Dragon Ball Super Card Game
Series 2 Release Tournament Regulations (Best of 1, Two Stage)

■Preface

"The following regulations are intended for tournaments that:
・Have entrants that aren't used to playing the Dragon Ball Super Card Game.
・Have a significant amount of time available to run (roughly six hours).

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

Preliminaries
The preliminaries 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:
17-32 players: 5 matches
33-64 players: 6 matches
Over 64 players: 7 matches
The specified number of players with the highest placing advance to the finals.

Finals
Single-elimination, best-of-one (the first player to win a game advances).
*Recommended number of players: Top 8 (3 rounds)

■Time Limits

The allotted time per match 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, use the following guideline to determine the final turn of the game if time runs out:

If it's currently the turn of the player who went second: end the game at the end of the current turn.

If it's currently the turn of the player who went first: end the game at the end of the next turn.

If neither player wins by the end of the final turn:
・Prelims: the game is declared a draw.
・Finals: Compare the number of life cards for both players.
If one player has more life cards than the other, that player is declared the winner.
If both players have the same number of life cards, the game continues until one player has more life cards than the other, at which time that player is declared the winner.

■Scoring

Points are only calculated to determine placement during the preliminaries.

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

Preliminaries
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.

Finals
Match players based on their final results in the swiss rounds is recommended.
*If cutting to finals with eight players:
<u>Quarterfinals</u>: The 1st place player plays the 8th place player, the 2nd place player plays the 7th place player, the 3rd place player plays the 6th place player, and the 4th place player plays the 5th place player.
<u>Semifinals</u>: The winner of the match between 1st and 8th plays the winner of the match between 4th and 5th, and the winner of the match between 2nd and 7th place plays the winner of the match between 3rd and 6th.
<u>Finals</u>: The winners of the previous matches play each other.

*If cutting to finals with four players:
<u>Semifinals</u>: The 1st place player plays the 4th place player, and the 2nd place player plays the 3rd place player.
<u>Finals</u>: The winners of the previous match play each other.

■Preliminary Round Placings

Use the following guideline to determine tournament placings:
1st: The player with the most number of points.
2nd: The player whose opponents had the most number of points.
3rd: The player who had the most number of points out of all the players they won against.

■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 or less than 50 cards.
・Decks may contain a maximum of four copies of a card with the same card number.

*Players must use exactly the same deck for the duration of the tournament. If a player advances to the finals, they cannot make any changes to their deck or leader card.

■Usable Cards

All released cards and distributed promotional cards (with a rarity of PR) can be used.

■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.

■Submitting Decklists

・All players are recommended to submit decklists.
・Players submitting decklists should submit a list of the cards in their deck and side deck (including Leader Cards) to a judge prior to the start of the first match.
・Submitted decklists may be used to conduct deck checks.

■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.