

World DipCon @ Whipping 2025 Rules (updated Oct 2024)

I. General

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

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

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.

II. Tournament structure

1. 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.
2. 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 and may participate in the Team Tournament (see below)
3. 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.
4. 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.
5. Rounds 1-3 are essentially untimed.

- a. However, any round 1-3 games that are still running at 6:30am on Sunday will be ended by the TD.
- b. Round 4 will have a set end time, known only to the TDs, between 1:30pm and 3:30pm.
- c. 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.

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.
6. Upon mutual agreement by players, boards may take a single break for up to one hour for players to get food or whatever. Round 2 boards running late may choose to pause for the Hobby Meeting. Other pauses should get TD approval.

V. Orders

The most current Diplomacy rulebook (e.g., Renegade Games edition) or Backstabbr adjudication software covers 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.
 - 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. Once the piece is moved (or removed), the order is considered final.
- b. If a build is not ordered or is miswritten, no action is taken to adjust it.
- c. If too many builds are written, the builds are resolved in the order written, and the extra builds are ignored.
- d. 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 *draw* 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 under 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 draw vote may be held per Spring or Fall phase. The clock will be stopped while the vote is being 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 information about the distribution of votes.

- ii. Following a third failed 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
 - iii. Higher score in a game where the tied players opposed each other
 - iv. Total number of SCs in the 3 games counted for tournament score
 - v. Higher score in the dropped round
 - vi. 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. Team Champion determined by the team with the highest combined score of players during the team round (4)
4. Outstanding Play of (Country) awards are determined at the discretion of the TDs
5. 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 - "Haight" version 1.0
 - a. Games that end by draw vote or timing out score as follows:
 - i. Players score 10 points per supply center.
 - ii. Players are ranked by their ending supply center count or order of elimination and score a ranking bonus as follows:
 - 7th: 0 points
 - 6th: 11 points
 - 5th: 22 points
 - 4th: 33 points
 - 3rd: 44 points
 - 2nd: 55 points
 - 1st: 66 points
 - iii. If there is a tie for a particular rank, both players receive the score for the lower of the rankings (i.e., in a 2-way tie for 1st place, both players get 55 points; in a 3-way tie for 1st, all 3 players get 44 points; in a 2-way tie for 2nd place both players get 44 points, etc).
 - iv. If there is a single player topping the board, they receive a bonus equally to 5 times the difference between their SC count and the next highest SC count (e.g., the board topper has 12 centers and the next largest power has 9, the board topper receives a bonus of $5 \times 3 = 15$ points). This bonus is not awarded if there is a shared top.
 - b. Games that end in solos score as follows:
 - i. The soloing player gets 451 points.
 - ii. Surviving players get 5 points per SC, or points equal to the number of years played, whichever is greater.
 - iii. Eliminated players score 1 point for every year they played, including the year eliminated.
 - iv. Ranking points are not awarded.
3. Examples:
 - a. 10-9-8-5-2 scores: 171-145-124-83-42
 - b. 17-10-4-3 scores: 271-155-84-63
 - c. 11-11-11-1 scores: 154-154-154-43
 - d. 12-11-11 scores: 191-154-154

- e. 12-10-10-2 scores: 196-144-144-53
- f. 18-10-4-2 scores: 451-50-20-10

X. WDC Hobby Meeting agenda

1. Presentation and voting on bids for the location of 2027 WDC
 2. Amendments to the WDC Charter
 3. TDs from upcoming tournaments share details about their events
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NADF Code of Conduct

Section A - Application

(1) The provisions of Section B - Code of Conduct (henceforth COC) govern the behavior of attendees at any and all NADF-recognized functions, including but not limited to tournaments. Any function seeking the recognition of the NADF must abide by the provisions of Section B. This COC must be applied by the Organizer/Tournament Director throughout the duration of the event.

(2) The provisions of Section B should, at a minimum, be included in any copies of the Tournament Rules, announced at the beginning of the tournament, and made available for any interested parties to review.

(3) Tournament Directors may add provisions to Section B for the purpose of their specific event. No provisions from Section B are to be removed, replaced, or ignored by any TD running an NADF-recognized event.

(4) Any changes to this document, including the Code of Conduct, are to be the exclusive purview of the NADF President and Board.

