

# CATAN<sup>®</sup>

*National Championship*

— 2022 —

## TOURNAMENT RULES



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## National Championship

### SUPERHEATED NEURONS

SuperHeated Neurons (SHN) are the official publishers of CATAN and the sole official organizers of the CATAN National Championships (CNC) in the Arab World. The winners of the CNC will represent their countries at the CATAN World Championship (CWC).

### CATAN WORLD CHAMPIONSHIP 2022

The CWC takes place every two years. For 2022, it will be hosted in Valetta, Malta between the 18th and the 20th of November at the lovely Grand Hotel Excelsior Malta.

SHN will be sponsoring 5 players to represent their countries at this year's World Championship as follows:

- CATAN Lebanese Champion 2019: Karim Mounayar and CATAN Lebanese Champion 2022: TBD
- CATAN UAE Champion 2022: TBD
- CATAN KSA Champion 2022: TBD
- CATAN Jordan Champion 2022: TBD

As it stands, the winners of the CATAN National Championships 2022 in UAE, KSA, Jordan and Lebanon will join Karim Mounayar and will represent their countries at the CWC 22. Each country will have a specific tournament format. (Check "Tournament Format" section for more details)

### CATAN TOURNAMENT RULES

#### 1. Definitions

- **Tournament:** Any event (Qualifier or Championship Finals) where players will meet to compete in one or more CATAN games.
- **Qualifier:** A tournament held in a specific city with the purpose of qualifying a certain number of players to the National Championship Finals.
- **Championship Finals:** A tournament played between all qualified players from multiple qualifiers, in which 1 player will be crowned the national champion and who will represent their country at the CATAN World Championship.
- **CATAN National Championship:** The overall term to combine all Qualifiers and the Championship Finals played during one calendar year for 1 specific country.

#### 2. Tournament Standards

- Rules will apply to all CNC tournaments, regardless of country of origin.
- Games will follow the CATAN 5th Edition rule book.
- Games will be played using the European version of CATAN (branded SuperHeated Neurons).



### 3. Tournament Format

#### UAE CNC Format:

- There will be 2 Qualifiers in the UAE. The first will be held in Dubai on the 11<sup>th</sup> of June 2022 and the second will be held in Abu Dhabi on the 3<sup>rd</sup> of September 2022.
- During the Qualifiers, the organizers will generate a schedule that determines the table distribution for each game. Players will be randomly seated taking into consideration these 2 guidelines:
  - Players not seated at tables with friends and/or family members
  - Playing different opponents
- The Qualifiers will be constituted of three games. After 3 games, the players will be ranked (Check “Ranking System” section for more details) and the top 8 players will qualify for the UAE Championship Finals.
- The 16 qualified players will participate in the UAE Championship Finals, to be held on the 10<sup>th</sup> of September 2022 in Dubai. In case a player is unable to attend, the next best-ranked player from the same Qualifier will qualify in their place. The finals will be constituted of three games. After 3 games, the 4 players with the highest ranking will play a final game. The winner will be crowned the CATAN UAE Champion and will represent the UAE at the CATAN World Championship.

#### KSA CNC Format:

- There will be 2 Qualifiers in the KSA. The first will be held in Jeddah on the 18<sup>th</sup> of June 2022 and the second will be held in Riyadh on the 24<sup>th</sup> of June 2022.
- During the Qualifiers, the organizers will generate a schedule that determines table distribution for each game. Players will be randomly seated taking into consideration these 2 guidelines:
  - Players not seated at tables with friends and/or family members
  - Playing different opponents
- The Qualifiers will be constituted of three games. After 3 games, the players will be ranked (Check “Ranking System” section for more details) and the top 2 players with the highest ranking will qualify for the KSA Championship Finals.
- The 4 qualified players will participate in the KSA Championship Finals, to be held on the 9<sup>th</sup> of September 2022 in Riyadh. SHN will cover the internal flight tickets for the 2 qualified players from Jeddah Qualifier. In case a player is unable to attend, the next best-ranked player from the same Qualifier will qualify in their place. The final will be constituted of one game and the winner will be crowned the CATAN KSA Champion and will represent the KSA at the CATAN World Championship.

