

Overview

Floor rules are the rules for keeping the fairness and completeness of our tournaments. Every participant needs to follow the floor rules for tournaments to be run fairly and smoothly so that all the players can enjoy themselves.

Anybody who interferes with the fairness or completeness of our tournaments will be penalized according to the penalty guidelines written in these rules, and Bushiroad may take further action if necessary.

Range of Application

These rules apply to every official tournaments held or sanctioned by Bushiroad.

100. Responsibility of Participants

101. Manner

Any behavior lacking dignity may be penalized.

101.1 Manner for all participants

In this section, all people attending our tournaments, such as players, audience, press, judges, organizers and staffs are called participants.

Rules in this section apply to all people in our tournaments, including people not actually participating in the tournaments, such as press or audience. The organizer can decide to apply any penalty, such as ejection from the venue, if anyone has extremely bad behavior.

All the participants have to behave with common sense in the tournament area, venue and area around the venue.

All participants have to make efforts to keep the tournaments fair. They also have to make efforts to keep the tournaments enjoyable for everybody.

All participants must understand and follow the rules and guidelines presented by Bushiroad.

102. Responsibility and Rights of Players

All participants playing in our tournaments are called players. In this section, we define responsibility and rights for the players.

102.1 Responsibility of Players

All players are responsible for understanding the latest comprehensive rules, floor rules, errata on

cards and guidelines as much as possible. All players also must follow any rulings and instructions given by the organizer, staffs, head judge and judges.

All players must cooperate with officials to let the tournament progress fairly and smoothly. All players also have to play with good sportsmanship and pay respect to their opponents.

Players must not commit any kind of fraud, any action that may be suspected as a fraud and any behavior that lacks sportsmanship. When a player commits any kind of fraud, hinders the progress of a tournament or behaves in a way that harms the quality and reliability of a tournament, the organizer or judges may apply penalties, such as disqualification or ejection from the venue.

When any kind of infraction occurs, judges may apply penalties to the players. Players must follow the judge's instructions. Players who argue against or do not follow the instructions may be penalized by the organizer or staffs. Players cannot ask judges to decline the penalties given to their opponents. However, if it is not the final ruling, players can appeal to the head judge.

No player should attempt to lead his or her opponent into penalties. Penalties should only be given as a result of infractions, so any action to purposely give penalties to their opponents will be regarded as unsportsmanlike conduct or fraud behavior.

Players must bring their own materials needed to attend the tournament. For example, in constructed format tournaments, players need to have his or her own legally constructed deck, and in a tournament that requires writing a score sheet, players will need to have a pen.

Players have to keep his or her deck legal during the tournament. Players must keep numbers and legality of cards in their deck and condition of cards and sleeves legal.

Players need to take his or her seat at the beginning of each match. Being late for a match may result in a penalty. Any player who does not show up to the table until the end of a match is considered to have forfeited the tournament.

Players must declare all actions clearly to his or her opponent, as well as communicate to their that they understand the actions when their opponents make an action. When a player moves any cards, he

or she needs to move them one by one, to show his or her opponents.

If a player needs to leave the table during a match, he or she needs to ask his or her opponent and get permission from a judge.

Any player who does not follow the rules in this section may be subject to investigation by Bushiroad. As a result, that player may receive a penalty to forfeit him or her of results or prizes of the tournament, and/or be banned from participating in future tournaments as players.

102.2 Rights of Players

All players have the right to call judges to ask any questions that arises during a match. Only players playing the match can ask judges to judge their match. However, if any kind of rules infractions occurs during a match, the audience can also call judges. In this case, the audience cannot stop the play of the players. Players do not have the right to ask particular judges to watch their match..

All players have the right to appeal to the head judge if he or she has doubt with the ruling by other judges. However, in a tournament with multiple judges, players cannot ask the head judge directly for rulings without having been ruled by any other judges.

Ruling done by the head judge is the final ruling, and players cannot appeal to it. Players can appeal to Bushorad aftre the tournament if they're unconvinced with the head judge ruling. However, any results that had been processed do not.

Even if there are any leading judges other than the head judge, all appeals have to go to the head judge.

Judges must give extra time to the match if they spend more than one minute to make the ruling. In this case, the judge must take note and report to the head judge how much extra time they gave.

102.3 Eligibility of Players

Anyone who does not meet any of the criteria below is eligible to participate in tournaments as a player:

- * Organizer of the tournament
- * Staffs of the tournament
- * Head judge of the tournament
- * Judges of the tournament
- * Any players banned from the tournament by

Bushiroad

* Any players who do not possess qualifications required to participate in the tournament

* Any player asked not to participate by any other guidelines from Bushiroad.

ex. Players cannot participate in a tournament without an invitation if it is an invitational event for winners of qualifying events.

ex. Male players cannot participate in a tournament for female players only.

ex. A player already qualified for an event might be banned from future qualifiers for the same event.

All people who meet the criteria below cannot participate in any level 2 or 3 tournament.

* Employee of Bushiroad.

* Designer or developer of the card used in the tournament, or former designer or developer that had been working in that post within the last year.

* Anyone who had known the information of cards one month prior to its release.

Anyone who had known non-public information of cards before its release, but had not known one month prior cannot attend any tournaments using those cards until two weeks have passed from the day of its release.

