

Redemption® CCG Redemption® Tournament Host Guide

By Cactus Game Design
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Table of Contents

Before the Tournament

Location

Level

Type

Style

Times

Fees

Registration

Publicize

Helpers

Impromptu Tournament

Day of the Tournament

Register Players

Deck Check

Canceling Categories

Tournament Rules

Officiating

After the Tournament

Awarding Winners

Return Materials

Introduction

Welcome! Hosting tournaments can be a fun and exciting time for you and your Redemption® players. This is a supplement to the *Redemption® rules documents* found at <http://www.cactusgamedesign.com/downloads>. This guide will help direct you through the process of hosting a Redemption® tournament.

I. BEFORE THE TOURNAMENT

A. Determine a location

Consider the following:

1. **Does it offer adequate space?** One game can take up a great deal of space. What tables are available at the location? Six-foot rectangle tables will accommodate four players (two games of two). Eight-foot tables will accommodate six players (three games of two). Large round tables are ideal for multi-player games.
2. **Restrooms:** Tournaments can run for hours so restrooms are essential.
3. **Food and Drink:** Tournaments can run through lunch and/or supper. A location close to fast food restaurants or grocery stores is best. You can also provide snack foods, pretzels, chips, popcorn, bottled water, soft drinks, etc.
4. **Central Location:** Find a site central for players in your area.

B. Determine the level of Tournament

There are four *levels* of tournaments: Seasonal, State, Regional and National. A host must gain experience with lower *level* tournaments. (i.e. you must host a Seasonal before you can host a State, etc.) There are six categories of play. These are: 1) Sealed Deck – 2 Player, 2) Booster Draft – 2 Player or Multi-player, 3) Type 1 – 2 Player Limited, 4) Type 1 – 2 Player Unlimited, 5) Type 1 – Teams and 6) Type 2 – 2 Player Limited.

1. Seasonal Tournaments

- Seasonal tournaments are open to all players.
- Hosts are not required to offer any specific types or categories of play.
- There may be any number of Seasonal tournaments in a year.

2. State Tournaments

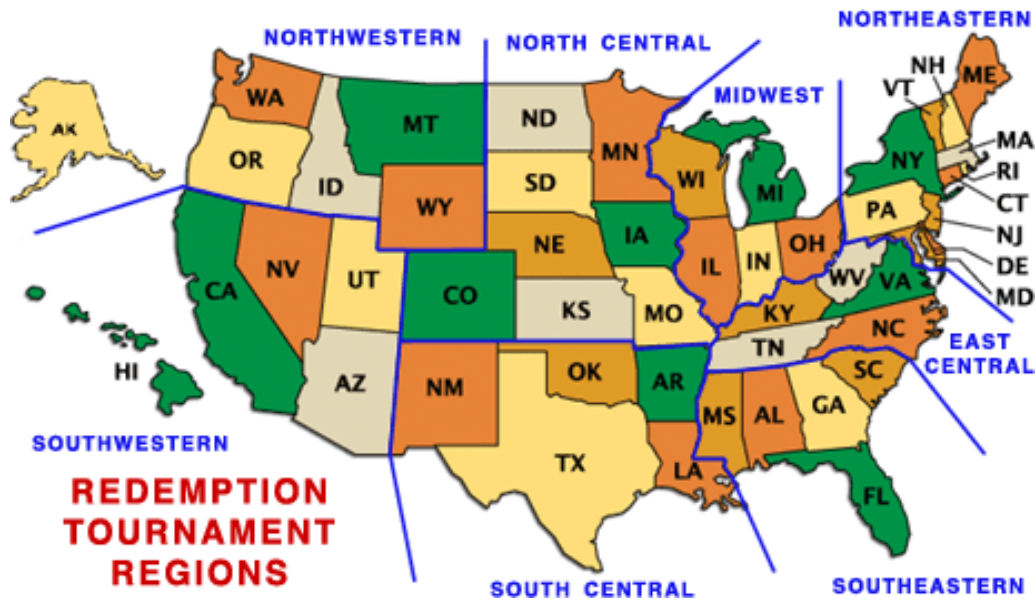
- State tournaments are open to all players.
- At least three *categories* of play must be offered.
- One of the *categories* offered must be a Type 1 – 2 Player *category*.
- There may be only one State tournament per State per year. If there is more than one application per State, Cactus Game Design will determine who will host the tournament.

