



# The Rules

Thank you for your interest in the European Diplomacy Championship (EDC) 2026.

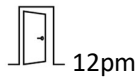
Our rules are simple:

- Show respect
- Expect respect
- Have fun

The EDC is taking place in a commercial, open-to-the-public, venue. If you aren't following the rules or you're preventing others from enjoying their time (including patrons not attending the Championship) you will be made to leave by the Tournament Director and the venue owners.

## Schedule

**Friday 2<sup>nd</sup> October 2026**



12pm



R1 2:20pm



8:02pm



8:30pm

**Saturday 3<sup>rd</sup> October 2026**



9am



R2 9:20am



2:42pm



R3 3:20pm



8:42pm

**Sunday 4<sup>th</sup> October 2026**



10am



R4 10:20am



3:42pm



4:15pm



## Registration

To register completed the registration form at <https://diplomacy.co.uk/edc2026> and complete the "Registration Form" by clicking the button.

## Payment

The cost for the event will be

- 15£ per person if paid before 10 July 2026
- 20£ per person if paid after 10 July 2026

Payment should be made via PayPal to [w\\_woolgar@hotmail.com](mailto:w_woolgar@hotmail.com)

If you prefer to pay by CashApp, or need alternative arrangements, please contact Chris Woolgar ([w\\_woolgar@hotmail.com](mailto:w_woolgar@hotmail.com)) directly.



## Diplomacy Rules

All games in the tournament are to be 'standard' diplomacy (no variants) using Avalon Hill 4th Edition (2000) rules. A Tournament Director or delegate will be always present, but they may be running several boards so please be patient.

Anyone wanting to sign up can, but you are encouraged to understand the game rules beforehand ([www.diplomacy-archive.com/resources/rulebooks/2000AH4th.pdf](http://www.diplomacy-archive.com/resources/rulebooks/2000AH4th.pdf)).

### Timings for Games

There shall be a rolling central clock.



16 Minutes



16 Minutes



4 Minutes

As retreat phases do not feature in the clock, a full game year shall be 16+16+4= 36 minutes.

### Movement

Spring and Fall movement phases shall be 16 minutes, during which time you can submit orders, which will be considered 'finalised' and ready for processing. If all players submit finalised orders, they may be read and adjudicated early however the next movement phase will not start until the phase time expires. Players may attempt to seek out any secluded spaces for discussions during spring and fall movement phases, but no space will be guaranteed secure from eavesdropping.

### Retreats

Retreats shall take place immediately following adjudication of the movement phases and these will be hurried by the Tournament Director (TD) or their delegate. After two minutes the TD has the right to close the retreat phase and disband any un-retreated units from the board. If the movement phase was adjudicated early, then the retreating players have the right to use the remaining time for that movement phase plus the additional two minutes.

### Builds

Build phases shall be 4 minutes, during which time players may not discuss the game away from the board. Any submitted build orders are always submitted as finalised.

The clock will continue to roll without interruption unless the TD calls a pause to all active games due to force majeure (e.g. venue evacuation). The total maximum game time is therefore 5 hours 22 minutes.

Games will end after the Fall Retreat 1909 phase. Games will end before this round if a draw is agreed between all surviving players. If a game ends after a phase that is not a Fall Retreat phase, then Supply Centre ownership will still apply as normal (i.e. centres occupied during a spring movement phase do not change ownership).



**Scoring** – Several scoring mechanisms will be used as follows:

Score 1 - Players will be ranked according to their centre count at the end of the game, with first place receiving 130 points and then less points for each following place (90 for 2<sup>nd</sup>, 60 for 3<sup>rd</sup>, 40 for 4<sup>th</sup>, 30 for 5<sup>th</sup>, 20 for 6<sup>th</sup>, 10 for 7<sup>th</sup> etc.) If players are tied on centre count (including zero centres for eliminated players) there will be a count back to each previous year within the current game until ties are settled. If players are tied on centre count in every game year, then points will be split equally (e.g. 110 points each for a tied 2<sup>nd</sup> place). Eliminated players still receive this score.

Score 2 – If there is not a solo win, players with a centre count above zero at the end of the game are with receive 5 points per SC held. If there is a solo win that winner shall receive 90 points and any other players will receive no points.

Score 3 – If the board topping player has 3 or more centres over 2<sup>nd</sup> place they will receive 10 points for each centre they have above 2<sup>nd</sup> place (i.e. 30 points for 3 centres, 40 points for 4 centres etc.) This will be capped at 60 points for 6 centres. The points will be ‘paid’ equally by all surviving players (e.g. if the board topper has 4 more centres than 2<sup>nd</sup> place and there are 5 total surviving players then the board topper will receive 40 points and the other 4 players will each lose 10 points. Points lost by players will be rounded down to the nearest whole number.

Score 4 – Players will receive 1 point for each year in which they had centres (e.g. elimination in 1907 will give a player 7 points). Any players with centres at the end of the game will receive points for the year in which the game ends.

