

As a rule, matters not specified in these rules shall be governed by Floor Rules.

★Tournament Structure

March 14 (Sat.)

<Preliminary Rounds>

Swiss Format: Max. 5 Rounds

* The number of rounds will be determined on the day of the event based on the number of participants and will be announced accordingly.

- Time limit: 30 minutes, 1 game per match.

Triple Elimination Format

- Placement in the Preliminary Swiss Format will be determined in the following order of priority:

- (1) Points (Per match: 3 points for a win, 0 points for a loss)
- (2) Opponent Match Win Percentage (OMW%)
- (3) Average Opponent's Opponent Match Win Percentage (OOMW%)
- (4) If (1) through (3) are tied, a random method determined by the organizer.

[When the Time Limit is Exceeded in the Preliminaries]

- If there are cards with active effects when the time limit is reached and a victory condition is not met after their effects are resolved, the match will be declared a double loss.

<Championship Tournament (until the top four finalists are decided)>

The top 8 players from the final ranking in the preliminaries will advance to the championship tournament.

- Time limit: 30 minutes per game, best-of-three format (BO3)

*Each match consists of a maximum of 3 games. The first player who wins 2 games wins the match.

- Single-elimination. (Loser is eliminated.).

After each game, the loser of that game will decide whether to go first or second in the next game.

[When the Time Limit is Exceeded in the Knockout Tournament]

· If a game is not finished within the time limit, the number of additional turns depends on whether the player whose turn it is when the time runs out went first or second.

· If a game has not been concluded when the time limit is reached and the player at that point is the player who went first at the start of the game, the turn in progress will be designated as turn 0. The player who went first will be given an additional 1 turn, and the player who went second will be given an additional 2 turns.

· If a game has not been concluded when the time limit is reached and the player at that point is the player who went second at the start of the game, the turn in progress will be designated as turn 0. The player who went first will be given an additional 1 turn, and the player who went second will be given an additional 1 turn.

· If a game is not finished after these additional turns, the following procedure will be used to determine the winner:

(1) The player with the higher number of Life cards wins. (In the case of a tie, proceed to Step 2.)

(2) The player with the higher number of cards remaining in their deck wins. (In the case of a tie, proceed to Step 3.)

(3) The winner will be determined with 1 round of Rock-Paper-Scissors.

March 15 (Sun.)

<Championship Tournament (Third-Place Playoff & Championship Match)>

- Time limit: 30 minutes per game, best-of-three format (BO3)

Each match consists of a maximum of 3 games.

After each game, the loser of that match will decide whether to go first or second in the next game.

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★Deck Construction

- Leader Card: 1 card
- Deck: A total of exactly 50 cards, made up of Character cards, Event cards and Stage cards.
 - * Only cards matching the colors on the Leader card can be included in a deck.
Cards of a color not included on the Leader card cannot be added to a deck.
 - * A deck can include up to 4 cards with the same card number.
 - * Depending on the Leader card used, certain cards may not be permitted in the deck.
- Please ensure that your deck complies with all rules before participating in the tournament.
- DON!! Deck: A total of exactly 10 DON!! cards.
 - * Any officially sold or distributed DON!! cards can be used.
 - * DON!! cards of any language can be used.

★Eligible Cards

- The following cards are usable in decks:
<Booster Packs>
[OP-01] ~ [OP-14]
<Extra Booster>
[EB-01] ~ [EB-03]
<Premium Booster>
[PRB-01], [PRB-02]
<Starter Deck>
[ST-01] ~ [ST-29]
<Promotion Cards>
[P-001 Monkey.D.Luffy] ~ [P-039 Bellamy]
[P-041 Monkey.D.Luffy] ~ [P-086 Trafalgar Law]
[P-088 Trafalgar Law] ~ [P-093 Trafalgar Law]
[P-096 Girl] ~ [P-107 Gol.D.Roger]
[P-111 Nico Robin] ~ [P-113 Jewelry Bonney]
[P-117 Nami]

★ Restricted Support Items

Use of items unrelated to the match, as well as the support items listed below, are strictly prohibited during a match.

