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BANDAI ORGANIZED PLAY

One Piece Card Game
Tournament Rules Manual

The Bandai Organized Play Tournament Rules Manual outlines the requirements of all participants – players, judges, spectators, tournament organizers, etc., at any Bandai Organized Play event for the **One Piece Card Game.**

All participants are expected to read, understand, and obey the rules contained within this document to the best of their ability and ask questions of a tournament official if anything is unclear. This ensures smooth operation of events and a satisfying experience for all participants, regardless of playing experience.

The Tournament Rules Manual and other associated organized play documents help to maintain fairness and integrity at events, ensuring that Bandai events are consistently run to the same high standards. Participants will always know what to expect at any Bandai Organized Play event.

Participants who behave in a way that damages the fairness and integrity of an event may receive penalties from judges or tournament officials, or face consequences from Bandai.

If you have any questions regarding the Tournament Rules Manual, contact us at **BANDAI_globalop@carddass.com.**

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1.0 Event Participants

In this Tournament Rules Manual, players, spectators, judges, organizers, media, etc., are collectively defined as event participants. All event participants must conduct themselves in a sensible manner in the event area, venue, and outside the venue. All participants must act so the event can operate fairly, and work to make the event a satisfying experience for all involved. All event participants must understand and honor these rules.

In the event of a serious offense, the tournament organizer retains the right to eject offender(s) from the venue.

1.1 Players

To participate in official Bandai events, players are required to register for Bandai TCG+ account. If you do not have one, you can register here: https://www.bandai-tcg-plus.com/

Players may not register for more than 1 Bandai TCG+ account. You should ensure the information associated with your Bandai TCG+ account remains up to date.

Players must remain in good standing in order to participate in Bandai Organized Play events. To remain in good standing, you must adhere to all responsibilities outlined in this and all other official documents.

Players have the following responsibilities:

- To understand the rules and standards of player behavior;
- To not engage in unsportsmanlike conduct;
- To have read and understood:
    - the latest version of the Comprehensive Rules, Official Rule Manual, and Q&A documents located at https://en.onepiece-cardgame.com/rules/
    - as well as carefully reading and understanding the cards contained within their deck;
- To legibly complete a deck list form and submit it when required;
- To communicate clearly with opponents, judges and tournament staff, announcing and responding to timing and effect activations and reporting their completed match results immediately after finishing;
- To follow the announced starting time and time limits;
- To not conduct illegal activity;
- To notify judges if they witness rule violations;
- To co-operate with judges so that events can be run smoothly;
- To call a judge if they are: concerned about a rule or game policy; offered a bribe; asked to bet on a match; asked to forge match results or if they see a contradiction in match results. Players should not call judges in an attempt to gain an unfair advantage, or to seek penalties against other players, or to misrepresent the game state.

1.2 Ineligible Participants

Any tournament official associated with or working an event cannot play in that specific event.

This includes, but is not limited to: Tournament Organizers; Store Owners; Judges on staff and Scorekeepers.

Players who have been suspended from Bandai Organized Play may not play, judge or act as event staff in official events.

Players who have been banned by Tournament Organizers or stores cannot participate in official events hosted by that Tournament Organizer or store.

1.3 Head Judge

The Head Judge oversees the tournament and the rest of the Judge staff. There can only be one Head Judge for official Bandai Organized Play events. If there is only one Judge on staff for a tournament, that Judge assumes the role of Head Judge. Otherwise, the Head Judge will be selected from amongst the available Judges by the Tournament Organizer. It is recommended a Level 2 Judge is selected as Head Judge for Championship-level events.

The Head Judge has the right to make final decisions regarding card interpretations, game play rulings and appeals at events. Fundamentally, a head judge's rulings will not be overturned during the event.

The Head Judge has the following responsibilities:

- To familiarize themselves with and properly enforce current and correct rulings;
- To ensure players take appropriate action when they violate the rules of the game or event, whether intentionally or not;
- To deliver the final ruling in all instances, including overruling the decisions of floor judges, on appeal, if necessary;
- To assign tasks to floor judges as the situation arises;
- To be physically present and available during the event to ensure event issues and appeals are answered promptly.
- To act as a mentor for the event's judge staff. It is beneficial for judges to receive feedback and evaluation throughout events to enable the judge staff to continue to develop.
- In the event of a disqualification or suspension, the Head Judge is responsible for submitting an accurate report of the event to Bandai Organized Play and the Tournament Organizer. This report needs to detail the factors leading to the decision to disqualify the player.

If the Head Judge is unable to execute their duties for a given period, they may temporarily transfer their responsibilities to another judge. The tournament / event organizer may also act in place of the Head Judge in situations where not doing so would damage the integrity of the event.

The Head Judge has the authority to disqualify participants deemed detrimental to the event's smooth operation, and can eject them from the venue with the consent of the tournament / event organizer.

1.4 Floor Judge

Floor Judges are responsible for monitoring the tournament floor, answering rulings questions from participants, correcting illegal plays, resolving player disputes, performing deck checks, handling pairing sheets and match result slips, and any other tasks the Head Judge or Tournament Organizer may assign.

Judges are expected to be fair, friendly and firm while staffing an event, and to abide by the Judge Code of Conduct at all times. Judges are always expected to encourage good sporting behavior from participants. While judging, Judges should be professional, and try to avoid excessive socializing with other judges or event participants, and not engage in other activities that may distract them from the tournament. Unless answering a Judge call or correcting a rule or game violation, Judges should refrain from conversing with players engaged in tournament match play.

