2027 Strat-O-Matic Baseball World Championships

Event and Rules Overview

From September 24 – 28, WSBG and Strat-O-Matic Baseball will be hosting the 2027 Strat-O-Matic Baseball World Championships in Las Vegas at the Horseshoe Hotel and Casino. This document is an Overview of the event rules and procedures which will be followed during that event. There may be additions and changes to this document as we work together with Judges and Staff from WSBG and Strat-O-Matic to iron out the details. A final version of the rules and procedures will be distributed to players on August 1, 2027.

1.0 Event Structure

The event will be hosted over a 5-Day stretch with all players participating in the first 2 days of the event. There will be a maximum of 96 seats available for the event. Day 3 will be limited to 32 players and Day 4 will be limited to 8 players with the final two players playing in a Championship Series on Day 5.

1.1 Round One Structure

Day one will begin with all players divided into division of no more than 6 Teams per division. Players will be assigned seats and will receive opening day instructions from the judges.

1.1.1 Opening Day Draft

Each Division will draft two Strat-O-Matic teams from a pool of 32 teams. The draft will occur in a snake draft format drafting one team at a time when it is their turn to do so. Players will be limited to a 1-minute window to make their selection.

1.1.1.1 Draft Pool

The Draft Pool for all rounds is made up of 32 Teams from the four Strat-O-Matic Diamond Gem Sets (1930s, 1960s Series B, 1980s Series A, and 2000s Series A).

1.1.2 Roster Assignment

Each player will then build a **23-Man Roster** from the teams they drafted. Each Roster must be capable of filling all 9 playing positions based on player position options explicitly stated on the player card. Each team must also have a minimum of **3 Starting Pitchers and 5 Relief Pitchers**. Floor Judges will collect all player cards that are not assigned to 23-Man rosters before the Round Robin Series begins.

1.1.3 Round Robin Series

Throughout Day 1 and Day 2 players will play all teams in their division in a Round Robin format. Day 1 will encompass 3 Matches for each team. Each match will be played as a 3-game Home and Away and Home Series. The schedule for each match will be determined by the WSBG pairing system with teams designated to start as Home or Away.

1.1.3.1 Pitching Rotation

Each starting pitcher on the roster may only pitch once in each series, either as a Starting pitcher or as a Relief pitcher. Each relief pitcher may pitch a maximum of 4 Innings during each series. If during the 4th Inning of relief, a pitcher records a multiple out play the excess partial innings are not further penalized.

1.1.3.1.1 Pitcher Endurance

Please, note that while we will be using the POW rules from 27.0 to 27.4 we will **not** be using the 27.5 and 27.6 Super Advanced Endurance Rules during Rounds 1 and Round 2 (2-Game Series).

1.1.3.1.2 Emergency Relief Beyond 4 Innings

In the case where there are no other relief pitchers available on your team and the current relief pitcher has reached his 4 Inning limit for the 3-Game Series, an emergency relief rule will be in effect. In this situation the current relief pitcher will continue to pitch until the conclusion of the game. Furthermore, the relief pitcher will be immediately Fatigued.

1.1.3.2 Matches Time

Each Series will be limited to **145 minutes**. At time all matches will finish to the end of the current inning following the procedures for matches that run beyond time. If the score is still tied the players should indicate on the scorecard that the game has ended in a tie.

1.1.3.3 Round Robin Series Continuation

Day 2 will begin with all players completing the final 2 matches in the divisional Round Robin format for Round 1. The schedule for each match will be determined by the WSBG pairing system with teams designated to start as Home or Away.

1.2 Round Two Structure

Day two will complete the round robin format. After that we will cut to the appropriate number of players advancing to Round Two. Round Two will begin with a Draft. We will then play the first two Matches for Round 2. The remaining matches for Round 2 will be played on Day 3.

1.2.1 Player Cut to Round Two

At the conclusion of the Divisional Round Robin Series the field will be cut down to a smaller number of players. The top 2 to 4 teams from each division will advance. Advancement will be determined based on Overall Win-Loss record during the Divisional Round Robin Series. Each recorded tie will count as a half victory for this purpose. Each of the remaining players will be divided into 2 to 4 Divisions with between 6 and 8 players each.