However, Bushiroad has the right to allow individual players to participate in any specific level 2 or 3 tournament who would have otherwise not been eligible to participate.

103. Official

103.1 Rights and Responsibilities of Officials

All organizers, staffs and judges are officials. In this section, we define the responsibilities and rights of the officials.

1. Organizers

Organizers have the responsibility to manage the tournament. Organizers do not need to be certified judges, but must make efforts to progress the tournament smoothly.

All tournaments must have at least one organizer.

Organizers have the full responsibility to run and report the tournament, and at the same time have the highest authority with regards to the tournaments that he or she organizes. Organizers have the right to publish images of the tournament and information of decks used by players during the

tournament. However, they must pay full respect to any rights the participants should have.

Staffs, head judge and judges can be organizers at the same time.

* Responsibilities of Organizers

To have a sanctioned tournament, organizers must prepare a venue to run the tournament, as well as any staffs and equipments necessary to run it. Then he or she must apply to Bushiroad to run the tournament.

When the tournament has been approved by Bushiroad, he or she must announce it to the public. In the announcement, he or she is required to show the venue, date, time, format and any other information that players should know.

During the tournament, organizers must make an effort to run the tournament fairly and smoothly, and take care to not cause any trouble to anyone or anything around the venue. After the tournament, he or she must report it to Bushiroad in the specified format, and return any tournament kit if required.

2. Staff

Staffs are people who manage the tournament, such as scorekeeper, timekeeper and paperwork staff. Staffs do not need to be certified judges, but have to make efforts to keep the tournament moving smoothly.

All tournaments must have at least one staff. Staffs are assigned by the organizer.

Organizer, head judge and judges can be staff at the same time.

3. Judges

Judges have the right to make rulings to players. All the rulings done by judges other than the head judge can be overruled by the head judge.

All tournaments must have at least one judge. Judges are assigned by the organizer. Organizers and staffs can be judges at the same time.

All judges other than the head judge do not to be certified judges, but must have enough knowledge of the rules to give fair rulings.

All judges have to make an effort to cooperate with other officials and players to run the tournament fairly and smoothly. Additionally, all judges need

to act as a good role model for all players. Judges should not do any actions that can be seen as unfair.

All judges can step in on any matches if they find any infractions or fraud by players. All judges also have the right to correct and give penalties to games with infractions of the comprehensive rules or the floor rules, regardless of who noticed it to them.

All judges are expected to work actively to correct any kind of situation that may harm the fairness or integrity of the tournament. All judges must be fair to all players to make fair rulings, and must not tolerate any kind of fraud.

4. Head Judge

Head judges have the right to make the final ruling for all the rules and cards in the tournament. Additionally, he or she has is responsible for all the rulings made by the judges. Any ruling made by the head judge cannot be overruled.

All tournaments must have one head judge. The head judge is designated by the organizer from among the judges. The head judge must be a certified judge. Organizers and staffs can be a head judge at the same time.

The head judge must act as a good role model for all players and judges.

If the head judge receives any appeal from players who have doubt about the rulings made by other judges, he or she has the right to overrule it and make the final ruling in the tournament. If there are judges besides the head judge in the tournament, the head judge should not make the first ruling.

The head judge may give disqualifications to any player that may threaten a smooth and fair tournament, and also may eject those players from the venue under the permission from the organizer. Additionally, he also has the right to eject any audience or press from the venue under the permission from the organizer.

The head judge must report to Bushiroad either directly or through the organizer if he or she had given any disqualification or ejection during a tournament.

200. Cards and Shuffle

This section explains the rules for cards and shuffling.

201. Cards

201.1 Legal Cards

In a tournament, all Cardfight!! Vanguard cards published by Bushiroad are legal.

All players are required to use opaque sleeves so that cards cannot be distinguished from the backside or edges.

All sleeves must be the same and cannot be distinguishable from one another. Any kind of holograms or print on sleeves may not hide any information on cards that are needed to play the game. Players may only put cards in single or double sleeves.

If a player finds his or her opponent's sleeves to be in a condition that cards may be distinguishable from the backside or edges, he or she may ask a judge to check if those sleeves are legal to use in the tournament. If the judge finds the sleeves to be illegal, he or she may prohibit the player from using those sleeves.

All the information on cards needed to play the game has to be legible to all players. If any writings, drawings, or misprints on cards hide any information necessary to play the game, that card may not be used. If a player uses a card illegible information and abuses it to gain any kind of advantage, he or she may be penalized.

Cards are treated as having the latest text. If any errata are announced by Bushiroad, they will always be applied. However, the head judge has the right to make the final ruling on the text of cards.

201.2. Position of cards

Players must keep all cards in his or her hand above the table level.

They may not move cards in his or her hand below the table level.

Players may not have cards that are not a part of their deck for the tournament on the table.

201.3. Proxy Cards

Only judges may make proxy cards. Generally, they can make them only when a card is extremely worn out, bent or torn as the result of ordinary use in the tournament, or, in a limited tournament, when a card from a pack is clearly distinguishable from other cards from the backside or edges.

When a judge makes a proxy card, the original card is kept somewhere near the table but outside the deck. When the proxy card comes into a public zone, it is exchanged with the appropriate original card. When the original card goes to a hidden zone, it is exchanged with the appropriate proxy card.

