

Slow Play

行動延緩

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What is Slow Play?

什麼是行動延緩？

- Player who take **longer than reasonable required** to complete game actions are engaging in Slow Play.
- 牌手使用比合理時間更多的時間來完成遊戲動作就是行動延緩

Why Slow Play is an infraction?

爲什麼行動延緩是違規？

- All players have the responsibility to play quickly enough so that their opponent are not in disadvantage because of the time limit.
- 所有牌手有責任以足夠快的速度進行比賽，使其對手不會因時間限制而陷於不利。

What is reasonable time?

什麼是合理時間？

- Situation:
 - PTQ
 - Standard Construction
 - 50 min/round
- 處境：
 - 專業賽資格賽
 - 標準構築
 - 每輪50分鐘

What is reasonable time? (2)

什麼是合理時間？(2)

- (1) Usually , decks need 5 turns to 10 turns to win
 ➔ One game involve 10 to 20 turns.
- (2) Pregame + Sideboarding \approx 10 minute
- $40 \text{ min} \div 3 \text{ game} \div 20 \text{ turn/game} = 40 \text{ sec}$ **[In total for BOTH players]**
- (1) 平均來說，一副套牌要用5至10回合來贏取一盤
 ➔ 一盤遊戲要用上10至20回合。
- (2) 遊戲前準備 + 換備 \approx 10 分鐘
- $40 \text{ 分鐘} \div 3 \text{ 盤} \div 20 \text{ 輪每盤} = 40 \text{ 秒}$ **[兩名牌手總計]**

QUESTION

問題

How long should we give a player before we determine he is playing too slow?

我們應該在判斷牌手行動過慢之前給予他多少時間？

What is reasonable time? (3)

什麼是合理時間？(3)

- Different in deck type and format may varies the definition.
- My opinion for reasonable time:
 - Uniformly 25 to 30 sec/turn
 - OR
 - Uniformly 10 to 15 second turn with rarely 1 to 2 minutes turn
- 由於不同的賽制，套牌類別的不同，合理時間的定義會有所差別。
- 本人對於合理時間的看法：
 - 平均每回合使用25 到30秒
 - 或
 - 平均每回合使用10到15秒，偶然一個回合使用1分鐘到2分鐘。

EXPERIMENT

實驗

The experiment tell us...

剛剛的實驗告訴了我們...

- Even the time limit is defined, time flow cannot be count accurately without help of tools (even harder if you are concentrating on the board situation)
- Human can be easily distracted.
- A player will never realize he is slow playing.
- Opponent always thinking his opponent playing too slow
- 就算我們定義了時間限制，在沒有工具協助下，我們不能準確的計算時間 (在專注於遊戲情況下，這會更加困難)
- 人的注意力很容易被分散
- 牌手永遠不會認為自己打牌速度很慢
- 對手經常認為他的對手玩得很慢

So, according to the IPG...

所以，根據罰則指引

- A player may be playing slowly without realizing it. A comment of “I need you to play faster” is always appropriate and all that is need.
- Further slow play should be penalized.
- 牌手可能不自覺自己行動緩慢。我們對牌手適合用，也只需要用「我要求你動作快一點。」之類的建言。
- 如果牌手持續行動緩慢，應受判罰。

Penalty

判罰

- Warning
- Additional remedy: An extra turn is awarded for each player, to be applied if the match exceeds the time limit. This turn extension occurs before any end-of-match procedure can begin and after any time extensions that may have been issued.
 - No extra turns are awarded if the match is already in extra turns, though the Warning still applies.
 - If Slow Play has significantly affected the result of the match, the Head Judge may upgrade the penalty.
- 警告
- 額外處理：在比賽時間及補時過後，比賽結束程序執行前，為雙方各增加一個回合。若裁定行動延緩時已經是額外回合，不應增加任何回合，但警告應繼續執行。若行動延緩明顯對賽果有影響，主裁可以將判罰升級。

Causes of Slow Play

行動延緩的原因

- Shuffling., especially after mulligan.
- Doing complex calculations. And the same/similar calculation is made every turn.
- For making critical decision (occasionally)
- Great change in board situation
- Time is up
- Playing a combo deck that involving many complex move in a turn, and each move bring triggers.
- 洗牌，特別是在再調度之後
- 進行繁瑣的計算，然後每回合都在做相同/相似的計算
- 作出重要的決定(偶然)
- 桌面狀況有巨大轉變
- 時限已到
- 使用一副每回合都有很多步驟要做，每個步驟又會帶來不同的觸發的組合技
形套牌

Reasons/Excuses of Slow Play

行動延緩的理由/藉口

- I really have different choices here.
- The decision here are critical.
- This is control deck.
- This is just the first time I think longer than before.
- My opponent is even slower than me.
- I just keep activating my combo without pause.
- 我真的有很多不同的決定
- 這是個很重要的決定
- 這是一副操控形套牌
- 這只是我第一次花了一點時間去想
- 我的對手比我更慢
- 我已經不停的起動我的組合技了

