

Time Management and Slow play

Slow play is a serious issue, as such it is expected that ALL games conclude their full complement of 5 turns within the allotted time. For this reason, the use of chess clocks is encouraged at the WATC, however it is important to note that only chess clocks that count down to zero may be used.

Should your opponent decline to use the chess clock, we would encourage you to use the clock and swap time between players as usual to better aid the organisers in establishing any issues of time management.

When using a chess clock, 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 expected that players each take their respective turns to place units and models during their own time allocation. It is NOT acceptable for a player to deploy models and units on their opponent's time when using a chess clock.

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 using an army that takes longer than usual to play, it is your responsibility to practice being able to play a full game within the allotted time frame. Conversely, if you are facing an army you are unfamiliar with or an impressively large enemy force you must be able to make decisions in a timely manner.

Penalties will be applied at the discretion of the organisers if they feel time and or clocks are not managed properly, if players try to abuse time management, or if a game does not complete the mandatory 5 turns. Note that the round clock managed by the organisers takes precedent over the chess clock at any gaming table.

Individual Player Penalties

The WATC employs a 3-warning system for managing player behaviour and conduct. If a player is deemed by the organisers to have broken any of following rules (or time management issues) they will be immediately subject to one of the following penalties. The application of a particular penalty is dependent upon the nature of the infraction and how many times previously the player in question has broken the WATC rules.

Warning List

1st OFFICIAL WARNING: No penalty to their individual score

2nd OFFICIAL WARNING: -45pts to their individual score for that game

3rd OFFICIAL WARNING: -90pts to their individual score for that game.

Any further warnings will see an immediate expulsion from the WATC. Warnings are cumulative across the whole event.

If a player is expelled from the event, their remaining games immediately are allotted as a loss with a VP differential of 75pts. Take note that the organisers main concern is always that games are completed naturally within the round time allocated. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply.

A list of offenses follows below:

Agreeing a Result

It has come to our attention that some games were not played to competition at prior events but that certain players simply 'agreed' on the final score without the game being completed. This is unacceptable for WATC and may have unfairly affected final positioning of other teams. To ensure the integrity of the tournament, any player(s) that are caught doing this will automatically receive an official warning for the round in question.

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 official warning.

Movement cheating - moving too far, pushing models outside of their regular movement allowance will result in an instant official warning.

Dice cheating - loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled will immediately incur an official warning.

A note on dice etiquette: in regards to dice policy and "cocked dice", "dice that land on top of each other" or in terrain and such, note that at the WATC the following applies: dice rolls will only count when the bottom of the dice surface is entirely touching the table or game-mat surface and is flat. 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. The use of dice-trays at the WATC is authorised. When using GW faction 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. We encourage players to bring generic dice to WATC for speed and ease of play as a back up to any faction/fancy dice.

The use of dice rolling apps is a contentious issue with many players having issue with how the results may be generated and the perceived implications of random number generators and how they operate within the confines of any given app. After speaking with a number of international event organisers around the use of various apps as well as the developers of several app options, we have decided that the use of Dice Apps for WATC will not be allowed. This decision will be reviewed as more information becomes available to us on various apps for future events.

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 the WATC will incur an immediate official warning. As a community we all believe that the game to be played in a friendly but competitive manner. Failure to uphold this belief will be met with immediate reprimand. Please note the players pack may also include additional penalties in this area up to and including immediate ejection from the event.

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 – using 'gotcha' tactics is not acceptable.

A player forgets to announce he will use a certain rule, ability, stratagem, or war gear 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 behaviour and encourage players to work together rather than against each other.

ORGANISERS DISCRETION

We, the organisers, reserve the right to make amendments and appropriate decisions when we deem necessary. All decisions will be final, and no discussion will be entered into during the event. Any further argument may result in additional penalties.