

ATC

AMERICAN TEAM CHAMPIONSHIPS

Please review this document completely and be advised that these policies and penalty systems will be in full effect at all ATC Events throughout the year.

ATC Code of Conduct 2026 1.0

Purpose

The ATC Code of Conduct provides judges and players with the knowledge of appropriate player behavior and procedures for handling infractions and adjudicating player disputes that occur during the course of running an ATC tournament. This document exists for two primary purposes: to maintain and ensure the integrity of events, and to protect participants from abuse.

This document is designed to be used in ATC events. It is designed to be used in conjunction with the Warhammer 40,000 Rules. *This is a working document and will be updated periodically.*

ATC Judging Philosophy:

- **Natural justice:** it's important not to penalize players unfairly by applying the letter of a rule when that would contravene the spirit or the intention of the rule.
 - Players attempting to abuse the Code of Conduct to their advantage will be considered to have committed a foul.
- **Flow of the game and Player accountability:** a Judge should let the players play with the minimum number of interruptions but without losing control of the event. Letting the players determine the outcome of the game is of utmost importance as long as they play within the confines of the rules and player code of conduct.
- **Active judging:** Judges can actively officiate the core rules of Warhammer 40k when they are present. Measurements, die rolls, deployment etc. when a player is not performing these actions correctly.
- **Passive judging:** judges passively adjudicate nuanced rules disputes between players when a solution between the two is not easily reached.
- **Time management:** Judges enforce and control the event clock.
- **Player Conduct:** Judges police player's sportsmanship and their adherence to the social contract.
 - In gaming terms, the social contract is the agreement between players to follow basic decency and adhere to agreements made between them as part of the game.
- **Presumptive authority:** Judges are given full authority to make binding rules calls to arbitrate a dispute between players during a game, even if these rules calls are later found to be inaccurate. The judge exists to provide a neutral resolution when players arrive at a deadlock on a rules interpretation, with the first priority being a swift resolution of the issue, and the second priority being accuracy; obviously striving for accuracy but accepting that within the confines of a timed event that it is not always an achievable goal. This includes, but is not limited to adjusting/re-adjusting model position to an agreed upon game state.
- **Enforcement:** Judges are given full authority to issue penalties to a player when they violate the letter or spirit of the event's rules, or rules of the game.

- **Judges Conduct:** Judges are expected to perform their duties in a professional manner. Players may reach out to the ATC Event TO when they find a judge to be conducting themselves in a manner which is not in compliance with these guidelines.

The Spirit of the Game:

- The following guidelines and codes of conduct exist to ensure that the intended spirit and intent of the Warhammer hobby is maintained at all times.
- The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For the ATC, the game of Warhammer 40K is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

Game State:

- Players must announce their intent to roll a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.
- A player must announce their intent to move a model/unit and for what purpose. Any model/unit moved without announced intent will be considered to be activated for that phase and the player cannot choose to activate another unit instead, or rewind their decision. A player who purposefully moves a model/unit without announced intent and outside of normal protocol for activating a model/unit has committed a foul. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a foul.
- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as charging, removing casualties, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner has committed a foul.
- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent.
- A player must bring an official copy, digital or printed, of all requisite rules for his/her army. If a player cannot show a digital or printed confirmation of a rule, then he/she is considered wrong in any rules disputes involving a judge by default. 3rd party list building applications, or unofficial printouts of rules, are not considered official sources of information.
- Verbal agreements between players that alter the rules, interpretation of rules, or the adjudication of disputes are binding and enforceable during the course of the game in which the agreement was struck. Both players must clearly announce their intent to enter into such agreements, and the players must also have a third party witness to such agreements.
- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield. No player may move a unit without the benefit of a special rule back to its initial or an alternative position after it has been placed without the permission of that player's opponent. A player that does so has committed a foul.
- Each player must endeavor to complete his/her turn in a timely and efficient manner. Any player found using a disproportionate amount of time, particularly if it provides a tactical advantage, will have committed a Foul.
- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game. A player who knowingly allows or invites a 3rd party to do such has committed a foul.
- Persistent buffs/debuffs, from stratagems or psychic powers, should be clearly marked with a card or token when being applied to a particular unit.

