

Table of Contents:

- 1.0 Document Information
 - 1.1 Purpose
 - 1.2 Updates
- 2.0 Supported Tournament Formats
 - 2.1 Turbo
 - 2.2 Standard
 - 2.3 Standard Teams
 - 2.4 Jasco Legacy
- 3.0 Tournament Staff
 - 3.1 Tournament Organizer
 - 3.2 Line Judge
 - 3.3 Head Judge
 - 3.4 Coverage Officer
- 4.0 Judges
 - 4.1 Certification
 - 4.1.1 Examination
 - 4.1.2 Interview
 - 4.1.3 Confirmation
 - 4.1.4 Loss of Certification
 - 4.2 Judge Level
 - 4.2.1 Level I
 - 4.2.2 Level II
 - 4.2.3 Level III
- 5.0 Tournament Levels
 - 5.1 Local Events
 - 5.2 Regionals
 - 5.3 Pro Tour Circuit
 - 5.4 National Championships
 - 5.5 World Championships
- 6.0 Tournament Preparation
- 7.0 Registration
 - 7.1 Local Events
 - 7.2 Regional and PTC Events
 - 7.3 National and World Championships
 - 7.4 Late Registration
- 8.0 Round Procedures
 - 8.1 Pre-game Procedures
 - 8.1.1 Pairings
 - 8.2 In-game Procedures
 - 8.2.1 Play Order and Randomization of Decks
 - 8.3 End of Round Procedures
- 9.0 Elimination Rounds
 - 9.1 Diversity

- 9.2 Prizing
- 10.0 Reporting
 - 10.1 Coverage Officer
 - 10.2 Head Judge
 - 10.3 Tournament Organizer
 - 10.4 Penalties for Non-Compliance

Appendixes

- A. Tournament Infraction Guide
- B. Gameplay Infraction Guide
- C. Swiss Round Schedule
- D. Banned List / Set Legality
- E. Player's Code of Conduct
- F. Non-harassment Policy

1.0 Document Information

1.1 Purpose

This document serves to ensure a consistent operating procedure for all Universal Fighting System (UFS) events, in regards to event size, round times, event personnel, etc. This document will also serve to policies and procedures regarding enforcement and infractions. This document will also include our player's code of conduct and non-harassment policy.

1.2 Updates

Policies and procedures in this document can be changed at any time by Jasco Games, specifically the CEO and CCG Director. Changes will be disseminated in a timely manner monthly through updates to this document. Changes will take effect at the beginning of the next calendar month or sooner, at the discretion of Jasco Games.

2.0 Supported Tournament Formats

2.1 Turbo

Players must build a 41 (40 plus character) card deck, with no sideboard, following the published Turbo banned list. Players will play a double elimination bracket rounds with a 30 minute time limit (The Turbo format uses a double elimination bracket rather than the standard Swiss format. Each round is a best of one game series with a round time limit of 30 minutes). Refer to the UFS Turbo Rules Document located [here](#) for ties. Winners Finals and Grand Finals have no time limit. Rounds will be decided by a best of one series.

2.2 Standard

Players must build a deck containing no less than 60 cards (59 plus character), following the published Standard banned list. Players may elect to have a sideboard containing exactly eight (8) cards, following the standard banned list.

Players will play 60 minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.

2.3 Standard Teams

Players form teams of three. Players must build a deck containing no less than 60 cards (59 plus character), following the published Standard banned list. Players may elect to have a sideboard containing exactly eight (8) cards, following the standard banned list. Teams have the additional restriction that teammates cannot have the same character in their deck or

sideboard as any of their teammates, and no more than eight (8) copies of any card among the three decks.

Before starting a round, players reveal their characters face up on the table. The teams then randomly decide who gets to pick the first match. The team who won the coin flip or die roll chooses one of their teammates to play against a select opponent from the opposing team. The team who lost the coin flip or die roll gets to pair the other two matches. The winner of the round is determined via best two out of three matches among the entire team.

