1.0 Diplomacy Rules
1.1 The *Rules of Diplomacy*, 2nd ed. (Baltimore, The Avalon Hill Game Company, 1982) will be used throughout this tournament and will apply except where the Suggested Tournament Rules contradict them, in which case the Suggested Tournament Rules shall apply, overriding the *Rules of Diplomacy*.

2.0 Tournament Format
2.1 Games: 3 rounds will be played over 2 days.
2.2 Scoring: The aggregate of all scores will be used to determine the tournament rankings. In the event of a tie, the following tiebreakers are run in order: Best best game, then best second best game. If players are still on equal standings after applying tiebreakers, then they will be declared to have finished equal. Best Country awards will be determined using the individual game score under the system. See Appendix for how each game is scored.
2.3 Playing Time: The first round starts at 9:00am on Saturday. Subsequent rounds start at 7:00pm Saturday and 9:00am Sunday.

3.0 Game Format
3.1 Diplomacy Periods: Games will be played with a Spring negotiation period and a Fall negotiation period. Diplomacy periods will be 17 minutes per Spring turn and 15 minutes for each Fall turn. The time allocated to the Fall negotiation period starts immediately after the time for the Spring negotiation period finishes, and vice versa. Resolution of orders, any resulting retreats and (in a Fall turn) any subsequent adjustments will take place during the negotiation period allowed for the following turn. The clock does not stop. There is NO negotiation during move resolution, retreats or adjustments: players may begin negotiating only when all move resolution, retreats and adjustments have been completed.

3.2 Game Clock: The tournament will run on a central clock. All boards will share the same clock and deadlines. While a table is not allowed to fall behind the clock, individual boards may play ahead of the central clock by up to one game season. For example, if the clock is in Fall 1903 then a board is allowed to be in Spring 1904 negotiations or Spring 1904 order resolution, but not Fall 1904 negotiations. Players are encouraged to submit early in years when negotiations are “easy” to allow for extended negotiation at later points in the game.

3.4 Changes to Timing: At the Tournament Director’s discretion, Diplomacy periods may be increased or decreased to no less than 10 minutes and no more than 20 minutes. The Tournament Director will loudly and clearly announce the new length for each turn. The final decision on reductions and increases will always be made by the Tournament Director.

3.5 Meal Turns: There will be a meal turn for the day rounds. This will occur at the end of a Spring phase. Orders will be submitted, but not read until the conclusion of the meal break. There will not be a meal break in the evening round.

3.6 Stopping the Clock: At the Tournament Director’s discretion, the clock may be stopped if exceptional circumstances arise. If so the Tournament Director will announce loudly and clearly that the clock is being stopped, the clock will be stopped for all games, not just one game, and the stoppage will be as brief as possible.

4.0 GM Positions
4.1 Number of Players: Where the number of players in the round is not evenly divisible by 7, players may be asked to step down or GM positions may be required to make up the numbers so that all games have 7 players. These positions can be filled by the Tournament Director, the Tournament Director’s assistants or competing players who volunteer to play two games simultaneously.

4.2 Scoring GM Positions: No competing player may play more than 1 scored game in any 1 scored round. The competing player can nominate which game he or she would like to contribute to his or her tournament score and consideration for best country awards. In the absence of any direction from the player the higher scoring game will automatically be counted towards the players tournament score.

4.3 Standing Aside: There may be times when a multiple of 7 players cannot reasonably be made up using GM positions. Players will be asked to stand aside at this point, and if there are not enough volunteers to stand aside the Tournament Director will be forced to exclude some players from the round.

5.0 Orders

5.1 The Deadline: The Tournament Director will endeavor to give time warnings at 10, 5 and 2 minutes before the deadline. At the deadline, the Tournament Director will call “TIME” or “DEADLINE”. A countdown to the deadline is not required and does not excuse late orders.

5.2 Lodging Orders: Players must finish writing their orders and place them in the orders folder/box for their game before the Tournament Director calls TIME. Each player may only lodge one set of orders in the orders folder/box (see rule 5.6). Once the Tournament Director calls TIME, the orders are removed from the orders folder/box and the turn resolved (see rule 6.0).

5.3 Security of Orders: Players are responsible for the security of their own orders. Orders placed in the orders folder/box may only be retrieved before the deadline by the player to whom they belong. No player may retrieve another player’s orders from the orders folder/box, and those who do may be penalized at the Tournament Director’s discretion as specified in rule 9.3.

5.4 Late Orders: Any orders not in the folder/box when the Tournament Director calls TIME are late. There is no grace period. Late orders may be ruled invalid by the Tournament Director (see 5.7) or, if ruled valid, may be penalized at the Tournament Director’s discretion.

5.5 Valid Sets of Orders: No joint, multiple, proxy, phased or over-riding orders are allowed; all such orders are invalid.

5.6 Multiple Sets of Orders Lodged: A player may only lodge one set of orders per season. If more than one set of orders for a country have been lodged the Tournament Director will examine the orders and determine whether one or more of the sets of orders are invalid (as defined in rule 5.5). If the Tournament Director finds more than one set of valid orders lodged by the player concerned all orders for that country will be ruled invalid.