3. Regional Tournaments

- Regional tournaments are open to all players.
- At least three *categories* of play must be offered.
- One of the *categories* offered must be a Type 1 – 2 Player *category*.
- There may be only one Regional tournament per region per year. (*See Region Map below.*) If there is more than one application per region, Cactus Game Design will determine who will host the tournament.

4. National Tournaments

- National tournaments are open to all players.
- All six *categories* of play must be offered.
- There may be only one National tournament per year. Cactus Game Design makes it a point to try to move the National tournament around the United States from year to year, allowing players to be “close” to the tournament.



C. Determine the Type of Tournament Play and Categories

There are six *types* of tournament play: *Sealed Deck*, *Booster Draft*, *Type 1 Limited*, *Type 1 Unlimited*, *Type 1 - Teams* and *Type 2 Limited*.

1. Sealed Deck (2-player)

Two player only. Players receive one starter deck and a combination of booster packs and/or card boxes totaling 18-30 cards from the available expansion sets of their choice. Hosts should only offer packs for which they have a large enough quantity to offer the same packs to all players. Players may add any cards from the packs into their deck. The deck they construct is the deck they play.

NOTE: Make sure you have enough decks and packs at the tournament to accommodate this type of play.

2. Booster Draft (Multi-player or 2-player)

Players do not receive starter decks. Instead they each start with any combination of booster packs, card boxes and/or tin packs that will provide a minimum of 50 cards. All players must have an identical group of packs.

Booster draft play is broken down into two *categories*: a two-player *category* and a multi-player *category*. In multi-player games, the ideal number of players per group is 4. Example: for 15 players run 3 groups of 4 and one group of 3. Multi-player games may not exceed 5 players.

NOTE: Host should have extra meek Lost Soul cards on hand for booster draft events.

3. Type 1 Limited

Players bring their pre-built decks to the tournament. Decks are built to the Type 1 Limited deck building rules found in the *Redemption® Deck Building Rules* at <http://www.cactusgamedesign.com/downloads>.

NOTE: Host is not required to provide product for this type of play.

4. Type 1 Unlimited

Players bring their pre-built decks to the tournament. Decks are built to the Type 1 Unlimited deck building rules found in the *Redemption® Deck Building Rules* at <http://www.cactusgamedesign.com/downloads>.

NOTE: Host is not required to provide product for this type of play.

5. Type 1 - Teams

Players bring their pre-built decks to the tournament. Decks are built to Type 1 Limited deck building rules. Additional rules for the Type 1 – Teams format and deck building rules can be found in the *Redemption® Deck Building Rules* at <http://www.cactusgamedesign.com/downloads>.

Type 2 Limited

- NOTE: Host is not required to provide product for this type of play.

D. Tournament Style-Swiss

All players play the same number of rounds in a series of timed games (one game only per opponent), and are awarded points for how they do. They are paired up with other players with matching point totals. The winner of the tournament is the player with the highest score after the set number of rounds.

Tournament Scoring: Each player fills out a tournament score card. (*See sample below*). This card keeps track of the player's *game score* and *Lost Soul score*. The card is kept on file at the scorer's table. Cards are grouped according to each *category* of play. Immediately after each game, players report their score to the scorer who adds the score to each player's card.

Game Score: Each game will award a player a set number of points. Points awarded are as follows:

Win before end of round: 3
Win at end of time limit: 2
Tied at end of time limit: 1.5
Loss at end of time limit: 1
Loss before end of round: 0

A sample 2-player Swiss score card. The category went six rounds.

Andy Smith Your Name		Official Redemption® Scoring Card							
Mayberry, NC City or State		Opponent's Name	Game Number 1,2,3,4,5,6,7,8	Game Score	Game Score Win	Opponent's Game Score	Difference	Game Score Total	
1.	6	3	3	5	1	4	4		
2.	4	1.5	4.5	4	4	0	4		
3.	1	0	4.5	3	5	-2	2		
4.	7	2	6.5	2	1	1	3		
5.	12	3	9.5	5	4	1	4		
6.	10	1	10.5	3	4	-1	3		
7.									
8.									
9.									
10.									
Game Score Total				10.5	Last Game Score Total				3

GAME RESULT POINTS GRANT
 1st Infield and 1st Outfield
 2nd Infield and 2nd Outfield
 3rd Infield and 3rd Outfield
 4th Infield and 4th Outfield
 5th Infield and 5th Outfield
 6th Infield and 6th Outfield
 7th Infield and 7th Outfield
 8th Infield and 8th Outfield
 9th Infield and 9th Outfield
 10th Infield and 10th Outfield

GAME RESULT POINTS GRANT
 1st Infield and 1st Outfield
 2nd Infield and 2nd Outfield
 3rd Infield and 3rd Outfield
 4th Infield and 4th Outfield
 5th Infield and 5th Outfield
 6th Infield and 6th Outfield
 7th Infield and 7th Outfield
 8th Infield and 8th Outfield
 9th Infield and 9th Outfield
 10th Infield and 10th Outfield

A sample multi-player Swiss score card. The category went four rounds.