Players will play 60 minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.

2.4 Jasco Legacy (temporary name)

The Jasco Legacy format consists of any card with Jasco Games in the legal text line.

Players must build a deck containing no less than 60 cards (59 plus character), following the published Jasco Legacy banned list. Players may elect to have a sideboard containing exactly eight (8) cards, following the Jasco Legacy banned list.

Players will play 60 minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.

3.0 Tournament Staff

Tournament staff are the ambassadors of UFS in Organized Play. They serve to make sure events run efficiently, effectively, and according to the Tournament Floor Rules. If at any time players have questions, they can ask any person on the tournament staff for assistance. Their responsibility is to make tournaments fun.

Depending on the size of the event, there may not be a dedicated staff member for each position. Or, there may be several staff members for each position.

3.1 Tournament Organizer

The Tournament Organizer is ultimately responsible for making sure the tournament runs smoothly. This includes venue, pairing software, timers, deck lists, match slips, etc. The Tournament Organizer also serves as the score keeper. This includes registration, pairings, results, and reporting. The Tournament Organizer will also be responsible for preparing the prizes to ensure proper distribution upon the completion of the tournament.

3.2 Line Judge

The responsibility of the line judge is to respond to player concerns, make rulings, respond to infractions, and assist the Tournament Organizer with retrieving match slips. A player requiring assistance from a line judge will shout "JUDGE" and raise their hand in the air. They will leave their hand in the air until a judge acknowledges their need for assistance.

All infractions must be reported to the head judge. If at any time a player is not satisfied for a ruling from the line judge, they may appeal to the head judge. Line judges may not make rulings in games that involve a player that they are affiliated with (friend, team mate, etc...) unless no other judge is available.

3.3 Head Judge

The responsibility of the head judge is to respond to player concerns, make rulings, and respond to infractions. The head judge also serves to handle appeals from players. The head judge is also responsible for maintaining and completing a tournament infraction report detailing all infractions. All rulings by the head judge are final. No appeals are permitted.

3.4 Coverage Officer

The responsibility of the Coverage Officer is to provide event coverage for the UFS community. This includes posting on the UFS forums, Facebook, etc... updates as tournaments are ongoing. This could include, but are not limited to: registrants, standings, featured matches, and results. The Coverage Officer assists the Tournament Organizer with any tasks necessary to ensure a smooth running event.

4.0 Judges

Judges serve to make sure UFS Tournaments operate smoothly. Judges need to have a firm understanding of the rules, excellent social skills, and leadership ability.

4.1 Certification

4.1.1 Examination

Potential judges are required to pass a 30 question judges exam with a score of 90%. Potential judges will have access to the Living Game Rules (LGR) and the Tournament Floor Rules. The exam will be administered by Jasco Games.

4.1.2 Interview

A member of Jasco Games will conduct interview with each applicant that successfully passes the examination to determine if their personality matches the position. Judges must be confident and able to perform under pressures.

4.1.3 Confirmation

Potential judges who successfully pass the examination may receive a recommendation from Jasco. Potential judges who are confirmed will become level I judges.

4.1.4 Loss of Certification

Judges who receive excessive complaints may lose their certification at the discretion of Jasco Games. Judges who lose their certification may attempt to recertify no less than six months after losing their certification.

4.2 Judge Level

4.2.1 Level I

Level One judges are certified to judge local events and regional events. They are also certified as line judges at PTC events, National Championships, and World Championships. They are also certified to be the Tournament Organizer at any event.

4.2.2 Level II

To become certified as a Level Two judge, judges must have sufficient experience. Minimum experience to become a Level Two must include judging 20 local events or regional events.

Level Two judges are certified to judge local events, regional events, and PTC events. They are also certified as line judges at National Championships, and World Championships. They are also certified to be the Tournament Organizer at any event.

