

Agricola Tournament Rules

1. Tournament Format
 - 1.1. The tournament will be divided into three rounds of play: Qualifying Round, Semi-Final Round and a Final Round. The Semi-Final Round may be skipped if there are less than 12 total participants.
 - 1.2. Qualifying rounds will play three games, while the Semi-Final and Final Rounds are one game apiece.
 - 1.3. Table and player distribution will be determined by the tournament organizer. If possible, all tables will be set up for four players. If the number of participants is not divisible by 4, the last few tables will only have three players. If, for instance, there were 50 participants, there would be 2 tables with three players and 11 tables with four players
 - 1.4. After each game, players will be reassigned to different tables. The tournament organizer will take reasonable measures to ensure that no two players will play more than once against each other. However, there are some circumstances where this may not be possible. The assignments use a "Swiss System" where the winners of each table play each other in the next game; the second-place play each other, and so on. Again, this is not always possible and the tournament organizer will have final say on who will play against whom.
 - 1.5. The semifinal round should be either 12 total players (with 3 players on four tables) or 16 players (4 players on each table).
 - 1.6. The final round will be four players.
2. Tournament Organizer
 - 2.1. The Tournament Organizer is responsible for the organization of the game at the event.
 - 2.2. The Tournament Organizer will be responsible for any rules questions. If a question is posed and answered, it should be announced to all players and the ruling stands through the entire event.
 - 2.3. The Tournament Organizer is responsible to report the event back to Mayfair Games.
 - 2.4. The Tournament Organizer is responsible for packaging the games after play is over. They should confirm all pieces are returned and placed in their proper boxes.
3. Players
 - 3.1. In order to qualify to play, players must:
 - 3.1.1. Be familiar with the rules for Agricola.
 - 3.1.2. Must be 18 years of age or older.
 - 3.1.3. Must be a legal resident of the country represented.
 - 3.1.4. Must be able to play the entire tournament.
 - 3.1.5. Be willing to give their full name, address, phone number, email address, and date of birth to the Organizer.
4. Tournament Setup
 - 4.1. The tournament organizer must collect the full name, address, phone number, email address and date of birth of all players.
 - 4.2. The Tournament organizer randomly assigns players to tables in sets of three or four. If this cannot be done, the last player to sign up for the tournament is removed from play so you can have tables of three or four players. The more players there are, the easier it will become to set tables of three and four.
5. Game Board Setup
 - 5.1. The game boards are set up by the players sitting at the table. The round cards are placed randomly according to standard Agricola rules, with the exception of Family Growth, which is set at round 5. The players at the table decide who does this. If there is a disagreement, the tournament organizer will pick the player at random to place the round cards.

- 5.2. Players are responsible for ensuring all components are in place and ready for use prior to game commencement. Any inconsistencies are to be brought to the attention of the tournament organizer before start of play.
6. Minor Improvements and Profession Cards.
 - 6.1. During the Qualifying Round:
 - 6.1.1. The Profession cards are shuffled by a player and dealt one at a time until ten (10) cards are dealt to each player. Each player then selects three cards to discard immediately. The process is repeated with the Minor Improvement cards. Discarded cards and cards left after dealing are placed back in the game box.
 - 6.2. During the Semi-Final and Final Rounds:
 - 6.2.1. The Profession cards are shuffled by a player and dealt one at a time until seven (7) cards are dealt to each player. Each player selects one to keep and passes the remaining to the player to the left after they have selected their card to keep. Then from the six they received from the previous player they select one to keep and pass the remaining five to the player to the left after that player has selected their card to keep. This continues until each player has their seven kept cards. The process is repeated with the Minor Improvement cards, except players pass to the right.
7. Starting player.
 - 7.1. One player takes one worker from each player and places them in hands to shake up the order. Another player without looking at what is in hand, takes one of the workers out of the other player's hand. The worker chosen is the starting player.
 - 7.2. The tournament organizer can come up with a different system to determine starting player. Whatever is used, it is used for the entire tournament and must be used at all tables.
8. Course of play
 - 8.1. With the exceptions of rules stated in this document, all game play will follow standard Agricola rules.
 - 8.2. All components on the table have to be visible to all players at all times, especially the components in the personal supplies.
 - 8.3. In all games, the person with the starting player token must do the replenishing phase while the other players are watching them.
 - 8.4. When a player is to pay costs associated with an action, improvement, or occupation, they must fully display the components to the other players before placing them into the general supply.
 - 8.5. Harvests are resolved in player order starting with the starting player.
 - 8.6. All actions must be completed during a phase. If you forget--your loss.
9. Slow Play Punishment
 - 9.1. After 90 minutes of play, the organizer will go around the tables to determine if play is running too slowly. If a table is running slowly, the organizer will notify the table that they are under a time constraint and will be timed. From this point every player at that table has twenty seconds for to complete their action. If the action was not made in that time, the organizer takes over and makes the action instead. The action he or she will take is always the first free and valid action from the left of the game board starting from the top. After the round is over, the organizer will leave to check to see if the tables are playing on time and repeat the slow play punishment on the slowest table (which may be the same table).
10. End of game
 - 10.1. At the end of the game, the players scores are based on the rules of Agricola.
11. Tournament Scoring
 - 11.1. Preliminary Rounds

