

Team Trios Constructed GP - A Judge Guide

Edits:

21 AUG 18: Bathroom breaks

21 AUG 18: Semifinals and finals list exchange

Team Trios events offer a few new challenges as they involve teams of players instead of individual players. Here you may find some of the most common situations you may have to face during your first(s) Team Trios GPs. Please read them carefully and get prepared to a tough but highly rewarding event!

The Structure

1. Teams are composed of 3 players.
2. Players are registered as A, B, C and are identified by differently colored wristbands.
3. A must play against A, B against B and C against C (i.e at each individual table the 2 opponents should wear the same wristband).
4. Tables are numbered by match: table N will accommodate two entire teams and will be marked as N-A, N-B, N-C
Example: 254A, 254B, 254C
5. Day1 consists of 8 rounds.
6. Day2 consists of 6 rounds, using the same decks..
7. Players keep using the same decks for the Top4.
8. Teams have no byes at Team Trios GPs.

Saturday - Goodie distribution

Every judge will be assigned an area they need to take care of until the completion of this section!

You can consult the documentation here:

[Step 1: Decklist Collection](#)

[Step 2: Goodies distribution](#)

Reporting Results

1. We only need to report the winning team of each match in the software.
3-0 or 2-1 does not affect tiebreakers in Team matches
2. This means Team Matches are over once 2 players of the same team have won their individual match and **there is no need for the third match to continue if the score is 2-0** in favor of one team.
3. If players would like to finish the third match nevertheless, they can do so. However, they need to sign the Result Slip meanwhile. Please be proactive with players about this.

Communication within Teams

1. Teammates are allowed to communicate with each other at every time except for the following situations:
 - a. After they left the table without judge permission and supervision.
 - b. After they may have access to hidden information for their match (i.e. player saw other team's hands).
This may happen if they moved their chair and could see hidden information while doing so for instance
2. Players are allowed to leave the table (i.e. to use the restroom) with the permission of a judge. Please see "Bathroom Breaks" section below.
3. Expect fewer judge calls as teammates will be helping each other not to commit infractions.
4. When called at the table, keep in mind that teammates may try to give input while you're making a ruling. Do not hesitate to talk to players away from the table so that opponents or teammates can't contaminate information. This also helps having other players resume playing rather than waiting for the outcome of your ruling, which would lead to giving a lot of additional time at this table.
Feel free to ask for a second judge to help dealing with teammates.
5. Teammates may rearrange chairs once their own matches are finished in order to be closer to the active players.
 - a. Make sure they can't have accessed hidden information while moving.
 - b. **This is only available if space permits.**
Aisles can't be obstructed or that can become a security issue
6. Playing players cannot consult external notes. This would constitute Outside Assistance. However, a teammate not currently playing a game may consult external notes then communicate with their teammates. This does not constitute Outside Assistance.

Infractions and Policy

1. Time extensions and penalties are per single match, not per the entire team. Please record which match (i.e. A, B, C) gets the extra time and [which player gets the penalty](#)
2. If a player drops, the entire team will be dropped.
3. Likewise, if a player is disqualified, the entire team will be disqualified.
Note that unless they were involved in the DQable offense, teammates will not be subject to an investigation
4. Please enforce Slow Play: teammates may discuss strategy or a specific play, but they are still subject to slow play.
When issuing a Warning for Slow Play, mentioning that the input from the teammate was too long and decisive in your decision helps making the player realize they should play on their own.
5. Teammates may help each other with strategic advice, this is not Outside Assistance.
6. Teammates may help players not to Miss Triggers as long as the active player points the trigger's existence at the appropriate time per IPG even if reminded by a team-mate.
7. Teammates who cannot communicate with the other players in their team (because they left the table without asking permission for instance) and offer any strategic advice are committing Outside Assistance (whose penalty would only apply to their individual match and not the team's)
8. Players may try to observe their opponent's teammates while shuffling their own decks and pass information to their own teammates. This is not allowed and may be cheating, please involve a Burgundy.
9. Please verify that at each table there are players wearing the same bracelet. Failure to play with the correct opponent causes a Tardiness penalty to be applied. In team, since two players were not in the correct seat, this leads to a Match Loss for the team (if discovered after 10 minutes from the beginning of the round).

Deck Checks

1. Deck checks will be performed at single matches, not per the entire team.
2. Verify players are playing against the correct opponent with the correct deck.
3. Failure to play with the correct opponent causes a Tardiness penalty to be applied.
4. Failure to play with the correct deck causes a Deck Problem penalty to be applied.
5. Verify that the sideboards contain the listed cards for that specific deck.

Bathroom Breaks

Despite what the MTR implies, players will be allowed to interact in their teammate's matches after returning from the bathroom provided that they call a judge before leaving. If called by a player, an assisting judge should:

1. Ask the player to leave their phone face-down on the table.
2. Either escort the player out of the immediate playing area, or direct the player to a specific bathroom so that the player's path doesn't allow that player to view the opposing team's hands.
3. Remain in the area and wait for the player to return so that the judge may direct the player back to the table without allowing them to view opposing team's hands.

If (and only if) a player does this, they may still give and receive advice to their teammates' matches as normal. However, if a player does not first call a judge before using the bathroom, in addition to any applicable Slow Play penalty, the player is now considered a spectator for the remaining matches, and may not provide advice to any other teammate.

Semifinals and Finals List Exchange

The players in the playoff matches will exchange lists as per normal Grand Prix procedures, and they may view these lists only prior to and between games of the match as normal. However, doing so calls into question the policy for allowing players to share outside notes. During matches involving a list exchange, players are allowed to consult only the decklist belonging to their immediate opponent, and not the opponent of any other teammate. This policy prevents players from sharing an opponent's list with teammates still in a game.

Credits

Original Idea and version: Matteo Callegari

Edits: Kevin Desprez, Abraham Corson