Time:

- The round timer is determined by the Tournament Organizer and maintained by the judges and only the judges.
- The round timer is binding. Players may not start their games before the round has officially been called, nor may players continue to play their game after the round has officially been called. Tournament Organizers and judges are free to adjust this as needed.
- If a judge calls for “Hard Dice Down”, the game immediately ends, and no further actions can result in the game state. Players willfully ignoring this have committed a foul.
- During a “Timed Game”, only a judge may stop the timekeeping device used.
- During a “Timed Game”, only a judge may alter the time on the timekeeping device used.
- Players are expected to know and understand the suggested timeframe for a game at the event they are attending.
- Either player in a game may request to use a Chess Clock. If the event does not have any more available clocks the player(s) may use one of their own.
 - The players need not agree on using the clock, if either player wishes to use one, it must be used.
 - Once they have begun to use a clock, the rules governing “Timed Game” are in effect and enforceable by the Judge.

Lists:

- In general, it is each player’s responsibility to bring a clear and legible printed copy of his/her list to an event. *This list may be different in format from the one submitted online via the BCP App.* The list formatting must include the total points of the army, the total points of each individual unit, and disaggregation of the points for each upgrade available to each unit. Command Points and detachments must also be clearly delineated. For the purposes of reserves, each unit must also have its Power Level rating clearly marked. The army’s Warlord must be clearly identified as should its Warlord trait if it is fixed such as with a special character. Chapter Tactics and special detachment benefits must also be clearly identified for each detachment. The list must also clearly identify the primary army faction and owning player name of the army. Handwritten lists are not acceptable without the judge’s permission.
- Any player using a list that does not meet the standards of the event cannot participate in the event until they present a list that does meet these standards.
- Any model/unit not present on a player’s list may not enter the table at any time, and any players found using models/units that are not listed or incorrectly listed will have committed a foul.
 - Units that are summoned during game are accounted for in the list by missing points. It is the player’s responsibility to explain why the points are missing and how they can be used during game to summon units not included in the army list.
 - Similarly, some units are created in game, such as “spore mines” these do not need to be accounted for on a player’s list.
 - A player using models in their games that are not on their army list will at minimum get a DQ for that game resulting in a score of zero points for that game. This will be a Yellow Card Foul and multiple instances will result in the player being removed from the event. The amount of points the opposing player receives will be determined by the Tournament Organizer with consideration taken as to how the game was affected. If this model(s) had been used in previous games, the Tournament Organizers will determine the action to be taken to resolve any issues created in previous games of the event.
- Any player using wargear that is not clearly identified on his/her list will have committed a foul.
- Variable powers and abilities such as Warlord Traits and Psychic Powers must be recorded in permanent ink on the player’s list or a piece of paper, clearly identifying which event round in which these powers were generated. Any player using powers or abilities not clearly recorded for that event round has committed a foul.

Stratagems/Abilities:

- Whenever a player uses a stratagem, rule or ability in the course of play, they must, if asked, clearly read the entire rule or present the written rule in its entirety to their opponent the first time asked.

Decorum:

- A player may never take any action that would put the hobby of Warhammer in disrepute.
- A player may never use mocking, abusive, vulgar, or derogatory language toward another player or staff at an event. Any player who uses such language has committed a foul.
- A player may never physically threaten, or use physical violence towards, another player or staff at an event. Any player who threatens or performs physical violence has committed a Red Card foul, will be removed from the event, and may be banned from further ATC events for a period of time determined at the sole discretion of the ATC administrative staff.
- A player may never purposefully destroy property, theirs or otherwise, at an event. Any player who purposely destroys property has committed a Red Card foul.
- A player may never purposefully deceive another player, whether by malicious misinformation, incomplete information, or vaguely stated information. A player who purposefully deceives or attempts to deceive another player will have committed a foul. Any pattern of "accidental" deception/misinformation can be considered a foul based on the judge's discretion.
- A player who is 15 minutes or more tardy to the beginning of a round is considered to be severely tardy. A player who is severely tardy to a round has committed a Yellow Card foul. A judge MUST be called. A player who is severely tardy to a round has committed a Yellow Card foul. In addition, the late player automatically forfeits the dice roll off for first turn, giving the non-late player choice of going first or second. Also, if the non-late player chooses to do so, the game will be put onto a time clock and the amount of time late to the table is deducted from the late player's game time.
- A TEAM that is 5 minutes late to the beginning of a round is considered to be tardy. The tardy team automatically forfeits the dice roll off to begin pairings. A TEAM that is 10 minutes late to the beginning of a round is considered to be severely tardy. The late team automatically forfeits the dice roll off to begin pairings and the late team's first army put forth for pairing is done face up, not blindly.
- A player may never give, nor accept, help in a game in which they are not an active participant. If they do so, they have committed a foul. Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices. Any breach of this rule that gets noticed will see all offenders on the team issued an immediate yellow card foul.
- Consistent slow play evidenced through chess clocks, player reporting, or judge's discretion, represents a severe break in decorum. A player found to be doing so has committed a foul.
- By virtue of playing in a ATC event, all players accept that the judge has final authority over all rulings. A player has the right to respectfully communicate and defend his/her position, but a judge's ruling is binding. Any player purposefully disregarding a judge's ruling or debating with the judge in a verbally abusive or disrespectful manner has committed a foul. The level of penalty will be decided by the ATC staff.
- In the event of unsportsmanlike behavior or another break of decorum, being suspected or accused; the judges may consult with players from neighboring tables to ascertain the truth of the situation.

Tools:

- Dice used in the event must be whole, unaltered, and with all correct facings representing each number and easily distinguishable by both players. Any player found to be using dice inconsistent with these guidelines have committed a foul and depending on the severity of the infraction may be asked to use alternative dice up to being issued a Red Card. In the instance of "loaded" dice, or dice altered to not function in the intended manner, the player may also be removed from the event.
- Players coming to the table do so with a reasonable expectation to be able to clearly read and understand their opponent's dice. A player with non-standard dice (wherein each facing is not either a number or a number of pips corresponding to the numbers 1 through 6) may be required by their opponent to use standard dice for that game. This requirement can only be enforced before the game

begins. To this end, both players must make their opponent aware of any non-standard dice they are using prior to the game beginning. If they fail to do so, they have committed a foul.

- Dice apps will NOT be allowed at ATC Events.
- Measuring instruments must be accurate to the distance that they purport to represent. Any player found to be using measuring instruments that are not consistent with this have committed a foul and may be automatically disqualified from their current game. At a judge's discretion, the offending player may be disqualified from the event itself.
- Any clocks or timekeeping instruments or applications must be accurate and equally accessible to both players. Any player found to be using timekeeping instruments that are not consistent with this have committed a foul and may be automatically disqualified from their current game.
- BCP is considered a reporting tool. If a player is caught changing an opponent's score in BCP that player will get a DQ for that game and a Yellow Card Foul will be issued resulting in zero points for the player who made the change. If the player in question does this more than once, the player will receive a Red Card Foul and be removed from the event.