- 11.1.1. In the preliminary rounds, you are given points based upon the number of players at your table. In a three-person table first place is given 7 points, second place is given 4 points and third is given 2 points. In a four-person table first place is given 8 points, second place is given 5, third place is given 3 while fourth place is given 1.
- 11.1.2. If there is a tie at the end of a game, the players combine their tournament points and divide by the number of people who tied.
 - 11.1.2.1. Example. In a four player Game Player A scored 45, Player B scored 42, Player C scored 42, Player D scored 40. As second and third place tied, they combine and divide by two $(5+3)/2=4$. So Player A receives 8 Tournament Points, Player B and C receive 4 points and Player D receives 1 point
 - 11.1.2.2. There can be half points
- 11.1.3. The total of the tournament scoring of the three qualifying round games determines ranking for the next game as well as the semi-final (or final if there is no semi-final) round.
- 11.1.4. In the preliminary rounds, the next game, players are assigned to tables based on their total tournament score for the previous game(s). Top players play each other.
 - 11.1.4.1. If you have a mix of three and four person tables, put the top players on a four person table and the weaker players on three player tables.
- 11.2. Semi-final and Final Round
 - 11.2.1. Advancement to the semi-final (or direct to final if no semi-final) is based on tournament score.
 - 11.2.2. Advancement to the final when there is a semi-final is based on the Agricola score of the semi-final.
 - 11.2.3. If there is a tie for position in determining advancement into semifinals, or there is a tie for the winner in the final, the breaking of the tie is as follows in the order shown here:
 - 11.2.3.1. Number of WINS (first place at table) throughout the tournament.
 - 11.2.3.2. Total Tournament points in the preliminary rounds. (if tie in Semi-final for Final Round)
 - 11.2.3.3. Total Agricola Score of the games played in the tournament.
 - 11.2.4. If there is still a tie, all tied players win and split any prizes. They both advance.
 - 11.2.4.1. Exception. If this is a championship, then the tournament organizer may make the tied players play another game against each other to determine a winner.
- 12. Post Tournament
 - 12.1. The Tournament Organizer must take a digital picture of the winner holding the Agricola game box in front of them. Their face must be showing as well as the box (basically a waist up picture).
 - 12.2. The Tournament Organizer must take a digital picture of the game table with the boards and all pieces showing of the final game.
 - 12.3. The Tournament Organizer must take a digital picture of the four finalists together. (They can be sitting at the table but looking at the camera.)
 - 12.4. The Tournament Organizer must record in an Excel spreadsheet the full name, address, phone number, email address and date of birth of all the participants and mark who was in the semi-final (if there was a semi-final), who was in the final, and their place in the final. (This shows that the event ran, who won, and who are alternates if case the winner cannot go to the Nationals Location.
 - 12.5. If the games were loaned to the event, the Tournament Organizer re boxes the games making sure all pieces are there and packages them up for shipment back to the publisher/distributor. The publisher/distributor will include a return label and postage for the games to be returned.

- 12.6. The Excel sheets with the results and the pictures the Tournament Organizer (or owner) sends to jimmiles@mayfairgames.com.
- 12.7. The Tournament Organizer should keep for their records the Agricola Score Sheets. In case of a dispute, Mayfair may ask for those, but they are not needed to be sent to us except on request.
- 12.7.1. It is advised that all players sign the Agricola Score Sheets acknowledging they agree with the score recorded.