4.2.3 Level III

To become certified as a Level Three judge, judges must have sufficient experience. Minimum experience to become a Level Three must include judging 50 local events, regional events, or PTC events.

Level Three judges are certified to judge local events, regional events, PTC events, National Championships, and World Championships. They are also certified to be the Tournament Organizer at any event.

5.0 Tournament Levels

5.1 Local Events

Local events are the core of UFS Organized play. Local events happen on a regular or semi-regular basis at brick and mortar stores throughout the UFS community. All supported formats are permitted for local events. Local events may also include special formats at the Tournament Organizer's discretion. On-going schedules do not require announcements. For all Jasco Games supported events, the Tournament Organizer must follow included

instructions. Failure to follow Jasco Games instructions can result in loss of ability to host Jasco Games sanctioned events.

5.2 Regionals

Regional events allow players to experience a higher level of competitive play without the need for long distance travel. Regional events are limited to one per region per month. More details about regional events will be included in later versions of this document.

5.3 Pro Tour Circuit

Pro Tour Circuit (PTC) events are the highest level of play that does not award "The Greatest Prize in Gaming." These events are highly anticipated and very competitive. PTC events must have at least one Head Judge. The format of PTC events are limited to Standard.

5.4 National Championships

National Championships award "The Greatest Prize in Gaming." These events are highly competitive. National Championships are limited to one per supported format per country per year. National Championships must have at least one Head Judge, and at least 30 participants.

5.5 World Championships

World Championships award "The Greatest Prize in Gaming." These events are highly competitive. World Championships are limited to one per supported format per year. World Championships must have at least one Head Judge and at least 40 players.

6.0 Tournament Preparation

The tournament organizer is responsible for making sure all event preparation is complete. This includes arranging a venue, providing printed decks lists, pairing software, etc. It is imperative that the tournament organizer make these arrangements in advance. The Tournament Organizer also needs to secure any Jasco Games tournament prize kits if applicable.

Regional and PTC events will be announced no less than 8 weeks prior to the event. The announcement must include date, time, location, format, and cost of the event. National and World Championships will be announced no less than 12 weeks in advance.

7.0 Registration

The Tournament Organizer is responsible for accurate registration. This includes: player entry, entry fees, deck lists, and registration prize support.

7.1 Local Events

The Tournament Organizer will set an appropriate amount of time for registration depending on the anticipated size of the event. The Tournament Organizer may use any method of random pairings they feel in appropriate. Deck lists and deck checks are not required for local events.

7.2 Regional Events and PTC Events

The event registration window for Regional Events will be 30 minutes. The Tournament Organizer may extend this time at their discretion. Events that do not have a scheduled registration start time will open registration at the posted start time and close after 30 minutes. The Tournament Organizer must use approved tournament software for this event. Deck lists must be submitted at the time of entry. Deck checks are not required during registration, but may be conducted at the discretion of tournament staff.

7.3 National Championships and World Championships

The event registration window for National and Worlds Events will be 45 minutes. The Tournament Organizer may extend this time at their discretion. Events that do not have a scheduled registration start time will open registration at the posted start time and close after 45 minutes. The Tournament Organizer must use approved tournament software for this event. Deck lists must be submitted at the time of entry. Deck checks are not required during registration, but may be conducted at the discretion of tournament staff.

7.4 Late Registration

Players who register for the event after registration has closed, but before round one pairings are posted will receive a round 1 game loss. Players who register after round one pairings are posted, but before the end of round one, receive a match loss. Players are not permitted to register after the end of round one.

8.0 Round Procedures

8.1 Pre-Game Procedures

8.1.1 Pairings

The Tournament Organizer will post the round pairings. Players will sit at their assigned tables. If there is an error with the pairings, a re-pairing may be necessary. Once players have found their seats, the tournament organizer will start a 3 minute timer (5 minutes for teams) for the remainder of pre-game procedures. This last step may be omitted for local events.

8.1.2 Play Order

Players will reveal their starting characters. Players will then use a random method to determine who will decide the play order.

