The Alpine Cup

2022 Event Pack
April 21-24

WTC
WORLD TEAM
CHAMPIONSHIP
RULES

Want More Information about the Alpine Cup ?

OFFICIAL ALPINE CUP WEBSITE

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About The Alpine Cup

What is The Alpine Cup?

The Alpine Events is a series of international tabletop gaming events. The Alpine Cup is an event dedicated for Warhammer 40,000 Singles and Team Play. First TAC was hosted in **August 2021** in *Leoben, Austria* and is planned to be an annual event that will be hosted every year.

For 2022 TAC will be hosted on **April 21-24 2022** in *Leoben, Austria.*

Although primarily catered to Austrian hobbyists, thanks to its central location in Europe, TAC also caters to players across many other countries in and around the continent.

Our aim is to provide the total Alps experience to our guests under the sight of the mountains while still providing a great gaming tournament.

For the year of 2022 we are hosting the following events.

- Warhammer 40,000 Singles Championship
- Warhammer 40,000 Teams Championship

The Alpine Cup Mission Statement

Our mission and value for TAC are simple. These values are

- Firm but fair play, as in challenging our opponents to the best of their abilities on the tabletop while treating them as how we would like to be treated, such as playing by intent.
- To be welcoming to all newcomers and returning veterans to the hobby, as long as they don't seek to change the community they are coming into for personal or political goals. We enjoy our hobby and the community we have, thats why we participate in it. This community is just for players who want to enjoy their tabletop gaming, if you want to change that you are unwelcome here.

Find Out More About TAC

If you are interested to find out more about the event, you can check out the *OFFICIAL TAC WEBPAGE*, *DISCORD SERVER* and *FACEBOOK PAGE* if you would like to interact with some of our player base.
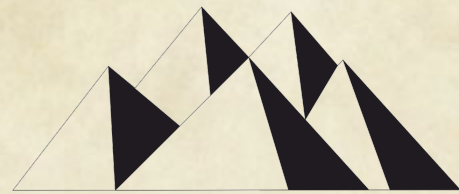
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Our Partners and Rulespack Sources:

World Team Champioonship : Rulespack Main Source

Weyland-Yutani: Terrain Partner

The Winter Championship: Sister Event

The Alpine Grand Tournament: Sister Event

ATTENDING TAC

SENDING A TEAM

If you are interested in bringing a team to TAC, you should send a message to the *TAC FACEBOOK PAGE* or the *DISCORD SERVER*. One of the TO's will then get in touch to answer your questions.

A 40K TAC Team consists of a minimum of 4 playing members. A team can have any number of non-playing members to act as a coach or assistant or any other additional role the team can think of, but they all need to adhere to the same restrictions and rules that are put in place for non-playing team members. They are an integral part of the team, and their names and roles MUST be stated when registering. Each team must have one, and only one, nominated Captain (either playing or non-playing).

TEAM CAPTAINCY

Throughout the event cycle, a Captain is the voice of his team and acts in their stead for all official communications and votes that are required. At TAC, The Team Captain is ultimately responsible for the conduct of their Team and making sure all administration is taken care of each round (submitting results in a timely fashion,...). The Captain can be called in for a Captains Council in certain situations to discuss and resolve pertinent issues that arise during the event. The Captains are also responsible for checking all the rows and tables for any discrepancies in terrain density and placement before the start of the tournament/round (if issues arise, call a ref immediately), and for organizing their teams to check the final submitted rosters prior to the event and making sure all their team members are signed up in time for instance.

There are no official guidelines on how Team Captaincy should be decided. Anyone can lead a team as it's captain.

ADDITIONAL TEAM ROLES

A team may have any number of non-playing team members. They are allowed to:

- Be the Team Captain

- Do/assist with the Pairings

- Collate and submit Team Results

- Ask questions about how the game is going (only in English, see below)

- Tell their player how their team is doing and what kind of points they require from this game

A non-playing Team Member is **NOT** allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a referee to rectify the situation.

- Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game and is subject to a infringement type if reported/noticed).