5.7 Invalid Sets of Orders: Orders which are ruled invalid will not be followed. All units with invalid orders will hold as per the Civil Disorder rule in the Rules of Diplomacy.

6.0 Resolving Orders

6.1 Speed of Resolution: All players have a duty to ensure the resolution of orders — including any retreats, builds and disbands — is carried out speedily and accurately. Players are reminded there must be NO negotiation during resolution of orders, including during retreats, builds and disbands. This includes discussing the various options available to a retreating player. If a player needs to query valid retreat options other players should state adjacent provinces where he cannot retreat.
6.2 Province Abbreviations: It is never ambiguous to write provinces out in full. For the majority of provinces the first three letters may be used as unambiguous abbreviations. The exceptions are: North Atlantic Ocean, North Africa, North Sea, Norway, Norwegian Sea, Liverpool, Livonia, Tyrolia, and Tyrrhenian. Care must be taken when abbreviating these provinces. Players are encouraged to use the following abbreviations.

<table>
<thead>
<tr>
<th>Provinceabbreviation</th>
<th>Abbreviation</th>
</tr>
</thead>
<tbody>
<tr>
<td>North Atlantic Ocean</td>
<td>Nao</td>
</tr>
<tr>
<td>North Africa</td>
<td>Naf</td>
</tr>
<tr>
<td>North Sea</td>
<td>Nts or Nth</td>
</tr>
<tr>
<td>Norway</td>
<td>Nwy</td>
</tr>
<tr>
<td>Norwegian Sea</td>
<td>Nwg</td>
</tr>
<tr>
<td>Liverpool</td>
<td>Lvp</td>
</tr>
<tr>
<td>Livonia</td>
<td>Lvn</td>
</tr>
<tr>
<td>Tyrolia</td>
<td>Tyl</td>
</tr>
<tr>
<td>Tyrrhenian Sea</td>
<td>Tys</td>
</tr>
</tbody>
</table>

Using Liv or Tyr is almost never ambiguous and will be ruled to apply to the obvious unit implied in the orders. Some conference maps use Nor to refer to Norway. If a player uses this abbreviation then the order will be deemed to apply to Norway and no other province.

6.3 Failure to Disband: When a player fails to issue a legal disband order, units sufficient to meet the required disbands will be removed according to the Civil Disorder provisions of the Rules of Diplomacy. That is, the unit the greatest distance (counting the number of spaces) from its nearest home supply center is removed first; if multiple units are the same distance, fleets are removed before armies; remaining ties are broken by ascending alphabetical order of the names of the spaces occupied by the units.

6.4 Handling Illegal Orders: A unit issued with an illegal move order (an order to move to a space to which it cannot legally move, e.g. A CON-SER) has attempted to move and thus cannot receive support to hold. Note that fleets issued with illegal convoy orders (e.g. F NTH C A MOS – BER) and units issued with illegal support orders (e.g. A MUN S A BUR – SWI) may still receive support to hold, as they have not attempted to move.

6.5 Pandin’s Paradox: In the event that the situation commonly known as ‘Pandin’s Paradox’ arises, then the convoy does not succeed, but neither is the fleet dislodged. That is, all units concerned hold, but since the army tried to move it cannot receive support to hold.

6.6 Correcting Errors: If players on a board cannot agree to resolve an error it can be pointed out to the Tournament Director for rectification. Ideally errors will be reported during the resolution phase before negotiation begins. Errors which are pointed out during negotiations before the next Deadline will be corrected. Errors which remain undetected until after the next Deadline will stand unless the Tournament Director rules that correcting the error will not cause a major disruption to the game. However, if a player has failed to make a required disband, sufficient units will be removed at any time up until the next Fall Deadline. Standard Diplomacy rules will be used to determined the pieces removed.

7.0 Ending a Game
In tournament play, a game will end as an 18 center victory, an agreed draw, or a time draw.

7.1 18 Center Victory: A player wins by controlling 18 or more supply centers, as specified in the Rules of Diplomacy.
7.2 Agreed Draw: When all surviving players agree to a draw. At any time during the negotiation phase any player may propose that a draw be agreed on their board. Agreed Draws must not be proposed or discussed during move resolution, retreats, or adjustments. If the draw vote is carried, the game ends immediately. The most recently completed Fall turn is used as the final position for scoring purposes. Any player who, at the time the draw is proposed, owns at least one supply center, regardless of who occupies that center or whether the player has a unit on the board will be counted as a survivor, and therefore in the draw.

7.3 Draw mechanism. Prior to 1905, no draw votes will be allowed. From Spring 1905 until Fall 1912, draw votes will be conducted by secret ballot. This will be administered by the tournament director or a representative of the tournament director. After 1912, all draw votes will be open.

7.4 Time Draw: A Time Draw occurs when a round needs to be cut short to allow the next round to start or the tournament to finish. The Tournament Director will call a time draw after order resolution, retreats and adjustments have been resolved. If this is a Fall turn, control of supply centers will determined as usual. If the time draw is called after a Spring turn the most recently completed Fall turn is used as the final position for scoring purposes.