8.1.3 Randomization of Decks

Players will randomize their decks. Once each player is satisfied that their deck is sufficiently randomized, they must present their deck to their opponent. Each player then has the option to cut or further randomize their opponent's deck. Once each player is satisfied that their opponent's deck is sufficiently randomized, they will return the deck to their owner.

Anytime a player randomizes/shuffles their deck, they will present it to their opponent. The opponent has the option to cut or further randomize the player's deck. Once the opponent is satisfied that the player's deck is sufficiently randomized, they will return the deck to the player. If a player shuffles a deck and does not cut it, their opponent may request a mandatory cut.

8.2 In-game Procedures

Players will play games of UFS as per the Basic Game Rules, the Living Game Rules, and the Tournament Format. If at any time, a player has a rules question or believes an infraction has occurred, they will call for a judge by yelling judge and raising their hand. A judge will come and resolve the issue as quickly as possible. If necessary, the judge may issue a time extension at individual tables.

After each game in the series, each player may turn their character card face down. Both players will have the opportunity to sideboard. Players exchange cards in their sideboard with cards in their main deck to prepare for the next game. A total of eight (8) cards must remain in the sideboard at all times. Players must announce how many cards they are changing before randomizing their deck.

Once decks have been randomized, the player who lost will determine play order. Players will then reveal their starting character and play the next game in the series.

8.3 End of Round Procedures

At the end of the series, players will return their main deck and sideboard to their original configuration. If available and at the TO's discretion players will fill out a match slip following all directions. The player who lost will report to the Tournament Organizer with the match slip if they are being used.

After the time in the round has elapsed, games will go to turns. The player who went second in the current game will always have the final turn, regardless of whose turn it is when time is called. If the series is left unfinished, the winner of the round will be determined by whoever has the most game wins in the series. In the event of a tie, the match will be reported as a draw.

9.0 Elimination Rounds (when applicable)

Once Swiss rounds have completed, the tournament moves to single elimination. The number of players will be reduced by cutting according to the Swiss Tournament Schedule. The players with the highest scores move on to elimination. In the event that players have the same score, the player with the lower amount of match wins will be cut from elimination.

The remaining players will be paired based on standings with the highest ranked player playing the lowest ranked player. Once the pairings have been determined, deck checks will occur. Players who make top cuts must organize their decks before turning them in for deck checks. All members of tournament staff are expected to assist with deck checks. Players will play untimed single elimination rounds, reseeding after every round until a single winner is determined. When determining play order for elimination rounds, the player with higher rating will go first instead of randomly deciding

9.1 Diversity

When cutting to single elimination, only one player per character card and version will make top cuts. If a player is eliminated through diversity, next runner up will take the lowest spot in the cut. In the event there are two or more players in the cut playing that same character card, then apply the following criteria:

- If players sharing the same character diversified have different scores at the end of Swiss rounds, the player(s) with the lower score will be cut from elimination.
- If players sharing the same character have the same score, the player(s) with the lower strength of schedule will be cut from elimination.
- If players sharing the same character diversified played in Swiss rounds, and a winner was determined, the loser(s) will be cut from elimination.
- If players sharing the same character have the same score and strength of schedule, the player(s) with fewer round wins will be cut from elimination.
- If players sharing the same character have the same score, the same strength of schedule, and the same number of match wins, then there will be an untimed playoff match.

9.2 Prizing

Consolation prizes are to be awarded at the first possible opportunity.

10.0 Reporting (not required for local events)

10.1 Coverage Officer

For all events PTC level and higher, the Coverage Officer will complete tournament updates on the tournament report section of the forums using the following schedule:

- Beginning of Round 1: Registrant Roster
- Beginning of each subsequent round: Current Standings
- End of Swiss: Final Swiss Standings, Top cut roster
- After each round of elimination: Standings

10.2 Head Judge

The head judge may upload the Tournament Infraction report to the tournament report section of the forums within five business days of the completion of the event.