1.2.1.1 Tiebreaking Procedures for two teams

If there is a tie in records between exactly two teams during the Round Two Cut, the advancing player will be determined by the head-to-head series. If there is still a tie, the tied teams will participate in a one-game playoff format.

1.2.1.2 Tiebreaking Procedures for more than two teams

If more than two teams are tied during the round two cut, all team eligible will participate in a series of single elimination one game matches. WSBG will determine the order of matches and assign a Home team for these playoff matches.

1.2.2 Round Two Draft

We will conduct the Round Two draft in the middle of Day 2. Each player will draft two Strat-O-Matic teams from the pool of 32 teams. **However, each player will be restricted from drafting any of the teams they**

drafted in a previous round. The draft will occur in a snake draft format drafting one team at a time when it is their turn to do so. Players will be limited to a 1-minute window to make their selection.

1.2.3 Roster Assignment

Each player will then build a **20-Man Roster** from the teams they drafted. Each Roster must be capable of filling all 9 playing positions based on player position options explicitly stated on the player card. Each team must also have a minimum of **2 Starting Pitchers and 4 Relief Pitchers**. Floor Judges will collect all player cards that are not assigned to 20-Man rosters before the Round Robin Series begins.

1.2.4 Round Robin Series

Throughout Day 2 and Day 3 players will play all teams in their division in a Round Robin format. Round 2 will be limited to a maximum of 7 Matches for each team. Each match will be played as a 2-game Home and Away Series. The schedule for each match will be determined by the WSBG pairing system with teams designated to start as Home or Away.

1.2.4.1 Pitching Rotation

Each starting pitcher on the roster may only pitch once in each series, either as a Starting pitcher or as a Relief pitcher. Each relief pitcher may pitch a maximum of 4 Innings during each series. If during the 4th Inning of relief, a pitcher records a multiple out play the excess partial innings are not further penalized.

1.2.4.1.1 Pitcher Endurance

Please, note that while we will be using the POW rules from 27.0 to 27.4 we will **not** be using the 27.5 and 27.6 Super Advanced Endurance Rules during Rounds 1 and Round 2 (2-Game Series).

1.2.4.1.2 Emergency Relief Beyond 4 Innings

In the case where there are no other relief Pitchers available on your team and the current relief pitcher has reached his 4 Inning limit for the 2-Game Series, an emergency relief rule will be in effect. In this situation the current relief pitcher will continue to pitch until the conclusion of the game. Furthermore, the relief pitcher will be immediately Fatigued.

1.2.4.2 Matches Time

Each Series will be limited to **110 minutes**. At time all matches will finish to the end of the current inning following the procedures for matches that run beyond time.

1.2.5 Round Robin Series Continuation

Day 3 will begin with all players completing the divisional Round Robin format for Round 2. The schedule for each match will be determined by the WSBG pairing system with teams designated to start as Home or Away.

1.3 Round Three Structure – Top 32

Day three will complete the round robin format and if necessary tiebreakers will be resolved at the end of Day 3. After that we will cut to the Top 8 teams. Day Four will feature a Final 8 Draft and two single elimination matches for the 8 remaining teams. The Championships will be held on Day 5.

1.3.1 Cut to 8 Players

At the conclusion of Round Two the field will be cut down to 8 players. With either the top 2 or top 4 teams from each division advancing. Advancement will be determined strictly based on Overall Win-Loss record during Round 2. Each recorded tie during Round 2 will count as a half victory for this purpose.

1.3.1.1 Tiebreaking Procedures

If there is a tie in records during the Cut to 8. Eligible tied teams will participate in a one-game playoff format at the end of Day 3. WSBG will determine the matches and assign a Home team for these playoff matches. If multiple teams are involved in a playoff format. They will be assigned one-game matches in a single elimination format.

