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DRAGON BALL SUPER CARD GAME

National Championship Finals 2018 Floor Rules

This document contains detailed rules for running and participating in the **Dragon Ball Super Card Game National Championship Finals**. Event planners, judges, and players should read and understand the rules contained in this document to the best of their ability.

These floor rules are intended to provide and maintain fairness and integrity at events. We ask for your cooperation in following these rules so as to both ensure the smooth operation of events for those tasked with running them, and a satisfying experience for participants. Those who behave in a way that damages the fairness and integrity of an event may receive penalties, as described later in the rules, or face consequences from Bandai.

These rules are the standard for the **2018 National Championship Finals, and we ask that event organizers use these rules for the event**. If there is an inconsistency between these rules and the floor rules, these rules will take precedent. Please keep this in mind as you hold tournaments.

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Chapter 1: Participating in Events

I: Official rules Concerning Appropriate Behavior

In these floor rules, players, spectators, judges, organizers, organizing staff, members of the press, and those related to the event are collectively defined as participants.

The contents of these floor rules are applied to members of the press, who will not participate directly in the event, as well as spectators who do not participate in the event. In the event of a serious offense, the organizer retains the right to eject the offender from the venue.

All participants must conduct themselves in a sensible manner in the event area, venue, and outside of the venue. All participants must act so that the event can operate fairly. Additionally, all participants must act to make the event a satisfying experience.

In events with a particularly high level of competitiveness, all participants must understand and honor these rules as much as possible.

II: Organizers

Event organizers are responsible for the following for event organization:

- Securing enough space for the event to take place.
- Announcing the event as early as possible in advance.
- Gathering enough staff to manage the event.
- Supplying enough supplies for event organization.

III: Organizing Staff

The organizing staff are defined as personnel who conduct office work, as well as personnel who are responsible for operations and management, such as scorekeepers and timekeepers. Organizing staff are not required to have the knowledge and skills necessary for judging, but must strive to manage the event as smoothly and soundly as possible.

All events require one or more organizing staff. Organizing staff are appointed by the organizer. Organizers, head judges, and judges may also work as organizing staff.

IV: Judges

Head judges and floor judges are collectively referred to as judges. All events must have one or more judges.

All judges may intervene if they witness a misinterpretation of the rules or player misconduct. If

necessary, judges also have the authority to punish players accordingly for offenses against the official rules as well as these floor rules based on reports from other players.

Participants who wish to challenge a ruling given by a floor judge may make an appeal to the head judge.

All judges have a responsibility to actively resolve actions or situations where there is a possibility the fairness and integrity of the event may be compromised. Judges must provide fair and equal rulings to all players, and must punish all offenses with the necessary level of severity.

■Head Judge

The head judge has the right to make final decisions regarding card interpretation and rulings at events. Additionally, the head judge is also the final person responsible for interpretations and rulings. The head judge's rulings fundamentally will not be overturned during the event, even if their rulings are inconsistent with the rules or Official Q&A. All event participants must follow the rulings of the head judge.

All events must have one head judge. The head judge will be selected from among the available judges by the organizer.

The head judge has the following responsibilities:

- To ensure the players take appropriate action when they violate the rules of the game or event, whether the violation was reported voluntarily or not.
- Delivering the final ruling in all instances, including overruling the decisions of floor judges if necessary.
- Assigning tasks to floor judges as the situation requires.

If the head judge is unable to execute their duties for a given period, they may temporarily transfer responsibilities to another judge. The event organizer may also act in place of the head judge in situations where not doing so would damage the integrity of the event.

The head judge has the authority to disqualify participants who are deemed detrimental to the event's operations, and is allowed to eject them from the venue with the consent of the event organizer.

■Floor Judges

Floor judges answer questions from players and spectators, correct illegal plays, and handle other reasonable requests.

Floor judges are appointed by the organizer. The organizer and organizing staff can also serve as floor judges.

V: Players

Players have the following responsibilities:

- To understand the rules and standards of player behavior.
- To not conduct illegal activity.
- To follow the announced starting time and time limits.
- To notify the judges if they witness rule violations.
- To cooperate with judges so that events can be run smoothly.
- To call a judge if they are offered a bribe, asked to bet on a match, asked to forge match results, or if they see a contradiction in match results.