Judges may not wear judge shirts when they are not officially rostered on as judge staff for an event.

Judges should adhere to the responsibilities assigned to them on the floor and as members of a specialized team such as Decks or Stream. They should be prepared to assist other judges in assigned tasks.

- Judges are responsible for staying current with new rulings, policies and new cards as they are released.
- Judges should constantly observe the event, maintaining the cleanliness and attractiveness of the tournament area by removing trash, pushing in chairs, straightening tables and adjusting table numbers.
- Judges should actively walk the tournament floor and observe matches. Judges are **required** to step in if they observe rule or game play violations. Judges do not need to wait for players to call a Judge.
- Judges are responsible for ensuring players are not disadvantaged due to time lost as a result of providing a judge ruling, completing a deck check, or issuing a penalty. Judges may issue time extensions of a length appropriate to the time taken to resolve the issue. The extra time allotted must be clearly communicated to both players and recorded immediately by a judge using the method deemed appropriate by the head judge and Tournament Organizer.
- Judges should not coach players or reveal private knowledge when responding to questions.
- Judges should answer questions, if relevant to the current game state, about:
    - Game mechanics;
    - Card text;
    - If certain plays are legal;

  Judges do not need to wait for players to attempt an action in order to answer any of the above questions, and should not instruct players to play on before answering their question.

- Judges should not answer in a way that:
    - Provides players with strategic advice;
    - Instructs players on how best to play their cards;
    - Reveals private knowledge;
    - Involves discussing cards not part of the current game state.

When a player requests a Judge, the Judge should:

- Approach the table
- Listen to the question carefully
- Ask for additional information if necessary, discussing with all players involved
- Make a decision
- Issue the ruling
- Give a time extension, if warranted, which needs to be communicated to the Scorekeeper
- Players may appeal a ruling made by a Floor Judge. If either player wishes to appeal, the Floor Judge should notify the Head Judge immediately

Unless answering a judge call or reviewing a game in progress, judges should refrain from conversing with players engaged in a match. This avoids distracting players unnecessarily, or creating an impression of favoritism.

1.5 Tournament Organizer

Tournament Organizers (TOs) are the people responsible for arranging and running events.

Tournament Organizers are responsible for the following tasks:

- Securing a clean and safe venue with enough space for the event to take place;
- Ensuring their venue setup abides by current health and safety guidelines set by local officials;
- Announcing the event as early as possible in advance, and actively promoting it;
- Selecting the tournament format and establishing the structure of the tournament;
- Gathering enough staff to manage the event;
- Supplying necessary materials for event organization;
- Reporting the event results to Bandai, with any other requested information.

The Tournament Organizer is responsible for notifying players of the following information:

- Covid-19 safety precautions
- Tournament Type (Swiss, Single Elimination, Swiss + Single Elimination Top Cut, etc.)
- Tournament Format (Standard, Draft, etc)
- Time allocated per round
- Number of Rounds (dependent on player numbers)
- End of Round Procedures
- Match Slip Submission (if applicable)
- Top Cut Details
- Prize Distribution
- Tournament Staff Introductions
- Any breaks scheduled during the event

This information should be communicated at an appropriate time. The tournament format and type should be included in the event promotion so players can adequately prepare. The time per round, number of rounds, end of round procedures, top cut details, staff introductions and break information should be announced prior to the start of the first round in the players meeting.

The Tournament Organizer is responsible for ensuring the tournament is run according to the rules and policies provided by Bandai, and must be present at the tournament while it is taking place.

Official events are run online, at approved Carddass store venues or venues chosen by approved Premier Tournament Organizers.

Tournament Organizers are permitted to maintain a list of players from previous tournaments and from Bandai TCG+, provided access to this information is restricted to the Tournament Organizer.

Certain criteria must be met in order to run official Bandai events. Those interested in becoming a Tournament Organizer should email BANDAI_globalop@carddass.com.

1.6 Scorekeeper

The Scorekeeper is responsible for creating accurate pairings and providing accurate tournament information throughout the event.

The Scorekeeper is responsible for understanding the software utilized for organized play events, as well as all procedures relevant to scorekeeping an event.

1.7 Spectators

Spectating at events is a privilege, not a right. A spectator must remain neutral while observing game play, and ensure their presence does not disrupt the event or other competitors.

- The Head Judge may limit or restrict spectating of events or feature matches at their discretion.

Spectators must abide by the following rules:

- Spectators must not speak to or communicate with players currently engaged in official match play;
- Comments and questions regarding matches in progress must be made an appropriate distance from the match to prevent players from obtaining an advantage from overheard information or distractions.
- If a spectator notices a violation of game rules, game state or Tournament Policy, they are required to alert a Judge immediately.
- Spectators may be asked to move if their presence is distracting to players or impeding the smooth operation of an event. If a judge or tournament official instructs a spectator to move, they must obey.

Any disruption caused by spectators will result in penalties for the player or players the spectator is associated with.

1.8 Media

Members of the media who wish to attend Bandai Organized Play events in order to create written, photographic, audio, or video content must follow these rules:

- Contact the Tournament Organizer in advance of the event for permission;
- Media representatives must be prepared to provide evidence of their association with a news outlet in the gaming industry prior to the event starting;
- Members of the media are responsible for knowing and complying with any applicable laws concerning privacy of attendees, and must obtain their own written releases from impacted participants at an event;
- Members of the media assume liability for all of their equipment and employees;
- Members of the media must abide by the same rules set for spectators, and must obey the instructions of tournament officials and Bandai employees.