1.3.2 Final Team Draft

Each of the 8 Finalist players will draft two Strat-O-Matic teams from the pool of 32 teams. **However, each player will be restricted from drafting any of the teams they drafted in either of the two previous rounds.** The draft will occur in a snake draft format drafting one team at a time when it is their turn to do so. Players will be limited to a 1-minute window to make their selection.

1.3.3 Roster Assignment

Each player will then build a **25-Man Roster** from the teams they drafted. Each Roster must be capable of filling all 9 playing positions based on player position options explicitly stated on the player card. Each team must also have **a minimum of 10 Pitchers which must include at least 4 Starting Pitchers and 6 Relief Pitchers**.

1.3.4 Final 8 Single Elimination Series

Day 4 will consist of two 7-Game Series that will each be single elimination. The schedule for each match will be determined by the WSBG pairing system with teams designated to start as Home or Away. The 7-game series will use a **2-3-2 format** (2-Home, 3-Away, and 2-Home) as necessary.

1.3.4.1 Pitching Rotation

Each starting pitcher must rest for 3 games before he can pitch in any other game during the series. If a pitcher starts a game, he must adhere to the starter rest policy even if he is also capable of fulfilling a relief pitching role. Thus, a starting pitcher may not serve as a relief pitcher within the 3-game rest period once he has started a game.

Each relief pitcher may pitch a maximum of 4 Innings during any 4-game stretch occurring during each series. If during the 4th Inning of relief, a pitcher records a multiple out play the excess partial innings are not further penalized.

A pitcher under no circumstances may participate in 4 consecutive games in the same series. If a player manipulates their player substitutions to cause this circumstance to leave their team with no available pitchers, they will forfeit that game.

A relief pitcher that can serve a dual role as a starting pitcher must have **2-games** of rest from his last game in which he served as a relief pitcher before he can switch roles to a starting pitcher within the same series.

At the conclusion of each series all rest periods are considered fulfilled. The game and rest counts will be reset for the next series.

1.3.4.1.1 Pitcher Endurance

Please, note that while we will be using the POW rules from 27.0 to 27.4 we will **not** be using the 27.5 and 27.6 Super Advanced Endurance Rules during the Top 8 Round.

1.3.4.1.2 Emergency Relief Beyond 4 Innings

In the case where there are no other relief pitchers available on your team and the current relief pitcher has reached his 4 Inning limit for a 4-Game stretch, an emergency relief rule will be in effect. In this situation the current relief pitcher will continue to pitch until the conclusion of the game. Furthermore, the relief pitcher will be immediately Fatigued.

1.3.4.2 Matches Time

Each Series will be limited to **4.5 Hours**. At time all matches will finish to the end of the current inning following the procedures for matches that run beyond time. Each match is a first to 4-win format. Once one team has won 4 matches, the Series is concluded and the winner advances. The losing team is eliminated.

If a series reaches the time limit of 4.5 Hours without a 4-Game winner, the match format will be reduced. If there is a game being played it will continue play until the end of the current inning and then the score will be recorded. If either team has more wins than the other, that team will advance. If both teams have the same number of wins, then the next game of the series will be played as a sudden-death match. If one team has a lead at the end of any such inning during that match, that team will be declared the winner and advance.

1.4 Championship Match

Day Five will feature the Championship match between the two remaining teams.

1.5.1 WSBG Championship Final Series

Day 5 will consist of a final 7-Game Series between the two remaining players. The schedule for each match will be determined by the WSBG pairing system with teams designated to start as Home or Away. The 7-game series will use a **2-3-2 format** (2-Home, 3-Away, and 2-Home) as necessary.

1.5.1.1 Pitching Rotation

Each starting pitcher must rest for 3 games before he can pitch in any other game during the series. If a pitcher starts a game, he must adhere to the starter rest policy even if he is also capable of fulfilling a relief pitching role. Thus, a starting pitcher may not serve as a relief pitcher within the 3-game rest period once he has started a game.

