



Tournament Rules

1.0 GENERAL RULES

Games follow current CATAN English 6th Edition rules. Participants will receive a copy of these rules prior to the start of the event.

1.1 TOURNAMENT FORMAT

1.1.1 Language: The official tournament language is English. Game materials may be provided in the language of the host country. A translation sheet to English will be provided.

1.1.2 Number of Rounds: The tournament is made up of three rounds: the Preliminary round, the Semifinals round, and the Final round.

1.1.3 Preliminary Round Structure: In the Preliminary round, all participants will play four games with the CATAN base game.

1.1.4 Preliminary Round Seating: For the Preliminary round, the organizer will generate a schedule that determines table and play order for all games. This schedule should prioritize, in this order: 1) playing different opponents; 2) unique play order positions; and 3) avoid seating with duplicate countries.

The player in the first position selects their chair, then color. Then, the person in second position selects their color, followed by third and fourth. All players should sit in chairs matching their assigned play order.

1.1.5 Semifinals Seating: After four games, the 16 players with the highest rankings reach the Semifinals. The chart below determines at which table players will play.

Table 1: Rank 1, Rank 8, Rank 9, Rank 16

Table 2: Rank 2, Rank 7, Rank 10, Rank 15

Table 3: Rank 3, Rank 6, Rank 11, Rank 14

Table 4: Rank 4, Rank 5, Rank 12, Rank 13

After the game board layout is confirmed, the player with the highest Preliminary round ranking selects their chair, then color, then play order. Then, the person in second position selects their color, then play order, followed by third and fourth. All players should sit in chairs matching their selected play order.

1.1.6 Final Game Seating: The winners of each of the Semifinal games advance to the Final game. The players make chair, color, and play order selections as in rule 1.1.5 in order of their Preliminary rank. Any ranking determined by the drawing of lots carries forward.

1.1.7 Map Reveal: In the Preliminary round, players will be given 5 minutes to study the board after the map is revealed. Any group discussion or negotiation should occur at this time. This will be globally timed by an announcer. If all players agree, the 5-minute timer may end early.

Study time increases to 10 minutes for the Semifinal and Final games due to the selection of play order, which will take place immediately following the 10-minute timer. If all players agree, the 10-minute timer may end early.

After the study time ends, all conversation should stop and players are silent for placements.

1.1.8 Game Length and Timed Turns: Games will not end until one player has reached 10 victory points. While the Tournament Organizer will not place time limits on the games themselves, the Tournament Organizer has the authority

to introduce and enforce a time limit on player turns and initial placements. All tables may be subject to timed turns at the judge's discretion. Recommended timed turn length is two minutes, but this may be reduced at the judge's discretion to keep the tournament on schedule.

At any point players may call for a judge to ask for timed turns.

1.1.9 Tournament Winner: The winner of the Final Game will be the World Champion.

1.2 JUDGES

1.2.1 Judges: Judges are present during the tournament and are the final arbiters of all rules disputes. Judge rulings are restricted to resolving these disputes and may not contain strategy suggestions or tips.

1.2.2 Calling a Judge: Players may pause the game and call for a Judge at any time regarding Game Rules or Code of Conduct concerns. All Judge rulings are final. If a rule is suspected to be 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 were not ruled upon and were considered "normal" play.

1.2.3 End-of-Game Dispute: If players feel that the outcome of a game was unfair due to broken rules or illegal play, they must immediately inform a judge. Once the game record sheet has been signed and scores have been submitted, further protest is not permitted, and the results cannot be altered. If a player is unwilling to give their signature, the judge will decide the outcome of the game.

1.2.4 Disqualification: Judges may disqualify players from the tournament if the rules of the game are broken on purpose (cheating) or at any time during the event if a player violates the CATAN Code of Conduct.

Code of Conduct violations include, but are not limited to, players breaking the Game Rules with the intention of winning the game, players engaging in abusive behavior, or players intentionally causing or promoting another player to win without objective benefit to themselves.

A rules-related disqualification can only be made during an active game or immediately after finishing a game, but before all players have signed the record sheet. Rules-related disqualification is not possible after all players have signed the record sheet.

1.2.5 Collusion: Poor gameplay is not a justification for disqualification. Players colluding strictly in service to advance mutual positions in the game can be frustrating but is not a justification for disqualification.

Collusion among players to advance other players' positions in the tournament rather than to further one's own position is discouraged and will be served with a warning. Further actions may result in a disqualification. Players are prohibited from intentionally giving another player a win.