2.0 Player Requirements

2.1 Bandai TCG+

The Bandai TCG+ is the official player registration system used by Bandai (replacing BCC ID). Players can search and apply for nearby events, as well as see their matchups and enter a result for their match during an event. Registration for Bandai Namco ID is required to register on TCG+.

If players have questions about TCG+, please submit your enquires here:
https://global.carddass.com/inquiry.php

How to Register

1. Register for a BANDAI NAMCO ID (BNID)
   - Sign-up / Log-in for BANDAI NAMCO ID | https://www.bandainamcoid.com/portal/top

Minors (defined as people who are not yet adults as determined by applicable laws of their country/region of residence) must check these Terms with their legal representative (parental guardian, etc.) and shall only register with the consent of their legal representative, or shall register together with their legal representative.

Players are responsible for ensuring their contact information is kept up to date, as well as confirming that event participation details are correct.

2. Register for TCG+ using BNID

For Corporate Members

- Sign-up / Log-in for Bandai TCG+ | https://distributor.bandai-tcg-plus.com/#/

Should you have any inquiries regarding TCG+, please contact with your distributor.
For Players

- Sign-up / Log-in for Bandai TCG+ | https://www.bandai-tcg-plus.com/
- App Store - Download iOS version
- Google Play - Download Android version

2.2 Convention Events

Tournaments held at conventions may require a convention attendee badge in order to participate. It is the responsibility of the player to ensure they have a valid convention badge.

2.3 Government Identification

Players must provide personal photo identification if asked to do so by tournament officials. School ID cards, state ID cards, driver licenses, passports and birth certificates (for players under the age of 18) are acceptable forms of photo identification. Valid photo identification is required at all events with an age limit or invitational structure.

You may contact the Tournament Organizer ahead of time if you have concerns about providing identification.

2.4 Tournament Materials

Players must bring a tournament legal deck, sleeved in opaque sleeves, to constructed events.

A tournament legal deck consists of:

- Leader card: 1 card
- Deck: A total of 50 cards, made up of Character cards, Event cards and Stage cards.
- Only cards of a color included 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 contain no more than 4 cards with the same card number.
- DON!! deck: A total of 10 DON!! cards.

No more than four copies of the same card can be included in a deck. No side decks are permitted.

Ensure you bring extra card sleeves, a pen to complete match result slips, and any additional dice, power counters or tokens your deck or gameplay may require.

In addition to tournament materials, you must bring appropriate entry fees (if any) or proof of pre-registration, your Bandai TCG+ account and personal identification. You may also be required to provide a legible, completed deck list. Players are expected to abide by all health and safety requirements set by the tournament organizer, which may include wearing a mask for the duration of the event.

2.4.1 Cards

Only appropriate cards created by Bandai Co., Ltd., or those recognized by Bandai Co., Ltd. may be used at events. Cards that have been marked, painted, stamped, graded/“slabbed”, or otherwise altered in any way are forbidden and cannot be used in official events.

Cards that have been signed or otherwise written on their front face may be used, provided the writing does not obstruct play. For example, cards that have their text excessively obscured, or that have inappropriate content written on them, may not be used.
If using a card that has been signed or written on the player must also have another copy of the card (outside of the deck for substitution or presentation to opponent).
** Some tournaments may require the use of cards with the same card number that have not been written on in some matches, such as final rounds.

Cards should be sleeved in opaque sleeves. Cards that are damaged (creased or bent) may not be used if this difference can be felt through a sleeve.

Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.

Players in North America, Latin America, and Oceania must use English language cards for their Leader Card and Main Deck at all tournament events.

Players in Europe must use English and/or French language for their Leader Card and Main Deck at all tournament events.

All officially distributed DON!! cards in any language may be used in all levels of official tournament events.

Card Legality

Official card sets published by Bandai are legal for Tournament play at level 2 and 3 events 7 days after official release date.

Official card sets published by Bandai are legal for Tournament play at level 1 events on release date (including pre-release date).

Official promotional cards which have new card numbers are legal for Tournament Play at level 2 and 3 events 7 days after the first event in which the card was released.

Official promotional cards which have new card numbers are legal for Tournament Play at level 1 events on the day of release.

Exceptions include cards with the same card number as previously released versions.

Sleeves

Players must use sleeves to protect their cards during the course of a tournament. All sleeves in the Main Deck must be opaque, identical in terms of color, wear and design, and all cards must be placed into sleeves in the same direction and manner. Leader cards, as well as DON!! cards, must be sleeved or unsleeved in a way that differentiates those cards from the main deck. Players are not allowed to place any other cards or printed materials inside sleeves. Players must use sleeves that comply with the regulations for each tournament (some tournaments may require the use of sleeves specified by the tournament organizer)

- You may have only one card in each sleeve. You may not have anything but that card in the

sleeve.

- Players may use up to two sleeves per card to maintain the condition of their cards. If judges deem the type of sleeves used excessive, or that the sleeves used allow cards to be distinguished from one another, a player may be instructed to change sleeves or remove them.
- Players must sleeve all cards in an identical way.
- Players are not allowed to use sleeves that obstruct the front of the card.
- Sleeves with reflective backs or holographic fronts are not allowed.
- Sleeves with artwork on the backs, provided all sleeves are identical and are of a non-offensive nature, are allowed.
- SOUND LOADER (Sound Loader: A card loader that plays BGM and sound effects) cannot be used in official events as a general rule.