GAME SCORE		LOST SOUL SCORE		
Opponent Number	Game Score	Opponent's Game Score	Difference	Lost Soul Score
1.	1,7,8	0	0	3
2.	2,3,6	3	3	5
3.	4,9,10	2	5	4
4.	11,16,19	3	8	5
5.				
6.				
7.				
8.				
9.				
10.				
Game Score Total		8	Lost Soul Score Total	
			17	

Swiss tournament scoring cards can be downloaded at <http://www.cactusgamedesign.com/downloads>

Choosing next opponent: After a round is complete and all scores are recorded, take the highest ranked player (based on *game score* and *Lost Soul score*) and match that player against the highest ranked player they have not already played. Continue matching players in this manner until all players are matched. (it will sometimes occur that two players at the bottom of the pairings will be matched twice.) This continues until all rounds have been played.

Determining the Winner: The winner is the player with the highest *game score* after the last round. If two or more players are tied for 1st place in *game score*, but one player defeated all other tied players, that player is the winner. If no player defeated all other tied players, then the *Lost Soul score* is examined. The player with the highest *Lost Soul score* is the winner. Repeat this process (taking the 1st place player out of the group) for determining 2nd place and again for 3rd place. If players are still tied in both *game score* and *Lost Soul score* and did not face each other, they finish in a tie for that place and split the Ranking Points and prizes for the current and next place finish.

Byes for Late/Missing Players: When a player shows up late or is otherwise unavailable to play a round, the player's *game score* and *Lost Soul score* for missed rounds is 0.

Byes Due to an Odd Number of Players: If a player receives a bye due to an odd number of players in that category, they receive a *game score* of 3 and a *Lost Soul score* of 0.

Forfeitures: If a player forfeits a game that player's *game score* shall be 0, *Lost Soul score* -5 for Type 1 or -7 for Type 2. A player who wins as a result of the opponent's forfeit shall receive a *game score* of 3 and a *Lost Soul score* of 5 for Type 1 or 7 for Type 2.

Leaving Early: If a player is unable to finish a category that player is not eligible to place in that category. If the player would have placed, they are removed from the final placings and the next player is moved up.

Penalties for Being Late to a Round: If a player is missing when the next round is to begin, they will receive a five minute grace period and a warning. After five minutes, the Judge will award one Redeemed Soul token to the opponent, and will continue to do so every five minutes thereafter until the player arrives. If a second warning for being late is given later in the tournament, the Judge may (at their discretion) disqualify that player from that category.

E. Set Times and Rounds

Once you have determined the location, *type* and *categories*, it is time to determine when to start. It is good to know how many players you will have coming to give you some idea how early to begin.

When hosting more than one category of play you might need to schedule *categories* at the same time or overlapping. If this occurs players will need to choose one *category* over another.

Swiss Tournaments: Set the number of rounds you will play for each *category*. The chart below shows our recommendations based on the game time per round plus and additional 15 minutes per round to leave time to collect scores and pair players. State, Regional, and National hosts must play at least the number of rounds listed. It is strongly recommended that an additional round is added for categories with a large number of players.

NOTE: Top cut may not be used in any official Redemption tournament.

SWISS STYLE 2-PLAYER TOURNAMENTS

# of players	Rounds	Closed Deck	Type 1	Type 2
2	1	1 hour	1 hour	1 hr. 30 mins.
3-4	2	2 hours	2 hours	3 hours
5-8	3	3 hours	3 hours	4 hrs. 30 mins.
9-16	4	4 hours	4 hours	6 hours
17-32	5	5 hours	5 hours	7 hrs. 30 mins.
33-64	6	6 hours	6 hours	9 hours
65+	7	7 hours	7 hours	10 hrs. 30 mins.

