



1. All matches need to be played on Lackey CCG
 - a. <https://swtcgidc.wordpress.com/rules/lackey-ccg-online/>
2. Meet with players and schedule games or matches on our SWTCG Discord server
 - a. SWTCG Discord Link- <https://discord.gg/NK6DHT6>
 - b. When scheduling a match with your opponent try to set up a specific day and time to meet. For example: agree to play on Wednesday at 7 pm eastern rather than agreeing to play over the weekend or Thursday evening.
3. If you need help with any rules please consult the following help options below
 - a. SWTCG Rulebook- <https://swtcgidc.wordpress.com/rules/>
 - b. SWTCG Discord Rules Chat- <https://discord.gg/xBnMqj>
4. **Prize Pool**
 - a. This tournament will have a \$75 prize pool which will be give out via Venmo, Paypal or CashApp
 - i. 1st. \$50
 - ii. 2nd. \$15
 - iii. 3rd. \$10
5. **Outside the game**
 - a. If a card references grabbing a card from outside the game you cannot grab a card from the opposite side.
6. **Banned/Restricted Cards**
 - a. <https://docs.google.com/document/d/1bpWI9nIQgKy-UBiL67T1nA1x8Qk0oiZBd-ZysarA6L8/edit?usp=sharing>
7. **Decks**
 - a. All deck will be constructed from these sets
 - i. Fires of Rebellion

- ii. Battle of the Sarlaac
- iii. The Mandalorian Way
- iv. Book of Boba Fett
- v. Empire At War
- vi. **Boonta Eve Podrace**
- vii. **Galactic Podracing Circuit**
- viii. **Worst Among Equals**
- ix. **Make A Mando**
- x. **Battle at Exegol**
- xi. **A Long Time Ago**
- b. Players will need two decks with different sides to use during matches (ex. A Dark Side and a Vong deck)
- c. An all neutral deck can be used to play as a Light Side, Dark Side, or Vong instead but must still be submitted as either Light Side, Dark Side, or Vong.
- d. All players must submit their decklists to register for the event.

8. Matches

- a. Matches consist of a best-of-three game format.
- b. Before the start of each game, players will bid starting build points to play the deck of their choice (light, dark, or vong).
 - i. Randomly decide which player will bid first.
 - ii. That player chooses what side they wish to play (light, dark, or vong), and bids a number of starting build points for setup (30 or less).
 - iii. The opponent may counterbid if they wish to play the same affiliation (light, dark, or vong), or they may pass.
 - iv. Bidding proceeds this way until both players pass or one player chooses to play another affiliation at 30 starting build points.
 - v. For bidding Dark is still Dark, Vong is still Vong, and Light is still Light. (ex. your opponent bids for a dark side deck and you don't have one you may play either of your decks in response.)
- c. All matches will have **120 minutes** plus the end of time procedures to be completed.
 - i. **End-of-Time Procedure**
 - 1. If the 120-minute match timer expires before all three games have been completed, play continues as normal until someone wins the game but no player can Gain Force, Build Points, or Add Resource Counters to Resource Cards (but you may still remove them) for the remainder of the game. As soon as the **end-of-time** procedure is completed the match is over.
 - 2. After the **end-of-time procedure**, if only one game was completed, the winner of that game is the winner of the match.
 - 3. After the **end-of-time procedure**, if only two games were completed with both opponents winning one game each then

another game will be played using **end-of-time procedure**, the winner of that game is the winner of the match. You still gain your 30 build points for the Set-Up phase and the first turn is played as normal.

4. During the Group Stage, the match ends in a draw instead of playing a third game using **end-of-time procedure**.

9. Scoring

- a. Standard consists of two stages. The first is a round robin, followed by a cut to the top players for single elimination finals.
 - i. The round robin stage will be hosted in groups. The group size will be determined by the number of participants who register.
 - ii. There will be between 3-5 matches during the round robin group stage.
 - iii. At the end of the round robin group stage, any unplayed matches will be scored as 0-0
 - iv. Groups will be populated by random seeding
 - v. The finals series will be single elimination with the top 4, top 6, or top 8, which will be determined by the number of participants.

10. Reporting

- a. **Please play and report all matches weekly each Sunday by 10:00 pm (CST).**
- b. Matches can be reported via discord PM to Ca'traBuurenaar#4913, in the #match-reporting channel in the SWTCG discord

11. Pairings

- a. **All participants will have till Sunday at 10 PM (CST) each week to complete at least 1 match.**
- b. If there are any issues with scheduling please reach out to Ca'traBuurenaar#4913 on Discord
- c. It's up to both players to schedule the match with their opponent. If for some reason one of the players can't be reached or is unable to play, that player will receive a match loss or be disqualified.

12. Participant Registration

- a. <https://forms.gle/82Xb5dbBMJf2mjSa7>
- b. <https://challonge.com/tournaments/signup/z2ONZCul07>

Bracket

- c. <https://challonge.com/Standard06>