Players are responsible for ensuring that cards and sleeves are indistinguishable from each other for the duration of the tournament. Cards that can be identified without looking at their face, via damage, discoloration, wear, or other elements, are considered distinguishable.
Sleeves with excessive wear, noticeable patterns, factory defects or other markings will be considered marked. Penalties may be applied.

Players can request a judge check their opponent's sleeves during a match. Judges may forbid the use of sleeves or enforce changing sleeves. The head judge has the final authority when making judgement about whether cards are distinguishable from one another.

Players should bring additional sleeves to replace any sleeves that become damaged, worn or marked over the course of the tournament.

2.4.2 Pen

Players should bring a pen to complete Match Result slips at Championship series events (if applicable). Notes may not be taken by players.

2.4.3 Supplementary Objects

Players are allowed to use small supplementary objects to track changes to public information such as cards, tokens, and targets. Objects that make it difficult to tell how many cards are in a given area, completely cover cards, or otherwise make it difficult to clearly track game state are not allowed.

Players are not allowed to use their own sleeves, sleeves with designs that resemble card backs, or face-down cards as supplementary objects. Players may not use custom cards.

Dice must be unweighted, with clear markings. Dice that could damage cards or other tournament property, or contain offensive text or images may not be used.

Counters and Tokens must be items that cannot be confused with other game elements.

2.4.4 Playmats

Playmats are not required for tournament play. If you elect to use a playmat, it must fit within the play space allotted to you. Playmats that contain offensive text or images cannot be used. Playmat images should be appropriate for a family-friendly tournament environment.

2.5 Player Knowledge

Players will have a better tournament experience if they are fully prepared. Prepare by undertaking the following actions prior to the event:

- Carefully read and understand the cards contained within your deck;
- Read and understand the latest version of the rule manual and FAQs (https://en.onepiece-cardgame.com/rules/;
- Read and understand all Tournament Policy documents and any event FAQs.

2.6 Player Behavior

The goal of Bandai Organized Play is to build a player community that promotes learning, honesty, fair play, diversity, equality, and general good sporting behavior. All players play a critical role in making this vision a reality.

- Players are expected to be respectful and courteous to each other, and display good gamesmanship. Disputes should be handled in a calm manner and directions issued by tournament staff should be obeyed. Rude language, disruptive or disrespectful behavior, inappropriate clothing or supplies, unwarranted accusations, and/or disregard for the safety of others or the condition of the venue will not be tolerated. Players must abide by the expected standards of behavior.
- Players must communicate clearly with judges, co-operating with all instructions and notifying judges if they witness rule violations.
- Players must show up to a tournament and subsequent rounds on time, and report results immediately.
- Players are responsible for checking their win/loss record and standings as pairings are posted, and should report any discrepancies immediately to event staff.
- Players may not wear clothing with overly suggestive, rude or inappropriate messaging, and may not utilize accessories with rude messages or potentially offensive images.
- Players may not use electronic devices during a match, including cell phones. Smart watches or similar items which can send or receive messages must have messaging features disabled during a match. Players requiring electronic devices for medical reasons should speak to the Head Judge prior to the start of a tournament.
- Players may not place unrelated items to the game (phones, tablets, etc.) on the table.
- Players may not wear headphones during a match.
- Players may not eat or drink at tournament tables, including in between rounds.
- Wagering or gambling on tournament results by anyone, including players, tournament staff and spectators, is strictly prohibited.
- Selling goods or services in a tournament venue without the express permission of the Tournament Organizer is strictly prohibited.
- Players must maintain a socially acceptable level of personal hygiene.

2.7 Player Communication

Players are responsible for conveying accurate information at all times.

Players are required to answer completely and honestly all questions that are relevant to maintaining an accurate game state, or matters of public knowledge.

Players must clearly communicate their actions during game play, and ask questions of your opponent or a judge if unsure about a ruling or action.

Players are required to immediately notify opponents (and a judge, if necessary) if an opponent fails to follow any game rules, including effects that may be played incorrectly.

Players should not touch an opponent's cards or other items without first asking permission.

Players should request the assistance of a judge at the time an issue occurs, rather than afterwards.

Players should not retract or change moves once committed to them. Committing to a move includes, but is not limited to, verbally stating or announcing an action, or removing your hand from a card. If a verbal statement contradicts an action taken in the game, and the verbal statement is a legal action, the verbal statement overrules the action performed.

Failure to follow these rules may result in penalties.

Example: A player uses a card effect to search for a card in their deck. The player selects a card and reveals it to their opponent. The player cannot change their mind and search for something else instead.

3.0 Tournament Information

3.1 Health and Safety Considerations

The health and well-being of our playing community is of paramount importance to us. Stores and tournament organizers should ensure that they are following all relevant advice by health authorities and government organizations. The following recommendations should be implemented by tournament organizers:

- Players may be required to wear masks for the duration of an organized play event;
- Hand sanitizer should be easily accessible to all players at an organized play event;
- The usage of plastic table separators should be considered to minimize the risk of aerosol transmission, and consideration should be given to available air filtration systems;
- Organizers should consider making gloves available to facilitate deck checks and shuffling by judges. As much as possible, players should minimize the handling of other people's cards and decks.

