

Weebs of the Shore LLC
Grand Archive Trading Card Game
GA TCG Regional Championships Operations Document

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1. Regional Championships Overview

Grand Archive TCG Regional Championships are season-dependent large scale events in which players compete against each other to earn invites to our National level event alongside any other prizes determined by that competitive season. It is our expectation for players to uphold the highest standards of sportsmanship at any event, and it is their responsibility to ensure they are properly prepared to compete.

Grand Archive TCG Regional Championships are considered premier events, and therefore enforcements of rules and infractions should be done to the highest level.

Tournament Organizers (TO's) for a Grand Archive TCG Regional Championships are determined at the beginning of each competitive season. All TO's are expected to follow the procedures set forth in this document. TO's should not create their own procedures nor use any tournament policy created by a second party.

Weebs of the Shore LLC reserves the right to modify or alter this document without prior warning. Should an update occur, the correct copy will be provided to all relevant parties prior to the event.

2. Event Operations

2.1 Tournament Entry and Pack Prizing

We recommend that players pay \$35.00 USD or its equivalent in a local currency to receive entry to the event, as well as three booster packs of *Asphodel/Paradise*, and one Regionals entry item. All participants should also receive one Sapphire Pack upon entry. Additional Grand Archive TCG products may be given alongside entry to the event, which will be decided by the TO ahead of time and communicated to all participants prior to the start of the event.

Sales tax may be charged in addition to the amount players pay for the Regional Championship, should a region require sales tax to be charged.

2.2 Product Provided by WoTS

WoTS will provide the following product at no additional cost to the organizer, based on the expected number of players that will attend the event:

- Regionals Entry Items
- Regionals Finalist Playmats
- Judge Playmats

- National Invite cards
- Event Kits
- Booster Boxes
- Sapphire Packs
- Proxia's Vault Packs (If applicable)

Organizers are expected to use **ALL** provided products during the course of the event. An organizer found withholding product or entry items may risk losing the ability to host Regional events in the future.

2.3 Participation

Any player who is in good standing with Weebs of the Shore may participate in Grand Archive TCG Regional Championships.

Players not in good standing are considered to be banned or suspended from tournament play. These players are not allowed to participate in any sanctioned Grand Archive TCG events, nor are they allowed at a venue where such an event is taking place.

Members of the event staff **CANNOT** participate as a player in any event they are working. This includes the Tournament Organizer, as well as any other members of the Administrative Staff and Judge Staff.

Organizers should be familiar with the Omnindex software, in order to best assist any new players with the registration process. All players must have a valid Omnindex ID in order to participate in a Regional Championship. Players can register for an Omnindex ID [here](#).

2.4 Event Software

Regional Championship events are run using the Omnindex Software. The latest version of the organizer portal for Omnindex can be found [here](#). The Tournament Organizer should be familiar with how to run all facets of the event on this software.

Any other tournament software can not be used for sanctioned Grand Archive TCG events.

All events run on Omnindex must be reported completely, accurately, and in real time as the event plays out. All scores entered must be an accurate reflection of the results of every match played. In the case of Intentional Draws, they must be reported as 0-0 ties.

2.5 Event Structure

Grand Archive TCG Regional Championship events are run using a Swiss tournament format. The total number of rounds is determined by how many players are present at the beginning of the first round. Regionals do not include a Top Cut at the end of Swiss rounds.

Number of Players	Swiss Rounds
4-8	3
9-16	4
17-32	5
33-64	6
65-128	7
129+	8

Regional Championship events should start at a time that will allow for the correct number of rounds for each Organizer's expected attendance for the event to end at a reasonable time for players and judges to leave the venue. Regional Championships must be run at the pre-approved date and time scheduled. Any changes to that time must be approved by Weebs of the Shore.

Some Regional Championships may have an event structure that differs from those above. This is decided ahead of time by Weebs of the Shore, not by the Tournament Organizer.

2.6 Collecting Decklists

Decklists are required to be turned in at all Regional Championship events. Players can submit their decklists online through Omnidex once they have either RSVPd or been added to the event as a participant. The tournament will not be able to start until all players have submitted a decklist. TOs have the right to remove or penalize any players that have not submitted a list on time, in order to ensure the event can continue to run smoothly.

Please note that Omnidex does not check for the legality of a decklist, only that all card names are correct. If there is an issue with a player using an illegal deck, the judge team should handle it and apply all penalties necessary.