Chapter 2: Game-Related Equipment

I : Cards

Only appropriate cards created by Bandai Co., Ltd., or by those recognized by Bandai Co., Ltd. may be used at events.

The backsides and sides of cards must not be distinguishable from other cards in the deck. They may be used if these differences are hidden through the use of an opaque sleeve. However, this does not include leader cards.

The information necessary for gameplay must be readable by all participants. Thus, cards that are unreadable due to heavy damage, scribbles, or autographs cannot be used for events. Additionally, if it is determined that a player is using a card that is difficult to understand due to misprints, etc., in order to gain an advantage, they may be subject to penalty.

Cards are interpreted based on the latest text. If Bandai publishes card errata, that will be applied. However, in the actual events, the final authority regarding card interpretation will be held by the head judge.

II : Substitute Cards

If a judge deems it necessary, they can provide players with substitute cards. As an official rule,

this should only be done when a player's card is worn or damaged from normal use.

If a substitute card is provided, it must be done so in a way that makes it clear that it is a substitute. After being placed in the player's deck, the original card should be kept in a nearby location for the duration of the match, so as to avoid it being included in the deck again by accident. If a substitute card is placed in a public game area, it should be swapped for the original card. If that card is then returned to a private game area, it should again be swapped with the substitute card.

Substitute cards are only valid for the duration of the event at which they are initially provided.

III: Resting/Upside-down Cards

When cards are placed in Rest Mode, they must be rotated roughly 90 degrees. When cards are reversed, they must be rotated 180 degrees.

IV: Shuffling (And Reshuffling)

Decks must be shuffled in order to sufficiently randomize their contents. To demonstrate fairness, both players should shuffle their decks in a location visible to their opponent.

After all players have shuffled their decks, they should request their opponent to either cut (separating a deck into multiple, smaller piles which are then placed together to form a single deck again) their deck, or shuffle it a second time to confirm. It's possible that a shuffle or cut can be carried out in a way that appears suspicious. You may request a judge carry out a judge or shuffle in your opponent's stead, but it is up to the judge to determine whether this is necessary.

If you feel that your deck has not been sufficiently randomized by your opponent's cut or shuffle, you may request a judge to have the deck reshuffled. It is up to the judge to decide whether a deck has been sufficiently randomized, with the head judge having the right to make the final decision on the matter.

All shuffles and acts of adding specific cards from your deck to your hand must be carried out in an expedient manner. These actions must be carried out within 1 minute.

Example: [Auto] When you play this card, look at up to 7 cards from the top of your deck. Choose up to 1 blue <Son Goku> among them and add it to your hand. Then, shuffle your deck. When carrying out the skill above, player should take no longer than a minute from the

activation of the skill to its resolution.

Even if the action is carried out within a minute, players may be penalized if a judge determines them to be spending excessive time shuffling.

V : Using Sleeves/Distinguishing Cards

Players are allowed to use sleeves or other equipment for protecting their cards. If a player uses sleeves, they must be identical in design, with no cards left unsleeved. Players are not allowed to place any other cards or printed materials inside sleeves, or to place more than one card in a single sleeve.

Players may use up to two sleeves per card in order to maintain the condition of their cards. If judges deem the types of sleeves used excessive, or that the sleeves used allow for cards to be distinguished from one another, one of the sleeves for each card must be replaced with a fully transparent one.

Players are responsible for ensuring that their cards and sleeves are indistinguishable from each other for the duration of the tournament. Cards that can be identified without looking at their face, via damage, discoloration, wear, etc. are considered distinguishable.

If a player uses card sleeves, determine whether their cards are distinguishable in their sleeved state. Players are advised to exercise caution, as cards and sleeves can become worn during play, resulting in them becoming distinguishable during the course of an event.

Players can request a judge to check his or her opponent's sleeves during a match. If a judge determines that an issue with the sleeves allows for cards to be distinguished from one another, or that sleeve damage or design makes it difficult for play to proceed, they may forbid the use of those sleeves.

The head judge has final authority when making any judgements about whether cards are distinguishable from one another.

Leader Cards can be distinguished from other cards without issue.