3.2 Tournament Levels

There are three levels of official tournament events within Bandai Organized Play.

- Level 1 – *Casual* – This includes store organized play events, including constructed, draft, and pre-release events.
- Level 2 – *Competitive* – This includes Store Championship events and other special events.
- Level 3 – *Professional* – This includes the Championship Organized Play Series, which may comprise Treasure Cups, Regionals, Nationals and World Championship events.

Level 1 *Casual* events are designed for casual play, and provide an environment for players with a focus on learning and fun. Rules and tournament policy are still important at this level, and should be enforced. In addition to enforcing rules and policy, judges and other tournament officials should educate players about mistakes so that correct game play actions can be learned.

Level 2 *Competitive* and Level 3 *Professional* events are competitive and require the highest level of ruling and policy enforcement.

3.3 Tournament Formats

There are a variety of approved tournament formats that Tournament Organizers may select from when registering a tournament.

Tournament Format	**Definition**

Constructed	Players bring a tournament-legal deck to play in a constructed tournament.
Sealed	Players will receive specific event product during the players meeting, and will construct a legal deck from that product only.
Draft	Players will receive six booster packs from a booster box and will draft cards in pods of four. Following the draft, players will construct their deck from their drafted card pool.

3.4 Tournament Structure

Tournament organizers may run events using single elimination or Swiss. Swiss + single elimination top cut finals are used for Level 3 *Professional* events.

Tournament Structure	**Definition**
Single-Elimination	Half of the registered players are eliminated after each round, with the losing players dropped from the event. The winners progress to the next round. This continues until one player remains, who is declared the overall winner.
Swiss Rounds	Players are paired according to their win / loss records. Players are not eliminated when they lose. Instead, they will be paired against players with similar win / loss records for the remaining rounds of the event. Players may choose to drop from Swiss events at any time by notifying the Scorekeeper prior to pairing of the following round.
Swiss Rounds + Single Elimination Top Cut Finals	Players are paired according to their win / loss records. Players are not eliminated when they lose. Instead, they will be paired against players with similar win / loss records for the remaining rounds of the event. Players may choose to drop from Swiss events at any time by notifying the Scorekeeper prior to pairing of the following round. Depending on the number of participating players, a set number of players will progress to the Finals once there is only one player remaining in Swiss with only wins recorded. Players are paired off in their final ranking order – 1 v 8, 2 v 7, 3 v 6, 4 v 5, etc., and proceed to elimination finals play.

3.4.1 Single-Elimination

Single-Elimination tournaments determine the winner of the event by removing players from the tournament after they lose one match. The number of players in each round will be half the number of players in the preceding round. The tournament ends when one player is undefeated. That player is the winner of the event.

Single-Elimination Events run as follows:

- Round 1: Players are assigned seeds at random and paired up. If players have played qualifying rounds, their seeding is equal to their final placement in qualifying. The winner moves on to the next match, while the losing player is eliminated from the tournament. If the number of players enrolled in the event is not a power of 2, the highest-seeded players will receive byes.
- Subsequent Rounds: Players continue to be paired along brackets, with the winner of a match moving on and the loser being eliminated. Ultimately, only two players will remain, with the winner of that Championship match becoming the winner of the tournament.

3.4.2 Swiss

The objective of the Swiss pairing method is to determine a single winner by pairing players with similar match records against each other until there is only one undefeated player.

Swiss Events run as follows:

- Round 1: Players are paired randomly for the first round of play. Players receive 3 match points for winning, 1 match point for a draw, and 0 match points for losing. If there is an odd number of players, a player will receive a bye. If a player wins by default, they receive 3 match points.
- Round 2: Players in the 1-0 (1 win) bracket are randomly paired against each other, while players in the 0-1 (1 loss) bracket are paired in the same manner. If there is an odd number of players, a player in the 1-0 bracket will be paired down with a random player in the 0-1 bracket that they have not played before. If this leaves an odd number of players with 0 wins, one player from that bracket will be assigned a bye.
- Subsequent Rounds: Players continue to be paired randomly by their win-loss record until the specified number of rounds have concluded, or one undefeated player has been determined.

3.4.3 Swiss + Single Elimination Top Cut Finals

This format allows tournament organizers to run a number of Swiss rounds appropriate for the number of players participating, after which the top-ranked players are seeded into Single-Elimination Finals brackets and play until only one player remains. That player is the winner of the tournament.

Tournaments run using Swiss plus Single Elimination Top Cut Finals allow every player to participate in every round, while giving players without an undefeated record the opportunity to win the event.

3.5 Match Structure

During a tournament, a match will include a set number of games. The player who wins the specified number of games wins the match.

For Professional level events, Tournament Organizers should use a best-of-one game match format during qualifying rounds and Best-of-three match format for top cut.

Online Standard Match Structure

Best-of-one Game Match

Number of game wins necessary: 1

Match Time: 35 minutes

Extra Time: 5 minutes (for extra turns, etc.)

Standard (Qualifying) Match Structure

Best-of-one Game Match

Number of game wins necessary: 1

Match Time: 30 minutes

Extra Time: 5 minutes (for extra turns, etc.)

Top Cut Finals Match Structure

Best-of-three Game Match

Number of game wins necessary: 2

Match Time: 60 minutes

Extra Time: 10 minutes (for extra turns, etc.)