SWISS STYLE MULTI-PLAYER TOURNAMENTS

# of players	Rounds	Closed Deck
3-5	1	1 hr. 15 mins.
6-16	2	2 hrs. 30 mins.
17-64	3	3 hrs. 45 mins.
65+	4	5 hours

F. Set Fees

Most tournament hosts charge an entrance fee to offset the costs of the tournament. Make sure you charge enough to cover the costs of:

- Renting the building
- Electricity and custodial costs
- Paying for any food/ drink purchased.
- Covering the cost of starter decks and booster packs given out in the Sealed deck/ Booster Draft categories.
- Any additional prizes given out (if not covered by Cactus Game Design Inc.).

G. Register with Cactus Game Design Inc.

Two different tournament applications are available:

- Tournament application with pack support. This has higher fees to cover the cost of prize packs.
- Tournament application without prize pack support. This has lower fees since prize packs are not included.
- Both applications include participation promos.

To register, download the *Tournament Host Application* from our website. The application can be found at <http://www.cactusgamedesign.com/downloads>. Please read through the document carefully.

NOTE: A registration fee is required for each tournament. Fees are listed on the application.

H. Publicize the event

- Post an announcement at your Local Christian bookstores and/or Local Gaming stores.
- Send fliers to any Local church youth groups who have Redemption® players.
- Contact the Religion editor of your Local newspaper to cover your event.
- Contact regional Christian newspapers or event listing.
- Make an announcement on the Cactus Game Design Message Boards found at <http://www.cactusforums.com/official-tournaments/>.
- Make an announcement on the Redemption Gamers Discord found at <https://discord.gg/f3cWapB>

I. Have helpers on hand

If you have 15 or fewer players you can run the tournament yourself. A good rule of thumb is one person for every fifteen players. Don't forget to add one person to the sales table if you plan on selling food, merchandise, etc. Sometimes players will bring interested friends who will want to learn the game. You can designate a helper to teach these interested persons how to play during the tournament. It is not recommended to allow players who do not know yet how to play the game to play in the tournament. They are encouraged to learn by playing or watching casual games during breaks in the tournament.

J. Impromptu Tournaments

Experienced Hosts may hold up to one “impromptu” Seasonal tournament per month (limit 6 per year) between the start of the tournament year and May 31st. No impromptu tournaments may be held in June and July.

- Hosts will need to provide their own materials, prizes and promos for the impromptu tournament.
- Immediately following the impromptu tournament the application, sign in sheet and winner list must be submitted to Cactus Game Design for approval. No additional impromptu tournaments may be held until this is resolved.
- Once approved, Cactus will mail the host promos and prize support (if selected).

[Back to top](#)

II. DAY OF THE TOURNAMENT

A. REGISTERING EACH PLAYER

Each player must PRINT (clearly) his/her address on the sign in sheet provided with your tournament materials. As each player does so, they are given the participation promo provided with your tournament materials. Each player then needs to sign on the line under his/her address to verify that the promo card has been received. A person must be present at the tournament and participate in a category or help run the tournament in order to receive a participation promo.

NOTE: At State and Regional tournaments, players receive one of each participation promo provided. At the National tournament, players receive the participation promo each day after they complete the category. After a minimum number of rounds (at least 50%) players will be allowed to drop from the tournament and still be considered to have completed the category.

B. CHECKING-IN & MANAGING DECKS

When players are being registered, they will be turning in a deck to be checked (*constructed categories*). Players are encouraged to fill out a deck list for constructed decks at Seasonal tournaments. Deck lists are required for constructed decks at *State, Regional* and *National* tournaments. A deck list can be downloaded at <http://www.cactusgamedesign.com/downloads>.

All decks must be sleeved for tournament play. Sleeves must be fully opaque, the same color and design, must fully cover the cards as well as be in good condition and taste. A player having sleeves that do not meet this requirement may be asked to re-sleeve their decks with new sleeves that meet the requirements per hosts discretion. Hosts/judges should evaluate sleeves during deck check-in to determine if a change needs to be made. If sleeves are found to be unacceptable for tournament play, they are required to be changed prior to participating in the tournament.

Only official Redemption cards published by Cactus Game Design will be legal for tournament play. Proxy cards (regardless of how closely they might resemble a true Redemption card) are not legal for tournament play.

Tournament promos: Players may use tournament promos at the tournament which they receive the promo. At the *National* tournament, since promos are given after completing a category, promos may not be used on the first day.

