



GAME "END TIME" RULES GUIDE

The Game "End Time" Rules Guide was created to aid players how to determine what will be the last round of play within the time limits for that particular game in tournament play. The spirit of this "Guide" is to not create an EXACT rule for when games should end, nor where they created for players to game the time system in order to give themselves an advantage in determination of the winner/outcome of a game.

• This guide applies to these Axis & Allies tournament games: **Classic 2nd Ed., 1942 2nd Ed. Anniversary Ed. (AA50), 1914 & Global '42 and Axis & Allies Zombies.**

"End Time" Suggested Guidelines (see summary in Table 1)

- Regulation Play** = Regulation Play Time Limit (see chart below). No game **should** end in the middle of a game round.
- Stoppage Time** – At the end of **Regulation Play** in all tournament games listed above, a **15 minutes of Stoppage Time** will be added (**IF NECESSARY**) for teams to finish out the last round—that is, to play to the end of the last power's turn (for example, to the end of the U.S. turn in 1942 2nd Ed.).
- Minimum Round Limit** – Is a guide to help players know how many game rounds they should be playing for that particular game as listed in Table 1. **Playing as many rounds as possible is strongly encouraged.** If your game is not on this pace, you may be playing too slow. (see **Stalling/Slow Play Rules**).
- Time Notifications** – Judges will notify the players when there are approximately: 60 minutes, 45 minutes, and 30 minutes left in Regulation Play. Depending on the game variant and which power's turn it is when the time is announced, it should be determined **by the players (NOT THE JUDGES)** if this will be the last game round or not. The key is, if another game round can truly be played after 30 minute warning + the 15 minute Stoppage Time, then by all means, **PLAY** one more round.

Table 1. GAME "END TIME" Guide Summary				
Axis & Allies Game Variant	Regulation Play Time Limit	Stoppage Time	Minimum Round Limit	Should Not Start a Round w/Less Than*
Zombies	2 Hours, 45 minutes	15 minutes	4-5	30 minutes
Classic 2 nd Ed.	3 hours, 45 minutes	15 minutes	5-6	30 minutes
1942 2 nd Ed.	4 hours, 45 minutes	15 minutes	6-7	30 minutes
1914 & AA50	5 hours, 45 minutes	15 minutes	6-7	45 minutes
Global 1942 (G42)	7 hours, 45 minutes	15 minutes	7-8	60 minutes

*remaining in Regulation Play, **UNLESS** you all agree to finish 1 more round within the given time remaining by the Judges clock including the "Stoppage Time"!

Last Round Rule "Guide"

- 60 minutes left in Regulation Play: Global '42**
- 45 minutes left in Regulation Play: Classic 2nd Ed., Zombies, 1914, AA50 & 1942 2nd Ed.:** (for both 60 & 45 min.) The CURRENT ROUND should be THE LAST ROUND. Players should most likely not start another round with less than 60 or 45 minutes left in Regulation Play unless you all agree you can finish 1 more round within the given time remaining + stoppage time.
- 30 minutes left in Regulation Play:**
 - All Games:** the CURRENT ROUND should be the last ROUND. Players are strongly recommended to consider, NOT starting a new round with less than 30 minutes left in regulation play **UNLESS ANOTHER FULL ROUND OF GAME PLAY CAN BE COMPLETED** within the time frame given by the judges + 15 minutes of "stoppage time" and agree upon by all players.

◇ **If at any point during the game, both sides DISAGREE on what game round the game should end, all players must come to an agreement at some point before the game ends without wasting precious time & must notify the judges, in writing, to your agreed upon game end time.**

Regulation Play Expired Time Rules

- At the end of **Regulation Play**, IF NECESSARY, players have **15 minutes of Stoppage Time** to finish out the last round of play. At the end of Stoppage Time, the GAME ENDS immediately even if players have **not finished** the game to the end of the last power's turn. At that point, **whichever side controls the most Victory Points (VP) based on the games victory conditions, is the winner!** If there is a tie, see specific rules for tiebreakers for that particular game.

Stalling/Slow Play Rules

- What is stalling?** Stalling is considered any play that takes more time than usual to do combat movement, roll dice and finish non-combat moves. In all cases, one must remember this is a tournament. **Planning and strategy should be done mostly before your turn** and only counter strategy discussions should be occurring on your turn for time constraint purposes.
- NEVER AND IN NO CIRCUMSTANCE IS FAST PLAY TO GET MORE ROUNDS IN CONSIDERED STALLING OR TRYING TO GAME THE GAME. THIS IS THE INTENTION OF WHY THESE RULES/GUIDE Was Created! Play as much and as many rounds as possible without having to set round limits on games!** If you feel a team is playing too slow, please notify the judges and a warning may be given to the team to speed up their play!

Electronic Devices: • No electronic devices including phones, are permitted for assistance with any Axis & Allies Tournament play games.

Event Tardiness: **If at the start of any tournament round, a team (all members) is tardy for the start of the next designated game time (as set by the judges) by more than 15 minutes, this will cause automatic concession in the game and possible elimination from the event!** **Good Luck!**