- Any of the 5 or more team members may perform a player replacement: play a game with any of the 4 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the referees. A Captain must petition this change before the referees. Any breach of these rules is to be brought to the immediate attention of a Referee.

Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices. Any breach of this rule that gets noticed will see all offenders receive a penalty.

REGISTERING

Registration for TAC can be done via The Alpine Cup Website. We will be using an online software to administrate our tournament. Teams need to purchase their ticket on the Alpine Store and be signed up, in full (this means including coaches and additional staff), before the registration deadline (see tournament scheduling below). In case the number of registering teams would be uneven, the tournament TO's will take it upon themselves to form team to make the numbers even.

Tournament Outline

Team Tournament
The Alpine Cup is a 2 day, 5 round event that takes place from Saturday to Sunday (April 23-24). Teams will be matched using the SWISS system. For first round, challenges are allowed and we will do our best to not pair two teams that can be considered from the nation.

Singles Tournament
The Alpine Cup Single is a 2 day, 5 round event that takes place from Thursday to Friday (April 21-22). First round pairings will be random except for challenges, for further roudns SWISS pairing system will be used. We will do our best to not pair two player that are from the same nation or group for the first round.

Tournament Rules

- 9th edition, 2022 War Zone Nachmund Grand Tournament Mission Pack

- 2000 points Strikeforce armies, fully painted and WYSIWYG

- Only one of each faction per team, which means only one instance of SM/DW/DA/BA/SW/... can be taken per team as they all count as space Marines/Adeptus Astartes. Chaos Daemons can only be summoned by one player on the team, and cannot be summoned if there is a player with a Faction Chaos Daemons Detachment in their team.

- Preset missions and terrain, played on a 60" by 44" table.

- SWISS pairings, 5 round tournament

- 3 hour rounds with 30 minutes pairing, for total round time of 3.5 hours

- Forgeworld units are allowed

- Units of Legend may not be used

- Chessclocks are mandatory. (Each team must bring 5)

- Official language of the tournament is English

List of Factions (Subject to Update with release of new Codexes)

Space Marines	Grey Knights	Adeptus Custodes	Adeptus Mechanicus
Adepta Sororitas	~~Sisters of Silence~~	Questor Imperialis	Inquisition
Officio Assassinorum	Astra Militarum	Necrons	T'au Empire
Tyranids	Genestealer Cult	Aeldari	Drukhari
~~Harlequins~~	~~Ynnari~~	Heretic Astartes	Chaos Daemons
Questor Traitoris	Deathguard	Thousand Sons	Orks

Team Factions at TAC:
Note that for the purpose of factions at TAC, a single book, like Codex: Space Marines, or Codex: Aeldari, will always use up the slot as soon as one of the armies/factions that is listed within it, or stems from any supplements that are released for it, are taken in a team. This means for instance that when an ANHRATHE, ASURYANI, HARLEQUINS or YNNARI detachment is featured in a team, none of these detachments may be featured in another list on the team. A team that would use Traveling Players to add a Harlequins Detachment to a Drukhari force would use up both the Drukhari and Aeldari faction slots for the team. An Anathema Psykana Detachment in a given army would use up the Adeptus Custodes slot etc etc. There are several datasheets with units that have cross-faction keywords. Those units can only be taken in one given army on a team if they also have a specific faction keyword (like is the case for the Corsair Voidscarred).

On the left is a list of the codex books that are available as factions for TAC. A codex book may have several factions in it (like Adeptus Custodes and Anathema Psykana). Where this is the case, as soon as one of those factions is taken for the team, no other factions from that specific codex book may be used by another player on the team.