Prolonging or shortening a game to prevent someone else from winning may be considered furthering one's own position and is legal play if it does so.

Intentionally giving another player a win with no benefit to yourself is against the rules. Benefit may be measured over the entire Preliminary Round. If it is advantageous to your overall ranking, that is a benefit.

1.3 POINTS

1.3.1 Preliminary Round: During the Preliminary Round, the number of victories will be used to rank players.

1.3.2 Tiebreakers: The total sum of victory points across all three games will be used as the first tiebreaker. Each player will score a maximum of 10 points per game (no bonus points for extra victory points).

If there is still a tie, the second tiebreaker is the sum of the percentage of victory points the players earned at their three tables. See Rule 1.3.3 for calculation instructions.

If there is still a tie, the player with the higher number of second place, then third place finishes, wins the tie.

If there is still a tie after that, lots will be drawn.

Example (after four games): Players A and B both win three games. Both get 38

victory points - so there is still a tie. Now the percentages of victory points will be calculated. If done manually, refer to Rule 1.3.3. Official tournament software will compute this percentage automatically and will use more than two decimal places.

1.3.3 Manual Calculation Method for Victory Point Percentage:

For Player A, Game 1:

Player A earned 10 VPs (victory points), and there was a total of 32 VPs at the table. A's percentage for this game is: 31.25% ($10 \div 32$).

Game 2:

Player A earned 8 VPs, and there was a total of 30 VPs at the table. A's percentage for this game is: 26.67% ($8 \div 30$).

Game 3:

Player A earned 10 VPs, and there was a total of 36 VPs at the table. A's percentage for this game is: 27.78% ($10 \div 36$).

Game 4:

Player A earned 10 VPs, and there was a total of 29 VPs at the table. A's percentage for this game is: 34.48% ($10 \div 29$).

A's Total Victory Point Percentage is:

120.18% ($31.25 + 26.67 + 27.78 + 34.48$).

For Player B, Game 1:

Player B earned 10 VPs, and there was a total of 30 VPs at the table. B's percentage for this game is: 33.33% ($10 \div 30$).

Game 2:

Player B earned 10 VPs, and there was a total of 33 VPs at the table. B's percentage for this game is: 30.3% ($10 \div 33$).

Game 3:

Player B earned 8 VPs, and there was a total of 36 VPs at the table. B's percentage for this game is: 22.22% ($8 \div 36$).

Game 4:

Player B earned 10 VPs, and there was a total of 31 VPs at the table. B's percentage for this game is: 32.26% ($10 \div 31$).

B's Total Victory Point Percentage is:

118.11% ($33.33 + 30.3 + 22.22 + 32.26$)

Player A is therefore ranked higher than Player B (120.18 > 118.11).

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 to the nearest whole number).

This average score is included into the calculation as if it were a fourth player for purposes of the percentage of points earned.

1.3.4 Semifinals and Finals: Following the Semifinals, rankings for players in places 5-16 will be updated by incorporating the results of the Semifinal games. Following the Finals, rankings will be updated by ordering places 1-4 in order of finish at the Final table. Tiebreaks as in rule 1.3.2, considering results from Preliminary and Semifinal games.

2.0 GAME MATERIALS

2.0.1 Game Board Setup: The tournament organizers will generate board layouts. All World Championship games will use the same game board layout for all players in each round.

Each round will have a new board layout. In the preliminary rounds, both "crafted" and "randomized" boards are permitted (organizers may choose not to use the traditional spiral setup). In the Semifinal and Final games, boards will be created live using the official variable setup rules.

2.0.2 Visibility of Game Materials: All game materials must always be kept on the table, so that they are clearly visible to all players. This is especially true for development and resource cards, which must be held above the table throughout the game. All shuffling should happen above the table, including when one player is robbing a card from another.

2.0.3 Cards in Hand: The number of cards in a player's hand is public information, and must be defined upon request.

2.0.4 Resource Distribution: In all games, except for the Semifinal and Final, the starting player will act as resource handler, receiving used and distributing new resource cards to and from the supply.

When paying cards to the supply, players must clearly display all cards before handing them to the resource handler. The starting player must announce clearly when they are

handing cards to themselves, and clearly display resources before paying them to the supply.

By agreement, players may create two resource piles, and/or collect cards on their own. If there is a question as to players collecting the correct number of cards, these agreements are voided, and the starting player must distribute all cards.

If the starting player is uncomfortable being the resource handler, the table can elect another player to be the single resource handler if all agree. At any time, players may ask for a judge to handle all cards for the rest of the game. In the Semifinal and Final, a judge will perform all resource handler duties.