201.4 Orientation of cards

Standing cards must be put on the table vertically. Resting cards must be put on the table horizontally. Cards do not have to be perfectly vertical or horizontal, but it needs to be distinguishable between standing and resting by all players.

202. Shuffle

Decks must be shuffled to completely randomize them. Players must show the process of shuffling to their opponent. All players must give their opponents a chance to either cut or shuffle it after they had shuffled it themselves. Instead of asking their opponent to cut or shuffle their deck, a player may ask a judge do so.. The judges may decide whether this appeal is legitimate or not.

Players may call a judge if he or she thinks that your opponent did not shuffle his or her deck properly. The judge may decide whether or not the deck had been randomized enough, but the head judge has the right to make the final ruling.

All shuffling and searching of cards from a deck should be done in an appropriate time. If a judge feels that the player is taking too long to perform the action, he or she may penalize the player.

Before each game, each fighter has three minutes to prepare for the game. Shuffling and changing of sleeves has to be done during this time. This includes the time for his or her opponent to shuffle his or her deck. The regulations for shuffling are applied during this preparation process as well.

If a player is chosen for a deck check, judges should give the match extra time. The extra time should be the elapsed time of the round plus three minutes for preparation.

300. Tournaments

301. Category of Tournaments

For tournaments, there are official tournaments and sanctioned tournaments.

301.1. Official Tournaments

These are the tournaments organized and run by

Bushiroad.

301.2. Sanctioned Tournaments

These are the tournaments held by shops or tournament organizers under the permission by Bushiroad.

301.3. Tournament Level

Each tournament has its level.

Level 1: Without any special reasons, all tournaments should be this level. Tournament organizers for this level should work to make the atmosphere a casual one instead of a competitive one. As such, the penalties are not as severe as other levels.

ex. All weekly shop tournaments should be level 1.

Level 2: All the qualifier tournaments for Level 3 events should be this level. It is a more competitive tournament than level 1, and the rulings are stricter.

ex. Cardfight!! Vanguard Championship qualifiers should be level 2.

Level 3: All big invitational events should be this level. This is the most competitive, and because of the big prize, all penalties are given strictly.

ex. Cardfight!! Vanguard Championships should be level 3.

302. Running the Tournaments

For Cardfight!! Vanguard, Bushiroad recommends the following tournament structures:

302.1. Swiss Draw

For each match, the winner gains 3 points, whereas a draw and loss will result in no points.

In each round, match up the players with equal points as much as possible. However, no two players may get matched up against one another twice in the same tournament.

When time is up for the round and the match is not finished, decide the winner in the following way.

1. At the time when time is up, the player with more damage than his or her opponent loses the game. The moment the round ends, all effects and actions in the middle of resolution are cancelled.

2. If both players had the same number of damage, continue the game until there is a difference in the

number of damage at the end of a turn. The player with more damage at that point than his or her opponent loses the game.

1. Recommended number of matches in Swiss Draw

In a Swiss draw tournament, the recommended minimum number of rounds is decided by the number of players. For 2 - 4 players, it should be a round robin rather than a Swiss Draw. The following are the recommended minimum number of rounds.

5 - 8 players: 3 rounds

9 - 16 players: 4 rounds

17 - 32 players: 5 rounds

33 - 64 players: 6 rounds

65 - 128 players: 7 rounds

129 - 256 players: 8 rounds

257 - 512 players: 9 rounds

The organizer may change the number of rounds as they think appropriate. For example, the organizer may choose to play the tournament until there is only one undefeated player left, or, in order to give players with a loss a chance, the organizer may add one more round.

2. Tiebreaker

The standing is decided by the total number of points. If they are the same, it is decided by the tiebreaker in the following order of priority..

1. Opponent Match Win %

At the end of the tournament, calculate each player's match win % by (the player's point total) / (number of rounds × 3). If the result is lower than 0.33, it is calculated as 0.33.

For each player, add up each of his or her opponents' match win % , and divide by the number of those opponents. The result of this calculation is called the Opponent Match Win % . The player with a higher Opponent Match Win % wins the tiebreaker. If a player had any byes, exclude that round from the calculation.

2. Head to Head

If two players have equal Opponent Match % but had played each other during the Swiss Draw rounds, the winner of that round wins the tiebreaker.

3. Random Method or Playoff

If the standing still cannot be decided, then it is decided in one of the following ways:

a. Random Method

Use random methods such as a coin flip or dice roll to decide.

b. Playoff

Play an extra playoff round between those players. To decide the winner, it is recommended to use the method of Single Elimination (see below).

302.2 Single Elimination

Only players who win the match gets to advance to the next round, and the last player still remaining in the tournament wins it.

When time is up for the round and the match is not finished, decide the winner in the following way.

1. At the time when time is up, the player with more damage than his or her opponent loses the game. The moment the round ends, all effects and actions in the middle of resolution are cancelled.

2. If both players had the same number of damage, continue the game until there is a difference in the number of damage at the end of a turn. The player with more damage at that point than his or her opponent loses the game.

302.3 Double Elimination

It is similar to both the Swiss Draw and Single Elimination. Players who lose two matches will be eliminated from the tournament, and the last player to be undefeated wins the tournament.

Randomly choose each matchup in the first round. In later rounds, match up players with the same record as much as possible. When a player loses two matches, he or she is eliminated from the tournament. When there is only one undefeated player left, he or she wins the tournament.