Each relief pitcher may pitch a maximum of 4 Innings during any 4-game stretch occurring during each series. If during the 4th Inning of relief, a pitcher records a multiple out play the excess partial innings are not further penalized.

A pitcher under no circumstances may participate in 4 consecutive games in the same series. If a manipulates their player substitutions to cause this circumstance to leave their team with no available pitchers, they will forfeit that game.

A relief pitcher that can serve a dual role as a starting pitcher must have **2-games** of rest from his last game in which he served as a relief pitcher before he can switch roles to a starting pitcher within the same series.

1.5.1.1.1 Pitcher Endurance

Please, note that while we will be using the POW rules from 27.0 to 27.4 we will **not** be using the 27.5 and 27.6 Super Advanced Endurance Rules during the Top 8 Round.

1.5.1.1.2 Emergency Relief Beyond 4 Innings

In the case where there are no other relief pitchers available on your team and the current relief pitcher has reached his 4 Inning limit for a 4-Game stretch, an emergency relief rule will be in effect. In this situation the current relief pitcher will continue to pitch until the conclusion of the game. Furthermore, the relief pitcher will be immediately Fatigued.

1.5.1.2 Matches Time

The Final Series will be limited to **5 Hours**. At time all matches will finish to the end of the current inning following the procedures for matches that run beyond time. The final match is a first to 4-win format. Once one team has won 4 matches the Series is concluded and the winner will be crowned the 2026 WSBG Strat-O-Matic World Champion.

In the unlikely event that the Final series reaches the time limit of 6 Hours without a 4-Game winner, the match format will be reduced. If there is a game being played it will continue play until the end of the current inning and then the score will be recorded. If either team has more wins than the other, that team will be declared the Champion. If both teams have the same number of wins, then the next game of the series will be played as a sudden-death match. If one team has a lead at the end of any such inning during that match, that team will be declared the Champion.

2.0 Playing Equipment

All material needed for playing Strat-O-Matic matches will be provided by Strat-O-Matic and WSBG. At the end of each match playing boards, dice, and playing components (other than player cards) should be left at the table.

2.1 Dice

All dice will be provided by WSBG and Strat-O-Matic. **Outside dice are not permitted.**

2.1.1 Dice Rolls

WSBG will provide a dice rolling trat or dice rolling tower. All dice most be rolled in the tray or tower provided. All three six-sided dice must be rolled simultaneously. Any dice that are not 95% inside the tray will be re-rolled individually. Players may request a floor judge to assess if a die is inside the tray. Any die that is not flat must be re-rolled individually.

2.1.1.1 Dice Rotation

All dice must rotate at least 90 degrees during dice rolling. Any attempts to manipulate the random intent of the dice roll may result in a warning or penalty up to and including event disqualification.

2.2 Player Aids

Players are not required to but may bring their own Scouting Reports and Tactical Reference Cards provided they meet the following standards.

2.2.1 Scouting Reports

Players may bring a ½" Binder with up to 16 standard sheets of paper containing Strat-O-Matic related information designated as their personal Scouting Report. 16 Sheets front and back should be enough to cover the 32 Diamond Gem Teams in the Draft Pool. Players may have access to their Scouting Report WSBG during the Drafting and Roster Construction portion of the event.

2.2.2 Tactical Reference Card

Players may also bring an Index card to the individual matches designated as their personal Tactical Reference Card. The Index card may be no larger than 5" x8". Players may use this card to indicate notes about Lefty/Righty preferences, when they want to adjust their defense and any other game related notes they may want to include. Players may bring a different Tactical Reference Card for each match.

2.3 Scoresheets

Scoresheets will be provided by WSBG for all matches. Players must use the scoresheets to clearly indicate the current state of the game for each At-Bat. Which must at the very least include Batter and Pitcher of record, Score, Outs, and Baserunner positions. It also important to include each Pitcher, Batter, and Fielder Assignment change. All score sheets must be signed at the end of each match by both players and returned to the Judge Scoring Table.

2.4 Player Cards

Each player must return all player cards to the Judge Scoring Table at the conclusion of each match.