If a player chooses to use a sleeve for their Leader Card, it can be a different design from the sleeves used for their deck. However, both sides of the Leader Card must be clearly visible

even when sleeved.

VI: Side Decks

Side decks refer to cards that players can use to adjust their decks between games.

After the end of each game in a match, players can choose to swap cards into their deck from their side deck.

Please keep the time between games to under three minutes. All preparation for the next game and exchanging of cards between main decks and side decks must be carried out within these three minutes. Players may be penalized if a judge determines them to be the cause of excessive time between games.

Side decks can only include Battle Cards and Extra Cards.

The limit on the number of cards with the same card number that can be included in total between the deck and side deck should follow the limit that would normally be applied for a given game. If rules or effects change the limit on the number of cards that can be included, that limit applies to total cards in both your deck and side deck.

Before the start of each game, if a player has a side deck, they should present it to their opponent face down. The number of cards in side deck is public information, but a player is not required to reveal how many cards they swapped to or from their side deck.

During a game, players are allowed to look at their side decks, but only if it's clear that those cards are separate from the ones being used for the current game.

Before the start of the first game of each match, players must return their decks and side decks to their original states.

If a player receives a Game Loss penalty prior to the start of the first game of a match, players are not allowed to switch cards out from their side decks before the start of game 2.

VII: Supplementary Objects

Players are allowed to use small supplementary objects to track changes to cards,

tokens, targets, and other frequently-changing and difficult-to-remember public information. Objects that make it difficult to tell how many cards are in a given area, completely cover cards, or otherwise make it difficult to clearly track the game state are not allowed. Players are not allowed to use their own sleeves, sleeves with designs that resemble card backs, or face-down

cards as supplementary objects.

Objects used to serve as tokens should be easily distinguishable between Rest and Active Mode (i.e. have multiple states of rotation, coloring, etc.) to both players and judges.

Chapter 3: Tournament Format

The National Finals will be run using the following tournament format. Different formats are used for the preliminary and final rounds, so we ask that all participants and organizers read and understand the following rules to ensure the tournament runs smoothly.

I: Preliminary Rounds (Swiss)

■Overview

For the first match, players are matched with each other at random, with the following matches assigning players based on who has the highest number of points. Care should be taken to avoid pairing players who have already played each other in previous matches.

If the time limit expires in the middle of a game, use the following procedure to determine the winner:

- 1) Players play an additional three turns, with the current (active) player's turn becoming turn 0. The other player's next turn will be considered turn 1, followed by the first player's turn 2, and then back to the second player for turn 3—the final turn.
- 2) If neither player has won at the end of these extra turns, the game is declared a draw.

After carrying out the above, or if the time limit is reached between games, compare the number of games won by each player. If they have both won the same number of games, the match is declared a tie. If one of the players has won more games than the other, that player is declared the winner of the match.

If there is a tie due to all players fulfilling loss conditions simultaneously, the current turn-player loses the game and their opponent is declared the winner.

■Swiss Matching

The number of rounds recommended under the Swiss system varies depending on the number of participating players. Run the following number of rounds based on the number of players, with the top 32 players advancing to the finals.

9-64 players: 3-5 rounds

65-128 players: 4-6 rounds

129-256 players: 5-7 rounds

257-512 players: 6-8 rounds

513-1024 players: 7-9 rounds

These are all suggested numbers. Organizers are free to modify the format according to their own discretion if necessary. As a common example for managing tournaments, in Swiss draw events, the event may end and prizes handed out as soon as the number of players who have won all their matches is reduced to 1, or extra consolation matches may be carried out in addition to the number of matches provided above.

■ Calculating Placement

Players are awarded 3 match points for each match they win, and 1 point for each match they end in a draw. No match points are awarded for losses. If a player wins by default they are awarded 3 match points.

Generally, players with more match points are ranked higher, and vice versa. However, if players have equal match points, use the following procedure to determine placement.

1. Comparing Average Match Win Rate

At the end of an event, calculate the average match win rate of the 2 players (excluding byes) and divide the value by the number of tournament rounds they participated in. The player with the higher final value ranks above the other.

2. Comparing Average Match Win Rates for the Players' Opponents

At the end of an event, calculate the average match win rate for the opponents of each player. The player with the higher final value ranks above the other.