Chess Clocks:

- Either player in a game may request to use a Chess Clock. The ATC will have a few clocks set aside for this purpose and these should be used if available. If the ATC does not have any more available clocks the player(s) may use one of their own.
 - The players need not agree on using the clock, if either player wishes to use one, it must be used.
 - Once they have begun to use a clock, the rules governing "Timed Game" are in effect and enforceable by the Judge.
- Beginning with Tournament Round #4, ALL players on a team on the Top 4 Table Sections MUST use a Chess Clock

Calling Judges:

- Each player is entitled to call for a judge.
- A judge should be called to provide a neutral measurement or adjudication of a rule's question. A judge should also be called if a player believes that their opponent has committed a foul or otherwise acted in an unsporting manner.
- Players may not abuse the judge call. If the judge, or judges, decide a player is calling for a judge to delay the game (slow play) or is abusing the right to call a judge in any other way, a foul will be given and penalty will be assessed at the judges' discretion.
 - No player is entitled to more of a judge's time than is reasonable to resolve an immediate dispute. A player that requires a disproportionate amount of a judge's time is committing a foul and may be issued a yellow card at a judge's discretion.
 - Excessive rules questions: If a player is found to be repeatedly calling referees over OR questioning their opponents for rules questions which are clearly answered in any of the relevant game literature, they will receive a foul (this is a form of time wasting). The number of rules calls required to gain such a foul is determined at the discretion of the judges and TO's on a case by case basis.
- A judge has two rulings available to him/her: A "snap ruling" and a "comprehensive ruling". The player calling the judge may ask for one or the other but the decision is binding regardless of the outcome. In the instance that a chess clock is in play, the time comes off of the player's clock who called the judge unless the judge, at their sole discretion, decides to pause the clock.
 - A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge's snap ruling is binding for that game and subject to human error. A judge's snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.
 - A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players

while the question is investigated. Any rulings made after a thorough review are binding for that event in totality and should be noted by the judge and shared with all other present judges for consistency.

- A judge should not be called to settle interpersonal disputes. A judge should only adjudicate such if it is impossible for the players to amicably resolve this dispute or one of the players has broken decorum; for example, they've become verbally or physically aggressive towards their opponent.
- Except during final rounds as defined by the event, judges do not actively participate in the game and provide immediate corrections. If a non-championship game requires the active presence of a judge due to consistent disputes between the players, then it will be considered that both players have been given a warning about their behavior, and as such, the judge is free to penalize as needed.
- In the cases of recorded or streamed games, a judge may use recorded media to determine if a player committed a foul or otherwise engaged in unsportsmanlike behavior and apply penalties retroactively.
- **Slow Play:**
- A minimum of 4 mandatory turns is required to be completed every game. Teams taking armies or players that take a lot of time should train hard to be able to finish games to turn five within the allotted time frame or not bring said armies to the event. Again, it is the responsibility of the players, not the judges or TO's, to make sure games complete at least 4 turns.
- Any game that gets reported where players do not play 4 complete turns, will see both players receive an official warning. Consecutive games where there is the suspicion of slow play will see players that were previously warned incur an automatic foul. Thereafter any instance of slow play as deemed by the referees instantly incurs further fouls, cumulatively within even a single round if required. Games that finish due to tabling or forfeit are exempt from these rules and penalties.
- So, once more, players need to factor this into both their list design and their play-testing or suffer the consequences. If it looks like a game will not reach the end of turn 4, even early on in the game, then it should be brought immediately to the attention of the judges who will decide based upon the following, but not exclusive, criteria, if any penalties are required:
- 1 - Number of judge calls by a player.
- The judges will have a list of teams and players to keep track of this over the course of the tournament. Judges will align these numbers every round. Calling a judge and waiting or looking for a judge have been common to slow down progression in games over the years so this is a factor to take into consideration.
- 2 - Number of models in an army, including summoned units.
- This can have an effect, especially if two big armies are facing each other. As such, it is down to the judges to decide if it was unintentional or not.
- 3 - Time taken to deploy should have been noted on the scoresheet.
- Unlike turns which involve the interaction of both players, the deployment does not. Excessive deployment time can therefore be an indicator of slow play. Then obviously it is down to the discretion of the judge if a player is slow playing on purpose.

