. This document is the baseline that events should use to provide a consistent experience across all Lightseekers Organized Play events.

2) Tournament Formats

- a) Constructed – Basic
 - i) The Basic format is designed for players who are just starting out or are looking to practice new strategies.
 - ii) Players bring a single pre-constructed deck of 36 cards.
 - (1) 1 Hero card
 - (2) 5 Combo cards
 - (a) No Duplicates. All cards must be unique.
 - (3) 30 Action cards
 - (a) May include up to 3 copies of any card. All cards that are not Combos or Heroes are Action cards.
 - (4) There are 2 banned cards in Constructed Formats. These cards are not legal to be played in Constructed events.
 - (a) Skyrider
 - (b) Shadow Wraith
 - (5) Once you sit for your first Match you must continue to play with that deck for the entire tournament.
 - (a) Some events may require you to submit a decklist. Once submitted, you must play that same decklist in each Match.
 - iii) In a 1v1 Tournament, matches are Best 2 out of 3.
 - iv) Each Match should have a 60-minute time limit. Organizers may run events with a shorter time limit, but each round should be no shorter than 45 minutes.
 - v) Players must start the first game of each match with their starting deck but are allowed to exchange any number of cards from a Sideboard between games. The result must still be a legal deck.
 - (1) Sideboards must consist of 10 cards. These cards may only be Combo or Unaligned cards.

- (2) You must still only have 1 copy each Combo and up to 3 of each action card between both your Main Deck and your Sideboard.
- b) Constructed – Advanced (1v1)
 - i) The Advanced format is intended for more experienced players at higher profile events.
 - ii) Players bring 3 pre-constructed decks of 36 cards
 - (1) Decks must be of different Orders
 - (2) Each deck must follow the same construction rules as in the Basic format.
 - (a) There are no sideboards in Advanced rules
 - (3) There are 2 banned cards in Constructed Formats. These cards are not legal to be played in Constructed events.
 - (a) Skyrider
 - (b) Shadow Wraith
 - (4) Once you sit for your first Match you must continue to play with those decks for the entire tournament.
 - (a) Some events may require you to submit a decklist(s). Once submitted that decklist(s) is what you need to play in each Match.
 - iii) Matches are best 2 out of 3.
 - iv) Each Match should have a 60-minute time limit. Organizers may run events with a shorter time limit, but shouldn't go below 45 minutes per round.
 - v) Each player will present their opponent with the three heroes they have.
 - vi) The player who is going first will choose and ban one of their opponent's heroes. Their opponent will then ban one of theirs.
 - (1) The deck associated with the banned hero may not be played in that Match.
 - vii) Players choose in secret which deck to play for a game.
 - viii) Once a player wins, that deck can no longer be played that Match.
 - ix) After the first Game, the player who wins will play the other non-banned deck for Game 2. The losing player may play either of their non-banned decks.
 - x) If a Game 3 is needed, players will each play with their remaining non-banned deck.
- c) Starter Deck Sealed
 - i) The Starter Deck Sealed format allows players to play without needing to bring their own decks.
 - ii) Players are given a Starter Deck and additional Booster Packs. They must construct decks with only those cards.
 - (1) The Tournament Organizer will choose how many Booster Packs will be provided.
 - (2) Decks must be 36 cards
 - (a) 1 Hero card
 - (b) 5 Combo cards
 - (i) No Duplicates. All cards must be unique.
 - (c) 30 Action cards
 - (i) May include up to 3 copies of any card. All cards that are not Combos or Heroes are Action cards.
 - iii) Matches are Best 2 out of 3.
 - iv) Each Match should have a 60-minute time limit. Organizers may run events with a shorter time limit, but each round should be no shorter than 45 minutes.
- d) Booster Draft

- i) Booster Drafts intended for more experienced players looking for another way to play without needed to bring your own pre-constructed deck.
- ii) 8 players will sit in a circle each with 5 booster packs and draft those packs to create a pool of cards to use to build a deck with
 - (1) Each player will open 1 of their booster packs and secretly choose 1 card from it
 - (2) The remaining cards will be passed to the player on their left who will secretly choose 1 of the remaining cards and pass again to the left.
 - (3) Continue this process until all cards have been chosen.
 - (4) At this point Each player will open their second pack and repeat this process only passing cards to the right.
 - (5) Pack 3 will pass back to the left. Pack 4 to the right, and Pack 5, Left.
- iii) After all packs have been distributed players build a deck using the cards they have picked out
 - (1) You may play up to 2 Heroes.
 - (a) For Booster Drafts, Heroes are considered to have access to *ALL* Elements to a basic level. This means that any player can play cards of any Element, regardless of what heroes they have selected.
 - (b) You will have access to both of the Heroes' traits and superior Elements
 - (c) Whichever of the heroes has the greatest starting health determines the player's starting health.
 - (d) If a player didn't choose a Hero card during the draft stage, they default to a blank Hero with 25 starting health, no traits, and no superior Elements
 - (2) Your deck must consist of 30 other cards
 - (a) You can use any combination of Combo and Action cards.
 - (b) Your deck may contain any number of duplicate cards.
 - (c) There is no restriction of how many Combo cards; as few or as many as you want (or have access to).
 - (3) Once you sit for your first Match you must continue to play with those decks for the entire tournament.
- iv) In a 1v1 tournament, matches are best 2 out of 3.
- v) Each Match should have a 60-minute time limit. Organizers may run events with a shorter time limit, but shouldn't go below 45 minutes per round.

3) Tournament Structures

a) Modified Swiss (1v1)

- i) Most Tournaments will be run using a Modified Swiss system. This means that each round players will be paired randomly with other players who have the same Match Record. This will continue for several rounds to determine a winner or who advances to a Single-Elimination Stage (Optional)
- ii) If it's not possible to match a player with someone who has the same record, they will be matched with someone whose record is as close to them as possible.
- iii) If there is an odd number of players, one player will get a bye. The player with the bye will be randomly determined from players with the lowest number of match points. No player should get a bye in this way more than once in a tournament. A bye is treated as a win.
- iv) If there is a cut, the single elimination stage is seeded based on the Swiss ratings, where the top seeded player is paired up against the lowest seed, etc. Additionally, the matches are distributed to delay the top player rematches for as long as possible.
- v) Here is a table with a suggested number of rounds based on the number of players. As well as a suggested size of the Single-Elimination stage.

Participants	Rounds of Swiss	Single Elimination
5-8	3	None
9-16	4	Top 4
17-32	5	Top 4
33-64	6	Top 8
65-128	7	Top 8
129-256	8	Top 16
257-512	9	Top 16

vi) Tiebreakers

- (1) If 2 or more players have the same number of matches won, their final standing in the event should be determined using the following tiebreakers
 - (a) First, compare each player's opponent's combined match wins for the event. Players whose opponents did better will be ranked higher than players whose opponents did worse.
 - (b) Second, compare each player's game win percentage for the event. Players who won more matches in 2 games vs 3 games will be ranked higher.
 - (c) Finally, compare each player's opponent's combined game win percentage for the event.