3. Random determination

If placement cannot be determined by any of the methods above, determine placement in any random fashion (raffle, coin toss, dice roll, etc.)

How to Calculate Average Values

(1) Player Average Match Win Rate

= Their Match Points (excluding match points from byes) / (Participated Rounds

(excluding byes) x 3)

Numbers under 0.33 are treated as 0.33.

(2) Average Match Win Rates for a Player's Opponent

= The Total of the entire Opponent's Values from (1) / Number of Games the Player Participated In

II: Final Rounds (Tournament)

■ Overview

A last-man-standing style event format. Players who win a game move on to the next, and the event continues until only one player remains.

If there is a tie due to all players fulfilling loss conditions simultaneously, the current turn-player loses the game and their opponent is declared the winner.

■ Determining Outcomes When Time Expires

When time expires in the middle of a game, follow the procedure below to determine a winner:

- 1) The current active player plays out their turn in a normal fashion. This is considered turn zero. After the player is finished, the game continues for 5 more extra turns, with the second player's turn being turn 1, the first player's next turn being turn 2, the second player's turn after that being turn 3, and so on.
- 2) If neither player has won at the end of those 5 turns, the player with the most life wins.
- 3) If both players have the same amount of life in 2), the player with more cards in their deck wins.
- 4) If both players have the same number of cards in their deck in 3), the player with more cards in their Battle Area wins.
- 5) If both players have the same number of cards in their Battle Areas in 4), the player with more cards in their hand wins.
- 6) If both players have the same number of cards in their hands in 5), determine the winner at random.

After carrying out the above, if the winner of the match still hasn't been decided, choose a winner at random.

If time expires in between games, follow the procedure below to determine a match winner:

- 1) The player with the most round wins is declared the winner of the match.
- 2) If both players have the same number of round wins, the current active player (the player with the starting turn in the next game) plays out their turn in a normal fashion. This is

considered turn zero. After the player is finished, the game continues for 5 more extra turns, with the second player's turn being turn 1, the first player's next turn being turn 2, the second player's turn after that being turn 3, and so on.

- 3) If neither player has won at the end of those 5 turns, the player with the most life wins.
- 4) If both players have the same amount of life in 3), the player with more cards in their deck wins.
- 5) If both players have the same number of cards in their deck in 4), the player with more cards in their Battle Area wins.
- 6) If both players have the same number of cards in their Battle Areas in 5), the player with more cards in their hand wins.
- 7) If both players have the same number of cards in their hands in 6), determine the winner at random.

After carrying out the above, if the winner of the match still hasn't been decided, choose a winner at random.

III Decklist Submissions and Deck Checks

■ Submitting Decklists

The organizer or head judge may ask players to provide a decklist for decks they will use in events. Decklists are required for all players participating in the National Finals. Players must write down the contents of their deck (a "decklist") during event registration, and submit it to the event organizer. Additionally, players may not use decks with cards that differ from those included in their decklist.

■ Deck Checks

During events, the organizer or the head judge has the authority to check player decks (a "deck check") to determine whether or not they are correct.

When deck checks are conducted, it is recommended for them to be conducted by someone other than the head judge, if possible.

Chapter 4: Match Structure

Matches in the Dragon Ball Super Card Game consist of a set number of games. The player who wins the specified number of games wins the match.

The number of games and wins required per match are listed below. Use the following as a baseline for determining round and event time:

- Preliminary rounds—Number of games: 3 / Number of wins necessary: 2

Time per game: 60 minutes / Extra time: 10 minutes (for extra turns, etc.) Time between

matches: 10 minutes (for tournament operations)

- Top 32—Number of games: 3 / Number of wins necessary: 2

Time per game: 60 minutes / Extra time: 15 minutes (for extra turns, etc.) Time between matches: 10 minutes (for tournament operations)

- Grand Finals—Number of games: 3 / Number of wins necessary: 2

Extra turns must be conducted within the extra time allotted. During the preliminary rounds, if extra time expires and the match still hasn't been decided, the match is declared a draw.

During top 32, determine the winner using the procedure described in "Determining Outcomes When Time Expires." There are no extra turns during grand finals. Let the match play out until a winner is decided.