If for some reason, a valid, legal card name is not recognized by Omnidex as a valid card, the TO or Head Judge may instruct the player to put a replacement card in the decklist to be submitted in Omnidex, while still keeping the correct, intended to be played card, in the actual deck. If this occurs, the TO or HJ should make a note of this, and notify all floor judges of the change.

3. Staffing

3.1 Staff Roles

The Tournament Organizer is responsible for finding the necessary day of staff to ensure the event runs smoothly. The typical roles available are:

- Tournament Organizer
- Head Judge
- Floor Judge
- Event Recorder

Each tournament staff role must be held by a separate person. For example, the Tournament Organizer should not also be acting as a Floor Judge during the course of the event.

3.2 Judges

Judges are officiating members of the tournament that typically have sufficient knowledge and familiarity with the comprehensive rules of Grand Archive. Judges will be responsible for ensuring that all players are following the rules of the card game and are available to resolve potential disputes or disagreements between players when it comes to card interactions.

It is recommended to have at least one floor judge for each 25 players in the event.

Judges are to be appointed by the Tournament Organizer. Appointed judges must be officially enrolled in the Judge Program, which is possible by passing the publicly available test in Omnidex. While any official judge may work a regional, it is heavily recommended to have judges with more experience at major events. Each judge will receive at least one of the provided Judge playmats, alongside the standard player entry items.

The Head Judge is separate from the floor judges and their word is considered final regarding rulings, penalties, and anything else that involves gameplay. This person should be appointed by the Tournament Organizer. They will be in charge of the general judge staff.

Judges can be added to the event in Omnidex during the same time as players are added. This cannot be edited once the event has started. Please ensure that all judge staff are correctly added to the event prior to the start of the first round.

3.3 Event Recorder

The Event Recorder is responsible for managing the software being used to run the event. This person should be familiar with how Omnidex functions so they can be efficient when entering scores and make sure the flow of the tournament remains good. In a smaller event, this job may belong to the Tournament Organizer.

In the event that there are multiple event recorders, it is imperative that only one recorder is responsible for starting and ending rounds, and only one recorder is responsible for dropping players. All instances of Omnidex should be refreshed prior to starting a new round. Failure to do this may rarely result in a desync of the tournament progress, which may not be reversible. If tournament progress is halted in this way, please refer to the Contacts section listed at the end of this document for assistance.

4. Event Format

4.1 Format and Card Legality

All Grand Archive TCG Regional Championships use the Standard format. Any cards that are on the Banned Cards list are not legal for play. Please refer to the latest source listed on the [Index](#), our card database, and our Tournament Rules & Guidelines to see what cards are legal for tournament play.

Cards that have been altered in their surface appearance are allowed as long as the alterations do not make it difficult to distinguish what the card is, block/obscure any important parts of card, and do not enable a player to recognize what the card is while it is face down at any point in a match. The following elements must be completely visible and may not be obscured in any way:

- Card name
- Reserve/Memory Costs
- Champion card level indicators
- Element name and symbol
- Card type symbol
- Card stat symbols and text (life, power, durability, speed, etc)

If any of the above items are covered, hidden, or made to be unclear, the card is not permitted for use in tournament play.

Artists' proofs, proxies (unless the card is listed in the Proxia's Vault set on the Index), or anything similar are not allowed for official tournament play.

The Head Judge will make any final decisions regarding the allowance of any altered cards during tournament play.

4.2 Round Structure and End of Match Procedures

Each round of swiss is **required** to use a 60 minute timer with a five minute overtime, and is played as a best-two-of-three match.

Sometimes, a match will not be finished when the time ends for the given round. If this happens, it is both players' responsibility to note whose turn it is when time is called. The player whose turn it is will be considered to be "Turn 0" and they may continue playing the game. Once their turn is up their opponent will be considered "Turn 1." The game will play this way until either:

1. "Turn 3" has concluded.
2. The five minute overtime has concluded.

Play continues until one of these criteria is met, not both. If players have concluded turn 3 but the overtime clock is still running, they may not continue playing the game.

If no winner has been determined by this time, that game is considered to be a draw. Judges should make sure to inform players as soon as the five minutes has concluded to mark down the final results of their game. When the overtime finishes, players may play until either the stack is fully resolved or the current ongoing combat phase ends. Judges should monitor matches as overtime concludes to ensure each game is ended in a fair and accurate manner.

Once the winner of the current game has concluded, the players will determine the winner of the match by determining which player has more game wins. If the players have the same number of game wins, the match is considered a draw.