Championship Top 2 Match Structure

Best-of-three Game Match

Number of game wins necessary: 2

No time limit

3.6 Number of Rounds

The number of rounds played in Swiss is based on the total number of players registered to play in the event. Once the number of players who have won all their matches is reduced to 1, the qualifying rounds end and final player placement is calculated.

Tournament Organizers may not choose to deviate from the Tournament Rules Manual.

Tournament Organizers may run events with no Top Cut, provided that information is advertised before the start of the event.

Number of Participants	**Expected Number of Swiss Rounds**	**Players Qualifying for Top Cut (if applicable)**
4 – 8	3 rounds	None
9 – 16	4 rounds	Top 2
17 – 32	5 rounds	Top 4
33 – 64	6 rounds	Top 8
65 – 128	7 rounds	Top 8
129 – 256	8 rounds	Top 16
257 – 512	9 rounds	Top 16
513 – 1024	10 rounds	Top 32
1025-2048	11 rounds	Top 32

Players added to an event after registration closes as late entries will not impact the number of Swiss rounds or top cut calculations.

The number of Swiss rounds is designed, on a best-case basis, to have one undefeated player after the last round has completed. The number of rounds should be announced before the beginning of the first round; once announced, it cannot be changed. A variable number of rounds may be announced instead, with specific criteria provided for ending the event.

Variable Rounds Announcement Example: A Championship Level event has 205 players registered. The Tournament Organizer may announce at the start of the event, "There are 205 players registered today, and we expect to play 6 to 8 rounds of qualifying. Qualifying rounds will end once there is one undefeated player left in the event, with only wins reported. At that point, qualifying will end and the Top 16 players progressing to Finals will be determined."

3.7 Publishing Tournament Information

Tournament Organizers, judges, players and spectators are free to publish details of play and / or results of a tournament, subject to applicable laws in the region where the event was held.

Player deck lists may be published by the Tournament Organizer at any time once the event has

begun, provided that this information is publicly accessible, that all player data is published at the same time, and that publication of this data provides additional value to those attending or watching the event. Otherwise, this information should be kept confidential throughout the duration of the tournament.

For all 2-day events which have a top-cut playoff and are streamed, deck lists for the top-cut players must be published and distributed to all participating top-cut players by end of day on day 1.

Tournament Organizers must provide deck lists to the Bandai global organized play team as part of their event reporting.

Bandai reserves the right to publish tournament information, including but not limited to deck lists, player reports, transcripts, audio and / or video recordings, awards, penalties or any other information related to the tournament.

Attending a Bandai organized play event may lead to an attendee's image and likeness being photographed or recorded by or on behalf of Bandai. By entering or remaining at Bandai organized play events, attendees grant Bandai, its premier tournament organizers, and approved media bodies to publish their name, image, likeness, deck list, methods of play, and written or oral statements in connection with any still photograph, live or recorded video display, or other transmission or reproduction of the event, in whole or in any part.

3.8 Stream Broadcasts of Match Play

While attending Bandai organized play events, players may be instructed to play a feature match that will be broadcast to a large audience and / or to online viewers. Players must comply with the Tournament Organizer's directions regarding match location. These matches may require additional equipment, including new card sleeves, the use of standardized play mats, apparel changes, or the use of noise-cancelling headphones. Players must abide by these considerations.

It is not necessary that the stream casters are qualified judges. If a caster notices a violation of game rules, game state or Tournament Policy, they are required to notify a judge immediately. It is up to the judge to determine whether it is appropriate to intervene.

Due to the nature of streamed matches and a desire to not regulate feature matches more stringently than other matches during qualifying Swiss rounds, players should be aware that penalties earned but not applied during a match may be applied later upon subsequent review.

3.9 Reporting Tournament Results

It is the Tournament Organizer's responsibility to report tournament results to Bandai within 48 hours of the tournament's completion.

4.0 Tournament Play

4.1 Gamesmanship

Players are expected to behave in a respectful and polite manner towards all tournament attendees. If you engage in unsporting conduct or behavior that endangers or detracts from the event, you may be penalized, up to and including disqualification and removal from the venue.

4.2 Tournament Registration

Players need to register in order to participate in events. Check event information or contact the Tournament Organizer if you need more information on registration times.

To register, you'll need government ID, your Bandai TCG+ account, and your pre-registration information or entry fee for the tournament.

Registration forms may also be required. Make sure your registration form is completed in full before lining up for registration.

4.3 Special Assistance

Players requiring special assistance at tournament events, including designated seating areas, accommodations for an aide or service animal, approval to use electronic devices, etc., should speak to the Head Judge and Tournament Organizer during the registration process. Players may also contact the Tournament Organizer ahead of time to best ensure needs can be met.

4.4 Deck List Submission

Tournament Organizers may require deck lists to be submitted for local events, but only if the requirement is advertised prior to the start of the event.

All Championship level events require deck lists. Players may not use decks with cards that differ from those included in their deck list.

A fully completed deck list, legibly written or printed, must be submitted in order to compete.

You may not use shorthand terms when writing out your deck list. Your deck list must include the card's collector number and its full name to ensure a clear and accurate deck list.

Players that fail to follow deck list rules may receive penalties. It is ultimately a player's responsibility to ensure they accurately, clearly, and completely communicate the contents of their deck.

Tournament Organizers should collect Deck Lists at the start of the player meeting or before Round 1 commences. Once a deck list has been submitted, it may not be altered or changed unless requested by a judge.