10.3 Tournament Organizer

The tournament organizer will upload the Top Cuts deck lists to the deck building section of the forums within five business days of the completion of the event.

10.4 Penalties for Non-Compliance

The penalties for compliance with reporting procedures could result in the following penalties:

- Loss of Tournament Organizer privileges to host Organized Play events
- Loss of Judge's Certification
- Nullification of event, including revocation of prizes (in extreme case)

Appendixes

It is the policy of Jasco Games to hold tournaments where all involved (participants, spectators, and event staff) are held to the highest standards of personal and professional ethics. The Tournament Infraction Guide serves to ensure those high standards are upheld. It is the intent of Jasco Games to establish procedures to ensure fair play of UFS without sacrificing the game experience.

A. Tournament Infraction Guide

A.1 Purpose

It is the policy of Jasco Games to assign tournament penalties as necessary. It is the intent to assign penalties to ensure all Organized Play is conducted in accordance with all policies and game rules. Failure to comply with policies and game rules can result in penalties up to and including banning from organized play.

A.2 Penalties

Penalties begin at warnings and can extend up through banning. All penalties issued will be recorded in the infraction report. No in game or card abilities can interact with penalties.

The severity of penalties will follow the schedule below:

A.2.1 Warning

Warnings will be issued to players for certain infractions. Players may only receive one warning per infraction per event. Warnings will be issued alongside any actions required to correct a game state.

A.2.2 Game Loss

A game loss will be issued any time a game state cannot be corrected in accordance with the Living Game Rules or the Tournament Floor Rules (including appendixes). A game loss will also be issued if a player had previously had an infraction for which a warning was issued.

When a game loss is issued, players will move to the next game in the series as if the player who received the penalty had lost the game. Players will have the opportunity to side board and proceed to the next game.

A.2.3. Match Loss

A match loss will also be issued if a player had previously had an infraction for which a game was issued. In the event of a match loss, the issuing judge will record the loss with the tournament organizer.

A.2.4 Disqualification

Certain infractions may result in disqualification from the event. Disqualified players are not permitted to continue in the tournament but are permitted to remain in the Tournament Hall in the capacity of a spectator.

A.2.5 Ejection

Certain infractions may result in ejection from the Tournament Hall. Ejected players must immediately vacate. Refusal to do so will result in banning from organized play and legal action.

A.2.6 Banning

Players who excessively receive penalties or perform a particularly excessive infraction may be banned from Organized Play by Jasco Games.

B. Gameplay Infraction Guide

Any cards removed from the game by infractions do not count towards the removed from game pile and will only recover after the individual game is over. The player who makes an illegal play cannot respond with card effects or mechanics, but their opponent can.

B.1 Drawing too many cards

Any time a player draws too many cards or draws a card when they should not, that player will receive a warning, then reveal their hand to their opponent. Their opponent removes cards from their hand from the game until the correct number of cards are in their hand.

B.2 Drawing too few cards

Any time a player misses a draw trigger or draws too few cards will receive a warning and will be unable to draw those cards.

B.3 Playing Illegal Cards

B.3.1 Failure to Match Symbols

If a player plays a card into their card pool that does not match a symbol with their character, the player receives a warning. The card is removed from the game and their turn ends.

B.3.2 Failure to Chain

If a player plays a card into their card pool that does not follow chaining rules, the player receives a warning. The card is removed from the game and their turn ends.

B.3.3 Illegal Block

If a player plays a block into their card pool that is illegal for any reason, the player will receive a warning, the block is removed from the game and cancelled. Players cannot attempt to block again.

B.3.4 Illegal Action Card

If a player plays an Action card when there is no trigger, that player receives a warning. The card is removed from the game. If the card was played as a form, their turn ends. If the card was played as an enhance or response, the ability is cancelled and priority is passed to the opponent.