1. Sealed Deck

Deck K or L is provided by the tournament host at random to each person. Hosts may also use earlier starter decks provided all players receive a deck from the same set. The player *MAY NOT* pick which starter deck he receives (*see exception below regarding players with a bye*). Hosts will match K & L decks against each other in the opening round. The player will also receive a combination of booster packs and/or card boxes that offer a total of 18-30 cards. Hosts should only offer packs for which they have a large enough quantity to offer the same packs to all players.

- To begin, each player is paired up with an opponent. Each player should have a starter deck and the selected packs.
- Players examine their decks and open their packs. Each player will have between seventy-four and eighty-five cards.
- Players begin constructing their decks according to guidelines given for *Type 1* decks.
- Players may use Sites in their deck, however Lost Souls may not be placed in Sites.
- The two players may trade cards with each other but may NOT trade with any other player.
- If there are an odd number of players, the player who receives a bye in the first round may pick which starter deck they receive after opening their packs because they will not be able to trade.
- Players are given 15 minutes to trade and build their decks.
- Decks must contain a minimum of fifty cards. Duplicate cards are allowed (except for Dominants).
- Players must have the appropriate number of *Lost Souls*. The host must provide additional *meek Lost Soul* cards if needed.
- The Reserve must contain between 0-10 cards, cannot contain Dominants or Lost Soul cards and the deck + Reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the Reserve).
- Players must have a written list of the cards in the Reserve.
- Once deck construction is complete, the host must check each player's deck to ensure legality.

2. Booster Draft (Multi-player or 2-player)

Play style (two-player or multi-player) should be declared on the Tournament Host Application submitted to Cactus Games. Play style should also be made clear when players register for the category.

- Drafting is ideally done in groups of 4 players, but groups of 3 or 5 can be used when needed. Players build their decks from any combination of booster packs, card boxes and/or tin packs that will provide a minimum of 50 cards (duplicate packs may be used). Each player is given one of each type of pack being used as determined by the host based on the available product. Players are assigned draft position using a random pairing method.

- The judge for the event will determine the order in which the packs are drafted. Starting with the first pack each player should open a pack from the same set simultaneously, take one card they want from the pack and pass the remaining cards to the player next to them. Upon receiving the pack just passed to them they then pick another card they want for their deck and then pass that pack on. This goes on until all cards are drafted. Repeat this process for each pack being drafted, reversing the direction the packs are passed with each different pack. Drafted cards are to be kept in 1 pile, face down. Players are allowed up to 30 seconds between packs to review the cards that they have drafted.

Note: players should try to take no more than 15 to 20 seconds to select a card and pass. If a player is consistently slow drafting cards, an opponent or referee may be called upon to draft a card at random to move things along.

- Each player is responsible for bringing 8 meek *Lost Soul* cards (no special abilities) to the table. You will need 7 *Lost Soul* cards if you play a 50 to 56 card deck. You will need 8 *Lost Soul* cards if you play a 56 to 63 card deck. If you pull a *Lost Soul* card from a pack then you can substitute it for one that you brought to the table. This is the only way you will be able to play a *Lost Soul* card that has a special ability.

- Players look at the cards they drafted and have 15 minutes to assemble a deck. Players may use duplicate cards in their deck (except for Dominants). Each player adds the appropriate number of *Lost Soul* cards to their deck to make it legal. When players finish building their decks (or when deck-building time has expired), and after a judge has checked their deck to confirm that it is legal, play begins.

- Players may use Sites in their deck. However *Lost Souls* may not be placed in Sites.

- Players must play a minimum of fifty cards in their decks. Duplicate cards are allowed (except for Dominants).

- The Reserve must contain between 0-10 cards, cannot contain Dominants or *Lost Soul* cards and the deck + Reserve must be a legal deck (ignoring *Lost Soul* to deck ratio rule as it applies to cards in the Reserve).

- Players must have a written list of the cards in the Reserve.

- Once deck construction is complete, the host must check each player's deck to ensure legality.

NOTE: In the rare event that an error pack is discovered during the draft, if the host has available product, they may replace the error pack with another pack from the same expansion. If the pack is replaced, the player who received the error pack is given the opportunity to purchase the pack.

If the playing style will be two-player, hosts should create pairings after deck check is completed. If the playing style is multi-player, then the first round pairings will be the groups that drafted together.

3. Constructed Decks (Type 1 Limited, Type 1 Unlimited, Type 1 - Teams & Type 2 Limited)

- All decks must conform to the deck building rules found in the *Redemption® Deck Building Rules* at <http://www.cactusgamedesign.com/downloads>. No Type 1 deck may contain more than 70 cards plus Reserve. No Type 2 deck may contain more than 140 cards plus Reserve.