Each player’s game score will be the total of Score 1, Score 2, Score 3 and Score 4. For the avoidance of doubt all players will receive Score 1 and Score 4; surviving players may or may not also receive Score 2 and Score 3.

Whilst Round 4 will be scored no player may move in the rankings above a player on a higher board.

**Scoring Example**

Final Standing in 1909

- Austria 16 centres
- England 13 centres
- Russia 4 centres
- France 1 centre
- Germany eliminated 1908
- Italy eliminated 1905
- Turkey eliminated 1903

Country	Score 1	Score 2	Score 3	Score 4	Total Score
Austria	130	80	30	9	240
England	90	65	-10	9	145
Russia	60	20	-10	9	70
France	40	5	-10	9	44
Germany	30	-	-	8	38
Italy	20	-	-	5	25
Turkey	10	-	-	3	13



## **Board Allocation**

Allocation of players to each board for Round 1 will be random. The randomisation method will be at the Tournament Director's discretion.

Allocation of players to each board for Round 2 and Round 3 may be random however the Tournament Director reserves the right to implement a system, if ready, using a weighted random algorithm whereby the highest ranked player not assigned to a board will be assigned first followed by another player at random weighted so that players closer to the previous player in ranking have a higher chance of being selected and the chance reduces further down the ranking. Once seven players have been selected the next highest-ranking player remaining will be selected for the next board and so-on.

Allocation of players to each board for Round 4 will be based solely on ranking, with each group of 7 available players selected for a board.

## **Country Allocation**

Country allocation for each board in Round 1 shall be random. Country allocation for Round 2 and Round 3 may be random however the Tournament Director reserves the right to implement a Paris selection system, if feasible. Country allocation for each board in Round 4 shall be the Paris method.

## **Final Ranking**

Each of group of seven players forming a board in the final round will be locked into the range of rankings they occupy at the start of the final round. For example if ranks 8 to 14 form a board of seven players then those players will all finish between the ranks of 8 and 14 at the end of the tournament. With the exception of the top board, players will swap freely within this range of ranks according to their score in the final round. The board topper in the final round will not necessarily end the round with the highest rank.

The board topper of the top board in the final round will be crowned the champion of the tournament. If there is a joint board top, then count back shall be used and the player losing the count back will be awarded 2<sup>nd</sup> place (also 3<sup>rd</sup> for a 3-person board top continuing ad infinitum). The remaining places will be determined using the full tournament scores across all rounds.

## **Other Rules**

All orders shall be written. Title all orders clearly and include your country name.

Orders shall be clear and unambiguous. Full territory names or official abbreviations are acceptable as are words such as MOVE, ATTACK, HIT or simply a hyphen for movement orders so long as the territories involved are clear. Where an unofficial abbreviation is used then if the Tournament Director can discern unambiguous intent they shall. However, if an official but incorrect abbreviation is used this will be deemed an illegal order and replaced with a HOLD (e.g. Fleet move Lon-Nor, uses official abbreviations for London and Norway, so this is an illegal order, even if the player intended to move to North Sea and so wrote 'Nor'). **IF IN DOUBT, USE THE FULL TERRITORY NAMES.**

If you find a mistake in the adjudication, please report it as soon as you see it. If it isn't reported before the next movement phase, it is final and will not be corrected.

If two or more orders for the same unit are entered, then the adjudication will use only the one



lower down the text (i.e. the last one) and ignore the other(s). If multiple order sheets are submitted, then the adjudication will use only the first one drawn from the pile (i.e. the last one added). Each new order sheet submitted will classify any previous order sheet as void in totality. Therefore, make sure you include all orders required for a phase in any sheet. Do not write orders across multiple sheets as only the most recent sheet will count. This rule is designed to lessen any ambiguity over intent and is there to protect all players.

You may ask for your order sheet back at any time during the current round to which it pertains, and the Tournament Director will retrieve it for you. Players are not permitted to touch the submitted orders pile until adjudication starts.

Any player not already eliminated that submits no orders in a movement round shall be given a 2-minute grace period to submit orders. Each player has one grace period allowed during the whole game and the 2 minutes may not be split over multiple phases. Any player that submits no orders for a second time will have all their units hold for that phase and may continue to submit orders in later phases. The Tournament Director may execute or waive this rule at their discretion particularly if supporting new players or dealing with an emergency.

The clock will not stop, and so adjudication will take up time in the next phase unless adjudication is performed early (all players submit orders early).

If there is an error in the number of builds awarded and the game then advances to the point of the next Spring movement deadline, the builds will be corrected at the next build phase from when the error is noticed and will not be corrected before the fall movement phase. If a build error is spotted before the spring movement deadline it will be corrected immediately regardless of how much time is left in the phase.

Players may be tied for scores at any time. In this case a count-back phase-by-phase will be used to determine the rankings. I.e. players tied at the end of Round 4 will have their Round 4 boards rolled back by one year to determine their whole tournament scores at this point. If both are still tied then these boards will be rolled back another year and so-on until one of the players is ahead. Refer also to Final Ranking.