Both extra time and time between matches are intended to be used for essential tournament operations (player matching, etc.), which means extra turns should be played quickly to avoid impacting tournament operations. If a judge feels that a player is playing too slowly during extra turns, they may issue them cautions and notices.

If actions deemed necessary by organizers end up reducing the amount of time a player has to play a match, it is necessary for organizers to do everything in their power to provide an equivalent time extension.

(Example: Match start time delayed due to deck checks.)

(Example: Match stopped due to appeal to head judge.)

Chapter 5: Resignations and Draw Games

Excluding events where players are not allowed to concede games, players may concede the game/match at any time. The match is not considered finished, however, until the results sheet has been filled in, or either player leaves the table. Until the game is formally over, either player has the right to concede the match regardless of how many games they have won.

Players may not accept any kind of compensation to concede. (Such actions are considered tantamount to accepting a bribe or payoff.)

Players are not allowed to intentionally declare a draw match (even under both player's consent). Players who attempt to do so in a tournament following these rules are subject to

penalty.

If a player refuses to play, that player is considered to have conceded the game.

Chapter 6: Dropping Out

Players who wish to forfeit must notify a judge or other staff member and receive permission. Players who forfeit after their opponent has been announced or before the match begins will lose by default and considered disqualified from the event.

Players who forfeit are ineligible to receive commemorative prizes and other items.

Chapter 7: Penalties

This chapter will cover how to resolve violations and assign appropriate penalties for such actions in Dragon Ball Super Card Game events.

If a participant in an event violates any rules or regulations, the event judge must issue that participant an appropriate penalty.

I: Type and Definition of Penalties

(1) Caution

A Caution is issued for minor violations. Cautions are issued on the spot, and are recorded per player. If a player repeats the same violation, the Caution can be upgraded to a Notice.

(2) Notice

A Notice is a penalty issued against moderate violations, such as actions which interfere with game progress or impede the running of the event. If a player repeats the same violation, the Notice can be upgraded to a Game Loss, Match Loss, or Disqualification.

(3) Game Loss

A Game Loss is a penalty issued against violations which make game progress difficult or impossible. A player issued a Game Loss loses the current game. If the player is currently between games or matches, the player loses the next game they were assigned to play. In single game matches, Game Losses become Match Losses.

(4) Match Loss

A Match Loss is a penalty issued against violations which render game progression

impossible or have a major impact on the running of the event.

A player issued a Match Loss loses the current match. If the player is currently between matches, the player loses the next match they were assigned to play. If the player is in a match they are clearly about to lose, the judge may choose to apply the Match Loss penalty to the player's next match.

(5) Disqualification

A Disqualification is a penalty issued against violations which damage the integrity of the event and/or major examples of unsportsmanlike conduct.

A Disqualification can be issued not only against current players but all participants in an event. Persons who receive a Disqualification are recorded for future reference.

A person issued a Disqualification loses their current match (if applicable) and is immediately removed from the event.

Any prizes or placement the player received prior to their Disqualification may be confiscated according to the judgement of the event organizer or the head judge. However, even if the player loses their placement, their opponent's game record does not change. In the event of such a situation, the event organizer or the head judge determines whether the prizes and placement are passed down to the next player or rendered non-applicable.

II: Assigning Punishment

It is advised that all penalties more severe than a Notice be issued only after reporting violations to the head judge, who should also handle assigning penalties.

Penalties can be issued to a person who is not participating in the event. The penalties are designed to be applied to players, but other event personnel (spectators, staff, judges) can also be responsible for violations. Penalties can still be issued to a player even if they have already forfeited an event.

When issuing a penalty, the judge must explain the violation and how to resolve the situation to all related players. If the head judge decides to alter this process, they must explain the penalty and why they chose to alter the standard procedure.

Depending on the violation, the description of the penalty will include how to resolve the

infraction. These procedures are specified to prevent the staff from being criticized for unfair or preferential judgement. If the judgement is made quoting the floor rules, players' attentions will be focused toward the policy and not the judge. Deviating from this process may cause players to spread rumors, leading them to blame the judge instead of the rules.

Judges must always consider the current game/game state and who will gain benefit as a result of carrying out penalty procedures. The procedures only exist to "correct" certain situations, and favoring a player (even if unintentional) or being careless when considering the game state can cause further issues.