- Site cards may not exceed the number of *Lost Soul* cards in a deck.

- Dominant cards may not exceed the number of *Lost Soul* cards in a deck.

- Each group of card types must match the written order on the deck list.

- The Reserve must contain between 0-10 cards for Type 1 and 0-20 cards for Type 2. It cannot contain Dominants or *Lost Soul* cards. The deck + Reserve must be a legal deck (ignoring *Lost Soul* to deck ratio rule as it applies to cards in the Reserve).

- Players must have a written list of the cards in the Reserve in addition to any deck list that is used.

For Type 1 deck check in a player must have their deck organized by card type with *Lost Souls*, then Dominants and then Sites on top. If the player is using a Reserve it should be separated from the main deck and accompanied by the Reserve list.

For Type 2 deck check in a player must have their deck organized by card type in three distinct groups, good, evil and neutral (including cards that are both good and evil at face value).

- Players are expected to arrive with the required number of *Lost Soul* cards in their deck. (7 *Lost Souls* for the first 50 cards. One *Lost Soul* for each additional 6 cards over 50.)

- After check-in, no other deck may be presented by a player for that category of play.

- Players may not trade, add to or remove cards from their decks between rounds. The only exception is the *Haman's Plot* card in Unlimited formats. (See "*Haman's Plot*" under "*Tournament Rules*" below.)

- The deck and Reserve must be reset to their original state after each game.

- The winner in a Type 1 category is the first to redeem 5 *Lost Souls*.

- The winner in Type 2 is the first to redeem 7 *Lost Souls*.

C. CANCELING CATEGORIES

When a tournament offers multiple *categories* of play, tournament hosts will sometimes be faced with not enough players registered for the event ten minutes prior to the scheduled start of the event, the host may cancel the *category*. A minimum of 2 players must register (3 for multi-player) to run a *category*.

D. TOURNAMENT RULES

1. Regarding Play

a. Before a Game

- All tournament games abide by the *Redemption® 5th Edition Rulebook* and the *Redemption Exegetical Guide (REG)*.

The *REG* is a supplemental rulebook officially endorsed by Cactus. Both documents can be found at

<http://www.cactusgamedesign.com/downloads>.

- There will be NO house rules in tournament play.

- Players will be assigned to their first match at random.

- Players are allowed, after pairings are determined, to either forfeit to the opponent (Score of 0-5 in Type 1 categories and 0-7 in Type 2 - Limited) or both players may agree to a mutual draw (Score of 0-0). Once game-play has begun, neither player may forfeit.

- Once players have been matched, they may begin shuffling their decks. All decks must be shuffled prior to beginning a game. A proper shuffle must randomize the cards in such a manner that clearly distinguishable patterns and card selection is not evident when a deck is viewed. After shuffling all players must give an opponent the opportunity to cut and/or shuffle their deck. If an opponent shuffles a deck then another player may cut the deck. Cards with designs on the sleeves must be facing the same direction through the whole process of shuffling. Players may call a judge if they have concerns.

Throughout the course of the game whenever a deck is shuffled, the shuffling player must give the opponent(s) an opportunity to cut the deck (though the opponent(s) may decline if they so choose).

b. Beginning a Game

- Once shuffling is complete, the judge will announce the start of the round and players may draw their opening hand. Players may not draw any cards until the judge makes the announcement that time has begun.

- Players should use a random method (such as a coin flip or dice roll) to determine which player will choose who takes the first turn. The winner of the random method that is used will make the choice.

- Restrict all players from removing cards from any Reserve until the end of the 1st round of the game.

- The player who is going first will activate "star abilities" first. Players may then activate "star abilities" in a clockwise direction. Once all "star abilities" are complete the player who is going first activates *Lost Soul* abilities. *Lost Soul* abilities then complete in a clockwise direction. After all *Lost Soul* abilities are complete the first turn begins.

- In 2 player games, the first player does not draw on his turn. The second player does draw 3 cards to start his turn.

- In multi-player games, play goes in a clockwise direction. For the first round no player draws at the start of the turn.

c. During the Game

- Players may use any object (in good taste) that is the size of a Redemption card sleeve or smaller to represent a token card. Token cards must be clearly visible and easy to distinguish which type of token card is represented at all times.

- Players are expected to make an honest attempt to compete in any category they play.

d. After the Game

- Players must report the game score to the tournament host, judge or designated scorekeeper.