B.3.5 Illegal Reversal

If a player plays an illegal Reversal attack, that attack is removed from the game and they cannot play another Reversal. It is both players' responsibilities to ensure that a Reversal cannot be played against a Safe attack. If a player plays a Reversal to a Safe attack, both players will receive a warning. The Reversal is removed from the game and another Reversal cannot be played.

B.3.6 Illegal Card Due to Game Effects

If a player plays a card that is illegal due to a game effect, that player receives a warning. The card is removed from the game. If the card was played as a form, their turn ends. If the card was played as an enhance or response, the ability is cancelled and priority is passed to the opponent.

B.3.7 Illegal Deck

Players who register an illegal deck will be disqualified from the event and receive no consolation prizes. (5 copies of a card, not enough cards, non-legal cards)

B.3.8 Decklist errors

An investigation should be made by the judge to find if there is cheating, if there is not, follow the described procedures:

- DQ if the player presents a physically illegal deck,(Under 60 card deck, 5+ copies of a card or Banned/Rotated Cards)
- Game loss every round of top cuts if a player's deck list is illegal but can be fixed after side boarding. The player may still sideboard during subsequent rounds once the correction is made.
- Game loss every round of top cuts if a player presents a deck that does not match their decklist (and is not illegal). The player must play with the cards on the decklist for the remainder of the tournament.
- DQ if a decklist cannot be corrected after attempting to sideboard.

B.4 Judge Error

If a player consults a judge, and then makes an illegal play based on the consultation, the head judge is to be called. The head judge will determine the correct course of action to correct the game state.

B.5 Uncorrectable Game State

Anytime there is there is an uncorrectable game state through the Basic Game Rules, Advanced Game Rules, or Tournament Infraction Guide, the player who committed the infraction will receive a game loss.

Jasco Games will revise the Tournament Infraction Guide when possible to minimize the number of infractions that result in an uncorrectable game state.

B.6 Collusion

Players who intend to alter to outcome of Jasco Games events by offering and form of compensation to staff, other players, or spectators will be disqualified and receive no consolation prizes.

B.7 Slow Play

A player that takes longer than reasonably required to make a play, will receive a warning.

B.8 Revealing Extra Cards in Unknown Zones

If a player reveals the face of any number of cards in an unknown zone, that player will receive a warning. The revealed card or cards will be removed.

B.9 Tardiness

If a player is not in their seat after 5 minutes to the start of a timed round, that player will receive a game loss. If more than 10 minutes late, a match loss.

Note: The affected players will have a time extension equal to the length of tardiness.

C. Swiss Round Schedule

C.1 Purpose

It is the policy of Jasco Games to hold tournaments that are consistent in the duration of Swiss and Elimination Rounds. This schedule of rounds applies to all events at Pro Tour Circuit level or higher.

C.2 Swiss Schedule

The number of Swiss Rounds in a tournament will follow the schedule below:

9-16 Players = 4 Rounds
17-32 Players = 5 Rounds
33-64 Players = 6 Rounds
65-128 Players = 7 Rounds
129-256 Players = 8 Rounds
257+ Players = 9 Rounds

C.3 Elimination Rounds

The number of Elimination Rounds in a tournament will follow the schedule below:

9-16 Players = Cut to Top 4
17-64 Players = Cut to Top 8
65+ Players = Cut to top 16

C.4 Non-Compliance

Non-compliance with the Swiss Round Schedule could result in the following penalties:

- Loss of Tournament Organizer privileges to host Organized Play events
- Nullification of event, including revocation of prizes (in extreme case)

D. Banned List / Set Legality

D.1 Purpose

It is the policy of Jasco Games to ban cards as necessary for the health of the game. Jasco Games also rotates formats to keep the format fresh and exciting.

D.2 Banned Lists

The most recent set legality and ban list for all tournament formats are on the official Jasco Games webpage for UFS under "Additional Resources".