If a single mistake causes multiple related violations, issue a penalty for the most severe violation.

III Standard Examples of Violations

■ Game Mistakes

Wrong or inaccurate actions caused by players breaking the official rules are referred to as game mistakes.

It is assumed that most game mistakes are accidental. If a judge finds that a deliberate mistake has been committed, follow the instructions in "Deliberate Violations."

(1) Failing to Observe Game Rules

A violation in which a player failed to observe a rule or misinterpreted it. Note that this is a separate issue from violations resulting from players forgetting to resolve automatic actions.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation, and replace the violation with the appropriate action. Any actions which should not have been carried out are canceled and the game state is returned to the point before those events occurred.

However, if a considerable amount of time (i.e. a full turn or more) has elapsed since the action took place and rewinding the game state could have major impact, do not rewind. Instead, rewind as far as possible or fix whatever errors were made without influencing the game. Then continue the game in its current state.

(2) Forgetting to Resolve Automatic Actions

A violation in which a player proceeds with the game after failing to resolve an automatic effect.

Penalty

: Caution

Resolution

: Issue a Caution to the player responsible for the violation, and carry out the auto effect from the closest checkpoint (based on the judge's judgement). However, if the auto effect was a voluntary action that included text such as "up to" or "you can," treat the effect as if the player chose zero or chose not to carry out the action.

(Examples)

- A player carries out their Offense Step after skipping a skill that activates when a card attacks.
- A player carries out their Charge Phase after skipping an auto effect that should have resolved at the beginning of their turn.

(3) Looking at Unnecessary Cards

A violation in which a player looks at a card/cards which should not have been visible to them.

Voluntarily revealing your hand, or looking at your opponent's hand because they revealed their hand is generally not subject to this violation; these actions nonetheless make the game less enjoyable and are not to be encouraged.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation. If the card has only been revealed to the player who made the violation, reveal it to their opponent as well. The judge then confirms which cards require being placed in set orders. Cards which can have no set orders are shuffled together, while cards that must be placed in a set order are returned to their appropriate locations.

(Example)

- A player accidentally looked at 4 cards when resolving a skill that asked them to look at the top 3 cards of their deck.
- A player's life cards are accidentally turned face-up.

(4) Invalid Cards in Secret Areas

A violation in which there is an incorrect number of cards in a Secret Area, or cards in an invalid state in a Secret Area.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation. If it is clear which cards are in an incorrect location, the judge must return those cards to where they belong. Then the judge determines which cards require being placed in set orders. Cards which can have no set orders are shuffled together, while cards that must be placed in a set order are returned to their appropriate locations. If it is not clear which cards are invalid, reveal all the cards in the Secret Area to the opponent, who then chooses which cards to return.

(Example)

- A player accidentally drew 3 cards instead of 2.
- A player accidentally added a card from their deck to their hand directly when they should have revealed it first.

■ Event Errors

Wrong or inaccurate actions caused by players breaking the floor rules are called event errors.

If a judge confirms a mistake was deliberate, follow the instructions given in “Deliberate Violations.”

(1) Late Arrival

A violation in which a player was not seated at the beginning of a match or did not complete a specific action within the given time limit.

Penalty

: Notice (for minor delay) Match

Loss (for major delay)

Resolution

: If the player is seated and ready to play within 5 minutes from the start of the match, treat the violation as a minor delay and issue a Notice. The judge may extend the time limit to make up for lost time.

If the player is not seated within 5 minutes, treat the violation as a major delay and issue a Match Loss. The player is treated as if they left the tournament. The judge may later re-enter the player into the tournament if the player requests it.

(Example)

- A player is not seated and ready to play until 5 minutes after the start of a match.

- A player misplaced their deck and could not find it until 10 minutes after the start of the match.
- The player sat in the wrong seat and started a game with the wrong opponent.

(2) Referring to Information Outside of the Game

A violation in which information was given to a player from outside the game or actively sought by a player using outside sources of information

Penalty:

Match Loss

Resolution

: During matches, issue a Match Loss to any players who gave information to other players from outside of their game, or to a player who received or sought information from sources outside the game.