Missions Outline

Singles Event

Day 1 (April 21st):
- Round 1: Mission 11 - Recover the Relics
- Round 2: Mission 33 - Secure Missing Artefacts
- Round 3: Mission 13 - Data Scry-Salvage

Day 2 (April 22nd):
- Round 4: Mission 31 - Tide of Conviction
- Round 5: Mission 22 - Conversion

Team Event

Day 3 (April 23rd):
- Round 1: Mission 11 - Recover the Relics
- Round 2: Mission 33 - Secure Missing Artefacts
- Round 3: Mission 13 - Data Scry-Salvage

Day 4 (April 24th):
- Round 4: Mission 31 - Tide of Conviction
- Round 5: Mission 22 - Conversion

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List Submission

List submission will be done via tourneykeeper.net. List Template can be found here;

```
++++++++++++++++++++++++
Player #:
Team:

Factions Used:
Army of Renown: [Delete if Unnecessary]
Army Points:
Reinforcement Points:
Number of Units / Killpoints:

Pre Game Stratagems:
Starting Command Points:

Warlord & Trait:
Army Trait:

Secondary Objectives Information
No Prisoners:
To the Last Units: Titan Hunter:
Bring it Down:
Assasination:
Abhor the Witch:
++++++++++++++++++++++++++++++
```

== Faction – Chapter/Order/Hive Fleet – Detachment Type = ±XCP, [XPL, Xpts] ==

```
Chapter Tactic/Order Conviction/Hive Fleet Adaptations:
HQ:
TR:
EL:
FA:
HS:
DT:
LOW:
FL:
NFO:
END OF ROSTER
```

Terrain Outline

The terrain map for The Alpine Cup can be found on our website here.

Team Challenges

Challenges can be sent to other teams for the first round, as long as the challenge is accepted by both captains, and this is formalized with a discord post that is plain to see for everyone on the server. Challenges need to be announced before the first round draw. See the TAC Event Timeline later in this document for precise dates.

WYSIWYG

TAC armies have to be fully painted and based and be WYSIWYG (on most up to date bases, in case of doubt contact TO). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm MUST be presented to the TO's (with pictures or links to pictures), at least a month PRIOR to the tournament and meet an approval from the **REFEREES** before they can be used at the tournament. Any models like this in use at TAC without prior consent will be up for an immediate penalty for each game, and models might be pulled from the table where this is applicable.

Event Timeline

- Registration Deadline: **November 15th 2021 - April 11th 2022**
- Document Deadline: April 4th

  (Note: If a codex has been released but hasn't received an FAQ it can not be used in The Alpine Cup)

- Pairing System Registration: April 11th
- Army List Submission: April 11th
- Army List Corrections: April 14th
- First Round Draw: April 15th

Tournament Schedule

For easier retun journeys for our attendees, both Championships will have 3 games on its first day and 2 games on its second.

Day 1 (April 21st):
- Opening: 09:00 - 09:30
- Round 1: 09:45 - 12:45
- Lunch: 12:45 - 13:30
- Round 2: 13:30 - 16:30
- Dinner: 16:30 - 17:10
- Round 3: 17:15 - 20:15

Day 2 (April 22nd):
- Round 4: 09:10 - 12:10
- Lunch: 12:10 - 13:00
- Round 5: 13:00 - 16:00
- Singles Prize Ceremony: 16:15

Team Event

Day 3 (April 23rd):
- Opening: 08:30 - 09:00
- Captains Meeting: 09:00 - 09:15
- Round 1: : 09:30 - 13:00
- Lunch: 13:00 - 14:00
- Round 2: 14:00 - 17:30
- Dinner: 17:30 - 18:10
- Round 3: 18:15 - 21:45

Day 4 (April 24th):
- Round 4: : 09:10 - 12:40
- Lunch: 12:40 - 13:30
- Round 5: 13:30 - 17:00
- Team Prize Ceremony: 17:15

TAC: At the Event

Getting to the Venue

Everything related to getting to the venue, and parking opportunities/bus rides and whatnot, can be found in our WEBPAGE *in detail.*

The event will be taking place in the town of Leoben, Austria.

The location is the Sporthalle Leoben-Innenstadt
Adress: Roseggerstraße 8 8700 Leoben, Austria

Official Tournament Language

The official language of the tournament, and the ONLY language that should be spoken at the gaming tables, is English. Players must have their relevant rules available in English at TAC. This includes gaming aids and gaming attributes like stratagem cards and such. It is perfectly acceptable to carry around a digital source for rules material. A printed/tablet version of the codex/FAQs is acceptable for instance. Players that do NOT have the English versions of their rules at hand when asked to provide source material will be given a yellow card infraction notice. Players, and non-players, that are caught not speaking English at a gametable while addressing one of the players at that table, will be given an immediate yellow card infraction notice.