- Following their game, players are to remove themselves from the gaming area until the next round. No person may distract players who are still playing.

e. Rules for Type 1 – Teams

All rules specific to Teams can be found in the *Redemption® Deck Building Rules* at

<http://www.cactusgamedesign.com/downloads>.

2. Regarding Specific Cards

a. **Haman's Plot** - The only exception to the prohibition against changing a legal deck is the necessary **removal or replacement** of "**Haman's Plot**" from a deck or Reserve once it has been torn. If the removal of a "**Haman's Plot**" causes a deck to become illegal (i.e. fall below 50 cards in Type 1 Unlimited), that deck may not be used for any further games during that tournament category.

b. A list of all cards that are **banned** from each constructed category can be found in the *Redemption® Deck Building Rules* at <http://www.cactusgamedesign.com/downloads>.

3. Regarding Time Limits

Game times will vary by category. Use the table below to determine the appropriate amount of time to allow for each category of play.

	Closed Deck	Booster Draft	Type 1	Teams	Type 2
2-player	45 minutes	45 minutes	45 minutes		1 hr. 15 mins.
Multi-player		1 hour		1 hour	

We recommend that a judge give players a “final round” warning when 5 minutes remain in two player games or when 10 minutes remain in multi-player games. A new round of play should never be started after the game time has expired.

Game actions on individual player’s turns are also timed. Once the opponent to the player’s right has completed his turn, the player’s turn begins.

a.) Draw phase, upkeep phase and preparation phase: [90 seconds] The Player has 90 seconds to draw 3 cards, take actions they wish prior to the *battle phase*, and place a Hero in the Field of Battle. If the player has not placed a Hero in the Field of Battle within 90 seconds, then the player forfeits his *battle phase* for that turn and skips to step 3 (*discard phase*).

b.) Battle phase: [30 seconds per card]. Since another player or players are now involved, we can limit the amount of time between each card. (Example, I place a Hero in the Field of Battle, you have 30 seconds to present a blocker. The player that has initiative now has 30 seconds to play the next Enhancement card, etc.) If more than 30 seconds have elapsed since the last card was played, then the player whose burden it is to play a card loses initiative. If that player’s forces are losing, then the battle is resolved without any more cards being played. However, if the battle is in a stalemate or mutual destruction situation then initiative immediately passes to the other player.

c.) Discard Phase: [60 seconds] Following the conclusion of the rescue attempt. The Player now has 60 seconds to play cards and/or discard cards. If the player has not reduced his hand down to eight cards or less by the time the 60 seconds have elapsed the opponent to the player’s left shall randomly discard cards from the player’s hand down to eight cards.

d.) Searching during the battle phase: [30 seconds per 20-60 cards] If a player uses an ability that includes a search of the deck, Reserve, discard pile or banish pile that player is allowed 30 seconds if that pile contains 20-60 cards. For Type 2 games, that player is allowed 60 seconds if the pile contains more than 60 cards. During the course of a search ability, the time allowed for the battle phase action is paused until the completion of the ability.

- No additional time is allowed for a search used outside of the battle phase.
- Time does not accumulate from previous turn stages. Any remaining seconds from a previous stage are lost.
- If a ruling question is asked the judge may decide to allow for additional time during the phase or game at his discretion. Additionally, the phase time is paused if necessary while the judge deliberates
- The judge shall warn a player if they believe a player is only asking a question to stall for time.

[Back to top](#)

E. TOURNAMENT OFFICIATING

1. Judges

- Each category will be presided over by a judge who may be assisted by any number of additional judges as needed. A judge may be required to interpret rules and make other determinations during the tournament.
- If a player disagrees with a ruling given by a judge, the player may appeal to the head judge if more than one judge is assisting with the category. Once the head judge has given a ruling, the player(s) must accept that ruling and continue play.
- Judges are not permitted to play in any of the *categories* that they are officiating (except a Seasonal tournament *category* with 8 or fewer players).
- A judge may compete in a *category* that they are not officiating, as long as each category has one qualified judge overseeing it who is not playing.
- NOTE: Redemption® is a very complex game to judge. Judges are to be well acquainted with the rules of play. Nevertheless, occasionally a judge may unintentionally rule contrary to official rules. All participants are reminded that Redemption® tournaments exist primarily to foster fun and fellowship. All players are expected to demonstrate patience toward one another as well as good gamesmanship as befits a servant of Christ.

