

## WDC2025 tournament rules and scoring system

# World DipCon 2025 Tournament Rules and Scoring (update August 2024)

### Summary of tournament structure (details in Section IX, below):

The tournament consists of four rounds of Diplomacy. Final score is calculated as the sum of a player's score in their best 2 of 3 qualifying rounds (rounds 1-3) plus their score in round 4.

In the fourth round, the top 21 players from the qualifying rounds will be seeded together in the "Championship Pool" and compete to win the World Championship. Players in Championship Pool games get a 50% score bonus in the round 4 game. The tournament champion will be the player with the highest tournament score that participated in the Championship Pool.

Players who do not qualify for the Championship Pool will participate in a Team Tournament in round 4 (assuming sufficient participation), and remain eligible for all awards except 1st place.

### Detailed house rules and scoring system:

#### I. General

Tournament Director (TD): Adam Silverman  
Assistant TD: Siobhan Nolen

Location: Hotel Spero  
405 Taylor Street  
San Francisco, CA  
(415) 885-2500

The tournament follows the NADF Code of Conduct (CoC). If you believe someone has behaved in violation of the CoC, please inform the TD, an NADF committee member who is present at the event, or reach out by email at [NADFConduct@gmail.com](mailto:NADFConduct@gmail.com).

#### II. Tournament structure

1. Rounds 1-3 are untimed. Round 4 will have a set end time, known only to the TDs, between 1:30pm and 3:30pm. If a board is still playing at the set end time, it ends using the last recorded fall turn SC count, unless the board has started adjudicating a fall turn, in which case this turn will be fully processed.
2. A player's tournament score will be determined by adding their best two of three qualifying round scores (round 1-3) to their round 4 score.

- a. The youth game(s) in round 2 will not count toward tournament score, but there will be special awards for participants.
3. The 21 top ranked players from the qualifying rounds, based on their best two scores, will participate in the “Championship Pool” in Round 4
  - a. The specific ranking of individual players will not be made public. There will be a bonus for playing in the “Championship Pool” (see section IX. Scoring)
  - b. All remaining players will be seeded in a separate pool for the Team Tournament (see below)
4. The 2025 WDC Champion will be the player from the Championship Pool with the highest tournament score. All other rankings will be based solely on tournament score.
5. All players who do not qualify for the Championship Pool will participate in the Team Tournament in Round 4, assuming there are at least 49 such players. The round 4 score will also count toward a player’s final tournament score. The Team Tournament will work as follows.
  - a. Teams will be self-forming, and comprise 7 players each. One player from the team will play each country, and this will be assigned by the team.
  - b. Each team will provide to the TD, by 8:45 am on Sunday the following information:
    - i. A team name
    - ii. A list of players
    - iii. Which country each player will play
  - c. The TD will assign boards such that teammates do not play together.
  - d. The scores of the 7 players will be added together, and the team with the highest total score will win the Team Tournament. Any ties will be resolved at the discretion of the TD.

### **III. Board Call and Power Assignments**

1. Board assignments will be at the discretion of the TD. You should not play the same power twice in the qualifying rounds.
2. In the event that the number of players checked in for a round is not a multiple of seven, the TD may ask designated players to sit out or play on two boards.
3. Should a player leave a game for illness or personal reasons, the position may be filled or left in civil disorder, at the discretion of the TD. Scoring of this position will be at the discretion of the TD. A player eliminated from the game may not play another position in the same game as a replacement.
4. When you are eliminated from a board, or you are not playing on a board, you may not interact with the players on that board in regard to the game.

### **IV. Turn Deadlines**

1. Each board will keep its own time. The amount of time for negotiations is dependent on the year as follows:  
1901-03: 15 minutes

1904-1907: 12 minutes

1908 onward: 10 minutes

2. After Spring and Fall negotiation periods, there will be 2 minutes of silent order writing time.
3. Boards may optionally start a one minute clock for retreats or adjustments.
4. If all players' orders are in early, adjudication may begin as long as all players on the board agree.
5. If a player commits some kind of timing violation (e.g., continuing to write orders after the 2 minute order writing time, taking too long to write adjustments), penalties shall be at the discretion of the TD.

## V. Orders

The most current Diplomacy rulebook (e.g., Renegade Games edition) or Backstabbr adjudication software cover most situations. Rulings for edge cases covered below should take precedence when in conflict with the rulebook.

1. **The TD shall be the final arbitrator of any rules dispute, and any ruling by the TD supersedes this document.**
2. Convoys
  - a. If multiple convoy routes are possible with only fleets by the power that owns the moving army, the entire convoy path should be specified. Alternate convoys are not permitted.
  - b. In the event that an army can move to an adjacent coastal province via land or sea, it shall be assumed that the army is moving by land unless otherwise specified in the order (e.g. A Bel->Hol via Nth convoy). Unwanted or "kidnapped" convoys are not permitted.
  - c. In the case of a valid convoy attack from one coastal province to an adjacent coastal province, the attack is considered as coming from the fleet for the purposes of retreat, thus allowing the dislodged unit to retreat to the province of the attacker.
3. Orders
  - a. Unordered units are treated as holding order regardless of any other implied actions.
  - b. If a unit receives more than one different order, it is considered unordered and holds.
  - c. Units given an impossible order such as A Munich ->Switzerland or A Munich->Munich are treated as holding. A unit ordered to a distant location where there is no convoy route possible, such as A Mos->Par, shall be considered as an impossible order and held.
  - d. It is not necessary to designate Army or Fleet except for build orders on coastal provinces. Orders for wrongly designated units are still followed.
  - e. It is not necessary to designate the nationality of a piece when writing a support or convoy for another player's piece; if the wrong nationality is written and the order is otherwise valid, it is still followed.

