



TOURNAMENT GAME "END TIME" GUIDE ©

This "**End Time**" Guide is designed to assist players in managing the final round of play within the time limits of an Axis & Allies tournament game. Its purpose is not to impose a strict or inflexible rule for when games must end. Rather, the **spirit** of this guide is to discourage stalling or manipulation of the game system to gain an unfair advantage in determining the outcome or winner of a match.

Key Guide Overview:



Regulation Play Time

- Each Axis & Allies (AA) Variant has its own designated game length (See Table 1).
- Games must end only after a full round is completed—never in the middle of a round during regulation time.

Stoppage Time

- If a full round isn't finished by the end of **Regulation Time**, up to **15 additional minutes** may be added only to **finish the current round**.
- **No new rounds** may begin during stoppage time.
- **If the full round is not completed by the end of stoppage time, the game ends immediately.**



Ending the Game – Time Notifications

- Judges will provide global time warnings at: 60 minutes remaining, 45 minutes remaining, & 30 minutes remaining
- These are **not** end-of-game warnings, but **status updates**.

At these intervals:

- **Players, not judges, must assess** whether enough time remains to start and finish another full round, considering:
 - Time left on the clock & Potential 15-minute stoppage time buffer

- **Note:** Refer to **Table 1** for, "***Time Remaining to consider NOT starting a new round!**" If unsure, a round can finish within that buffer, it is **recommended**, not a rule, **do not start a new round unless all players agree**.

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

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 time is set by GEN CON!*) this will cause automatic forfeiture in the game and elimination from the event!

Quick Reference Table: Remember if you are not reaching the **Minimum Round Limit** below, you are playing too **SLOW!**

Table 1. GAME "END TIME" Guide Summary				
Axis & Allies Game Variant	Regulation Play Time Limit	Stoppage Time	Min Rd Limit	*Time Remaining to consider not starting a new round!
Classic 2 nd Ed.	3 hours, 45 minutes	15 min	5-6	30 minutes + 15
1942 2 nd Ed.	4 hours, 45 minutes	15 min	5-6	30 minutes +15
AA50	5 hours, 45 minutes	15 min	6-7	45 minutes + 15
Global 1942 (G42)	8 hours, 45 minutes	15 min	7-8	45 minutes + 15

** It is **highly recommended** that no game start a new round with less than the recommended time remaining above, **UNLESS ALL PLAYERS AGREE** that they can complete a round within the time limits! Please **DO NOT** waste precious game time discussing this issue and **DO NOT** ask the judges.*

Important Final Note: This is only a guide on how to properly **end a tournament game**. Please refer to the "**Tournament Etiquette and Time Clock Management Request**" for detailed guidance on: Proper use of game clocks, Tournament play etiquette, Playing at tournament speed, and Preventing **slow play and stalling** during gameplay.



(Rules updated 5/6/2025):

(These rules were created by Greg Smorey and are copyrighted and used by permission only)