*\*All dates are subject to change*

### 3. Tournament Format (cont.)

#### JORDAN CNC Format:

- There will not be any Qualifier tournaments in Jordan. Players will compete directly in the Championship Finals.
- During the Championship Finals, the organizers will generate a schedule that determines table distribution for each game. Players will be randomly seated taking into consideration these 2 guidelines:
  - Players not seated at tables with friends and/or family members
  - Playing different opponents
- The Jordan Championship Finals will be held on the 5<sup>th</sup> of August 2022 in Amman. It will be constituted of three games. After 3 games, the players will be ranked (Check “Ranking System” section for more details) and the top 4 players will play a final game and the winner will be crowned the CATAN Jordan Champion and will represent Jordan at the CATAN World Championship.

#### LEBANON CNC Format:

- There will be 3 Qualifiers in Lebanon:
  - 1st Qualifier: 2<sup>nd</sup> of July 2022
  - 2nd Qualifier: 23<sup>rd</sup> of July 2022
  - 3rd Qualifier: 20<sup>th</sup> of August 2022
- During the Qualifiers, the organizers will generate a schedule that determines table distribution for each game. Players will be randomly seated taking into consideration these 2 guidelines as much as possible:
  - Players not seated at tables with friends and/or family members
  - Playing different opponents
- The Qualifiers will be constituted of three games. After 3 games, the players will be ranked (Check “Ranking System” section for more details) and the top 8 players with the highest ranking will qualify for the Lebanese Championship Finals.
- The 24 qualified players will participate in the Lebanese Championship Finals, to be held on the 3<sup>rd</sup> of September 2022. In case a player is unable to attend, the next best-ranked player from the same Qualifier will qualify in their place. The finals will be constituted of three games. After 3 games, the 4 players with the highest ranking will play a final game. The winner will be crowned the CATAN Lebanese Champion and will represent Lebanon at the CATAN World Championship.

*\*All dates are subject to change*

## 4. Ranking System

- Whenever a ranking is needed, it will be based respectively on the following metrics:
  - The greatest number of games won (max. 3).
  - In case of ties, the greatest total sum of victory points (VPs) across all 3 games will be used as the first tiebreaker (max. 30 VPs).
 

*Development cards with Victory Points on them always count towards the player's score even if they were not revealed during game time.*
  - In case of ties, the greatest player's VP percentage will be used as the second tiebreaker. It is calculated as per the following equation: player's total number of VPs across 3 games divided by total number of all the players' VPs across 3 games.

*Example (after three rounds):*

*-Players A and B both won 2 games. We need to check their total VPs.  
 -Both got 8 victory points in one of their 3 games, so they have a total of  $10+10+8 = 28$  VPs. They are still tied so we need to calculate their VP Percentage.*

*Player A:*

*-Game 1: A got 10 VPs and there were 32 VPs at the table.*

*-Game 2: A got 8 VPs and there were 30 VPs at the table.*

*-Game 3: A got 10 VPs and there were 36 VPs at the table.*

*Player A's VP Percentage would be:  $28 / 98 = 28.57\%$*

*-Game 1: B got 10 VPs and there were 33 VPs at the table.*

*-Game 2: B got 10 VPs and there were 31 VPs at the table.*

*-Game 3: B got 8 VPs and there were 35 VPs at the table.*

*Player B's VP Percentage would be:  $28 / 99 = 28.28\%$*

*Player A is ranked higher than Player B as they have a higher VP percentage than player B.*

*In the case of a three-player game, a fourth score will be created by averaging the other three scores (rounding any 0.4 remainder down, and any 0.5 remainder up). This average score is included into the calculation as if it were a fourth player for purposes of the VP percentage earned.*

- If ties still exist after that and the tied players positions need to be taken into consideration, a development card draw will happen. The referee will shuffle a deck of development cards and the youngest player will get to decide if he/she wishes to start drawing or if he/she wishes that their opponent starts. The 1st player to draw a victory point will be ranked higher.