- f. Liv and Nor are not valid abbreviations for any province. Leeway may be given if the order is unambiguous.
4. Dual Coast Provinces
  - a. Failure to indicate a coast on a Fleet St. Petersburg build order will result in a waived build.
  - b. Any fleet move or retreat order from Portugal to Spain, from the Mid-Atlantic Ocean to Spain, or from Constantinople to Bulgaria, must include a coast designation. In all other cases, failure to specify a coast will not invalidate the order.
  - c. When issuing a support order for a fleet attacking a dual coastal province, if there is no coast designated then the support is valid regardless of which coast the fleet attacks. If there is a coast designated in the support order then it is valid only when that coast specified is attacked. Cases for supporting a fleet to hold in a dual coastal province are handled analogously.
5. Each player will take a turn reading orders in the order AEFGIRT. The reader will read their own orders first. Players may pass on reading to speed up adjudications.
6. Retreats and adjustments
  - a. If more than one power has a retreat order, they must be written down. If only one player has retreats, they may move the pieces on the board.
  - b. If a build is not ordered or is miswritten, no action is taken to adjust it.
  - c. If a removal is miswritten or not submitted, then the priority will be: (1) units furthest from home not in a supply center, (2) units furthest from home in a supply center, (3) units in the home country but not in a SC, (4) units in a home SC. In all cases, ties are broken first as fleets before armies and then alphabetical (starting with "a" is removed first, "z" last)

## VI. Sandboxing

1. Boards may be "sandboxed," i.e., recorded on Backstabbr, to keep a record of the game and enable commentary on DBN.
2. In the event of a discrepancy between the physical board state and the Backstabbr board state, **the physical board state is always considered the official position.**
3. If a discrepancy due to, for example, misadjudication on the physical board, is noticed *after* negotiation time ends, the physical board state must be used in spite of any missed error.
4. In all other cases, or when there is any doubt, the TD should be called to resolve the issue.

## VII. Ending the Game

1. The game will end in a *solo victory* if a single power controls 18 or more supply centers at the end of a Fall move. **Solos may not be conceded.**
2. The game will end in a *non-solo resolution* if:

- a. All powers remaining in the game agree to end the game via unanimous vote (see below).
  - b. In round 4 only, the end game time is reached.
  - c. The TD ends a game that continues for 3 years with no supply centers exchanging hands between competing alliances, or under other extreme circumstances at their discretion.
3. End-game votes
- a. Starting in Spring 1906, players may propose to end the game. When an end-game proposal is made, any player may orally veto the proposal. If the proposal is not vetoed, the TD or a designee will hold a draw vote.
  - b. Only one vote may be held per Spring or Fall phase. The clock must be running when the draw vote is called, and will be stopped while the vote is taken.
  - c. All players with at least one supply center are eligible to vote. If a player has abandoned the game or chooses not to vote, they are considered to vote in favor of all proposals.
  - d. Special rules
    - i. For the first three draw votes taken by the TD, the vote shall be conducted in secret in a manner determined by the TD. Should a vote fail, players will only be informed that the vote did not pass and will not be provided further information about the distribution of votes.
    - ii. Following the third secret draw vote on a board, subsequent draw votes will be by open voting, in a manner determined by the TD in which all players will simultaneously reveal their vote.

## **VIII. Awards**

The TD and Assistant TD are not eligible for any awards and their scores, if any, will not count in final tournament ranking.

Final tournament score is the sum of a player's round 4 score and their best two scores from rounds 1-3.

- 1. World Diplomacy Champion
  - a. Player in the Championship Pool with the highest tournament score
  - b. In the event of a tie, the following tie-breakers are considered, in order:
    - i. Higher score in Round 4
    - ii. Higher single game score in any qualifying round
    - iii. Higher score in a game where the tied players opposed each other
    - iv. Total number of SCs in the games counted for tournament score
    - v. The player for whom the tournament is further from home
- 2. Second through seventh place
  - a. Ranked by tournament score, regardless of playing in the Championship Pool or not

- b. In the event of ties, the first tiebreaker goes to a player in the Championship Pool over one not in the pool. Subsequent tiebreakers are as described in VIII.1.b.
- 3. Best Country awards are determined at the discretion of the TDs
- 4. Special awards are determined by the TDs and may include the following.
  - a. Special bears: you'd like to know what these are for, wouldn't you?
  - b. Player's choice: someone many players really enjoyed playing with
  - c. Whip: Best stab or best stabbed
  - d. Handcuffs: So many possibilities, use your imagination
  - e. Best Pirate: Ahoy, matey!
  - f. Best defensive play: Not as good as a strong finish, but it beats the alternative
  - g. Random shenanigans: Did something random or funny happen on your board? We've probably got an award for that.
  - h. Others to be announced.

## IX. Scoring

- 1. Structure
  - a. A player's final tournament score will be determined by adding their round 4 score and best two scores from rounds 1-3.
  - b. If a player plays on more than one board in a round, the better of their two scores will count for that round.
  - c. Players in the "Championship Pool" will receive a 50% bonus to their round 4 score (in other words, their score calculated as described below will be multiplied by 1.5).
  - d. The 2025 WDC Champion will be the player from the Championship Pool with the highest tournament score. All other players will be ranked solely by their final tournament score.
- 2. Scoring system
  - a. Eliminated players score 1 point for every year they played, including the year they were eliminated.
  - b. If the game ends in a *non-solo resolution*, surviving players score as follows:
    - i. 10 points per center.
    - ii. The player with the most SCs gets a bonus equal to 2x the number of centers owned. In the event of a tied board top, this bonus is not awarded.
    - iii. 60 points are divided amongst all survivors.
  - c. If the game ends in a *solo*, surviving players score as follows:
    - i. The soloist scores 400 points.
    - ii. Other surviving players receive 4 points per SC.