

Red Dragon Inn Tavern League Rules

Last updated Jan 7, 2019

Welcome to The Red Dragon Inn Tavern League! This program was designed to encourage regular, casual play at local games retailers. Since Tavern League happens over several different events, most of the rules focus on scheduling, assembling & tracking games, and awarding prizes. This is in contrast to Organized Play, where a tournament is finished in one event and most of the rules are about setting up a fair and competitive tournament structure.

Despite the casual nature of Tavern League, we want League Organizers (LOs) to be aware that it's their responsibility to ensure their League is run in a fair, straightforward, and fun manner for all participants.

All events wishing to distribute promotional material and prizes offered by the Tavern League Program must follow these rules.

The beginning of this document covers how to schedule a Tavern League, followed by playing in a Tavern League, tracking games, and finally awarding prizes.

Scheduling

The LO works with their venue to choose when to schedule League Days. This should be on a regular basis, such as 'Every Saturday' or 'The third Sunday of every month'. If for some reason one or more League Days cannot be scheduled on a regular basis (a holiday when the venue would be closed, for example), the alternate day should be scheduled *before* the first League Day. This schedule should be planned out and advertised before the first League Day.

- The LO should note in advance which League Days will be the $\frac{1}{3}$ and $\frac{2}{3}$ marks for the League season, since these will be events where prizes are on the line.
 - The dates do not have to be exactly $\frac{1}{3}$ and $\frac{2}{3}$ of the total season, but they should be as close as is reasonably possible.
 - The LO should make sure players know what prizes can be earned on what dates.
- The League Organizer chooses a length of time for their League, based on community feedback, their own schedule, and the needs of their venue. This period is chosen and advertised *before* the first League Day.
 - A Tavern League season cannot be shorter than 4 weeks, or longer than six months.

The League Organizer should make sure that schedule information is public, up-to-date, and easily available to all League players.

League days **cannot** be scheduled to take place in someone's home. In order to be a rules-legal venue, it must be open to the public. SlugFest Games reserves the right to withdraw Tavern League Kit purchasing privileges from TOs and Venues found to be violating this rule!

In the case of an unforeseen emergency on a scheduled League Day (such as a power outage at the venue, illness on the part of the organizer, etc), the League Organizer should do what is reasonable to alert League players and propose a substitute LO, rescheduled League Day or a break until the next coming League Day.

- If the LO knows in advance that a scheduling conflict is going to happen, they are encouraged to let League players know about it as soon as possible and elect an assistant to track records and facilitate the event in their place.
- Rescheduling should NEVER be done without contacting the venue and making sure the changes are clear.
- In all cases, when there is an unforeseen emergency, the TO should prioritize the safety and well-being of their players and themselves.

Playing in a Tavern League

Tavern League (TL) players may only make progress towards TL goals on League days, at the League venue.

During a League day, players can play as many games as time and attendance allows, and may play with any other League Players they like.

Players may sign up at any time during the Season by expressing their interest to the League Organizer and attending League Days.

Players are welcomed and encouraged to loan their own game components to the host store for use in the tournament. However, the LO will be responsible for managing the Character, Drink, and Event Decks throughout the League day to ensure fair play.

The LO determines a random order for players to draft their characters from an available pool at the start of every League day. First player in the draft order gets first pick of whatever character they'd like to play, and so on. Players keep this drafted character for the entire League day.

- Individuals who arrive late to a League Day get a pick of the characters left to play when they arrive. Groups who arrive late should be assigned a random draft order before getting to make their picks of the remaining characters.
- On the next League day, a new random order will be determined and a new character draft will begin.

Drink Decks will be randomly assigned to each table during the League day. Drink Decks may include Promo Drink or Drink Event Cards. A Drink Deck may never contain more than 33 cards or fewer than 30 cards. However, the specific composition of each Drink Deck may be altered at the LO's discretion.

One Table should not have two instances of the same Character if an alternative is possible.

Tables should have at least 3 players whenever possible, and no more than 6 players at any time.

Players caught cheating, lying about their game results, stealing, harassing other players, violating venue rules, and engaging in violence of any kind should be removed from the League.

The LO is the final authority for any rules disputes, questions of unsportsmanlike conduct, or other issues that come up during a League day.

Tracking Games

Players are responsible for tracking their results accurately and reporting them honestly to the LO.

The LO should compile results at the end of a League day for the players who participated, and make sure that the records are kept safe. If a player leaves an event early, the LO should make sure to get their results marked down before they go.

The LO may, at their own discretion, track wins and losses for *characters* as well as players, but this is not required – just fun!

The LO should make sure game results and other tracked items (such as criteria for giving out prizes like the ‘Best Recruiter’ sticker) are public, up-to-date, and easily available to all League players.

IMPORTANT TESTING NOTE – League Organizers, please send us a scan or photo of your tracking sheets at the end of the season! This will help us greatly when it comes to improving this fledgling program.

Awarding Prizes

The League Organizer must make sure that prizes are given out at the appropriate times and NOT before (ie. they must not give out the finishing participation promo at the Drink-off event instead of the Last Call.) SlugFest Games reserves the right to withdraw Tavern League Kit purchasing privileges from TOs and Venues found to be violating this rule!

The League Organizer must not take any prize material they are due before those prizes have been made available to Tavern League players! They are welcome to claim the League Organizer sticker at the start of the season.

Players who sign up late are not eligible for prizes that have already been given out in the League season.