- Smart phones, mobile phones, electronic devices such as smart watches, etc.
- SOUND LOADER devices

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★ Restricted Cards

- The following cards are banned from decks:

<Extra Booster>

[EB-04]

<Promotion Cards>

P-040 Kaido

P-087 Nico Robin

P-094 Roronoa Zoro

P-095 Sanji

P-108 Monkey.D.Luffy

P-109 Portgas.D.Ace

P-110 Monkey.D.Luffy

P-114 Roronoa Zoro

P-115 Boa Hancock

P-116 Nico Robin

P-118 Lilith

P-119 Portgas.D.Ace

- The following banned and restricted cards may not be used in decks:

- ST06-015 Great Eruption

- ST10-001 Trafalgar Law

- OP02-024 Moby Dick

- OP02-117 Ice Age

- OP03-098 Enies Lobby

- OP06-086 Gecko Moria

- OP06-116 Reject

- OP07-045 Jinbe

- EB01-059 Kingdom Come

- OP03-040 Nami

- * The following cards are banned from decks using OP11-040 Monkey.D.Luffy as the Leader card:

- OP11-067 Charlotte Katakuri

- OP08-069 Charlotte Linlin

Additionally, cards that are not official ONE PIECE CARD GAME cards, such as photocopied cards or the like, cannot be used in this tournament.

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★Shuffling

- Players must shuffle their deck until they are confident that its contents are sufficiently randomized.
- They may also cut (separate the deck into multiple, smaller piles which are then rearranged to form a single deck again.)
This must be done in a timely manner, and in full view of the opponent.
Care should also be taken to avoid damaging the cards or looking at the deck's contents.
- * After a player has shuffled their deck, they should present it to their opponent to either cut or shuffle as confirmation.
Cutting or shuffling a deck to confirm the shuffle must be done in a timely manner.
Once the opponent has shuffled or cut the deck to confirm it, a player is not permitted to shuffle or cut their own deck again.
- * Players do not need to present their decks to their opponent to shuffle if both players agree.
- * When cutting your opponent's deck, please use the following procedure:
 1. The player who shuffled the deck will divide the deck into three piles with roughly the same number of cards.
 2. Your opponent will designate the order in which the three bundles are to be stacked on top of one another.
 3. Stack the three bundles on top of one another in the designated order.
- * Once an opponent has shuffled or cut a player's deck, a player is not permitted to touch (in the sense of changing the order of) their own deck again.
- Shuffling by Judges
Judges have the authority to shuffle a player's deck when addressing rule violations. Players are not permitted to shuffle or cut a deck after it has been shuffled by a judge.

★Sleeves

- All players are to use the card sleeves provided by the organizers at this tournament. The sleeves will be distributed at the venue after checking in. Please use them to sleeve your cards.
- * Only one sleeve may be used per card.
- * The use of clear inner and outer sleeves is not permitted in this tournament. Thank you for your understanding.
- * Plastic card loaders are permitted for Leader cards. If a judge deems a sleeve or card loader unusable (e.g., graded by PSA, obscures card contents, or covers text), players must either replace it with a suitable option or, if the cards are unmarked, play without loaders.

★Decks

- Decks may be checked by the judges at any time.
- If a judge or staff member requests to check your deck, please promptly submit your deck.

★Withdrawal from the Tournament

- * Players who wish to withdraw during the tournament must notify a judge (or staff) and ask for permission to withdraw.
Players who decide to withdraw from the tournament after the match pairings have been announced but before a match begins will be considered to have conceded that match and subsequently withdrawn from the tournament. Players who withdraw from the tournament will not receive the participation prize.

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★Match Result Registration

Please register the result of a match using the following steps.

[Winning Player]

1. On the Matchmaking Screen, press the Result button.
2. Select WIN as the winning player, then tap Confirm.

[Losing Player]

* Please wait until after the winning player has finished their steps to complete this process.

1. On the Matchmaking Screen, press the Result button.
2. Confirm that LOSE is highlighted, then tap Approve Result.

[In the Event of a Double Loss]

1. On the Matchmaking Screen, press the Result button.
2. One of the players goes to the Result screen and selects Double Loss, then taps Confirm.
3. The other player confirms that Double Loss is highlighted, then taps Approve Result.