Section B - Code of Conduct

The NADF is committed to providing a safe and welcoming environment for all players, volunteers, and friends associated with every event. We may be competitive, manipulative, and even dastardly, but we are all here to have fun. The NADF recognizes that Diplomacy is an emotional game. Tensions may run high and betrayal is all but inevitable. Nevertheless, there exist some norms of civilized behavior that should be respected at all events, on and off boards. At all times for the entire duration of NADF-recognized functions, whether during games or not, every participant should:

1. Treat everyone with respect, regardless of race, gender identity, sexual orientation, religion, age, or any other category of personal identity;
2. Refrain from behavior that disturbs the ability of other participants to enjoy themselves or that disrupts activities unrelated to the competition, including but not limited to verbal abuse, threats of violence, unwanted physical contact, and unwelcome sexual attention;

3. Safeguard the integrity of the competition by making good faith efforts to follow the rules.

Players are encouraged to report any believed violations of the above provisions to the TD or a designated representative. All communications will be handled confidentially. The TD or his/her representative will mediate in good faith and take whatever action he or she deems appropriate to resolve the situation, including pausing a game, censuring players, or requiring players to leave the event without a refund. Any attempt to abuse the COC in order to gain advantage in any competition will be considered a violation of the integrity of the competition and should be referred to the TD or his/her representative for review. All violations of the COC will be reported by the TD to the NADF for review. Egregious or serial violations may result in additional action by the NADF. Event attendees may report concerns about COC violations, whether by the TD or other attendees, directly to the NADF by emailing: NADFConduct@gmail.com.

Section C - NADF Community Standards Protocol

(1) Any and all allegations brought to the NADF's attention will be reviewed by the NADF President and Board for possible referral to the NADF Community Standards Committee. (a) The NADF Community Standards Committee (CSC) consists of three members appointed by the NADF President. (b) A session of the CSC lasts for 12 months, during which the CSC adjudicates all matters brought before it. A new session of the CSC will not begin until a new referral for review is made. No member may serve on the CSC in two consecutive sessions. (c) The members of the CSC shall consist of: one TD who has run an NADF event within the past 12 months (other than the TD of the event where the allegations arose); one member of the current NADF board other than the President; and one other party. (d) Should a referral to the CSC arise involving a member of the CSC, whether as a participant or TD, that member shall be excused from the CSC and replaced by a person appointed by the NADF President. The newly-appointed member will serve for the remainder of the CSC session, and neither that party nor the excused member will be eligible to serve in the next CSC session.

(2) A record of all alleged violations brought to the NADF's attention will be retained in a Google Docs archive managed by the NADF for a period of 24 months. Should an alleged violation be referred to the CSC, the retention policy will be as described in Section C.5(e).

(3) The CSC determines which allegations deserve further handling beyond any action taken by the TD or Organizer; these should be limited to situations of serial COC violations across multiple tournaments by the same party, and/or an egregious single violation of the COC. The CSC will review only alleged violations of the COC as described in Section B.

(4) The CSC reviews all available facts, including statements from the TD, offended parties, the alleged offender, and any witnesses who wish to speak with the CSC. (a) The CSC may accept the TD's statement of events with no further review or information; however, the sanction resulting from this may not exceed a warning to the player in

question. (b) The statements gathered may be taken in whatever form the CSC determines best for the case at hand.

(5) Upon the conclusion of its review, the CSC shall make a determination as to the appropriate sanction (if any). (a) The CSC's recommendation must be agreed upon by at least two of the three CSC members. (b) Should the CSC determine no sanction is necessary, or if the CSC is unable to reach an agreement per Section C.5(a), all documents will be stored in accordance with Section C.5(e), a notice of the result will be provided to the NADF Tournament Committee (see Section D), and the matter will immediately terminate. (c) The CSC's recommendation, and reasoning for it, shall be in writing. (d) A copy of the recommendation, and all documents, statements, and other materials gathered in the course of the CSC's review, will be stored in a Google Docs archive created for that purpose and managed by the NADF. (e) All documents pertaining to the alleged violation and the CSC's review will be stored for the length of the sanction imposed (if any), but at a minimum for 24 months, and then deleted. If no sanction is recommended, the materials will be stored for 24 months and then deleted.

(6) The CSC shall present its recommendation to the NADF Tournament Committee (TC) for ratification (see Section D).

(7) The sanctions available to the CSC are: (a) A written warning; (b) A written statement of zero tolerance for further bad behavior; (c) A suspension of a player's NADF tournament privileges for one calendar year; (d) A suspension of a player's NADF tournament privileges for more than one calendar year (reviewable by a newly-constructed CSC at 12 month intervals at the request of the suspended party); (e) A permanent ban from attending NADF sanctioned events (reviewable by a newly-constructed CSC at 12 month intervals at the discretion of the NADF President and Board)

Section D - Tournament Committee

(1) The Tournament Committee (TC) shall consist of a representative from each NADF-recognized event which has taken place within the past 24 months. (a) Any dispute as to who the correct representative for a tournament is will be settled by the NADF President and Board.

(2) A recommendation for sanction by the CSC must be ratified by a two-thirds majority of the TC within 14 days after it is provided to the TC. (a) A failure to ratify the CSC's recommendation within 14 days will result in a default rejection of the recommendation and a termination of the sanction process.

(3) The TC may discuss the CSC's recommendation, but may not make any changes to it; the recommendation must be adopted or rejected in its entirety.

(4) Abstention from the TC's vote are to be counted as votes against the CSC's recommendation.