The Tournament Organizer and / or Head Judge has the authority to check player decks (a "deck check") to determine whether or not they are appropriate. Deck checks should be carried out by Floor Judges where possible. Deck checks should be performed at any time the tournament progresses from Swiss to single elimination, as well as randomly throughout Swiss rounds. Deck checks should be performed on at least 10 percent of decks over the course of the tournament.

When performing deck checks, judges should assure the deck presented matches the submitted deck list. They should also assess the cards quality, sleeves quality, and the contents of the deck container presented (No cards/items that can be confused with game elements are allowed to be placed in the deck container).

4.5 Shuffling

Decks must be shuffled thoroughly using accepted shuffling methods (riffle, Hindu, etc) in order to sufficiently randomize their contents. Both players must shuffle their decks in a manner that is visible to their opponents. This must be done at the start of every match, and whenever a game mechanic requires you to shuffle your deck.

You cannot check or arrange any cards while shuffling.

You may not pre-sort your deck without thoroughly shuffling afterwards.

After players have shuffled their decks, it should be presented to the opponent to either cut (separating the deck into multiple, smaller piles which are then rearranged to form a single deck again) or shuffle. No additional randomization may be done to the deck after this.

When you present your deck to your opponent, you agree that you have sufficiently shuffled and randomized your deck contents, your deck is legal, and that it matches your submitted deck list registration form.

Players are strongly encouraged to shuffle opponent's decks at *Level 3 Professional* events.

Sometimes, a player may carry out a shuffle in a way that seems suspicious. If you feel a player's deck has not been sufficiently randomized; you may request a judge carry out a shuffle or observe your opponent shuffling. The judge will determine the necessary course of action.

All shuffles, searches and acts of adding specific cards from your deck to your hand must be carried out in an expedient manner. Resolving card search and shuffle effects should take no longer than a minute from the activation of a power to its full resolution.

A judge may penalize a player for the amount of time taken to resolve an action if deemed necessary.

4.6 Determining Starting Player

After players have shuffled both of their decks thoroughly, players should use a random method to decide which player is the starting player.

Players may roll a die, flip a coin, play Rock-Paper-Scissors, etc.

The winner chooses who goes first.

In all Top-Cut play-off and championship matches, the player with the higher standing after Swiss rounds will choose who goes first for the first game.

In a best-of-three game match, the player who loses the preceding game chooses whether to go first in the next game.

If a game loss has been awarded for the first game of a match, the starting player of the second game is determined randomly.

4.7 Game Area Layout

While game mats are not required, players are responsible for placing all cards according to the layout established by the Game Area Play Sheet.

Specific locations include:

- Deck
- DON!! deck
- Hand
- Trash
- Leader area
- Character area
- Stage area
- Cost area
- Life area

You may not create your own game area layout. It is possible to modify the layout to accommodate physical requirements. If you need to modify the game area layout, you must notify your opponent and ensure it is obvious to all tournament officials.

The position of cards must be maintained as they were originally placed on the game area, except when directed otherwise by a card effect.

Each deck should be oriented in a north / south direction, with the short sides of the cards facing each player.

Cards in a player's Life Area must be spaced out in a way that ensures a player, their opponent, judges and tournament staff can see at a glance how many Life cards a player has remaining. The Life cards must be on the opposite side of the play area from the player's deck and trash.

Players should always play with both hands above the table. The cards in a player's hand should show card backs or sleeves clearly visible to the opponent. Players are not allowed to play with their hands below the table or concealed from an opponent.

Players should not place unused cards in a nearby location (inside clothing, in a deck case, on the table) during a match. Cards not registered on a deck list should be kept inside a bag or other inaccessible location during tournament play.

If a card must be rotated to indicate a specific effect, it must be rotated to either 90 or 180 degrees.

Players should not stack cards within their Life area in a way which obscures how many Life cards they have left.

Do not move cards between areas unless a card effect directs you to do so.

Avoid placing your hand close to other specified areas.

4.8 Note Taking

Players are not allowed to take notes in official Bandai organized play events. Players should not have paper or other stationery not used for game purposes nearby during game play.

You may consult a copy of your Deck List between matches (not in between games) to ensure you have restored your deck to the registered state.

4.9 Official Errata Document

Players are allowed to have a printed copy of the official Bandai errata document nearby during game play to consult for information regarding the errata of certain cards. This document may not have any notes on the paper and the note taking policy also applies to this document.
Judges and opponents may request to see the document during game play.

4.10 Game State

Game state refers to all elements of the game – cards, life, deck, hand, trash, turns, phase, etc. Both players are responsible for maintaining the proper game state by clearly communicating with their opponent.

Players are required to divulge any and all information that may be required to maintain a legal and correct game state.
The game state can be damaged by illegal actions, missed triggers, etc.; rendering it either *reparable*, *irreparable*, or *accepted.* Whether or not a game state is reparable or irreparable will mean the difference between a Warning and a Game Loss.

If both players can provide clear information and a judge is able to determine a way to fix or rewind the game state, it is reparable. The game should be repaired as far as possible and play should

continue.

Sometimes, even if a game state has been damaged, it has happened too far back to easily and fully repair, and does not create a significant advantage for the player at fault.

In this case, the game state is accepted by both players, and play will continue.