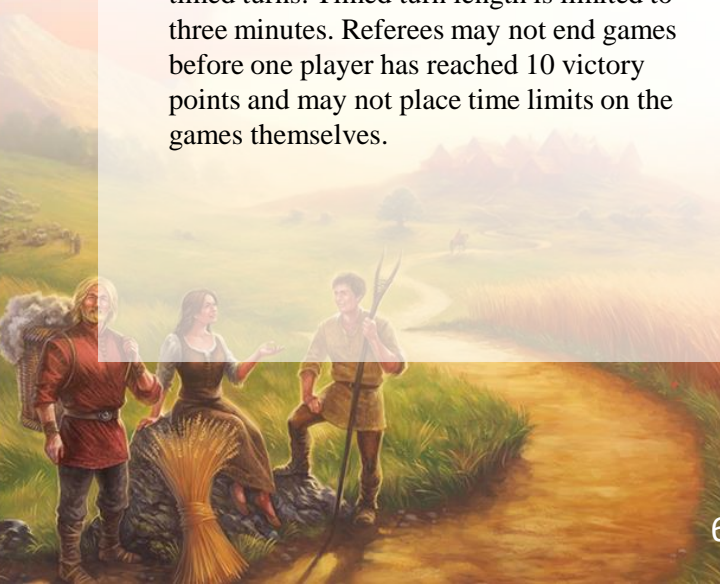


## 5. Referees

- A tournament is arbitrated by at least one referee chosen by the organizer. The referee will assume that all players have read the CATAN TOURNAMENT RULES and the CODE OF CONDUCT before the start of the tournament.
- Referees and organizers may not play in their own tournament.
- If rules are broken at a table, players must call for a referee immediately. The referee's ruling is final, and all players must accept it. If a rule is broken and players do not report it immediately, this is considered normal play and its effect on the final game results must be accepted. Repeated incidents can be called out individually even if previous incidents not judged by a referee were deemed as normal.
- If players feel that the outcome of a game was unfair due to broken rules or illegal play, they must immediately inform a referee. Once the game record sheet has been signed by all players, further protest is not permitted, and the results cannot be further altered. If a player is unwilling to give their signature, the referee will make the final decision as to the outcome of the game.
- The referee has the authority to introduce and enforce a time limit on player turns, or players may, call in a referee to enforce timed turns. Timed turn length is limited to three minutes. Referees may not end games before one player has reached 10 victory points and may not place time limits on the games themselves.

## 6. Penalties and Disqualifications

- Participants will be informed 1 day prior to the tournament on the official starting time of the tournament. Players will have 1 victory point deducted from their total scores for the first 15 minutes of tardiness. The tournament will start after 15 minutes from official time and late comers cannot participate.
- Referees can disqualify players from the tournament if the rules of the game are broken on purpose or a player has violated the CODE OF CONDUCT. These circumstances include, but are not limited to, players breaking the rules with the intention of winning the game, players engaging in abusive play, or intentionally causing or promoting another player to win. A disqualification can only be made during an active game or immediately after finishing a game.
- Players are prohibited from intentionally giving another player a boost or a win. In other words, collusion among players to advance other players' positions in the game or the tournament will result in a warning to both players. In case of a repeated incident, a disqualification decision can be taken. The referee's ruling is final, and all players must accept it.
- Players who have a personal relationship (friends, family, etc..) should declare that relationship to the referee in case they are seated at the same table and each player should play to win and not to help another player to do so. The referee has the right to disqualify any player(s) who doesn't abide by this rule.
- At any point of time, the referee is allowed to look at the players' resource and development cards and to determine if a



player is trying to give an advantage to another player and this will be part of his/her ruling. For example, a player must not keep multiple knight cards closed when another player is close to winning. He/She has to use them against the player who is most likely to win.

## 7. Additional & Supplementary Rules

*The below are areas of CATAN rules that occasionally cause confusion. These are clarifications to the standard rules. If there is any disagreement between the standard rules and these clarifications, then the clarification is considered to be the official rule. If there is any other situation that happens and it is not mentioned below, the referee will have the final say on the outcome of that situation and all players must accept it.*

### a. Game Setup:

- The tournament organizers set up the game boards randomly for each game and will use the same game board layout for all players. Each game will have a new board layout.
- In case the total number of players is not a multiple of 4, then tables of 3 can be arranged.
- Players are responsible of verifying that they have the correct number of pieces at the beginning of the game (5 settlements, 4 cities, 15 roads). Also, all players should verify that there are 25 development cards and 19 of each resource card. In the case of an issue, the referee should be immediately notified.
- Before the start of the game, players should oversee the shuffling of the development card deck. Any player can shuffle the deck but once the game starts, no one can complain about a possible intentional act of cheating that happened prior to the game.