Round Pairings

At the start of every round, teams get some time to work out the individual matchups that will occur within the round. Teams have 30 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported immediately to the referees so they can evaluate if a certain round will be impacted on total game time, and to see if it's always the same teams who seem to be having this problem and need to be spurred on to go through the process quicker. The procedure for the pairing process is as follows:

Sequence of events

- Captains roll off to determine which team will get to choose its table first. That team gains the "table choice" token and becomes **Team A**.
- **Team A** and **Team B** secretly choose their defender and reveal them simultaneously.
- After that, **Team A** and **Team B** secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.
- **Team A** takes the two attackers given by team B, and secretly chooses which one is refused.
- **Team B** does the same with the two attackers selected by **Team A**. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 3rd game of the round and face each other.
- Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the "table choice" token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.

Round Scoring

A Round between teams consists of 4 individual games. Each game, players will score a number of points as described in the 9th edition GT Tournament Pack, namely games are scored individually on a scale of 100 pts (90 points available from in-game scores and 10 points if the player in question had a correct armylist that was sent in on time).

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

Individual Scoring Sheet

VP Difference	Game Points Player A	Game Points Player B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole. Team result counted by total game points

Team Results / Match Points
- 46-80 = Round Win, **2 Round points**
- 35-45 = Round Draw, **1 Round point**
- 0-34 = Round Loss, 0 Round points

If two or more teams have the same number of Round points (2/1/0) , game points gained from all battles will be used as tie-breaker.

Starting A Game

Follow this procedure to start your games at TAC:

1. Muster forces: Go over your armylist with your opponent
2. Mission briefing
3. Perform the initial game roll off for determining who will be Attacker or Defender (picks deployment zone)
4. Choose secondaries. These are noted on the scoresheet IMMEDIATELY. When a referee is called to the table and notices this is done incorrectly, a yellow card penalty will be incurred
5. Both players secretly note if they will spend CP's for stratagems, putting units in reserve, which units will be deployed in which transport, and so forth, and both players reveal their selection simultaneously
6. The player having picked deployment zone (Defender) now starts to deploy a unit after which players alternate putting down units
7. The players roll off and the winner takes the first turn
8. Pregame moves and deployment
9. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game
10. Start the first battle round

NOTE: the ending the battle and conceding rule from Chapter Approved 2022 is NOT in effect at TAC. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.

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TAC Conduct

Referees

The Tournament will be officiated by a group of referees that are vetted by TAC TO's. A referee's word is final and a decision may not be escalated.

Official complaints after the round will be handled by request of either captain/players immediately after the round. Both relevant captains and referees will participate. Possible infractions and associated cards are valid in the next round of TAC.

A red/yellow card system will be implemented to handle any disputes/issues (see discipline section below).

If you are interested in joining the event as a referee, or know somebody who does, get in touch with us via the TAC Facebook page.

Teams/Players Forfeiting A Round

If a team/player gets to the point like they feel they want to concede a round at TAC, due to an issue, or a complement of issues arises, the referees and TAC TO's should be advised immediately.

Penalties
Pre-Event Penalties

List Submission & Checking

Teams need to submit lists in the correct format without errors. Failure to do so will result in a player not receiving the 'bonus 10pts' per game for a legal list (this is instead of the 'bonus 10pts' for a battle ready army).

After the list submission deadline, each team will be assigned 3 other teams lists to check for errors. Teams have one week to complete said list checking and three more days to correct their lists. Not fulfilling list submission or checking duties might result at a -100 secondary point penalty.

The referee group will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the referees.

Formatting Errors

Any formatting errors will NOT incur a penalty as long as they get corrected IN TIME before the list correction deadline has passed. This penalty is for not properly listing the weapon options or wargear of models and units, not stating the Warlord, not correctly allocating dedicated transports to units, etc.

