

Regulations for 2v2 Matches

Victory Conditions and Team Formation Regulations

Each team member will battle once against members of the opposing team. The team will earn points determined by the results of these battles.

Victory Conditions

The final ranking will be determined based on the points earned after all rounds have concluded. Teams will not be knocked out based on single battles.

Earning Points

- Winning at a priority table: 3 points
- Winning at a non-priority table: 2 points
- Loss at any table: 0 points

Priority Tables

When teams are formed, one player will be designated as Player 1 and the other as Player 2.

The priority table alternates between players each round. (For the first match, Player 1 will have the priority table; for the second match, Player 2 will have the priority table. This pattern continues in subsequent matches.)

Advice and Suggestions

- As a general rule, advice and suggestions (or gestures, etc. that may be interpreted as such by judges) are not permitted at events held at the same venues as the Treasure Cup/Regional/Championship tournaments.

*If the opponent consents, advice and suggestions may be allowed at the discretion of the judge.

- As a general rule, advice and suggestions are allowed at events held at stores and venues other than those listed above.

*If it leads to excessive deliberation or if there is a valid reason for the opponent to request that advice be restricted, it may be prohibited at the discretion of the judge.

Ranking Method

- Teams will be ranked according to the following criteria. The more points a

team has, the higher it will be ranked. If two teams have the same number of points, their points will be compared based on the next criterion.

Criterion 1: Points earned as a team.

Criterion 2: OP%

This refers to the average points earned by the teams you have played against.

- A higher OP% indicates your team has played against teams with higher points.

Criterion 3: OP2%

This refers to the average points earned by teams faced by the teams you have played against.

- *If all of the above criteria are equal, the result will be determined by a random method provided by the tournament operators.
- ● Each team will be assigned either number 1 or 2 at the time of team registration. These numbers will be used when deciding team matchups, so please be sure to register before checking in to the event.
- ● Both team members start their matches at the same time.
 - * A game against an opposing team is considered to be over once all team members have finished their matches.
- ● Decks cannot be changed on the day of the tournament. Deck swapping between team members is also prohibited.
- ● Only team members who have applied for the tournament will be allowed to participate in the tournament.
- ● Team members are prohibited from giving each other advice and consulting each other while a match is ongoing.
 - * Judges may issue warnings to team members who are found or reported to be giving advice to team members.

Deck Regulations

- **1) You cannot use Leader cards that have all the same colors within the same team.**
 - ***Leader cards with two colors, of which only one is the same, or Leader cards with the same card name but different color combinations may be used within the same team.**

(Examples of cards which cannot be used)

- **· Leader cards with the same card number**
- **· Single-color Leader cards of the same color**
- **· Multicolor Leader cards with the same color combination**

Up to 4 cards with the same card number can be used per player, and up to 8 cards with the same card number can be used in a 2-player team.

- * Any number of "OP01-075 Pacifista" and "OP08-072 Biscuit Warrior" may be used according to the rules.



Only one Leader card with the same card number is allowed per team.



- 2) Please register your deck before checking in to the event.

Please note that if you have not registered your deck by check-in, you will not be able to participate in the tournament.