2.0.5 Development Cards: The table may agree to have the resource handler distribute development cards.

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.

2.0.6 Game Pieces: Players are responsible for 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 (14 knight cards, 6 progress cards, 5 victory point cards) and 19 of each resource card. In the case of an issue, a judge should be notified immediately.

2.1 CODE OF CONDUCT

2.1.1 Official CATAN tournaments are invitational programs. This is especially true of the CATAN World Championship. All players are invitees and must abide by this Code of Conduct.

The CATAN World Championship is a safe, respectful, inclusive, and fun environment. The Code of Conduct applies to everyone: staff, contractors, other vendors, hotel staff, guests, and press will all be held to the same standards. We reserve the right to disqualify, remove, or ban any person who does not adhere to the Code of Conduct.

2.1.2 CATAN is a values-based brand. Generally, CATAN GmbH, CATAN Studio and KOSMOS expect players to conduct themselves in both a legal and civil manner during play,

during other tournament activities, during related event activities, and throughout the tournament and event program.

2.1.3 Players shall exhibit kindness, courtesy, respect, and fair play to others during tournament games, during other tournament activities, during related event activities, and throughout the tournament and event program.

2.1.4 Electronic devices are not permitted on the table during tournament games. Cellular phones and all other devices must be in a pocket or stored at all times and may not be used during the game, except as provided in our Photography and Video policy (see 3.1.2).

2.1.5 Photographs of the board prior to start and at the end of the game are permitted.

2.1.6 If a player must take an emergency call or leave the table for any reason, they must inform their opponents, the game will pause, and the player must step away from the table for the duration of the interruption.

2.1.7 Players shall not disrupt tournament activities, related event activities, or activities within the community surrounding the tournament and event site.

2.1.8 Players shall not harm, or bring substantive harm to, the CATAN brand before, during, or after the tournament and event program.

2.1.9 Players shall not contest, dilute, and/or misappropriate CATAN intellectual property.

2.1.10 Players shall be responsible for ensuring that all friends and family members present at the tournament and event program also abide by this Code of Conduct.

2.1.11 CATAN GmbH, CATAN Studio, KOSMOS or their designated agents shall have the right to immediately disqualify a player who violates this Code of Conduct. Continued or especially egregious violations of this Code of Conduct may result in a player being removed from the World Championship and/or Masters program indefinitely.

2.2 ANTI-HARASSMENT POLICY

2.2.1 We do not tolerate harassment of any kind, including:

- 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

2.2.2 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

2.2.3 If you experience or witness any form of harassment: please contact a member of event staff. If you are asked to stop any harassing behavior as listed above, **STOP** immediately. Enforcement will be escalated to event staff.

3.0 ADDITIONAL AND SUPPLEMENTARY RULES

The following are clarifications to CATAN rules that occasionally cause confusion. In the event of any disagreement between the standard rules and these clarifications, the clarification is considered to be the official rule.

3.0.1 Start of Turn: A player's turn begins with receiving the passed dice. 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.

3.0.2 Resolve Die Roll: Once the dice are rolled, the dice roll must be resolved (resources must be distributed, or the robber must be placed and a card stolen) before any other actions may be taken.

This prohibits bargaining that includes discussion about **any type of resource exchange**, which is only allowed in the trading and building phase. If a player attempts to negotiate a trade before completing the robber action, the robber will be placed in the desert

and the player receives no cards as in rule 3.0.14(b). Bargaining that includes discussion regarding where to place the robber is allowed.

3.0.3 Building a Road: Players are not allowed to build a road beyond a settlement or city of another player.

3.0.4 "Longest Route" and "Largest Army" Tiles: The "Longest Route" and "Largest Army" tiles automatically transfer to a player as soon as they meet the conditions to earn that tile. It is not necessary for the new owner to physically take the tile.

3.0.5 Building a City: 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.

3.0.5 Winning with a Development Card: 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 it. Players are not allowed to immediately play a knight card, 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 card.

3.0.6 Action Phase: As of the latest CATAN Edition, there is no distinction between the trade phase and building phase. You may take trade and build actions in any order as often as you like, as long as you have the resources to do so.

3.0.7 Off-Turn Trade Offers: Two inactive players may not trade cards when it is not their turn; however, it is legal for an inactive player to propose alternative offers to a fellow inactive player while they are engaged with trade discussions with the active player, so long as no cards are exchanged until one of them is the new active player. All future trade offers are non-binding.