Illegal Lists

In the case of an illegal list, a penalty of -50 points might be handed if caught after corrections phase. Changes made to an illegal list to make it game legal will always have to be as minimal as possible and are subject to referee approval. If the substantial parts of, or the list in its entirety needs to be changed, additional penalties might be given out.

Any checks required as a result of incorrect or illegal lists, will be done by the referee corps to make sure it is done quickly and the corrected list are final and compliant.

Signing Up To Tournament Management Software

Any teams who have not signed up their full complement of players in the tournament management software by list submission deadline will have 25 points deducted from their overall score at the end of the tournament.

Event Penalties

Individual Player Penalties

Depending on severity of a players conduct on or off the table, WTC Referees and TO's might issue the following penalties.

The list of infractions (see next page) include playing a rule incorrectly which ends in an advatange, on table cheating, unpermitted communication between team members during games, result fixing. The penalty list below will not be used as a step by step escalation for each player, any single action can result on any of the penalties below.

> *Penalty List*
>
> **Warning**
> Declaration that the action was warning was issued to is not accepted and must not be repeated.
>
> **Reprimand**
> An official warning on either a serious enough action that must not be repeated or a repeated minor infraction
>
> **Sanction Minor**
> A penalty for the player of between 10-25 VP if they took an action during a game that resulted in an unfair advantage. Referees have discretion in this case to issue a Reprimand instead.
>
> **Sanction Major**
> A penalty of between 50-100 VP (for the player) for that match if they took an action during a game that was the result of overt negligence or misreperesentation of the facts. If referees / TO's believe this was done with intent and malice they might increase to an Explusion.
>
> **Explusion**
> Removal from the event for the player. Only reserved in premeditated cases of cheating or overt conduct violations such as physical fights or verbal abuse. Referees / TO's have full discretion on this subject.

If a player receives an expulsion their team can petition a substitute player to take their place. The expulsed player will can not attend another **Alpine** event for another year.

List of Infractions
Excessive Rules Questions

If a player is determined to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including the WTC FAQ, they will receive a **warning** or a **reprimand** as this is a form of time wasting.

Agreeing a Result

Agreeing a result is not allowed before the game reaches a conclusion. Depending on the severity both players might receive a **reprimand** or **sanction**.

Dice-, Movement- or Rules-Cheating

Any instances of the following, or anything else within similar confines, that is witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player or team) and deemed as deliberate cheating will result in an immediate penalty:

- Rules cheating - forgetting core rules for your OWN army and models. will all result in an instant **Reprimand** or **Sanction**.

- Movement cheating - moving too far, pushing models outside of their regular movement allowance. **Reprimand**

- Dice cheating - loaded dice , incorrectly counting the number of passed or failed rolls, changing the value of dice rolled. (**Sanction Major** or **Expulsion**)

By default, if a dice is not on the game mat surface it will be count as cocked unless players agree otherwise before the game starts. Re-roll cocked or stacked dice when the event occurs, and re-roll any dice that land in terrain or on anything other than the flat table (mat) surface. This includes dice landing flat on objective markers. The use of dice-trays at TAC is authorised.

When using GW dice, or any batch of custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. Otherwise that dice will be removed from play for the entire tournament.

Time Management and Slowplay

Slowplay is a serious issue, as such it is MANDATORY that ALL games conclude their full complement of 5 turns within the allotted time. For this reason the use of chess clocks is mandatory at TAC, and it is important to note that only chessclocks that count down to zero may be used. Each player is allocated equally half the remaining round time once pairings have been completed (usually 1,5hrs per player).

When deploying their armies it is MANDATORY that players each take their respective turns to place units and models during their own time allocation. That is to say it is NOT acceptable for a player to deploy models and units on their opponent's time.

It is every player's responsibility to be able to play their army within the allotted time. If you are playing with an especially large army, or one that takes longer than usual to play, it is your responsibility to train to be able to play a full game within the allotted time frame. No exceptions, if you can't complete a game with your army in the time given then leave it at home.