3.0 Match Rules Structure

All Strat-O-Matic matches will follow the rules outlined in this document.

3.1 Core Rules

The core set of rules will use the currently published Strat-O-Matic rules set. The core set of rules will use the Advanced Rules System with some adjustments from the Super Advanced Rules set. In addition, each series will have its own set of rules for pitching rotation and how often a pitcher may be used in each series match.

3.1.1 DH Rule

All matches will be played with the DH Rules. Each of the 9 field positions will be filled by a single player who has that position specifically listed as a position on his player-card. However, an additional player may be chosen as a DH (Designated Hitter) to bat in place of the current pitcher in the lineup. The current pitcher or DH may be substituted independently of one of another.

3.1.2 Advanced Rules

The following Advanced Rules as listed in the current Strat-O-Matic ruleset will be used:

- Lefty vs Righty Ratings (rule 11.0)
- Runner Advancement on Hits (rule 13.0)
- *fly()* A, B, C and *fly()*B? (rule 14.0)
- *gb()* A, B, C (rule 15.0)
- *FLY()*X, *GB()*X and CATCH-X (rule 16.0)
- Other Card Results (rule 17.0)
- Sacrifice/Squeeze (rule 18.0)
- Hit and Run (rule 19.0)
- Defensive Strategy: Infield Back, Infield In, Corners In (rule 20.0)
- Stealing/Holding Baserunners (rule 22.0)
- Pitcher Endurance (rule 27.0 – 27.4)

3.1.1.2 Position Play

All players must play exclusively in a position that appears on their player card with the appropriate fielder ratings. No player may be played out of position (that does not appear on their player card). Batters may not pitch and pitchers may not bat.

3.1.1.2 Injury Results

All player card injury results will be ignored.

3.1.3 Super Advanced Rules

The following Super Advanced Rules as listed in the current Strat-O-Matic ruleset will be used or excluded as follows:

3.1.3.1 Choice of Home Ballpark

At the conclusion of **each Draft**, each player will select one of the two ballparks associated with the team he drafted. That ballpark will be used as that teams Home ballpark for all matches where they are the home team. Once the ballpark selection is made they will not change the ballpark until they receive new teams with a new draft. Players will use the **Super Advanced** rules associated with the chosen ballpark (rule 30.0) with the noted exceptions. WSBG will provide mini-ball park cards with the appropriate charts.

3.1.3.2 Weather

Here at WSBG every day is a sunny day. Hence, weather effect rules will **not be** used during WSBG events.

3.1.3.3 Fielder Adjustments during Runner Advancement

The Super Advanced rules will be used for Runner Advancement and Cutoffs. Super Advanced Rules 13.4, 13.5, 13.6, and 14.4 will be used with the following two exceptions.

3.1.3.3.1 Blocking the Plate

The rules for Catchers Blocking the Plate (rule 13.63) will **not** be used. Catchers will not have the option to block the plate.

3.1.3.4 Home Run Robbing
The rules for Robbing a Home Run (rule 14.5) will **not** be used. Outfielders will not have the option to rob a homerun.

3.1.3.4 Super Advanced Adjusted Results
The Super Advanced rules for adjusting results found in rules 15.3, 16.3 and 16.4 **will be used**. The Super Advanced rules found in rules section 17.1 and 17.2 will also **be used**.

3.1.3.5 Tactical At-Bats
The Super Advanced Tactical At-Bat rules will **be used** and can be found in Sacrifice/Squeeze rules 18.5 through 18.8, as well as Hit and Run rules 19.5 through 19.8

3.1.3.5 Defensive Strategy Rules
The Super Advanced Defensive Strategy rules will **be used** and can be found in rules 20.2 through 21.3

3.1.3.5 Base Stealing and Runner Holding Rules
The Super Advanced Base Stealing and Runner Holding rules will **be used** and can be found in rules 23.0 with the following exception:

3.1.3.5.1 Delayed Steals
The Super Advanced Rule for a Delayed Steal of Home will **not** be used (rule 23.9).

3.1.3.5.2 Pickoff and Balks
The Super Advanced Rule for a Pickoffs, Wild pitches, and Balks will **not** be used (rule 24.0 and rule 29.0).

