

DRAGONBALL SUPER CARDGAME

Origins Team Tournament Rules

These are Origin-specific Team Tournament rules. For any rules not covered by this document, please check the Origins Floor Rules.

- How do Team Battles Work?

Each team is comprised of three players who battle against each of the other players on the opposing team. The team with the most match wins is declared the winner.

- Determining Teams and Matchups

When players register their team, they decide which players are Member A, Member B, and

Member C. These positions cannot be changed and are fixed until the end of the tournament. When determining matchups for games, Member A will always play against Member A from the opposing team, Member B will always play against Member B from the opposing team, and Member C will always play against Member C from the opposing team.

- Deck Construction Rules

Normal rules apply. Each player uses 1 Leader Card, a 50-card deck, and a 15-card side deck.

Team Players can't use cards that another Player on the same team has in their deck.

- OK: Player 1 has 4 copies of Senzu Bean in their deck.

- Not OK: Player 1 has 2 copies of Senzu Bean in their deck, and player 2 also has 2 copies of Senzu Bean in their deck.

-OK: Player 1 has 7 copies of Dragon Ball in their deck, and player 2 has 7 copies of Porunga's Dragon Ball in their deck.

-Not OK: Player 1 has 7 copies of Dragon Ball in their deck, and player 2 has 7 copies of Dragon Ball in their deck.

- Limited and banned card rules apply as normal.

- Determining Match Results

Once all matches have concluded, the team with the most match wins is declared the winner. If both teams have an equal number of wins, use the following order to determine who wins:

1. Whichever team whose Member A won their match are the winners. (If the match was a

tie, move to 2.)

2. Whichever team whose Member B won their match are the winners. (If the match was a

tie, check the Member C match.)

- Coaching During Matches

Team Players are allowed to coach one another during matches. However, match time is limited, so coaching should not be frequent and be limited to a maximum of 30 seconds. A judge may deem excessive coaching to be intentional slowplay and give the

slowplaying team a penalty.

- Match Format

Match format differs between preliminaries and finals.

- Preliminaries

Preliminaries are conducted using a swiss draw format. For the first match, players should be matched with each other at random. From the second match onward, players should be matched based on their current number of points. However, make sure that players who have already played one another do not get matched up again.

- Preliminary Matches

The number of preliminary matches changes depending on the number of teams participating.

9-64 Teams: 3-5 Rounds

65-128 Teams: 4-6 Rounds

129-256 Teams: 5-7 Rounds

257-512 Teams: 6-8 Rounds

During preliminaries, matches are played until there is one team left that has won all of their matches. Once this team has been determined, the preliminaries are over and standings can be calculated.

- Calculating Standings

Follow the swiss draw rules from the floor rules. Once standings have been determined via swiss draw, the top 8 teams proceed to the finals.

- Match Time

Once match time is over, if players are in the middle of a game, the winner of the match is determined by the following procedure:

1) If players are in the middle of a game when match time expires, count the active player's turn as turn 0, the opponent's next turn as turn 1, the next turn as turn 2, and the turn after that as turn 3. Both players get a total of three extra turns.

2) If no winner is determined by the end of these extra turns, the game ends in a draw.

3) After following the above steps, if match time expires between games, or if both players have the same number of game wins, the match ends in a draw. If one player has more game wins than their opponent, the player with more wins is considered 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.

- Finals

The finals are conducted using a single-elimination format. Teams who finish within the specified placement proceed to the finals and play matches against one another. Winning teams proceed to the next match in the bracket, repeating the process until only one team remains.

- If match time expires...

If match time expires during a finals match, follow the following procedures to determine the winner of the match.

- 1) Count the active player's turn as turn 0, the opponent's text turn as turn 1, the next turn as turn 2, the following turn as turn 3, and so on. Both players get a total of six extra turns.
- 2) If a winner still hasn't been determined at the end of extra turns, the player with the most life wins.
- 3) If both players have the same amount of life, the player with the most cards remaining in their deck wins.
- 4) If both players have the same amount of cards remaining in their decks, the player with the most cards in their Battle Area wins.
- 5) If both players have the same amount of cards in their Battle Area, the player with the most cards in their hand wins.
- 6) If both players have the same amount of cards in their hand, use a random method to determine the winner.

After carrying out the above, if the time limit has been reached between games, and a winner still hasn't been determined, follow the procedure below:

- 1) The player with the most wins is declared the winner of the match.
- 2) Count the active player's turn as turn 0, the opponent's text turn as turn 1, the next turn as turn 2, the following turn as turn 3, and so on. Both players get a total of six extra turns.
- 3) If a winner still hasn't been determined at the end of extra turns, the player with the most life wins.
- 4) If both players have the same amount of life, the player with the most cards remaining in their deck wins.
- 5) If both players have the same amount of cards remaining in their decks, the player with the most cards in their Battle Area wins.
- 6) If both players have the same amount of cards in their Battle Area, the player with the most cards in their hand wins.
- 7) If both players have the same amount of cards in their hand, use a random method to determine the winner.

- Match Structure

Team tournaments should use the following configuration for matches:

- Preliminaries: Number of games : 3. / Necessary wins: 2.

Match time: 60 minutes. / Prep time: 10 minutes (for extra turns, tournament management, etc.).

Time between matches: 10 minutes (maximum time for management).

- Finals: Number of games: 3. / Necessary wins: 2.

Match time: 60 minutes. / Prep time: 15 minutes (for extra turns, tournament management, etc.).

Time between matches: 10 minutes (maximum time for management).

- Final Match: Amount of Games: 3. Necessary wins: 2.

Extra turns should take place during the time given for prep time. If prep time is over and the match isn't finished during the preliminaries, the match is considered a draw. During the finals, the match winner is determined using the above procedures.

During the final match, there are no extra turns, so the game should continue until a winner is determined.

Prep time and time between matches is meant for matching and other managerial tasks. Because of this, there is a chance that extending extra turns into this window will interfere with managerial tasks, so it is important for games to finish as soon as possible. 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.)