

FORMAT AND RULES OF HUMAN WAVE 2022

Format

There will be two simultaneously run four-round tournaments, attendance permitting. Players will be matched with an opponent based on their responses on the [Player Registration Form](https://humanwaveconscripts.com/player-registration-form/) on the Human Wave website at <https://humanwaveconscripts.com/player-registration-form/>. For the first game, the Tournament Director (TD) will make a “best effort” to match opponents with similar win/loss records from games outside the tournament. Subsequent games will be based on games won or lost during the tournament. The TD or another designated person will be a substitute player in the first round as required.

TOURNAMENT RULES

1. All dice will be standard 6-sided dice as detailed in ASL rule A.1. Any excessively-worn or damaged dice will not be allowed in the tournament. “Prestige” or non-standard dice will be allowed by mutual consent of both players. Players will roll their dice using either a dice cup or a dice tower.
2. All scenarios chosen for this event are small to medium in size. Setup time is limited to 30 minutes with 15 minutes allotted per player. Players must make every effort to adhere to this time frame. Do not be shy to tell your opponent the time passage. Games that exceed the allotted time frame for that round due to players taking too long to setup will be adjudicated accordingly.
3. Players who are not present in the gaming area at the start of the current Round will forfeit their choice of scenario 10 minutes after the Round has begun. The late player will forfeit choice of side as well after 20 minutes and will forfeit the game itself after 30 minutes.
4. Each Round has a specific amount of time allotted for the playing of the scenario. A “Fair Time Warning” will be given to all players when one hour remains for the match. With 20 minutes remaining in that Round a Final Time Warning will be given for the end of that round of play. If players have not finished their game when time runs out, they will take up to five minutes to discuss whether one of them should concede or if both should declare the game a draw. If the players do not reach an agreement, then their match will be adjudicated by the Tournament Director. The reason for Adjudication is to avoid upsetting the tournament schedule by waiting for games that run too long. See below for an explanation of the Adjudication process.
5. Consider and agree on ALL optional rules before making scenario choices (e.g., IIFT, BI, PF usage, etc.). Any variable scenario information (e.g.: VC choice, Bore-sighted hexes etc.) must be written down on a side record in ink for later verification.
6. Players choose scenarios from the Scenario List for that specific round. No exceptions, other than extenuating circumstances with the TD’s approval, are permitted and no player may play any scenario more than once in the tournament. Each player will secretly pick

their top three selections ranked as 1st, 2nd, and 3rd. Upon revealing the choices to your opponent, scenario matches are determined (i.e.: scenarios that you both picked). Of the scenarios that are matches, the one with the lower Rank Average (RA), closest to the first choice, is the scenario to be played. In case of a tie, both players will make a DR. The player having the lowest DR has the choice of the tied scenarios.

EXAMPLE: Player A picks scenarios X1, X2 and X3 as his 1st, 2nd and 3rd choices. Player B picks X3, X4 and X2 as his 1st, 2nd and 3rd choices. X4 and X1 are not considered since they are not a match. X3 has a lower RA of 2 $[(1+3)/2=2]$ as opposed to X2 which has a RA of 2.5 $[(2+3)/2=2.5]$. X3 is the scenario these players will play in this round.

7. Both players choose sides secretly. A player may secretly choose to not pick a side thus negating any Play Balance provisions. If both players chose the same side, both players make a dr. The player with the lowest dr receives the side for which he bid and gives his opponent the printed Play Balance. If neither player chooses a side, they make a dr and the player with the lower dr chooses side with no Play Balance given.
8. Verify your opponent's OB and the map boards' orientation before setup begins.
9. Ask your opponent if they have considered all setup restrictions for HIP units before Setup. Verify the legal Setup of all non-HIP units before the game begins. All HIP units must have their locations written on a side record in ink for later verification.
10. If a player is found to have violated Setup restrictions after play has commenced, any illegally setup units are removed from play. Tournament rules are meant to ensure a fair playing of the scenario chosen. They are not intended to be a method for unethical play. If you are aware of an error in the OB's or in your opponent's setup, you **MUST** make this error known to your opponent.
11. Any rules dispute should be resolved first by the players involved. If the players involved cannot agree on a rule interpretation, the Tournament Director will decide on the rule in question. All decisions made by the Tournament Director are final.
12. Kibitzing (that is, discussions about a game with the players while the game is on-going) is not tolerated! Absolutely no comments within earshot of players on any games in progress!
13. The winner of the main tournament will be the player with a 4-0 record.
14. Unless one player conceded defeat in the scenario, no tournament scenario will be arbitrarily ended by the players involved.
15. **ADJUDICATION:** If a game does not conclude within the established time limit and a player is unwilling to concede, the Tournament Director will adjudicate the winner, generally based on process below:

- a. Play ceases when the Tournament Staff declare the Round is over. Players may resolve the current phase before halting play.
 - b. The Tournament Director will privately ask each player what his plan was for the scenario and what he planned to do had play continued.
 - c. The Tournament Director will consider each player's plan, the current situation on the board, and the likely outcome in making his decision.
 - d. The Tournament Director's decision is final.
16. **STANDINGS:** The Final Standings are based on the player's point totals in the tournament. The tournament staff will use the following tiebreakers to resolve any ties in the Initial Rankings to obtain the Final rankings.
- a. Head-to-Head play: If player A defeated player B, then player A is ranked higher.
 - b. Defeated opponents: If the point total of player A's defeated opponents is higher than the point total of player B's defeated opponents, then player A is ranked higher.
 - c. All opponents: If the point total of player A's opponents is higher than the point total of player B's opponents, then player A is ranked higher.
17. Players/adjudicators shall correctly file results in accordance with the TD's direction.
18. **PLAYER CONDUCT:** All participants are expected to exhibit good sportsmanship throughout the tournament. Unsportsmanlike conduct (verbal or physical abuse, intoxication and or cheating) will result in disciplinary action and/or disqualification at the discretion of the TD (and the tournament directing staff). Should a registered attendee experience unsportsmanlike conduct, he or she is encouraged to report the situation immediately to the TD or tournament staff and ask the TD/staff to intervene. Depending upon the nature and severity of the conduct, the TD may use whatever action they deem necessary to resolve the situation.
19. The schedule of the tournament rounds is as published on the Human Wave website at <https://humanwaveconscripts.com/welcome-to-the-2022-human-wave/> , and shown below:

Table 1: Human Wave Tournament Schedule of Events

Date	Time	Event
Friday 8 July 2022	1400	Game Room opens for casual play
	1700-1715	Opening Ceremony
	1800- 2330	Round One: “Mare Italiano”
Saturday 9 July 2022	0800	Game Room opens
	0830	Round Two: “For the Glory of Rome”
	1400	Round Three: “Sons of Italy”
	1700-1800	Social Hour @ Bistro (cash bar)
	1800-2330	Round Three continues / Open Gaming
Sunday 10 July 2022	0800	Game Room opens
	0830	Round Four: “”Kampf um Italien”
	1300-1330	Closing Ceremony / Awards Presentation
	1600	Game Room closes

Annexes:

Annex A: Rankings Determination

Annex B: Player Record Sheet

Annex C: Player Registration Form

ANNEX A: Rankings Determination

Method to determine the Tournament Winner and Final Rankings

In each round, players record the scenario and the opponent and the result of each match on the Player Record Sheet (PRS).

The players return the PRS to the TD at the end of each round. After receiving all of them, the TD groups them by win/loss record and sorts each group by ranking. Each win/loss group is handled the same as the entire group was handled for round one.

After completing all four rounds:

1. Calculate and fill in the Victory Points for each player. Multiply the number of wins by 10 to determine the Victory Points.
2. Determine the Bonus Points for each player.
3. Sort the PRS by last name.
4. For each round with a win on each sheet, determine the Bonus Points for each round by looking up the number of wins the player's defeated opponent in that round has.
5. A round with a loss receives no Bonus Points.
6. Record the total Bonus Points.
7. Add the Victory Points and the Bonus Points to give Total Points and record them.
8. Sort the PRS by Total Points.
9. If two or more PRS have the same number of Total Points, apply the first tie breaker as found on the PRS and re-sequence the PRS.
10. If two or more PRS have the same number of Total Points and the first tie breaker does not resolve the tie, apply the second tie breaker and re-sequence the PRS if the tie was resolved.
11. If two or more PRS have the same number of Total Points and the second tie breaker does not resolve the tie, apply the third tie breaker and re-sequence the PRS if the tie was resolved.
12. If two or more PRS have the same number of Total Points and the third tie breaker does not resolve the tie, apply the fourth tie breaker and re-sequence the PRS.

Annex B: Player Record Sheet

HUMAN WAVE 2022
8-10 July TYSONS CORNER, VIRGINIA

Name: _____

Rating: _____

Tournament: (circle one) **Main Tournament / Mini Tournament / ASL SK Tournament**

Victory Points: _____

Total Points: _____

Final Ranking: _____ out of _____

Rd	Scenario	Side	Opponent	Opponent Pre Game record	W/L	Record	SAN & attacks	Sniper Points
1								
2								
3								
4								
TOTALS								

Sniper Points (Based on effective 1 and 2 sniper attacks)

- Number of Attacks x SAN Factor = Sniper Points
 - SCENARIO SAN: [2] [3] [4] [5] [6] [7]
 - SAN FACTOR: 7 6 5 4 3 2
- TOURNAMENT STAFF WILL CALCULATE SNIPER POINTS AND SAN IS BASED ON ITS VALUE WHEN IT ACTIVATES**

TIE BREAKERS:

1. First Tie Breaker: face-to-face play vs that opponent: YES/NO
2. Second Tie Breaker: vanquished opponents' point total:
3. Third Tie Breaker: All opponents' point total:
4. Lower rated player: LOWER/HIGHER

Annex C: Player Registration Form

Name (required)

Email (required)

ASL Skill Level (used for matching first game only) (required)

- Advanced (I win more games than I lose)
- Intermediate (I win as many games as I lose)
- Beginner (I lose more games than I win)
- Starter Kit

I plan to play on

- Friday 8 July 2022
- Saturday 9 July 2022
- Sunday 10 July 2022
- All the Above!

I intend to play in the Mini tournament Saturday

- Yes, sign me up for the mini!
- No mini tournament for me, please

Any comments?