2. Violation of Rules/Cheating

We recommend that the host or judge make the following announcement prior to beginning the tournament, especially at a State, Regional or National tournament.

“It’s sad that we must address this in a Christian game but, there have been instances of cheating, especially in the area of deck manipulation during shuffles and play. If you suspect your opponent is cheating in any way please call a judge. If you suspect your opponent is not shuffling or cutting appropriately, ask a judge to step in. Explain the concern and have the judge shuffle both decks.”

- Any violation of rules deemed deliberate is consider cheating and can result in a warning or a forfeiture of a game or category.
- If, at any point a player is found to have an illegal deck, the player automatically forfeits the game. (NOTE: If the judge feels the illegal deck was non-deliberate/unintentional, the judge may decline the forfeiture and utilize their judgement to rectify the situation. This judgement will be determined based upon the severity of the error, the player who recognized the error and the amount of time taken to fix the illegal deck. The judge may reward anywhere from 0-2 Redeemed Soul tokens to the opponent of the player with the illegal deck. If at that point no player has a winning score, the game may continue.
- If a deck is found to be illegal prior to the start of a game, the deck may be made legal without penalty.
- Any player found deliberately cheating will be eliminated immediately from the tournament.
- A player repeatedly found cheating at a Redemption tournament may be banned from attending future sanctioned tournaments at the discretion of Cactus Game Design Inc.
- All questions concerning deliberate cheating shall be handled according to John 7:51.

3. Mobile Devices During Games

- Players are asked to keep mobile devices out of sight and turned off (or silenced) during game play. The judge may make an exception to this if extenuating circumstances are communicated in advance.
- If a player is found to be using a mobile device during tournament play they should be given a warning. Should further infringements occur the judge should follow the steps outlined above for deliberate cheating.

3. Recording and Streaming Games

- If games are being recorded or streamed, players may opt out of participating in the video recording.
- Viewers who are watching a streamed game are not allowed to intervene if they notice a mistake, rules violation or other infraction during a game. They may let a judge/host know about blatant cheating so the video may be reviewed later.

[Back to top](#)

III. AFTER THE TOURNAMENT

A. AWARDING WINNERS

1. Tournament Prizes

If the tournament host chose to register for prizes, Redemption card boxes are awarded to 1st, 2nd and 3rd place finishers in Seasonal, State and Regional tournaments. The tournament host must specify on the application what card boxes should be sent as prizes. The number of packs awarded per *category* per *level* of tournament is shown on the Tournament Application and also on the Host Instructions.

The *Redemption® National Ranking System (RNRS)* gives the nation's best Redemption® players the chance to be ranked #1 in the nation, even if they don't make it to the National tournament.

Each *level* of tournament has an allotted number of ranking points that are earned in each *type* of play (see chart in Tournament Host Instructions). When a player wins an official tournament, that player gains points towards the *RNRS* title in that *type*. The player with the most points (ranked #1) at the end of the Redemption® tournament year (the tournament year begins after the National tournament in July or August and ends with the National tournament the following year) in that type will be the *RNRS* champion.

Because some areas host many tournaments, we have limited the number of points a player can accumulate at any one level per tournament year.

WARNING: Only officially sanctioned Redemption® tournaments can award points for wins. If you are going for a #1 ranking, please make sure the tournaments you play in are officially sanctioned. Officially sanctioned tournaments are posted at: <http://www.cactusgamedesign.com/tournaments>.

B. RETURN MATERIALS

At the end of the tournament, fill out the winner's sheet that was included in the packet you received. Place all un-issued promotional cards and prizes into the return envelope, along with the address sheet and winner's sheet, and place it in the mail. Remember, if you have any unclaimed packs they must be returned as well. *Do this immediately after the tournament!*

WARNING: The returning items **MUST** be sent back to Cactus Game Design immediately following the tournament. *RNRS* points will be not be awarded until these items are returned. If you return these items later than five weeks after your tournament, your results may be voided and you might lose the privilege to host future Redemption tournaments.

It is a good idea to make a copy of the address list for yourself. Databases can then be created for future tournaments. When you host your next tournament, postcards or fliers can be sent to the players.

PLEASE NOTE: It is the responsibility of the host and/or players to contact us no later than 30 days after results have been posted at our website (www.cactusgamedesign.com) or 2 weeks prior to the National Tournament (whichever is first) to inform us of any ranking corrections. Failure to do so will be taken as agreement on the part of all participants that the posted results are correct, and may result in the forfeiture of future correction after that time.

[Back to top](#)