When starting battle round 4 if there is, collectively, less than 50 minutes left on the chess clock, and/or 1 player has less than 25 minutes, then a referee MUST be notified immediately.

Additionally when starting battle round 5 if there is, collectively, less than 20 minutes left on the chess clock, and/or 1 player has less than 10 minutes, then a referee MUST be notified immediately.

In both cases it will be at the discretion of the referees to decide if a game can be completed naturally within the remaining time, or a small extension of up to 5 minutes will be given per player.

The reason for the referee being empowered to give a small extension is to ensure that the chess clocks are used correctly and not abused to give an advantage to a specific player. If players follow the rules above and notify a judge in a timely fashion, we can all ensure all games end fairly.

If a referee was not involved within any of the stated timeframes, then no extra time will be given.

Once a player hits their allotted time on the clock, the normal rules for playing the game no longer apply (rules such as that you MUST attack when it is your turn to fight) and they can take no further actions during the game except in order to:

- A - Make saving throws, and taking a Morale Test if required to
- B - Score objectives that they have achieved or already hold

Penalties will be applied at the discretion of the referees if they feel clocks are not managed properly, if players try to abuse time management, or if a game does not complete the mandatory 5 turns.

Furthermore, if a game does not complete the mandatory 5 turns and a referee hasn't already been involved, then the captains and coaches are obliged to inform the referees immediately. Failure to do so can incur a penalty at the discretion of the referees. This is so that the referee corps is always aware of any 'repeat offenders' and therefore potentially deliberate slow play.

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Poor Sportsmanship or Negative/Aggressive Attitude

Any player or team member deemed by a referee to be acting in any manner not in-line with the expectations of friendly but competitive gaming at TAC will incur an immediate penalty (**Warning** or **Reprimand**).

A few examples to make it clear:

- A player forgets to bring in his reserves, and his opponent objects to this when the player remembers later in the turn during any given phase. It is BOTH players' responsibility to ensure mandatory things that happen in the game take place. It is customary to ask your opponent at the end of his movement phase if he is sure he does not want to bring any reserves on before moving on to the next phase.

- A player forgets to announce he will use a certain rule, ability, stratagem or wargear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior and encourage players to work together rather than against each other.

Illegal Alternative Models, Modelling for Advantage, Non-Battle Ready Models

Any alternative models that

- have not gained prior approval,
- deemed to gain an unfair advantage or
- aren't painted to a hobbying standard

by the referees will be removed from the board or receive a **Sanction** if an unfair in-game advantage is felt to have been gained for every match that model is used. The player will have the opportunity to replace them with the appropriate models. If no models are immediately available, referees might decide the player continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said 'banned' models they will immediately receive an **Expulsion** penalty.

Illegal Communication between Team Members

Any communication between team members and/or spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Players can seek the approval of their opponents to confer with a countryman in their native language prior to starting a conversation.

Failure to do so will result in penalties.

Obviously in some cases communication may not be possible in English, in such a case players should seek the assistance, where possible, of a referee or neutral third-party who understands their language so as to adjudicate. If such a person is not available then it is up to the discretion of the referees if it is felt illegal tactical or strategic advice has been given or not.

The use of cellphones or other devices to discuss tactics and game situations once the pairing process has finished and matches have been assigned is strictly prohibited. Players suspected of, or caught, doing this will be immediately handed out a penalty.

Team Cumulative Penalties

Any penalties occurred during TAC as a result of player infraction also incur a **team cumulative penalty**. It does not affect the match result for the opposing team. These penalties will be applied to a teams total score.

- 1st infraction - Official team warning

- 2nd infraction – **10 Tournament Points** per team

- 3rd infraction – **20 Tournament Points** per team

- 4th infraction – **30 Tournament Points** per team

  etc... etc..

These penalties are applied incrementally and cumulatively over the course of the tournament. This means if player A on a team gets penalised, then subsequently player B on the same team gets penalised, the penalty against their Team escalates as the Team has then effectively committed 2 offenses.