If the person who gave information from outside the game to a player is not a player themselves, the judge may bar that person from spectating games for the duration of the tournament.

“During a match” refers to span of time starting from the announcement of pairings to the actual end of the match. At any other time, players can receive information from any source of their preference.

(Example)

- A player looks at a memo they prepared prior to the beginning of the event.
- A player asks another player sitting next to them for advice.
- A spectator gives advice to a player without their consent.

(3) Slow Play

A violation in which a player unintentionally slows down the pace of a game. If a judge confirms a player deliberately sought to delay the game and use the time limit to their advantage, follow the instructions in “Deliberate Violations.”

Penalty

: Caution - Notice

Resolution

: When a judge discovers a player intentionally slowing a game down at a level worthy of a Notice, they should issue a Caution first and tell the players to play faster. If the player continues to slow the game down, issue a Notice to the player during a break in

the action.

(Example)

- A player slows a game down by spending an unnecessarily long time considering their plays.
- A player takes an excessive amount of time to shuffle their deck.

(4) Errors in Decklist

A violation in which the decklist submitted by a player does not follow the rules for deck construction.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation.

The penalty is issued even when the deck itself is valid and the error is fixable, such as the list containing an incorrect number of cards or cards that cannot be used. In that case, fix the list accordingly. If the deck is also invalid, follow the directions in the Deck Error section.

(Example)

- The decklist only includes 49 cards.
- {Blue Son Goku} is included in the decklist, but both {Super Saiyan Blue Son Goku} and {God Break Son Goku} are legal at the event.

A player misplaced a card/cards, and as such their deck did not match the one described in their decklist.

(5) Error in Deck

A violation in which a player's deck or side deck is not the same as the registered decklist or does not follow the rules for deck construction.

Penalty

: Game Loss - Match Loss

Resolution

: If the decklist provided by the player is valid, issue a Game Loss and tell the player to fix the deck according to the decklist. Players play the next game without using their side decks.

If there is no decklist, or if the decklist is invalid, issue a Match Loss to the player.

Then, remove any unusable cards or copies of cards included beyond the limit from the deck and tell the player to add cards into the deck until the number of cards in the deck is valid. If necessary, edit the decklist accordingly.

(Example)

- There are only 49 cards in a player's deck, but the decklist is valid and includes 50 cards.
- A previous opponent's cards were found in a player's deck after the start of a new game. However, that player's decklist was valid.

In the first game of a match, cards that were originally in the side deck are found in the player's deck.

(6) Communication

A violation in which a lack of communication adversely influences gameplay. Both players have the responsibility to play the game with a common understanding of the events occurring within the game. If either player fails to declare their actions sufficiently, that player is treated as if they are obstructing the game.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation. Then, the judge rewinds the game state back to a point with as few issues as possible. After explaining the situation to the players, let them continue playing the game from that point on. The judge may only rewind the game back to a former state if there is no way to correct the current situation as it is.

(Example)

- A player realizes they misunderstood how a card or cards were supposed to be played earlier in the game.
- A player declares they have 6 life left, but later realizes they only had 5.

(7) Marked Cards

A violation in which cards or sleeves are clearly marked and can be visually distinguished by looking at the card backs.

Penalty

: Notice ~ Game Loss

Resolution

: The judge examines whether the marked cards are a specific group of cards. If they

are not, issue a Notice to the player. The player is not required to acquire new sleeves or cards, but the judge can request the player swap out damaged cards/sleeves with non-damaged cards/sleeves from their side deck or elsewhere. If the marked cards appear to allow the player to find a specific card or cards, the judge must decide whether the markings were made intentionally. If the markings do not seem intentional, issue a Game Loss to the player and request the player to replace all their sleeves. If the markings appear to be intentional, follow the instructions given in the Deliberate Violations section.

(Example)

- Some of the sleeves were damaged. The cards in the damaged sleeves appear to be random.

A player with an unsleeved deck had a card/cards marked in a way that made it easy to distinguish them from the rest of the cards in the deck.

(8) Insufficient Shuffling

A violation in which a deck was insufficiently shuffled.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation. The judge thoroughly shuffles the player's deck. The procedure must be carried out in front of the opponent multiple times, with different types of shuffles. (Example)

- A player only shuffles their deck once with a Hindu shuffle.
- A player gives an already shuffled deck to the opponent after sitting down.