When time is up for the round and the match is not finished, decide the winner in the following way.

1. At the time when time is up, the player with more damage than his or her opponent loses the game. The moment the round ends, all effects and actions in the middle of resolution are cancelled.

2. If both players had the same number of damage, continue the game until there is a difference in the number of damage at the end of a turn. The player with more damage at that point than his or her opponent loses the game.

303. Format

There are the following tournament formats for Cardfight!! Vanguard:

303.1 Constructed

Each player brings his or her constructed deck to the tournament. If not specified by the organizer, each player can only use one deck during the tournament. No player may change their deck between matches. See the comprehensive rules for rules on deck construction.

In addition to the comprehensive rules, Bushiroad may have rules for banned or restricted cards. Banned/restricted cards are explained in another section.

In some cases, organizers can choose legal sets or additional banned/restricted cards for the tournament. In this case, the organizer must announce it publicly before the tournament.

ex. In a trial deck constructed tournament, all decks may only have cards from the appropriate trial decks.

Generally, all cards are legal in a constructed event from the day that cards are released. However, cards that are sold or distributed early are still only legal from the official release date in that region. Promotional cards are legal from the day that they are distributed, but if it is a card that is included in a product, it is only legal from the official release date of that product in that region..

In a tournament spanning multiple days, a card is legal if it is legal on the first day of the tournament.
ex. If a tournament is held from Jan. 14th to 16th, cards published on Jan. 15th is not legal on any day of the tournament.

1. Registering the Deck

The organizer or head judge may request players to register their decks before the tournament begins. In a tournament that requires deck registration, players must write the contents of their deck on a deck registration sheet and present it to officials. When the official receives it, the registration is

completed. After registration, players may not change their decks.

2. Deck Check

The organizer and head judge may check any deck in the tournament to see if it is legal. In a tournament that is higher than level 2, it is highly recommended to check 10% or more of the decks in the tournament.

303.2 Limited

(To be added)

400. Miscellaneous

401. Match and Game

A game is a single Cardfight between two players. In a best of three games, those games are called a match as a whole. However, if each round is decided by a best of one game, the game is also called the match. Bushiroad recommends best of one, but organizers may choose to use other ways.

402. Time

Recommended time of a round is decided by the number of games in a match. In a best of one game, the time for a round should be 20 minutes, and in a best of three, it should be 50 minutes. However, this is the recommended time, so organizers may choose to set a different time for a round, but it must be announced before the first round.

When time is up for the round and the match is not finished, decide the winner according to the tournament format.

If a judge had given the table extra time, the round ends when the time for the round and the extra time have elapsed.

The time for a match includes the time for preparation in between games.

403. Winner of Match

The player who wins more games than his or her opponent wins the match. In a Swiss Draw tournament, if both players had won the same number of games, the match ends in a draw.

In a single elimination tournament, if both players had won the same number of games, the players will play an extra game to decide the winner.

404. Conceding

Players can concede the game or match at any time. If a player concedes, no matter how the game or match had progressed, he or she loses the game or match. If a player refuses to play a game or a match, he or she is considered to have conceded the game or match.

Any of the following actions are considered as fraud and will be penalized.

1. To decide winning, losing, conceding, dropping out, or drawing by bribery or splitting of prizes.

2. To decide who wins the game or match by a random method.

ex. Players cannot decide who won the match with a coin flip.

405. Intentional Draw

Players in a Swiss draw tournament may choose to end a game or match in a draw if both players agree and if the game or match is yet to be concluded. Players may not change the result into a draw if the game or match had already been concluded.

406. Drop

If a player wants to drop out from the tournament, they need to tell the scorekeeper before the next round pairings. If the tournament uses a score sheet or result slip, the player needs to indicate on it that he or she is dropping out.

If a player drops out after officials had made the next round pairings, that player is considered to have lost the match and been eliminated from the tournament after that round.

407. Nickname

If the organizer allows it, players may use nicknames when registering his or her player name. However, using offensive words or words that lack moral may be penalized.

408. Extra turns

The organizer may choose to use extra turns if they announce it before the tournament. An extra turn is given to games that are not finished when the time for the round has ended. It is recommended to give one extra turn, but it is up to the organizer's decision..

9. Tokens

Players are allowed to use tokens to mark the change in power of units.

Player must keep all the information on cards visible when using tokens on cards.

Players may not place tokens on their decks, and may not use tokens that the organizer determines to be too big.

Players may not use tokens for any other purpose.

Players playing in tournaments that are level 2 or above may not use tokens.

Overview

Penalties are given to players in order to keep tournaments fair as well as for educational purposes.

100. Tournament and Enforcement Level

Each tournament has different enforcement levels. Generally, higher the tournament level is, stricter the penalties become. However, it is not intended to mean that fraud is accepted in lower level tournaments. Any kind of fraud should be strictly penalized regardless of the tournament level.

<Tournament Level 1>

In level 1 tournaments, the focus is more on making it a casual atmosphere rather than a competitive one. Players attending in tournaments of this level are expected to know most of the game rules, but some players may not be aware of the floor rules except for what they should not do.

Players must follow the rules, but the penalties will not be too severe. However, it does not mean that judges may overlook any infractions. Judges need to educate the players about the rules, and give severe penalties to any kind of fraud.

Generally, it is recommended that all shop tournaments use this level.