3.0.8 Turn Actions: Players take a series of actions on their turn. An action is considered complete as soon as the player begins the next action.

For example, if a player is building a road and places it on the board, they may still reposition

it 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 you take a card from another player. Also see Rule 3.0.9 for clarification on Spent Cards.

3.0.9 Spent Cards: Cards played into the supply for a legal purchase 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 wool in for a grain, and then decide to take clay instead, as long as it is in that trading action. Players are prohibited from intentionally mispending cards to reduce hand size.

3.0.10 Building on a Harbor: A harbor may be used the same turn that a player builds on it.

3.0.11 Running out of Resource Cards: If, after rolling the dice, there are not enough resource cards of one type to give every player, no one will receive a card of this type. The other resource cards are handed out to the players as usual.

If a single player gets one type of resource card and there are not enough cards of this type in stock, they will receive all available cards of this type.

3.0.12 Keeping Hand Hidden: It is not legal to intentionally show your resource cards to any other players outside of cards displayed for trade during a player's trading phase. If shown, this information is public until the end of that trading phase.

3.0.13 Free Resources: It is not legal for a player to give or receive a resource card for "free," either in one trade or in a series of trades. If a player gets a free card during normal play, that is not a violation. If it is specifically negotiated so that a player gets a free card in a trade or series of trades, that is a violation, and a judge should be called. If this occurs, both players are guilty of collusion.

The penalty for the first offense is a warning, and all cards involved in the trade (all players) are returned to the supply. Further offenses are subject to discipline up to and including disqualification from the World Championship.

3.0.14 Fee for Service: "Port Service," or

trading cards so players who do not own a port can take advantage of port trade costs, and "Insurance," or trading with another player to get to 7 or less cards in hand with the promise to trade back at a later time, may not result in a net free card per Rule 3.0.13.

Example #1 (Insurance): It is Player A's turn. Player B is holding 9 cards and offers to trade 3 cards for 1 card to Player A, which reduces their hand size to 7. They agree to trade back after Player B rolls the dice.

Ruling #1: Player A is not required to follow through on this agreement, but the trade itself is legal. If Player B had offered to trade 3 for 1 and then after their roll, only required that Player A return 2 of the 3 cards, that is a net free card for Player A and is illegal per Rule 3.0.13.

Example #2 (Port Service): It is Player A's turn. Player B needs a brick. Player A has the wood port. Player B offers 2 wood and a wool to Player A in exchange for a wheat, asks Player A to port the 2 wood and get a brick, then they will trade back, but Player A can keep the wool. End result, Player B gets their brick in exchange for a wheat, and Player A gains a wool for free.

Ruling #2: This is an illegal series of trades, as it results in a free card for Player A per Rule 3.0.13. If the wool had not been included in the trade, this would have been a legal, non-binding, future trade.

3.0.15 Claiming Victory: 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 and fails to claim victory in their turn, the player must wait until their next turn before winning the game (assuming no earlier player wins, and the player still has 10 points).

3.0.16 No Friendly Robber: The robber is in effect as soon as the game begins. There is no "grace period" before the robber is moved. The robber **may** be moved back to the desert during the game.

3.0.17 Forgotten Robber: If a player forgets to move the robber and is still the active player:

a) Provided the player has not taken further actions such as attempting to trade with other players, the robber is placed on a field of the player's choice. The active player should

then, according to the standard rules, draw a resource card from the hand of another player.

b) Otherwise, the robber is placed on the desert hex. No cards may be taken.

3.0.18 Rolling Dice: If possible, dice should be rolled into dice trays. If either of the dice are ever completely obscured by rolling off the table or landing in a cup/pocket/etc, reroll both dice. If a die is cocked, balance the other die on top, if it slides off, reroll both dice.

3.1 PHOTOGRAPHY AND VIDEO POLICY

3.1.1 Media Waiver: By attending and/or participating in a CATAN Championship Tournament event, the participant grants to CATAN GmbH 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.

3.1.2 Recording for personal use/social media:

- Recording the game is allowed, following the rules below. Livestreaming is not.
- Players **may** record the game only if all players consent to having their voices recorded.
- No faces may be shown at any time during the game. Video must focus solely on the board.
- Recording devices should be mounted on a tripod or similar and must not be handled during the game.
- Players **may not** commentate during the game or address the “audience” at any

point (i.e. no live-vlogging the game).

- Non-game video **must** take place outside of the tournament area and **may not** include fellow players that do not give their express permission.

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