(9) Slow Play During Extra Turns

- A violation where a player is unintentionally slowing the progress of the game during Extra Turns.

Penalty

: Notice

Resolution

: When a judge rules that a player has stalled play for one minute, they offer a [Notice] and urge that play proceed onward. Also, if there hasn't been a one minute space between plays but the judge deems the progression of play as slow, they offer a [Notice] and urge that play proceed onward.

(Example)

- A player thinks about their next play for more than a minute, slowing the game down.
- A player places the cards they're comboing with in their Combo Area one card at a time, taking longer than necessary to do so.

■ Unsportsmanlike Conduct

Violations in which players behave in an unsportsmanlike way which can have a strong negative impact on the safety, enjoyment, and integrity of an event.

① Taunts/Inappropriate Behavior

A violation in which a player behaves in an inappropriate way or taunts their opponent.

Penalty

: Notice

Resolution

: Issue a Notice to the player responsible for the violation.

(Example)

- A player makes an indefensibly rude comment.
- A player requests a judge to issue a penalty against their opponent.
- A player throws their own deck or their opponent's deck on the floor after losing.
- A player leaves a considerable amount of trash behind.
- A player does not comply when the event staff tells them to leave the play area.
- A player makes a remark that could be seen as unpleasant to another player or judge.

A player repeatedly carries out an action unpleasant to their opponent, even after being requested to stop.

② Threatening or Discriminating Actions

A violation in which a player threatens the opponent or judge, or discriminates against them based on their nationality, gender, or other means.

Penalty

: Disqualification

Resolution

: Issue a Disqualification against the player responsible for the violation. (Example)

- A player insults a person's gender.

- A player verbally threatens a judge who made an unfavorable decision.
- A player behaves rudely toward their opponent (i.e. raises their middle finger at them).

③ Aggressive Actions

A violation in which a player attacks and damages event equipment, belongings of other players, and/or the players themselves.

Penalty

: Disqualification

Resolution

: Issue a Disqualification against the player responsible for the violation. (Example)

- A player loses a game and kicks the opponent's bag.
- A player kicks a chair.

A player gets angry and grabs another player's collar.

④ Theft

A violation in which a player steals event equipment or the belongings of other players.

A player should feel safe about their belongings when participating in an event, but this does not mean they are not responsible for their personal items. Players are expected to keep items they brought to the event or received during the event on their person at all times. The event organizer will be held responsible for any theft that occurs during the event (event items excluded). Judges must provide whatever support they can to prevent such incidents.

Penalty

: Disqualification

Resolution

: Issue a Disqualification against the player responsible for the violation. (Examples)

- Stealing cards from an opponent's side deck.
- Stealing a ball pen used for recording information at the tournament.
- Realizing that you accidentally took an opponent's card(s) during a previous game, and choosing not to inform a staff member.

⑤ Payoffs and Bribery

A violation in which a player bribes or colludes with their opponent to get them to concede, draw, or otherwise compromise the integrity of match results. These violations also include receiving a bribe, or betting on match results with other players or spectators

during an event.

Penalty

: Disqualification

Resolution

: Issue a Disqualification against the participant(s) responsible for the violation.

(Examples)

- Offering an opponent \$100 to concede during a Swiss round.
- Offering an opponent cards in return for them drawing the game. 2 spectators betting on the outcome of a match.

⑥Deliberate Violations

Violations in which players make mistakes intentionally for attempted personal gain, or knowingly cheat.

Because deliberate violations can appear to be unintentional both in-game and out, it is necessary for judges to conduct thorough investigations to confirm whether a violation was deliberate or not.

Penalty

: Disqualification

Resolution

: Issue a Disqualification against the participant(s) responsible for the violation.

(Examples)

- Realizing you accidentally included cards from your side deck in your deck during game 1 in a best-of-3 set, and choosing to continue playing with them because it benefits you.
- Lying to a judge about what happened during a game to strengthen your own argument.
- Intentionally ignoring an opponent's mistake until the moment it would benefit you most, then reporting it to the judge.
- Intentionally drawing extra cards during play.