<Tournament Level 2>

Generally, this level is for qualifiers of big official events. Players attending in this tournament are expected to know the game rules and floor rules well. Penalties in this level are given more strictly than in level 1, but not too severe a penalty to unintentional infractions.

Generally, it is recommended that all qualifiers for big official events use this level.

<Tournament Level 3>

This level is used in big official competitive tournaments. Players attending in this event are expected to be very familiar with both the game rules and floor rules, and strict penalties are given even to unintentional infractions.

200. Rank of Penalties

Penalties are divided into several ranks. Each penalty will be upgraded if the same player does the same infraction again within the same tournament. If a player receives a penalty of the same rank but for a different infraction, no upgrades will be made. Judges will decide whether those infractions are the same or not. When judges give players penalties, judges must tell the player verbally what the infraction is and what the penalty is. Each penalty only lasts until end of the tournament.

Caution

A caution is a penalty for very minor infractions. Caution should be recorded for repeated infractions and upgrades.

Warning

A warning is a penalty for a bigger infraction than cautions, but not too severe. A warning should be recorded for repeat infractions and upgrades.

Loss of Game

A loss of game is given to a player that made an infraction that seriously affects the game. If a loss of game is given during a game, the game ends immediately and the player loses the game. If it is given between games or matches, the penalty is applied to the next game. If the game was close to the end with the game ending in that player's loss, the judge may choose to apply the penalty to the next game. When a judge gives a player a loss of game, he or she must report that to the head judge.

Loss of Match

If a loss of match is given during a game, the game ends immediately and the player loses the match. If it is given between matches, the penalty is applied to the next match. If the match was close to the end and that game ended in that player's loss, the judge may choose to apply the penalty to the next match. When a judge gives a player a loss of match, he or she must report that to the head judge.

Elimination

Elimination is given to a player who has made a severe infraction that has harmed the fairness of the tournament, or has committed a serious unsportsmanlike conduct. A player that has been applied an elimination is removed from the tournament immediately. If an elimination is given during a match, the match ends immediately and the player loses that match, but the player still keeps the

standing and prize that he or she had already gotten from the tournament. An elimination can only be given by the head judge. If a head judge gives a player this penalty, he or she must report the details to Bushiroad.

Disqualification

A disqualification is given to a player who has committed a major fraud or unsportsmanlike conduct. If a player is given this penalty, he loses all prizes that he or she had already gotten from the tournament, and is deleted from the standings. All players that had been below the player in the standings will move up one rank.. Additionally, the player that has been applied this penalty is ejected from the venue. A disqualification may be given only by the head judge, and with permission from the organizer. If a head judge gives this penalty, he or she must report the details to Bushiroad.

Ejection from the Venue

An ejection from the venue is given to a participant who has committed a major fraud or unsportsmanlike conduct. An ejection from the Venue is a penalty that can only be given by the organizer. Participants given the penalty must leave the venue immediately and may not return until the organizer gives permission. If the participant ejected from the venue returns without permission, he or she may be further penalized with a suspension.

Suspension

A suspension is given to a participant who has committed a major fraud or unsportsmanlike conduct. A suspension can only be given by Bushiroad, and the suspended participant may not participate in any official and sanctioned events during a specific period. If the suspended participant attends any official or sanctioned tournament during the period, it may cause the extension of the suspended period or a ban from all future official events.

300. General Infractions

301. Infraction concerning the deck

Infractions and penalties concerning the deck and deck registration is described in this section.

301.1 Illegal Deck Registration with a Legal Deck

1. Number of cards on the deck registration sheet is not 50.
2. Illegal cards are written on the deck registration sheet.
3. 5 copies of the same card is written on the deck registration sheet.
4. More or less than 16 trigger units are written on the deck registration sheet.
5. Card names on the deck registration sheet are ambiguous and cannot be distinguished which card it is.

In the cases above, the deck registration sheet is illegal. If the deck registration sheet is illegal, the player must fix the sheet to make it the same as his or her actual deck. This must be done by the player under the observation of a judge.

If the registration sheet contains 51 cards or more, remove cards that are not in the actual deck. If the registration sheet contains 49 cards or less, add cards in the actual deck that are not on the sheet. In other cases, the player must fix the deck registration sheet to match the actual deck.

If the card name is ambiguous, check the deck and rewrite the sheet to make it distinguishable.

Default penalty: Loss of Game.

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a warning.

301.2 Legal Deck Registration with an Illegal Deck

If a deck does not match with the legal deck registration sheet, the deck is illegal. If the deck is illegal, the player must fix the deck to make it same as the deck registration sheet. This must be done by the player, under the observation of a judge.

Default Penalty: Loss of Game

If the player lost his or her cards and cannot prepare his or her deck, judges may choose to upgrade it to a loss of match and let the player put another card in that deck instead that can be legally used. In this case, the player must fix the deck registration sheet to match the new deck.

301.3 Illegal Deck Registration with an Illegal Deck

In this case, it should be processed in the following manner: This must be done by the player,

under the observation of a judge.

1. Fix the decklist into a legal one. First, if there are more than 5 copies of a single card on the sheet, remove the redundant copies. If the sheet is legal at this point, fix the deck to match the sheet.

2. If there are still 51 cards or more on the sheet, delete legally removable cards in order from the bottom of the list.