7.5 Final Center Count: There are no conceded centers. All results, even agreed results, must be played out on the board, and subject to submitting orders and game timings. Any game which finishes in an agreed draw or a time draw will use the center count for the most recently completed Fall turn, as recorded on the supply center chart, as the final center count for that game.

8.0 Replacement of Players

8.1 Quitting Before the End: Players who leave a game for any reason before it finishes in a draw or win or before they are eliminated will score no points for that round. The Tournament Director may select a Replacement Player (see 8.4).

8.2 Player Unable to Continue: Players who know they will need to leave early or who are unable to continue should inform the Tournament Director in a prompt and timely manner. They should not reveal this information to other players. The Tournament Director may select a Replacement Player (see 8.4) who will take over the country as soon as the original player stops playing or place the country concerned in Civil Disorder as per the Rules of Diplomacy.

8.3 Abandoned Countries: When a player whose country is still in play seems to have left the game without informing the Tournament Director, that nation will be placed into Civil Disorder as per the Rules of Diplomacy. Immediately after the first turn in which the country is in Civil Disorder, and not before, the Tournament Director may select a Replacement Player (see 8.4) who will take control of the abandoned country.

8.4 Selecting a Replacement Player: The Replacement Player will be selected by the Tournament Director, who will try to choose a person who is not competing in the tournament. The Replacement may be the Tournament Director, one of the Tournament Director’s assistants or a competing player who volunteers. In no case will the Replacement be a player who has already played in that particular game. The Replacement will not receive any score for the country they take over.

8.5 Reinstatement: At the Tournament Director’s discretion, the original player may be reinstated after a Replacement has been inserted.

9.0 Disputes and Penalties

9.1 Disputes: Players are encouraged to amicably resolve disputes without the intervention of the Tournament Director. Players may decide to give leniency to newer players or rectify mistakes in a manner
they feel fair. The Tournament Director will only adjudicate disputes if called on to do so. Any ruling made by the Tournament Director will be binding and not subject to appeal. The following guidelines are indicative of likely rulings by the Tournament Director:

- A valid order for a unit includes, at the minimum, the location of the unit and what the unit is ordered to do.
- A unit without a valid order holds in place and is eligible to receive support to hold.
- A unit that attempts to make an illegal move to another province will hold in place, but not be eligible to receive support.
- An order with bad or incomplete syntax which nevertheless admits only one meaning is followed.
- A mistaken order, if valid, must be followed.
- If a unit has more than one valid order and any of those orders differ, all its orders are ignored: the unit holds in place and is eligible to receive support to hold.
- If an order is illegible (and the Tournament Director cannot determine a single possible meaning) it is invalid: the unit holds in place and is eligible to receive support to hold.
- An order which admits more than one meaning is invalid: the unit holds in place and is eligible to receive support to hold.
- Orders for units written after the deadline will be disallowed. If it is unclear which units’ orders were written late, the orders in their entirety may be disallowed.
- A good faith effort to turn orders in on time will be accepted (i.e. running across the room at the deadline). Likewise, the intentional obstruction or distraction of another player in order to cause a NMR will not be tolerated, and may be penalized.

9.3 Misconduct and Penalties: A player may be judged guilty of misconduct if, in the Tournament Director’s opinion, they have:

- contravened the Rules of Diplomacy or of the Tournament
- behaved in an unsporting manner
- deceived or misled the Tournament Director
- disrupted the tournament
- physically assaulted or restrained another person at the tournament
- damaged property belonging to another

The Tournament Director has complete discretion to impose any penalty for any type of misconduct. Whether the misconduct was intentional or unintentional will be taken into account by the Tournament Director when deciding the appropriate penalty. Possible penalties include:

- Warning for first offences
- Invalidate the last valid non-hold order (see rule 5.6)
- Invalidate all orders for that season
- Deduct points from the player’s tournament score
- Disqualify player from that round
- Disqualify player from the tournament

Players will usually receive a warning from the Tournament Director for a first offence, but more serious penalties may be applied immediately for more serious instances of misconduct. Misconduct involving physical assault, damage to property, deception of the Tournament Director or deliberate disruption of the
tournament may result in immediate disqualification from the tournament. Players disqualified from the tournament must leave the premises immediately and will not be refunded their entry fee.

10.0 Tournament Results
10.1 Final Results: The results as announced at the award 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 noted in the announced results and the final results have not yet been published, this error will be corrected and the awarded places amended.

11.0 Tournament Director’s Reserve Powers
The Tournament Director may rule in areas not covered by these rules. The Tournament Director may override these rules if doing so is necessary for the good of the tournament in the opinion of the Tournament Director.

Appendix A: Scoring System.

Player achieving a solo: 400 points.
Player achieving an elimination or loss: 1 point per game year survived.
Player achieving a draw:
10 points per centre held at the end of the game.
60/n points where n is the number of players in the draw.
If outright topping the board, a bonus of twice the number of centres held is awarded.