3.1.3.5.2 Clutch Hitting
The Super Advanced Clutch Hitting Rules **will be** used when applicable (rule 30.6 and 30.7).

4.0 Other WSBG Adjusted Rules
The following Advanced and Super Advanced Rules are adjusted for the WSBG Championships as follows:

4.1 Declaration of Lineup
At the start of each match both players will simultaneously select a starting Pitcher. After starting pitchers are revealed both teams will promptly adjust their batting lineups. Once both teams have set their starting lineups they will be presented to their opponents. Each opponent will notate and/or verify the scoresheet matches the starting lineup.

4.1.1 Scoresheet and Starting Lineup
The starting lineup if not completed prior to the match should be completed as promptly as possible. To do so abbreviate the first name of each batter with a single letter, followed by a "dot", and his last name. Include the letter abbreviation of the position being played. Start the game promptly so that you will finish on time.

4.1.2 Starting Lineup Verification
It is the opponent's responsibility to verify the starting pitcher and batting lineup is valid before the match begins. Once verified, no lineup adjustments will be required before the completion of the 4th inning. If after the 4th inning an invalid lineup is detected the player will be required to make a substitution adjustment following the rules of substitution to correct the error. Intentionally presenting an invalid lineup is reason enough for a judge to terminate a series and award the maximum possible wins for that series to the opponent.

4.2 Required Batter Rest
Batters will not be injured nor require rest. Ignore rules 25.0 and 26.0

4.3 Required Pitcher Rest
Pitcher rest rules will follow the WSBG Daily procedures outlined in this document and will supersede any rule from rule 27.0 or 28.0.

4.4 Roster Construction Requirements
Roster construction requirements as listed in this document will vary from round to round. A pitcher fulfilling a roster requirement may only fill one requirement slot. For example, a pitcher that is both a reliever and a starter can only fulfill one of the two requirements not both.

4.5 At-Bat Procedural Rules
Each At-Bat will begin with the option to make Batter and Pitcher Substitutions.

Each **At-Bat begins** with the Batting player asking the Pitching player for any Defensive Adjustments including Holding Runners.

Once those decisions have been made or declined, the At-Bat will proceed with attempts to steal, batting decisions, batting rolls and results as outlined in the rules.

4.5.1 Default Defensive Decisions
Unless indicated otherwise the Defenses will be at normal depth with no shifts or corner protection. The pitcher will not automatically HOLD the runner unless there is an asterisk in which case the default option is to HOLD the runner.

4.5.2 Player Substitution Window
Once an At-Bat begins players no longer have the option to substitute a Batter or a Pitcher until the next Player Substitution Window occurs with the next Batter. Specifically, once a Defensive player declines or declares a Defensive Strategy no substitution maybe made for this At-Bat.

4.6 Required At-Bats
A starting Batter may not be substituted before the 5th inning unless a relief pitcher has entered the game.

4.7 Minimum Batters Faced by Pitchers

4.7.1 Starting Pitcher Minimum Batters
Starting Pitchers must play for a minimum of 4 Innings unless the opponent scores 4 Runs. Furthermore, rule 27.55 will not apply to a starting pitcher. A Starting Pitcher will not “lose his stuff” before his POW inning.

4.7.2 Relief Pitcher Minimum Batters
Once a relief pitcher enters the game he must face one batter. Unlike the current MLB, a reliever may be replaced after he faces one batter.

4.7 Right to Concession
To speed up play all players have the option to concede a game any time after the 5th inning is complete.

4.7 New Player Option in Round 1

If a player is new to Strat-O-Matic they have an option to play the entire game under the current Strat-O-Matic Advanced Rules. Instead of using the Super Advanced Charts they will use the Advanced Charts. This option is there to speed up play. This option is limited to Round 1. All players who advance to Round 2 will use the Super Advanced Rules as outlined.