Default Penalty: Loss of Game

If the deck registration sheet contains less than 50 cards, the judge gives a loss of match and lets the player choose a card to put in the deck that can be legally used, and then fixes the deck to match the sheet. This is also applied if the deck registration sheet has less than 50 cards due to removing illegal cards.

301.4 Illegal Deck without a Deck Registration

1. Number of cards in the deck is not 50.
2. Illegal cards are in the deck or the deck contains more than 5 copies of a single card.
3. There are more or less than 16 trigger units in the deck.

In this case without deck registration, the deck is an illegal deck. When an illegal deck is found in a tournament without deck registration, fix the deck into a legal one. If there are more than 50 cards in the deck, remove cards to make the deck legal.

Default Penalty: Loss of Game

If there are less than 50 cards in the deck, the player must add cards to his or her deck to make it legal.

Default Penalty: Loss of Match

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a loss of game.

302. Non intentional illegal game state

302.1 Minor Infractions

ex. Entered the draw phase without standing his or her units.

ex. Called units with a higher grade than his or her vanguard and realized at the beginning of the attack phase.

If the infraction does not affect the current game,

rewind the game to the point just before the infraction had happened. If the game had advanced to the point that it cannot be rewound, it will fall under a moderate infraction.

Default Penalty: Caution

302.2 Moderate Infractions

ex. Called units with a higher grade than his or her vanguard and realized at the beginning of his or her opponent's draw phase.

ex. Had received one more damage than he or she should have.

If the game had advanced to the state that it would affect a player's strategy, the judge should let the game continue without rewinding the game. However, if the game situation is illegal, make the game state legal with rule actions.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

302.3 Major Infractions

If the infraction is too severe to fix the game, the player is penalized with a loss of game.

ex. Mixed up his drop zone and his deck and cannot tell which ones were in the drop zone.

Default Penalty: Loss of Game

303. Failure to Resolve Automatic Abilities

If any triggered automatic abilities were overlooked, resolve it in the next check timing. However, if the automatic ability has "may" in the effect, it is considered that the player chose not to resolve it, and there are no penalties given.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

304. Penalty for Revealing/Moving Cards in Zones

304.1 Failure to Reveal

If a player moved a card that should have been revealed to a hidden zone without revealing it, and

both player can tell which card it was, reveal the card. If the revealed card is a legal card, the penalty stated below is applied. If the revealed card is an illegal card, it is considered as a fraud and is penalized under a different category.

ex. A player uses a card with "Search your deck for a <<Royal Paladin>>, reveal it to your opponent, put it into your hand, and shuffle your deck". He or she chose a card but forgot to reveal it and put it into his or her hand. The judge revealed the card and it was a Royal Paladin card.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

If players cannot agree with which card it is that was not revealed, the game is in an unrewindable situation.

ex. A player played the ability of "Solitary Knight, Gancelot" (Search your deck for up to one card named "Blaster Blade", reveal it to your opponent, put it into your hand, and shuffle your deck.) After choosing the card, he or she failed to reveal it and put it into his or her hand. The opponent cannot tell which card it is.

Default Penalty: Loss of Game

304.2 Failure to Discard

If a player realized that he or she should have discarded a card, discard the appropriate number of cards.

If a player has any information at that time which should not have been known at the time when he or she should have discarded, choose the cards to discard randomly.

ex. A player played a card with "your opponent discards two cards" and the opponent discarded only one card. In the next draw step, the opponent realized that he or she should have discarded another card.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

304.3. Looking at Extra Cards

If any cards in a hidden zone beside the hand are revealed, the player that revealed the cards has looked at extra cards. Showing cards in a player's hand intentionally is not penalized, nor the player that saw the revealed cards.

ex. Flipped over the next card in the deck when drawing a card.

ex. Dropped some cards while shuffling his or her opponent's deck.

Even if a player looked at several cards at the same time, it is still penalized as one infraction.

If cards in a hidden zone are revealed, shuffle all cards in that zone except for the cards that should not have their position in that zone be randomized. This is action needs to be done by a judge.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

304.4 Drawing Extra Cards

If any cards move from a player's deck and touches a card in his or her hand, the card is considered to be drawn. However, in a level 1 tournament, if both players agree with which card was the extra card, a judge can choose to do the following:

Put the card on top of the player's deck. Shuffle all the cards in that zone except for that should not have their position be randomized.. This action needs to be done by a judge.

If both players cannot agree with which card was the extra card, and if the judge determines that it is unintentional, he or she can let the game continue. In this case, choose cards in his or her hand randomly equal to the number of cards that were drawn.

Default Penalty: Loss of Game

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a warning.

305. Failure to Find Infractions

Both players have the responsibility to play the game in legally. This penalty is given to a player to prevent players from getting an advantages by overlooking infractions. If a player overlooked an infractions intentionally to gain an advantage, that is seen as fraud and falls under a different section.

ex. A player forgot to resolve the second ability of "CEO Amaterasu", and a turn later, his or her opponent realized it. (In this case, the player will be given a penalty for failure to resolve an automatic ability and the opponent will be given a penalty for overlooking an infraction.)

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

306. Unsportsmanlike Conduct

306.1 Minor Unsportsmanlike Conduct

- ex. Left garbage on the table.
- ex. Made noise outside of the venue and annoyed people in another event.
- ex. Behaved rudely towards his or her opponent.
- ex. Used an offensive nickname in a tournament allowed to use nicknames.
- ex. Requested a judge several times to give his or her opponent penalties.

