



ATC

AMERICAN TEAM CHAMPIONSHIP



We will be implementing the use of Team Coaches this year at the ATC.

Why have coaches?

Simply put, to better facilitate games and encourage all games to finish on time.

A Coaches job on the team is to make everyone's games flow smoother and end on time while helping their team with anything they need outside of the game.

This proposed system would also allow for teams to continue in the event in some cases and keep player and team "bye" situations to a minimum.

COACHES

ONE 6th non-playing member may also attend the tournament to act as a coach or assistant for the team. This person would not have to pay to attend this year.

A Coach/Assistant is allowed to:

1. Do and/or assist in the Player Pairings
2. Collate and help submit Team Results
3. Ask questions about how a game is going
4. Tell their player how their team is doing and if they require a win/draw/loss from the current game as well as how many points their player need to score for the current game.
5. Prepare dice for their player(s) to roll (e.g. count a number of dice and set them aside to help speed up dice rolling)
6. Put casualty models away (they may not choose which models are removed from the table)
7. Prepare units for deployment (they may not choose where models are placed or give input on how to deploy)
8. Keep record of time usage by all players on either team and report any suspected slow play to a judge
9. Monitor pairings of other teams.
10. Call a judge on behalf of any player (for their team or another player's team if requested)
11. In extreme situations where a player cannot continue due to sickness or emergency, a Coach/Assistant may perform a player replacement: They may play a game with the substituted players army that was submitted by the team for the duration of a whole round. Replacement during rounds (ie when games have already started) will not be allowed except under very extraordinary circumstances validated by a joint decision by the head judge, opposing team Captain and TO's. A Coach may not replace a member of their team that has been disqualified or removed from the event.
12. If a situation arises where a player has to leave the table for a brief period of time (emergency bathroom break, important phone call, etc), a Coach/Assistant may perform a brief substitution where they may ONLY monitor the opposing teams players turn while their player is away from the table. This allows the game to continue with minimal interruption. Again, the coach may NOT perform any actions (dice rolls, model movement, etc) on behalf of their teammate during this substitution time.

A Coach/Assistant is not allowed to:

1. Interfere with or give input to a game in any way. They are there to help facilitate the game, not help play the game.
 2. Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like a player forgetting to consolidate. If they perceive situations like this, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a judge to rectify the situation.
 3. Coaches are not judges. A coach may not make rules calls or participate in a rules question with the exception that they can look up a rule and read it aloud if both players agree to let them. If there are any disagreements concerning the rule, a judge must be called.
2. Once players are at their tables at the start of any given round, a Coach is not allowed to share information on matchups or tactics by any means at all. This includes cellphones or other devices. Any breach of this rule that is discovered will see all offenders on the team issued an immediate Yellow Card Foul.

Penalties / Actions

If a coach does not follow the guidelines set forth above, they will be issued a Foul. If the coach breaks the guidelines a second time, they will be removed from having access to their team for the remainder of the event. In extreme conditions, a coach may be removed from the premises completely.