<http://jascogames.com/ufs/>

E. Players Code of Conduct

Universal Fighting System (UFS) prides itself in having an upstanding and mature player base that is equaled by few and surpassed by none. We encourage honest gaming and healthy competition in a safe environment surrounded by like-minded people. In order to maintain these goals, we ask that players abide by the following rules and guidelines, in both the online community as well as your local gaming groups.

First and foremost, all players must be respectful of their fellow players. Offensive or slanderous behavior will not be tolerated in any circumstance and organizers reserve the right to resolve the situation as they see fit, even if this means disqualification or removal of the offending parties from the event

Use appropriate language at all times.

Adult, obscene, or perverse material and/or comments will not be tolerated in the Jasco Games online community and/or at supported events.

Assume responsibility for your friends and their actions. Make sure they are capable of abiding by the standards set in the UFS Code of Conduct. If they cannot follow these rules, organizers have the discretion to have you both banned/removed.

Discussion of illegal or illicit activities is strictly forbidden.

Cheating is an automatic disqualification from supported events. Organizers/Judges have the final say in the matter and their decisions are to be respected. Choosing to argue with them or interrupt the play of others will carry further consequences.

If there is an accusation of cheating, a thorough investigation will be conducted.

Most importantly: The sole purpose of the Universal Fighting System Collectible Card Game is to have FUN. If you focus on that, then conducting yourself in adherence to this code should be no problem.

F. Non Harassment Policy / Non Discrimination Policy

F.1 Purpose

It is the policy of Jasco games to create an environment in which all individuals are treated with respect and dignity. Each individual has the right to partake in Organized Play in an atmosphere that promotes the opportunity to grow as a player and prohibits discriminatory practices including harassment.

Jasco Games Organized play prohibits and will not tolerate discrimination or harassment on the basis of race, color, religion, gender, sexual orientation, gender identity, national origin, age, disability, genetic information, marital status, or any other status protected by law.

F.2 Disability Accommodation

It is the policy of Jasco Games not to discriminate against individuals with disabilities. It is also the policy of Jasco Games to make a reasonable accommodation for individuals with disabilities participating in organized play.

If a participant needs an accommodation, please contact the Tournament Organizer prior to the end of registration.

F.3 Definition of Harassment

Harassment is defined as any action or actions by individuals or groups that makes tournament staff or participants feel uncomfortable. Harassing conduct includes, but is not limited to: epithets, slurs, or negative stereotyping; threatening, intimidating or hostile acts; denigrating jokes and display or circulation in the community of written or graphic material that denigrates or shows hostility or aversion towards an individual or group (including through social media and electronic communications).

F.4 Anti-Retaliation Policy

Jasco Games prohibits retaliation against any individual who reports discrimination or harassment or participates in an investigation of such reports. Retaliation against an individual for reporting or discrimination or for participating in an investigation of a claim of harassment or discrimination is a violation of this policy and like harassment or discrimination itself, could result in sanction.

F.5 Reporting Discrimination or Harassment

It is the responsibility of all staff and participants to report discrimination and harassment. Individuals should first ask the alleged harasser to stop harassing them. If the individual is not comfortable asking the alleged harasser to stop, they can report allegations of harassment to any staff member or volunteer. All allegations are to be passed to the

Tournament Organizer. If the complaint involves the tournament organizer, the report can be made directly to Jasco Games.

F.6 Response

In order to maintain a comfortable and casual Organized Play environment, the first response to an allegation of harassment is to ask the alleged harasser to stop the harassing activity. If the alleged harasser continues to violate this policy, they will face escalating penalties up to and including banning from organized play. The Tournament Organizer has the right to bypass any penalties up to and including ejection from the venue as necessary. The decision to ban an individual from organized plays is reserved to Jasco Games.

Organized Play staff members are to be held to the same standards as our participants. Harassment and discrimination by staff is unacceptable and will not be tolerated. Violations of this policy can result in revocation of judge certification and the ability to run Organized Play events in addition to other penalties.