All participants have responsibilities to keep the tournament enjoyable and fair. For that reason, these kinds of behaviors must not be allowed.

Default Penalty: Warning

Judges can upgrade repeated unsportsmanlike conduct penalties, even if those penalties are not for the same actions.

306.2 Moderate Unsportsmanlike Conduct

- ex. Ignored instructions by officials.
- ex. Ignored rulings by judges.
- ex. Argued against the ruling from the head judge.
- ex. After losing the match, slammed his or her hands on the table and kicked the chair.

Participants need to follow all instructions by officials. This penalty is given to the participants who ignored instructions that were given to him or her individually, but not for failure to follow instructions made to the general. Some offensive statements and violent behaviors would fall under this section.

Default Penalty: Loss of Game

Judges can upgrade repeated unsportsmanlike conduct penalties, even if those penalties are not for the same actions.

306.3 Major Unsportsmanlike Conduct

- ex. Grabbed his or her opponent's collar to intimidate.
- ex. Stole tournament equipment.
- ex. Stole other participants' belongings.
- ex. Betted on the result of a match.
- ex. Randomly decided the result of a match.
- ex. Offered his or her opponent money to concede the match.
- ex. Offered his or her opponent a part of the prize to concede the match in the middle of a Swiss Draw tournament.

Any behavior that may break public law or any bribery that affects the fairness of the tournament fall under this section.

Default Penalty: Disqualification

307. Tardiness and Failure to Play the Proper Match

307.1. Tardiness

- ex. Could not hand in the deck registration sheet in time.
- ex. Could not come to the table at the beginning of the round.
- ex. Failure to hand in the result slip even after a long time had passed since the match ended.

A player who cannot act on time is penalized. However, this penalty should not be given to a player if the round had started earlier than scheduled. In that case, judges should give the players extra time to show up to a match.

Default Penalty: Loss of Game

However, if the player comes to the match within 3 minutes from the start of the round in a best of one match, the penalty will be downgraded to a warning. In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a warning.

307.2 Severe Tardiness

- ex. A player did not show up to the table after 5 minutes from the beginning of the round of a best of one game match.
- ex. A player did not show up to the table after 10 minutes from the beginning of the round of a best of three game match.

In the case of a severe tardiness, the player is considered to have lost the match. If the round time

is more than 30 minutes, being more than 10 minutes late from the beginning is considered to be severe tardiness. If the round is less than or equal to 30 minutes, being more than 5 minutes late is considered to be severe tardiness. Then, the player is automatically dropped from the tournament.

Default Penalty: Loss of Game

However, in a level 1 best of three tournament, if the normal tardiness penalty is a warning, a loss of match should be given for this infraction instead.

307.3 Failure to Play the Proper Match

If a player comes to the wrong table and started the match, both players at that table will be penalized.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

Then, the player sitting at the wrong table must move to the correct one. If that causes the player to come to the table after 3 minutes had passed from the start of the round, that player is penalized with a loss of game. In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a warning.

If it is severe tardiness, the appropriate penalty is given.

308. Marked Cards

308.1. Random Mark

ex. Some sleeves on the have scratches, but it is not possible to distinguish the cards.

If there are any marks on sleeves or there are bends on cards but does not give any big advantage to a player, it would fall under this section. The player must change his or her cards or sleeves to ones without marks.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

308.1. Marks with a Pattern

ex. All the sleeves on trigger units have bent corners and are distinguishable.

ex. All 4 copies of a particular card are upside down in the deck.

If any marks on sleeves or bent cards make them distinguishable and it is determined by the judge that it gives a big advantage to the player, it will fall under this section. However, this is for cases where it is determined to be unintentional. If a player does this intentionally, it is a fraud and would fall under a different section. The player should change his or her cards or sleeves into ones without marks.

Default Penalty: Loss of Game

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a warning.

309. Miscellaneous

309.1 Improper Shuffle

Decks must be shuffled well and totally randomized before being presented to the opponent to shuffle or cut. Players may rearrange any card in his or her deck before shuffling, but will still need to shuffle it thoroughly afterwards. If that shuffle is not done properly, it will fall under this section.

Default Penalty: Loss of Game

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a warning.

To shuffle the deck, combine different types of shuffling techniques such as mix pile shuffle, riffle shuffle or mash shuffle.

309.2 Failure to Follow Public Announcement

ex. A player is eating in a space where it is not allowed to.

Players have responsibilities to cooperate with officials so that the tournament progresses smoothly and fairly. Following announcements is needed to accomplish that.

Default Penalty: Warning

309.3 Improper Behavior that Interferes with Operation of the Tournament

ex. A player puts his or her bags on the back of his chair and blocks the aisle between tables.

Players have the responsibility to cooperate with officials so that the tournament progresses smoothly and fairly. Improper behavior goes against that policy.

Default Penalty: Warning

309.4 Eating Food while Playing in Matches

Eating food during a match interferes with the smooth progress of the game.

Default Penalty: Warning

309.5 Using Electronic Devices in a Match

Using electronic device during a match can be suspected of cheating, and is not allowed.

Default Penalty: Warning

309.6 Taking Notes

Taking notes during a game slows the game down, and is not allowed.