5.0 Player Eligibility

Players are only eligible to play in WSBG Strat-O-Matic Events if they meet all WSBG and Strat-O-Matic rules of eligibility. This includes but is not limited to WSBG Player Bans, WSBG Player-Event termination, and WSBG Player Suspensions. Any judge directly involved in the adjudication of rules for the event is also ineligible to play. WSBG and Strat-O-Matic employees, event staff, and officials may only be eligible with express permission from the WSBG Director of Competition (Shane McBee).

6.0 Player Conduct

All players must sign and uphold the WSBG Player Code of Conduct Rules. Players must follow the WSBG Player Code of Conduct rules both in letter and in spirit. Any perceived infringement as ruled by either the event's Head Judge or the Head Event Organizer may result in WSBG Player Bans, WSBG Player-Event termination, and WSBG Player Suspensions. Once any such action is taken and confirmed by the WSBG Director of Competition no further option for appeal or reimbursement will be granted.

7.0 Judge Authority

WSBG Judges along with the Head Event Organizer have the authority to make rulings. Players have the option to appeal any ruling by a WSBG Judge to the Event's Head Judge. All rules appeals will be granted. In such situations the WSBG Judge will discuss the situation first and in private with the Event's Head Judge. The Head Judge will then ask the players involved for input as necessary. The Head Judge will than make a ruling which will be final.

The Event's Head Judge has full authority to institute severe penalties such as match or series disqualification, premise expulsion, WSBG Player-Event termination, WSBG Player Suspensions, and WSBG Player Bans.

8.0 Fair Play and Stalling Policy

The WSBG exists to recognize and celebrate the best board gamers in the world, and it is important to us that players earn that renown through skillful play and with a respectful demeanor. **Any thoughts of winning by sleight of hand, intimidation, collusion, or finding a loophole in the rules have no place at the WSBG.** This is Las Vegas; games will be recorded and monitored, and we will not hesitate to remove any player caught cheating or bullying.

Good sportsmanship will always be emphasized at the WSBG. Yes, you are playing for money. Yes, this is a high level competition. But in no way does that provide an excuse to be contentious with your fellow competitors. Every single one of us will have a more enjoyable time if we treat each other politely and with respect.

Curtailing slow play will be a major point of emphasis this year. There has been a generous amount of time allotted to complete each round. A WSBG official will announce when a round reaches the halfway point of its allotted time. If lagging at the halfway point, we ask that idle banter be cut to a minimum, as it can really slow down the progress of a game. Our judges understand that there are a few critical decisions that might require an extra minute or two of thought, but consistently slow play will eventually require punitive action to be taken. Players causing the game to lag behind schedule for any reason will receive a warning. Failure to comply with that warning may result in disqualification.

While we realize that it's easy to lose yourself in thought, we need to stress that no competitor is entitled to more time to make a play than any other.

We are aware of meta strategies in some games where our competitors add up every probability for every decision point. The WSBG thinks it is quite fantastic that some of you have the ability to do this, **but these calculations have no place at the WSBG if they take more than a quick fraction of time.** The WSBG doesn't celebrate mathematicians, we celebrate board gamers...and an important part of being a board gamer is to take your turn in an amount of time that is fair to all players in the game.

Again, we know that some decisions take longer than others. If you take five quick turns in a row, then take an extra minute or two on a key decision, we are sure that it won't be a problem with anyone.

Time is the WSBG's most limited resource. We have to finish rounds in the allotted time or major problems ensue. **If a player is playing slowly We CAN fix it if we find out about it 30 minutes INTO a match**. Our officials will be present and available. If you notice a player taking more than a reasonable amount of time to make decisions, simply grab a WSBG official and let them know that you are worried that your game might not finish in time. There is no need to even mention any names or point any fingers. Our judges will observe the game, and THEY will address any potential problems with slow play at that time. The sooner we know about the problem; the sooner we can fix it. We know that every game is different, and our officials are savvy enough to take this into account. With your help, we can keep things moving and finish on time in the fairest possible way.