



Coerceo Tournament Rules

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Coerceo Tournament Rules contains the preferred rules used in a Coerceo tournament.

Language: English

Tournament rules

0. Tournament rules, introduction

In a Coerceo tournament (competition) players should always share the good fellowship that comes from playing Coerceo while meeting and getting to know new people. Having fun and enjoying the game is most important whether you win or lose.

This document contains suggestions for rules for playing and running a Coerceo tournament. The organizer of the tournament can decide which suggestions to follow or adjust. Additional (house) rules can be applied. Using as few rules as possible is preferred.

The rules used in a specific tournament need to be communicated in a timely fashion to the players participating so the players know what they can expect when they participate in the tournament.

Should you have comments or suggestions to improve the Coerceo tournament rules feel free to let us know at info@coerceo.com

1. Tournament system and player rating system

1. A player's entry in the tournament is subject to the approval of the tournament organization. Reasons for exclusion need not be stated.
2. A Coerceo tournament is played with the Swiss-system with a predetermined number of rounds, with all of the players taking part in each round. In each round two players compete head-to-head. All players participate in the entire tournament – none are eliminated. The winner (and top places) of the tournament is based on the final scores of the players. A combination of Swiss-system and single-elimination can be used as well where single elimination rounds are used among the top scorers from previous rounds.
3. Since Coerceo is a recently published game there is no official rating system yet for calculating the relative skill level of players. Players enter a tournament as equals (no handicaps are used).
4. There is no official method yet of pairing the players together in each round.

2. Use of general rules

5. Coerceo is played on a Coerceo board, 19 hexagonal tiles, with 6 triangular alternating black and white fields.
6. Both players have identical tetraeder shaped pieces. White has 18 white pieces and Black has 18 black pieces. White moves on the white fields, Black moves on the black fields.
7. At the onset of the game both White and Black play the “Laurentius” start position.
8. White makes the first move, after which Black makes a move and White and Black alternate.
9. The player who plays White is determined at the start of a game by a player putting a white piece in one hand and a black piece in the other hand without the opponent seeing it and the opponent selecting a hand to obtain their color.
10. Passing of a turn is not allowed.
11. Capturing of a piece is not mandatory.
12. Tile removal is mandatory.

13. Threefold repetition is not allowed. Threefold repetition is the repeating of the same position, for at least the third time (not necessarily by sequential repetition of moves). Positions are considered the same, if the same player has the move, pieces of the same color occupy the same fields, the possible moves of all the pieces of both players are the same and each player has the same tiles in hand.
14. The tile exchange ratio is two tiles for one piece.
15. At the onset of the game an arbiter can be appointed and the name of the arbiter is communicated to both players.

3. Moving the pieces and touch-move rule

16. The movement of pieces and tiles is to be done with one hand. Once the hand is taken off a piece after moving it, the move cannot be retracted unless the move is illegal. Tiles taken can be kept in hand or placed on the table in front of the player not adjacent to the board. Tiles taken need to be visible to both players.
17. Moving pieces of the opponent is not allowed, unless a piece of the opponent is captured.

18. Touching one of your pieces requires you to move the piece that you touched, unless the piece cannot be moved. In that case another action (piece move or tile exchange) must be made.
19. Once the piece is positioned, in a valid new position and fingers released the grip, the piece cannot be moved before the opponent has made a move.
20. In the event of a misplay, once a player's turn is over his opponent may point out the misplay only if he wishes it to be replayed. If the misplay is not pointed out, it stands. The intervention of any spectator relating to misplays is not permitted.

4. Timing

21. A game of Coerceo may be timed using a game clock. When a game clock is used each player has 15 minutes as a single main period of time for the game. Overtime allowed by and at the discretion of the arbiter will not exceed 3 minutes. There can be timekeepers so that the players do not have to press their own clocks.
22. On his turn a player must play and make a move within 3 minutes. If the player has not made a move within 3 minutes then the player receives a warning and must make a move within 30 seconds. If the player doesn't make a move within 30 seconds it is assumed that the player resigns from the game.

23. If after using all main time and time extensions the game ends because the allowed time has lapsed and a winner cannot be declared, then the player who has captured most pieces of the opponent is declared winner. If both players have captured exactly the same number of pieces, then the player with the most tiles is declared winner. If both players have exactly the same number of tiles captured, then the player who did not use a time extension is declared winner. If both players used time extensions and have exactly the same number of captured pieces and tiles in their possession, then the game is drawn.

5. Recording moves

24. In a (formal) tournament (competition), each player is obliged to record each move as it is played in the Coerceo Game Notation [see also 'Coerceo game notation'] in order to settle disputes about illegal positions and making claims of draws by the rule of repetition of position.

6. Code of conduct

25. Players are not allowed to make sounds that are not required to play the game.
26. The audience is not allowed to make sounds that disturb the players or coach one or both players.
27. Helpers are not allowed once the game has commenced.

28. Once a game is in progress, players shall not use written, mechanical or electronic aids except to record moves.
29. Any unacceptable standard of behaviour by a player can result in disqualification from the tournament.
30. In any dispute the Coerceo game board, captured tiles, captured pieces and the position of pieces on the board are to be left untouched and the arbiter called. The arbiter will then give a ruling.
31. The official tournament language is English. No speech in any other language will be permitted.
32. If the arbiter provides match cards these must be used. At the end of the match they must be signed by both players. It is the responsibility of the winner to hand in the score card to an appropriate official (tournament organizer).
33. It is the responsibility of each player to be on time. The player must check to see that no deviations from the tournament schedule have been introduced. Ignorance is no defence against a loss incurred through late arrival. In case an opponent does not show up within 15 minutes of the scheduled starting time, then the player who is present has won the match and the opponent has resigned on arbitrary grounds from the game due to being too late for the match.

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