★Manners

- * Food, drinks, alcohol, and smoking are prohibited during the tournament.
- * Please take care to prevent loss or theft of your belongings. In the event of loss or theft, the organizers cannot accept any responsibility, so please be careful.
- * If you are feeling unwell, please notify a staff member immediately.
- * Leaving your seat during a match may result in a loss.
- * Please turn off your mobile phone or set it to silent mode.
- * Using your mobile phone or answering a call during a match may result in disqualification.
- * To avoid any suspicion of cheating during the tournament, please put away any items not used during gameplay, such as cards other than your Leader card, deck, and DON!! deck, as well as writing materials, watches, and so on.
- * Manipulating the order of your deck before shuffling or between games may result in a warning.
- * During the game, please keep your hands above the table at all times.
- * If your opponent asks about information on revealed cards or cards in the trash, please provide them with accurate information.
- If your opponent asks about the number of cards in public zones, such as the deck, trash, or your hand, please provide the correct number.

★Penalties

Failure to abide by the ONE PIECE CARD GAME Sanctioned Tournaments Floor Rules, Official Rule Manual, or the tournament's regulations may result in the issuance of a penalty by judges or staff. Judges and staff will make decisions regarding penalties and their enforcement based on the severity and circumstances of the rule violation, as well as the level of the event or tournament. In addition, if a rule violation is committed again after a penalty has already been issued, a more severe penalty may be issued.

Types of Penalties and Rules for Application

Please note that the following examples of penalties and violations are only examples. Similar violations may result in lighter (or heavier) penalties at the discretion of judges or staff.

(1) Caution

Cautions are recorded per player during an event. In the case of a game rule violation, judges will try to correct the situation as best as possible, but may issue a Caution for errors that cannot be fully rectified.

If a player receives multiple Cautions, the Caution penalty may be escalated to a Warning.

Examples of violations:

- Extra cards were drawn accidentally.
- A player in the middle of a match asked for advice from spectators.
- A spectator gave advice to a player in the middle of a match, or information relevant to the match was conveyed by means of gestures or other methods.

(2) [Warning]

Warnings are recorded per player during an event, and are issued for violations that are considered not that serious. If a player receives multiple Warnings, the Warning penalty can be escalated to a Defeat or Disqualification.

Examples of violations:

- A player continued to play slowly in a way that would prevent the game from being completed in the allotted time.

When an opponent reports such conduct to a judge, the judge will verify the time spent and address the issue.

- A player gave incorrect information to their opponent.
- A player acted in a way so as to provoke or insult their opponent.

(3) [Game Loss]

The Game Loss penalty may be issued in the case of a violation giving a player an unfair advantage, or when the violation makes it impossible to continue the match.

If a Game Loss is issued, the match will end immediately.

A Game Loss may be issued only by the tournament organizer or judges authorized by the organizer to issue a Game Loss.

Examples of violations:

- The deck-building requirements (1 Leader card, a 50-card deck, no more than 4 identical card numbers, and a deck of 10 DON!! cards) were not met.
- The tournament regulations were violated, such as through the use of a banned or restricted card, sleeve, etc.
- The contents of a deck were changed in a situation where such a change was not permitted.

(4) [Disqualification]

A Disqualification may be issued for highly malicious violations, conduct that is damaging to the event as a whole, or seriously unsportsmanlike behavior.

Players who are issued a Disqualification will lose their current match and will be barred from participating in any subsequent matches.

They will also not receive any prizes for their performance up to that point.

A Disqualification may also be given to a spectator, in which case they must leave the venue.

Examples of violations:

- Colluded with an opponent to tamper with a match or its result. In this case, the opponent who took part in the collusion will also receive a Disqualification.
- Gambling, bribery, or theft of event items.
- Deliberately attempting to gain an unfair advantage by viewing their opponent's deck, hand, or other information that they were not permitted to see.
- Intentionally cheated, such as by obtaining more cards or DON!! cards than required.

* Please note that there is an additional Suspension penalty in Official Tournaments.