- Players are permitted to log events or dice rolls during the course of a game. However, if any player does this, there must be a public announcement of this, and the referee must also be notified.

### b. Game Material:

- All game materials must be always kept on the table, so that they are clearly visible to all players. This is especially applicable for development and resource cards, which must be held above the table throughout the game. All shuffling and card drawing should happen above the table, including when one player is stealing a resource card from another player.

### c. Banker:

- In all games, with the exception of the Final, the starting player will act as resource banker, receiving used resource cards and distributing new resource cards to and from the supply. The banker has to announce clearly when they are handing cards to themselves or when they are paying resources to the bank, displaying them on the table first. If the starting player is uncomfortable with being the banker, the table should elect another player to be the single banker for the game. No player other than the banker can put or remove cards from the cards' deck holder. In the Final, the referee will handle the card dealing.



#### **d. Cards:**

- Players are allowed to play only 1 development card per turn except for the one they just obtained in that turn.
- Players are allowed to play simultaneously all the development cards with victory points on them if they are winning the game and the total VPs they have is 10 or above.
- If a player buys a development card with a victory point on it, they may immediately reveal it if it is their tenth victory point to win the game. This is only possible with development cards that have a victory point printed on them. Players are not allowed to immediately play a knight out of turn, even if this means that the player would get the largest army and win the game. The player must wait until their next turn before playing the knight.
- Players are allowed to play any development card (for example, a knight card) before they roll the dice. No other actions may occur prior to the rolling of the dice.
- Newly-obtained development cards must be kept well away from the other cards the players might have in hand. If this rule is broken, the player forfeits the opportunity to play a development card until their next turn.
- If, after rolling the dice, there are not enough resource cards of one kind to give every player, no one will receive a card of this kind. The other resource cards are handed out to the players as usual. If only one player gets resource cards and there are not enough cards of this kind in stock, they will receive all available cards of this kind.
- The number of resource and development cards in a player's hand is public information, and must be defined upon request. Players should not try to hide their cards (stack them on top of each other or place them behind the game box, etc..).

- It is not permitted that a player intentionally shows his/her resource cards to any other players – with the exception of cards displayed for trade during a player's trading phase. If shown, this information is public to all players until the end of that trading phase. All trades are public and cards should be traded face up.

#### **e. Dice:**

- A player's turn begins with receiving the dice.
- Once the dice are rolled, the dice roll must be resolved before any other actions are taken.
- If either of the dice rolls of the table, the player must reroll both dice. If a die is cocked, balance the other die on top, if it slides off, reroll both dice.

#### **f. Building & Trading:**

- Players are not allowed to build a road beyond a settlement or city of another player.
- Players are allowed to upgrade a settlement to a city in the same turn it is built. The settlement the player wishes to upgrade must be in the player's supply and must be placed in the building spot before it can be upgraded later in the turn.
- There is no distinction between the trade and building phase.
- A harbor may be used during the same turn that a player builds on it.
- Players take a series of actions on their turn. They may build and trade in any order. An action is considered complete as soon as the player begins the next action. For example, if a player is building a road and they place the road on the board they may still reposition the road while they are in their road building action. The instant a player instigates a trade or begins another action like building a settlement or buying a development card,





their road building action is over and the road may not be moved. Likewise, a robber movement action is complete when the active player attempts to take a card from another player.

- Trades may only be made with the active player. All the other players cannot negotiate deals together for a future turn.
- Players cannot trade with a player having 9 VPs clearly seen on the map as it would be considered as helping this player to win the game. Any player with 9 VPs cannot initiate a trade on his/her turn even if that trade doesn't let him win. This special rule is applied to try and keep as much as possible the game balanced and to reduce the risk of players colluding together.
- Only the active player trade with the bank (either directly or through a port).
- Cards played into the supply are spent cards. Cards spent may be used for something different than what they were originally intended for, but may not be taken back. For example, a player may trade four sheep in for a wheat, a player can decide to take brick instead as long as it is in that trading action.

