

The Settlers of Catan

2010 Championship Tournament Rules

These rules are based on the original World Championship rules at

<http://www2.herne.de/spielezentrum/Siedler/Sied2008/CATAN2008/sied2008.html>

These rules apply to the 2009 Origins World Qualifier, the 2009 Catan Masters tournament, and the North American Championship.

1. General rules:

1.1 Referees:

- 1.1.1 The tournament is coordinated by at least two referees.
- 1.1.2 If rules are broken at a table players have to call for a referee immediately. The ruling of a referee is final and players must accept the decision. If a rule is broken and players do not immediately report it to a referee, players must accept this as “normal” play and accept the final game results normally.
- 1.1.3 If players feel that the outcome of a game was unfair due to broken rules or illegal play, they must immediately inform a referee. Once the game record sheet has been signed, further protest is not permitted and the results cannot be further altered. If a player is unwilling to give his signature, the referee will make the final decision as to the outcome of the game.
- 1.1.4 Referees can disqualify players from the tournament if the rules of the game are broken on purpose by a player. These circumstances include, but are not limited to, players breaking the rules with the intention of winning the game, players engaging in abusive play, or causing or promoting another player to win. A disqualification can only be made during an active game or immediately after finishing a game. Disqualification is not possible and will not be carried out after the tournament has ended.

1.2 Tournament format:

- 1.2.1 For all games, the organizer has the authority to introduce and enforce a time limit on player turns. In the event time limitations are imposed, player turns are limited to three minutes. However, organizers will not end games until a player has reached 10 victory points.
- 1.2.2 All games until the semi-finals will be played with the base American version of The Settlers of Catan. The qualifier tournaments will run for 4 rounds of play for all players. The official tournament language is English. During semi-final or final games, players will use sets at the discretion of the organizers, including oversize sets, Treasure Chest editions, or others.
- 1.2.3 There will be an assigned schedule that determines at which table and which starting positions the players play in each round.
- 1.2.4 The 16 players with the highest ratings reach the semifinals, which are played on Sunday. The following chart determines at which table players will play. It also determines which players

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choose his or her starting position first - players choose according to the ranking after the qualifying rounds:

Table 1: Place 1, Place 8, Place 9, Place 16

Table 2: Place 2, Place 7, Place 10, Place 15,

Table 3: Place 3, Place 6, Place 11, Place 14,

Table 4: Place 4, Place 5, Place 12, Place 13.

1.2.5 The four winners of the semifinal games reach the final of the Catan World Qualifiers. Once again the players choose their starting positions according to their ranking from the qualifying rounds.

1.2.6 Addendum for 2008 World Championship: Due to the smaller number of contestants, the semifinals and finals will be held as follows:

- The top 8 ranked players will move on to the semifinals on Sunday ranked as above.
- The winners of the 2 semifinal games, plus the highest two non-winning scores from the two semifinal rounds (ties broke by previous ranking) will move on to the finals.

1.3 Points:

1.3.1 During the qualifying rounds, the number of victories will be the primary score used to rank players.

1.3.2 In case of ties, the total sum of victory points across all four games will be used as the first tiebreaker.

1.3.3 If ties still exist after that, the second tiebreaker will be the sum of the percentage of victory points the players reached at their four tables. If there are still any ties after that (which has never happened in the history of the Catan World Qualifiers), lots will be drawn.

Example (after three rounds):

Players A and B both win 2 games.

both get 28 victory points - so there is still a tie.

Now the percentages of victory points will be calculated.

For player A:

Game 1: A gets 10 VPs, there were 32 VPs at the table, so his percentage is: 31.25%.

Game 2: A gets 8 VPs, there were 30 VPs at the table, so his percentage is: 26.67%.

Game 3: A gets 10 VPs, there were 36 VPs at the table, so his percentage is: 27.78%.

So the sum is: 85.70.

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For player B:

Game 1: B gets 10 VPs, there were 30 VPs at the table,
so his percentage is: 33.33%.

Game 2: B gets 10 VPs, there were 33 VPs at the table,
so his percentage is: 30.3%.

Game 3: B gets 8 VPs, there were 36 VPs at the table,
so his percentage is: 22.22%.

So the sum is: 85.85.

So player B is ranked higher than player A.

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1.4 Responsibilities of Players – Material:

- 1.4.1 The tournament organizers set up the boards. All rounds (qualifiers and semi-finals) will use the same board for all players.
- 1.4.2 All game materials must be kept on the table at all times, so that they are clearly visible to all players. This is especially true for development and resource cards, which must be held above the table throughout the game.
- 1.4.3 In all games (with the exception of the final) the starting player will be in charge of distributing and receiving used resource and development cards. The starting player has to announce clearly when he is handing cards to himself or when he is paying resources to the bank. By agreement, players may create two resource piles, and/or collect cards on their own. If there is a disagreement as to players collecting the correct number of cards, these agreements are voided and the starting player must distribute all cards.
- 1.4.4 Newly obtained development cards must be kept well away from the other cards the players might have in hand. If this rule is broken, the player forfeits the opportunity to play a development card until his or her next turn.

2 Additional and supplementary rules:

The following are areas of The Settlers of Catan rules that occasionally cause confusion. These are clarifications to the standard rules. If there is any disagreement between the standard rules and these clarifications, then the clarification is considered to be the official rules for the Catan World Qualifiers.

- 2.1 A player's turn begins with rolling the dice. Players are allowed to play a development card (for example, a Soldier card) before they roll the dice.
- 2.2 Players are not allowed to build a road beyond a settlement (or city) of another player.
- 2.3 Players are allowed to upgrade a settlement to a city in the same turn it was built. To do that, the player cannot have five settlements on the board before building the settlement the player wants to upgrade.
- 2.4 If a player buys a development card with a victory point on it, he may immediately reveal it if it is his tenth victory point to win the game. This is only possible with development cards that have a victory point printed on it. Players are not allowed to immediately play a soldier/knight out of turn, even if this would mean to get the largest army and win the game. The player must wait until his or her next turn before playing the soldier/knight.

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- 2.5 There is no distinction between the trade and building phase.
- 2.6 A harbor may be used the same turn that a player builds on it.
- 2.7 A player has won if he or she has 10 or more victory points (although only 10 will be counted for the ranking) and it is the player's turn. If a player does not notice that he or she has 10 points, the player must wait until the next turn before winning the game (assuming no earlier player wins, and the player still has 10 points).
- 2.8 If there are not enough resource cards of one kind to give every player the resource cards he should get after rolling the dice, then nobody will receive a card of this kind. The other resource cards are handed out to the players as usual.
- 2.9 The robber is in effect as soon as the game begins, from the first throw of the dice. There is no "grace period" before the robber is moved. The robber MAY be moved back to the desert during the game (new with the 4th edition English rules).