

DRAGONBALL SUPER CARD GAME Bo1 Regulations

■ Preface

The following regulations are intended for tournaments that:

- Don't have a lot of time to run.
- Have entrants that aren't used to playing the Dragon Ball Super Card Game.

These regulations are merely a suggestion, and event organizers are free to adjust them as they see fit.

Event organizers must report any changes they make to regulations before the start of the tournament.

■ Tournament Format

Tournaments are conducted using a swiss draw format. Matches are played best-of-one (the first player to win a game is the winner).

*Suggested match count based on number of players:

4–8 players: 3 matches (Estimated time: 2 hours)

9–16 players: 4 matches (Estimated time: 2 1/2 hours)

■ Time Limits

The allotted time per game is 30 minutes. You may choose not to play with a time limit, but a 30 minute time limit is recommended.

If you choose to play with a time limit and time runs out, add an additional three turns following the end of the current player's turn.

If neither player wins by the end of the additional turns, the game is declared a draw.

■ Scoring

Players are awarded points based on the outcome of each match.

Win: 3 points

Draw: 1 point

Loss: 0 points

*Players who win by default are awarded 3 points.

■ Player Pairing

For the first match, players are paired with each other at random. For the second match onwards, players are paired against players with similar point totals.

■ Determining Placement

Use the following guidelines to determine tournament placement. Start with 1) to determine placement. In the event of a tie, move on to the next number.

- 1) The players with the most number of points.
- 2) The players whose opponents had the highest average number of points.
- 3) The players who had the highest average number of points out of all the players they won against.
- 4) Decide at random.

■ Deckbuilding Guidelines

A valid tournament deck contains the following number of cards:

Leader Card: 1 card

Deck: 50 cards

- Decks can contain only Battle Cards and Extra Cards.
- Decks cannot contain more or less than 50 cards.
- Decks may contain a maximum of four copies of a card with the same card number.

■ Sleeves

Players must use card sleeves. Sleeves that differ in size, color and pattern, conceal card faces, have markings or damage that allow them to be distinguished from other sleeved cards, or are heavy enough to impair shuffling are prohibited.

- You may choose not to use a sleeve for your Leader Card.

■ Dropping Out of the Tournament

- Players may drop out of the tournament midway.
- Players are allowed to drop out following the end of their currently assigned match. If a player chooses to drop out, they must inform the tournament organizers of their decision by the end of the current match. Dropping out without informing the organizers is not allowed.
- Players who drop out of a tournament midway are not included in future matchmaking and are not assigned a final placing.
- Players who are late to their assigned match and fail to inform the organizers by the time the match ends may be disqualified from the tournament.

■ Game Rules

- Tournaments must follow the newest edition of the Dragon Ball Super Card Game Official Rule Manual. The Rules Q&A guide may be used to settle rules disputes.

■ Judges

- If you feel that there's been a misinterpretation of the rules, misconduct, or cheating, please call a judge immediately.
- Follow what the judge says. During a tournament, a judge's ruling is absolute.

■ Important Tournament Notes

- Players should check the Rules Q&A section on the official website beforehand.
- Players must thoroughly shuffle their decks in front of their opponents before starting a match.
- Players should not place unused cards in a nearby location (inside clothing, in a deck case, on the table, etc.) during a match. Cards should be kept inside a bag or other inaccessible location during tournament play.
- Players are not allowed to take notes during a match. Players should not place writing utensils, paper, and other stationery not used for game purposes on the table during gameplay.
- Eating and/or using a phone or other device during tournament play is strictly prohibited.
- Players should greet each other and demonstrate sportsmanlike behavior before, during, and after a match.
- Players must get their opponent's permission before touching their cards.
- Players are not allowed to talk to spectators or other players during a match. Spectators are likewise not allowed to talk to players during a match.
- Players are not allowed to verbally taunt or abuse their opponent during a match, and are encouraged to behave in a sportsmanlike manner.
- Cheating (deck stacking, etc.) is strictly prohibited.
- Players should announce their plays one at a time. Opponents should clearly acknowledge these announcements during play.
- Players are allowed to concede games they feel they have no chance of winning.
- Public information (deck/hand totals, contents of the Drop Area, etc.) can be checked by players at any time. Players must clearly and accurately confirm the requested information when asked. Providing misleading or incorrect information is against the rules.
- Players' should always play with their hands above the table, with their card backs clearly visible to the opponent. Players are not allowed to play with their hands below the table or concealed from the opponent.
- Intentionally attempting to prolong the length of a game is prohibited. Spending an excessive length of time thinking about their next move may also lead to a violation being levied against a player.
- Players are asked to refrain from making false or misleading statements that would cause distress to their opponents.
- Players are asked to not force rules judgments in a way that favors themselves.