



GAME "END TIME" RULES GUIDE

•The Game "End Time" Etiquette Guide was created to aide players in determining in a tournament game, at what point will be the last round of play within the time limits for that game. The "SPIRIT" of this "Guide" is to not create an EXACT rule for when tournament games should end, nor where they **CREATED to AID IN THE DETERMINATION** of the winner or outcome of a game but to help players bring the game to an end for tournament purposes.

•This guide applies to these Axis & Allies tournament games: **Classic 2nd Ed., 1942 2nd Ed. Anniversary Ed. (AA50), 1914 & Global '42 games** to aid in determining how each game should end within the tournament time constraints.

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

1. **Regulation Play** – All games **will** be finished within Regulation Play Time Limit. No game **should** end in the middle of a game round of play.
2. **Stoppage Time** – At the end of Regulation Play in all tournament games listed above, **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.).
3. **Minimum Round Limit** – Is a guide to help inform players, how many rounds they should be playing for that particular game as listed in Table 1, **playing more rounds is always strongly encouraged**. If your game is not on this pace, you may be playing too slow. (see **Stalling/Slow Play Rules**).
4. **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 at these times, it should be determined **by the players (NOT THE JUDGES)** if this will be the last game round or not. The key is, you are supposed to be playing as many rounds as possible. If another game round can truly be played after 30 minute warning + the 15 minute Stoppage Time, then by all means, PLAY!

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*
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

* left in Regulation Play

Last Round Rule "Guide"

1. With 60 minutes left in Regulation Play:
 - **G42:** The CURRENT ROUND IS THE LAST ROUND. Players should not start another round with less than 60 minutes left in Regulation Play!
 - **All other variants:** Continue playing.
2. With 45 minutes left in Regulation Play:
 - **Classic & 1942 2nd Ed.:** if the game is in the **middle** of a round or later, if you COULD finish the game round within the next **10-15 minutes** or so, you should consider this being your last round. The middle of the round means, you are at the end of UK's or a later power's turn. If it is on Russia's or Germany's turn, the CURRENT ROUND SHOULD BE YOUR LAST ROUND.
 - **1914 & AA50:** the current round is the last round. 1914 & AA50 players cannot start a new round w/less than **45 minutes** left in Regulation Play!
3. With 30 minutes left in Regulation Play:
 - **All:** the CURRENT ROUND should be the last ROUND.
 - Players should 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 constraints and determined by all players involved!**

Regulation Expired Time Rules

- At the end of Regulation Play, IF NECESSARY, players have 15 minutes of Stoppage Time to finish out the last round.
- At the end of Stoppage Time, the GAME ENDS immediately, even if players, for whatever reason, 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.**

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 WERE 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 play!

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

Event Tardiness: If during any tournament round, a team (both members) are tardy for the start of the next designated game time (as set by the judges) by more than **15 minutes**, this will cause forfeiture in the game and possible disqualification from the event!
Good Luck and Have Fun!