Related topic: Stalling

相關課題：拖延時間

- A player intentionally plays slowly in order to take advantage of the time limit. If the slow play is not intentional, please refer to Tournament Error — Slow Play instead.
- 一名牌手固意的行動緩慢，目的在於利用時間限制為自己帶來好處。若該行動緩慢並不是固意的，改為參考比賽違規—行動延緩。

Example of Slow Play

行動延緩的例子

- A player repeatedly reviews his opponent's graveyard without any significant change in game state.
- A player spends time writing down the contents of an opponent's deck while resolving Thought Hemorrhage.
- After 3 minutes into a round at a Pro Tour Qualifier, a player has not completed his shuffling.
- A player gets up from his seat to look at standings, or goes to the bathroom without permission of an official.
- 一位牌手在遊戲狀況沒有明顯改變的情況下持續檢示對手的墳墓場
- 一位牌手在結算“思想溢血”時把對手的套牌抄下來
- 在大獎賽資格賽的其中一輪玩始3分鐘之後，一位牌手仍未完成洗牌
- 一名牌手離座觀看排名表，或未在比賽人員准許下去洗手間

Example of Stalling

拖延時間的例子

- A player has two lands in his hand, no options available to significantly affect the game, and spends excessive time "thinking" about what to do to eat up time on the clock.
 - A player is ahead in games and significantly slows down his pace of play so the opponent has little chance to catch up.
 - A player playing slowly appeals a warning in an attempt to gain advantage by having more time to make a decision.
 - A player intentionally exceeds the pregame time limit before the third game in an attempt to make it harder for his opponent to win in time.
 - A player losing a game starts slowing down the pace of play in an attempt to run out the clock
- 一位牌手手上有兩張海島，沒有明顯可以改變遊戲狀況的選擇，卻爲了消耗時間，花大量時間去“想”要做什麼。
 - 一位領先牌手明顯地放慢步調，使其對手可以追平的機會下降。
 - 一位牌手爲自己的行動延緩作出上訴，目的爲了爭取更多時間作思考
 - 一位牌手在第三盤開始前固意超出應有的換備時間令其對手更難在時限內勝出。
 - 一位輸了一盤遊戲的牌手放慢步調，目的在於用盡時間限制

DISCUSSION ON SCENARIOS

情景討論

Scenario 1

情景一

- Limited event
 - 1-1
 - 10 minutes left
 - Each player has 10+ creatures on board
 - Both player keep thinking how to attack/block on each turn
 - Q : Apart from “I need you play faster”, what can we done to speed them up?
- 限制賽
 - 1-1
 - 剩下10分鐘
 - 雙方各有10個以上的生物在戰場
 - 雙方在每回合都在想如何進行攻擊/阻擋
 - 問題：除了“我希望你打快一點”，我們可以怎樣令他們快一點？

Scenario 2

情景二

- Construct event
 - A leads 1-0
 - 5 minutes left
 - A plays slowly, a warning is assigned to A. A plays a little bit faster. After the time is up announcement, A obviously having a faster pace.
 - Q:Do we do investigation in this case?
- 構築賽
 - 甲領先1-0
 - 剩下5分鐘
 - 甲行動緩慢，而收到了一個警告，在時間到的指示發出後，甲的步調明顯加快。
 - 問題：我們要進行調查嗎？

Scenario 3

情景三

- Limited
 - A leads 1-0
 - Time is up announcement made
 - B is very likely to win game 2
 - Cards in A's hand + board seems giving A solution to prevent losing. A keep thinking.
 - Q: How to /What should do to speed A up?
- 限制賽
 - 甲領先 1-0
 - 時間已到
 - 乙似乎會贏出第二盤
 - 甲的手牌+場上的東西好像可以給甲解決困境，甲持續思考
 - 問題：如何做/應做什麼令甲加快步調？

Scenario 4

情景四

- Player A is winning 1-0.
- 10 minutes left
- A mulligan until down to zero
- Use around 1 minute for each shuffle
- Q: No infraction/Slow Play/Stalling?
And, where is the cut-off point?
- 牌手甲領先 1-0
- 剩下10分鐘
- 甲再調度直到沒有手牌
- 每次洗牌都用上大約一分鐘
- 問題：沒有犯規/行動延緩/拖延時間？
- 再，分界線在那裡？

Conclusion

結語

- Difficult to define clearly because of the diversity of deck types and actions
- Think at the viewpoints of both players
- Do not afraid giving penalty or comment.
- Avoid presence of stalling (but strictly reinforce penalty when stalling happen)
- If possible, stay at the table to prevent further slow play.
- 由於套牌種類和行動的多樣性，很難明確定義
- 在雙方的立場上考慮一下
- 不要害怕發出判罰或建議
- 避免拖延時間的出現(但一旦出現，要切实執行判罰)
- 可以的話，留在原桌，以避免再次出現行動延緩

REFERENCE

參考

Slow Play : Christian Gawrilowicz (with help from Joel Bantiles & Glicerio Garcia),GP Singapore Judge Conference 2011

Slow Play: Alejandro Raggio, Phillip Daferner ,PT Amsterdam Judge Conference 2010

Q&A

問答