For example:

Player A wins game 1, Player B wins game 2, game 3 did not have time to complete and thus ended in a draw. Therefore both players have the same number of game wins and the match will be considered a draw.

Alternatively, if Player A wins game 1, and the second game was not finished before time ran out, the second game is considered a draw. Therefore Player A has one game win and Player B has zero game wins, so Player A wins the match.

5. Distribution of Prizes

5.1 General Prizing

The Tournament Organizer is expected to give out the product they receive from WoTS in the following way:

- Regionals Entry Items are given to each player who signs up for and pays for entry to the event. In a situation where an organizer has excess entry items, staff and players may be given extra. Organizers are required to distribute **ALL** items they are given.
- The Regional Champion Playmat is given to the player who places first (1st) in the event.
- Regionals Finalist Playmats are given to each player who receives a Nationals Qualifier Card.
- Each player should get one Event Pack upon entry to the event, all other event packs should be split among the top players.
- Each player should get one Sapphire Pack upon entry to the event.
- All remaining Sapphire Packs should be distributed to the top players, with a higher quantity going to the players with a higher placing.
- Each player should receive three (3) booster packs of .asphodel/paradise upon entry to the event. However, in some cases, with permission from Weebs of the Shore, a store may redistribute entry packs to top players.

Any additional prizing may be given out by the Tournament Organizer if they feel inclined to add extra prizing to the total pool.

Organizers are expected to use **ALL** provided products during the course of the event. An organizer found withholding product or entry items may risk losing the ability to host Regional events in the future.

5.2 National Invites

Organizers will receive a predetermined number of National Invite cards for their event, based on expected attendance, among other factors. This number will be communicated ahead of time. All the invite cards are to be distributed to top players at the end of the event, regardless of attendance. For example, if an Organizer receives 8 invite cards, then the top 8 players will receive an invite card at the end of the event.

Invites will come in the form of a playable, invitational, CPR (Collector Promotional Rare) card. These act as part of your ticket to entry for higher-tier events such as Nationals. A point total is shown at the bottom of each Invite card, showing how many Nationals Qualifier Points the card is worth.

The invite cards can be traded and exchanged amongst players. It is the invite owner's responsibility to maintain and keep their card. Exchanges for damage/wear done to the card will not be made. Replacement requests for any lost/stolen/traded cards will not be made.

Pictures of the winner and any players in the top cut receiving the prize cards may be requested for confirmation and promotional purposes. Players claiming their allocated prizes and invitations are assumed to agree that their photo may be taken and used for these purposes.

Additional invites may be earned by players; invites do not pass through a player that already won an invite if that player has already received one at another event.

For areas where there is not a planned Nationals nearby, players can win a "Wildcard" Nationals invite instead, which allows its bearer to enter any upcoming Nationals event. Other invites will be locked to the region listed on the card and cannot be exchanged at other Nationals events.

The number of invite cards provided to each regional will be predetermined by Weebs of the Shore based on expected player attendance, among other factors. Below is the approximate amount of players needed to reach each invite threshold.

Number of Players	Number of Invites
< 32	4
33 - 85	8
86 - 220	16
221 - 499	32
500+	64

6. Failsafes and Contacts

6.1 Decklists Issue

Decklists during all in person regional events must remain private during the course of the event. In the case of online regionals, decklists are required be publicized at the start of the event to ensure all players are playing with their correct decks as listed.

In the event that decklists are accidentally public during a regional, the Tournament Organizer should announce this to the players before continuing with the tournament. This will ensure that all players are on equal footing, and no player has any competitive advantage with access to information that is meant to be private. The rest of the event will then play out with decklists open. The same rules will apply in this situation that occur during other Grand Archive events with open decklists. Players may look at decklists only before or after they have completed their match in the round, not any time during. Any method of looking at the opponent's deck list while actively playing, or any time during the course of their match (i.e. running to the restroom) should be considered outside assistance and punished accordingly.

6.2 Emergency Contacts

In the event of an emergency situation that cannot be resolved in store, Tournament Organizers may reach out members of the Organized Play team at Weebs of the Shore to attempt to resolve the situation.

If unable to get a response from the person designated to your region, any of these contacts may be used. Please only use this outlet in the case of an emergency. Please note that the contacts for NA/EU/UK are English speaking only.

Contacts:

NA/EU/UK

Andrew Krekeler - andyk@weebsoftheshore.com - 1-314-240-3629

SEA/TW/JP/AU/NZ

Kai Che Koh - kai@weebsoftheshore.com