Default Penalty: Warning

309.7 Improper Results Written on a Result Slip/Score Sheet

Players are considered to be agreeing with the results on a result slip or score sheet when he or she presents it to officials. Generally, it cannot be fixed after it is presented. Improper result interfere with a smooth and fair tournament, and is penalized.

Additionally, losing a score sheet or crumpling up a score sheet hinders tournament operation, and will be penalized.

Default Penalty: Warning

309.8. Played Slowly

ex. Took too much time to shuffle his or her deck.
ex. Left the table without noticing judges or officials.

All players need to play in a proper pace. All players need to finish the match within the proper time. A player intentionally slowing the game down will fall under a different section.

Default Penalty: Warning

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution.

400. Fraud

Any kind of fraud and cheating that harms the

fairness of tournaments is not tolerated at all. This section explains the penalties given to players making infractions intentionally to gain advantages. When giving the penalty, it does not matter whether the player was aware that the action is a fraud or not.

401. Cheating

ex. Wrote an incorrect result on the score sheet intentionally.

ex. Used illegal proxy cards.

ex. Told the wrong number of cards in his or her hand to the opponent intentionally.

ex. Realized an infraction by his or her opponent but did not call a judge, because it would give him or her an advantage.

ex. Told incorrect information to officials to avoid his or her friend from getting penalized.

ex. Played cards in an improper way to gain an advantage.

Any behavior to gain advantages by handling/telling incorrect information is falls under this section. Any participants may point it out to judges whenever he or she witnesses cheating.

Default Penalty: Disqualification

402. Moving Cards Improperly

ex. Did not shuffle his or her deck well on purpose.

ex. Put cards in his or her drop zone into his or her hand while the opponent was looking away.

Any actions to move cards improperly to gain an advantage fall under this section.

Default Penalty: Disqualification

403. Stalling

ex. Pretended to think for a long time even though all cards in hand were unplayable.

Any actions to waste time to gain an advantage on purpose fall under this section.

Default Penalty: Disqualification

404. Asking Outside Assistance

Matches should be played with the player's own skills and no other outside assistance should be provided. Any actions asking for or getting

outside assistance fall under this section.

Default Penalty: Disqualification

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution. If judges think that is still too harsh, they can downgrade it to a warning. In that case, give a caution to the participant that gave the player the assistance, and if he or she was a player in the tournament, give him or her a warning.

405. Giving Outside Assistance

Matches should be played with the player's own skills and no other outside assistance should be provided. If any participant gives assistance to any player still in a match it will fall under this section.

Default Penalty: Disqualification

In a level 1 tournament, if the judge thinks it was just a careless mistake, he or she can downgrade the penalty to a caution, and if he or she was a player in the tournament, give the player a warning.

Appendix1: Infractions and Penalties Quick Reference

[General Infractions]

Illegal Deck Registration with a Legal Deck
Loss of Game (level 1: Warning)

Legal Deck Registration with an Illegal Deck
Loss of Game
However, if the player has lost cards in his or her deck and cannot acquire the same copies, replace the cards with any cards of the player's choice, and give the player a loss of match.

Illegal Deck Registration with an Illegal Deck
Loss of Game

An Illegal Deck without Deck Registration
Loss of Game
If the number of cards is less than 50, add any cards of the player's choice, and give the player a loss of match (level 1: can be downgraded to a loss of game).

Unintentional illegal game state: Minor
Caution

Unintentional illegal game state: Moderate
Warning (level 1: can be downgraded to a caution)

Unintentional illegal game state: Major
Loss of Game

Failure to Resolve Automatic Abilities
Warning (level 1: can be downgraded to a caution)

Failure to Reveal a Card
Can distinguish which card: Warning (level 1: can be downgraded to a caution)
Cannot distinguish which card: Loss of Game

Failure to Discard a Card
Warning (level 1: can be caution)

Looking at Extra Cards
Warning (level 1: can be caution)

Drawing extra Cards
Loss of Game (level 1: Warning)

Failure to Notice Infractions
Warning (level 1: can be downgraded to a caution)

Minor Unsportsmanlike Conduct
Warning

Moderate Unsportsmanlike Conduct
Loss of Game

Major Unsportsmanlike Conduct
Disqualification

Tardiness
Loss of Game (level 1: Can be downgraded to a Warning)

Severe Tardiness
Loss of Match (level 1: Loss of Game if normal tardiness is a warning)

Failure to Play the Proper Match
Warning (level 1: can be downgraded to a caution)
Then, the player who sat at the wrong table moves to the correct table. If over 3 minutes had passed since the start of the round, that player is given a loss of game (level 1: can be downgraded to a warning).

Random Marking of Cards
Warning (level 1: can be downgraded to a caution)

Patterned Marking of Cards
Loss of Game (level 1: Warning)

Improper Shuffle
Loss of Game (level 1: Warning)

Failure to Follow Public Announcement
Warning

Behavior that Interferes with Progress of the Tournament
Warning

Improper Results Written on Result Slip/Score Sheet
Warning

Unintentional Slow Play
Warning (level 1: can be caution)

[Fraud]

Cheating
Disqualification

Moving Cards Improperly
Disqualification

Intentional Slow Play
Disqualification

Asking Outside Assistance

Disqualification (level 1: Can be downgraded to a loss of game or warning).

Giving Outside Assistance

Disqualification (level 1: Can be downgraded to a warning).