#### **g. The Robber:**

- The robber is in effect as soon as the game begins, from the first throw of the dice. There is no "grace period" before the robber is moved. The robber MAY be moved back to the desert during the game although it is always advised to be placed strategically to reduce the power of the players having the most victory points.
- If a player trades, builds or plays a development card before moving the robber when a 7 is rolled, then the robber will be immediately placed on the desert field after their turn is completed. No cards may be taken. In other words, when a 7 is rolled,

players discard cards (if applicable) and then the active player moves the robber, steals a resource or more and then continues their normal play.

- A player may not solicit bribes to influence the placement of the robber.

#### **h. Longest Road Rule:**

- Breaking Longest Road: If, after a longest road is broken, the player holding the longest road card is tied with another player (or players) for longest road, the player that is holding the longest road card keeps the longest road card, it is not set aside. However, if after a longest road is broken, several players other than the player who was holding the longest road card are tied for longest road, the longest road card is set aside until a single player builds a longer road and can claim it.
- Longest Road Circle: The longest road is only counted going 1 way (even if the player does a full circle on a hex (by placing 6 roads). Referee will count from one direction going all the way to the last road (without doubling back).

#### **i. Winning:**

- At the end of the game, all players must reveal their development cards with Victory Points on them so that they are counted for their final score.
- A player has won if they have 10 or more victory points (although only 10 will be counted for the ranking) and it is the player's turn. If a player does not notice that they have 10 points, the player must wait until the next turn before winning the game (assuming no earlier player wins, and the player still has 10 points).



## 8. Code of Conduct

- When at an event hosted by SuperHeated Neurons, the players are in a safe, respectful, inclusive, and fun environment. This Code of Conduct applies to everyone: staff, contractors, other vendors, convention staff, guests, and press will be held to the same standards. SHN reserves the right to remove or ban any person who does not adhere to the Code of Conduct.
- We do not tolerate harassment of any kind, including but not exclusive to: Intimidation or threats, inappropriate disruption of events, hurtful language, physical assault of any type, inappropriate physical contact, unwanted sexual attention, unwanted photography or video recording, bullying, stalking, or following. Especially in connection to: Race or ethnicity, national origin, gender identity or presentation, sex or sexual orientation, age, disability, religion, citizenship status, medical condition or pregnancy. If a player experiences or witnesses any form of harassment, he/she should contact a SuperHeated Neurons staff member immediately. If the player is asked to stop any harassing behavior as listed above, he/she must STOP immediately. Enforcement will be escalated to security.

## 9. Photography and Video Policy

- When at an event hosted by SuperHeated Neurons, the participant grants to SuperHeated Neurons and its assigns, agents, and those acting with its permission the right to use recordings, audio, video, images, photographs, and/or other likenesses of participant, in promotional, marketing, informational, or other materials, including but not limited to photographs, video recordings, electronic media, Internet web sites, and social media.
- If, for any reason, a player wishes not to be included in any of the above, he/she should inform any of the organizers prior to the event and SHN will do its best to try not to take any photos or videos of such player during the event. However, SHN cannot fully guarantee that for the player.



## 10. Disclaimers

- Players must be 18 years old and above by 17 November 2022 in order to be able to participate in the CATAN National Championships 2022.
- All tournament tickets purchased on [www.superheatedneurons.com](http://www.superheatedneurons.com) are non-refundable except if the event was canceled by SHN.
- SHN will cover the flight ticket of the winners of the Finals of each country (as per the spots allocated and mentioned above in the “CATAN World Championship 2022” section). If the CWC has been postponed for a period of more than 1 year from its original date, then SHN will not be able to cover the flight ticket anymore. However, the players will still be able to participate at the postponed CWC, as long as this is approved by the organizers of that CWC, and the participants will have to bear the cost of the flight ticket.
- If the CWC has been canceled for any reason, SHN may not be held responsible for any reason whatsoever.
- SHN will do everything to ensure the safety and security of all participants and referees but will not be held responsible for any harm that may occur to any of them during the event.
- The players waive their right to sue SHN or any of its staff and employees or any referee or organizer for an issue related to a gameplay decision taken during the event including but not exclusive to: disqualification, feeling of unfairness, feeling of being cheated on, etc.

# GOOD LUCK!

For more information and clarifications, please contact us by email at:  
[info@superheatedneurons.com](mailto:info@superheatedneurons.com)

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