Penalties:

- A Foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within three categories, Verbal Warning, Yellow Card, and Red Card. If a player commits a Foul, they can be penalized in the following ways, according to the judge's discretion. A judge is free to apply whatever penalties he/she feels is necessary.
 - Multiple Verbal Warnings can result in a Yellow Card
 - Yellow Cards are given for non-disqualifying offenses.
 - A player may only accrue 2 Yellow Cards during an event. If they receive a third they receive a Red Card and a DQ.
 - Red Cards are given for a disqualifying offense, or in the case of multiple Yellow Cards.
 - If a player receives one or more Red Cards in an event they can be ejected from that event and future events at the Organizer's sole discretion.

- The ATC reserves the right to escalate any foul to an immediate expulsion or even life time ban from the ATC depending on the gravity of the infraction and the situation that presented itself.
- Warning - A judge gives a verbal warning that the player's behavior is not acceptable and that other penalties are imminent for continued infractions. A player receiving two warnings over the course of an event will be penalized. Multiple verbal warnings can result in a Yellow Card being issued at the judge's discretion.
- Clock Enforcement (Yellow Card) - A judge may penalize a player by forcing the game to utilize the rules for a "Timed Game". The judge sets the time for both players, and the result of the clock are binding for that game.
- Loss of time (Yellow Card) - A judge may penalize a player's clock by removing time from it as a result of deliberate slow-play, stalling tactics, or incorrectly stopping the game clock.
- Loss of turn (Yellow Card) - A judge may end a player's turn or phase should it become clear that through a foul or another misplay, that player has put his/her opponent at an extreme disadvantage or that the game-state can only be fairly corrected via this method.
- Reset of turn (Yellow Card) - A judge may reset a player's turn/phase, moving models back to their most likely and least disruptive positions should it become clear that through a foul or another misplay, that player has put his/her opponent at an extreme disadvantage or that the game-state can only be fairly corrected via this method. The penalized player is not awarded extra time.
- Removal of models (Yellow Card) - A judge may remove models from the game if they were illegally equipped, over the points limit of the event, found to be modeled for advantage, or unacceptable by the event's hobby standards. If models are removed, they may only be used again with a judge's approval after the issue has been resolved.
- Disqualification (game)(Red Card) - A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss, and his/her opponent is scored as a Bye unless the opponent's current score would be higher.
- Disqualification (event) (Red Card) - A judge may disqualify a player from his/her current event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabeling unless the opponent's current score would be higher. .
- Ban (3/6/8/12 month) - For especially egregious or repeated Fouls and/or behaviors, a judge may request a ban for a player from ATC events for the specified time.
- ATC Ban - Any player that receives a Disqualification (event) (Red Card) will be imposed with a one year cool-off period and will be expelled from attending any of the next 12 months ATC events automatically.
- ATC Records - A record of all logged infractions will be kept and published after the event. All infractions and warnings will be taken into consideration for 3 successive years. We want to flag repeat offenders and take preventive measures to exclude such individuals from attending and ruining the experience and event.
- Team Disqualification – In a 5 player team event, any Team that has less than 4 players remaining as a result of individual player Disqualifications at any point of the event will be disqualified from the event and not allowed to continue. In an 8 player team event, any Team that has less than 6 players remaining as a result of individual player Disqualifications at any point of the event will be disqualified from the event and not allowed to continue. Only the players on a team that have received a Disqualification (event) (Red Card) will be banned from the next year's events.

Game Types:

- Standard Game: A game played between two players using the guidelines of the tournament without any additional stipulations from the Judges or TO.
- Timed Game: A game that is "on the clock", generally using a chess clock. This can be because it's a late round game, both players have requested a clock, or the clock could be Judge imposed.
- Championship Rounds: Generally, the top 8 of a large event. These games are all Timed Games, and actively judged by the judges.
- Championship Game: These are timed games with a dedicated active judge.

Index of terms:

The Spirit of the Game:

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- For the ATC, these games are about a sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

Slow Play: when a player takes actions to intentionally slow the pace of a game for advantage.