- A game state can be considered reparable even if not every error can be rewound.
- A game loss is not an appropriate penalty for a reparable game state, unless it is applied as a penalty for repeated previous infractions.
- If both players share fault in an irreparable game state that should be awarded a game loss, determine which player is most at fault and penalize that player with a Game Loss. The opponent should receive a Warning.
- Irreparable game states should not result in restarting a game or match.
- If a player has damaged the game state due to an illegal action or missed auto, and gameplay can be rewound to the point of that illegal action, it will be rewound even if the opponent would gain an advantage from information that was previously Private Knowledge.

4.11 Public Knowledge

The following information is considered to be public knowledge, unless a card effect states otherwise:

- The number of cards in a player's hand;
- The number of cards in a player's deck (this includes main and DON!! deck);
- The number and names of cards in a player's trash area;
- The number of Life cards remaining;
- Information printed on a specific card mentioned by name or otherwise clearly described;
- Which cards have been played during the current turn.

Players must answer questions involving the above topics truthfully. Players may not refuse to answer questions about information that is public. Lying about or refusing to answer questions about public knowledge may result in disqualification.

4.12 Private Knowledge

The following information is considered private information, unless a card effect states otherwise:

- The cards in the main deck;
- What cards are in the Life area;
- Which cards are in a player's hand;
- Which cards are in an opponent's hand;
- Which cards were played or activated during the previous turn, unless there is an active gameplay effect.

Players may not answer questions about any game state information considered private knowledge. Giving false or misleading information about private knowledge, or intentionally revealing information considered private knowledge, may result in a disqualification penalty.

4.13 Life Area / Hand / Deck Verification

With the exception of areas targeted by a search effect, you may not search any of your opponent's private knowledge areas, such as hand, deck, or life area, unless you are directed to do so by a card

effect.

Judges may not be asked to search or verify your opponent's hand, deck or life area unless there is evidence your opponent may be cheating or that there may be a valid deck-related issue.

4.14 Appeals

Players have the right to appeal rulings to the Head Judge of the tournament if they disagree with a floor judge's ruling.

Players may not appeal a floor judge's ruling until after the floor judge has issued the ruling.

Players must respectfully inform the floor judge that they wish to appeal the ruling issued. If you accept the floor judge's ruling, you cannot ask to appeal that ruling later.

The Head Judge's ruling is final, and cannot be appealed.

4.15 Conceding a Game or Match

Players may concede a game or match at any time up until the point that the game or match has concluded. Once a game or match has concluded, you may not concede or 'give the win' to an opponent. This means once a game or match result has been reached (win, lose, or draw), the result cannot be changed. Players who change the result of a game or match are guilty of Altering Game / Match Results and will be penalized appropriately.

Players may not offer or accept any form of compensation in exchange for conceding a game or match. Players who concede in exchange for compensation are guilty of accepting bribery. Offering or accepting a bribe is against the Tournament Rules Manual policy and both players will be disqualified from the event.

4.17 Random Outcome

Players or tournament officials may not randomly determine the outcome of a match by any means. Failing to observe this rule will result in disqualification from the event.

4.18 Intentional Draws

Players are not allowed to intentionally declare a draw match, even with both players' consent.

If players are found to have agreed to an intentional draw, or play in a manner that means the outcome will result in a draw without trying their best to obtain a result, they will be subject to penalty.

Matches cannot end in a draw, outside End of Round procedures.

5.0 Reporting Match Results

5.1 Reporting the Match Result

Both players are responsible for accurately reporting the result of a match. Level 3 Professional events may provide printed match result slips for you to report match results. Other events may require you to verbally confirm the match result with the scorekeeper.

The winner of each round is responsible for ensuring the round result is reported in a timely fashion following the conclusion of the match. The winner is responsible for submitting the match result via TCG+ or verbally reporting the results to the scorekeeper. Failure to do so in a timely manner may result in penalties.

Players should consult a Tournament Official if they are unsure of the proper procedure for

reporting match results.

Match results cannot be altered once they have been submitted. Players should verify the match result carefully before submitting it and, if a discrepancy is seen once reported, should be reported to the TO immediately.

5.2 End of Round Procedures

Sometimes a match may not finish prior to time being called for the round. Both players are responsible for noting who is the active player when time is called.

Players who need assistance with End of Round procedures should raise their hand and call for a judge. The judge should be notified the game is ongoing and whose turn it is. The judge should ensure both players understand the End of Round procedures, and may stay to supervise.

If time is called while players are in between games, compare the number of games won by each player. If they have both won the same number of games, the match is declared a draw. If one player has won more games than the other, that player is declared the winner of the match.

If time is called while players are in the middle of a game, the current game must have a decision of win, loss, or draw.

To resolve the current game, players follow the following steps:

1. The player with the most game wins is declared the winner of the match.
2. If tied, the current active player plays out their turn. This is considered turn 0. Players play an additional three turns, with the current (active) player's turn becoming turn 0. The second player's turn will be considered turn 1, followed by the first player's turn 2, and then back to the second player for the third and final turn
3. If neither player has won at the end of extra turns, the player with the highest number of Life cards wins.
4. The player with the higher number of cards remaining in their deck wins.
5. The player with more Characters in their Character area wins.
6. If both players have the same number of Characters in their Character area, the player who last removed a card from their Life area wins.

A time limit of 5 minutes is applied to extra turns to ensure the ongoing smooth operation of the tournament event. A draw will be declared if time expires with no clear winner after performing the prior steps.
If time expires during extra turns and the active player has a card attacking, complete the attack through the End of Battle.
If time expires during extra turns and the active or non-active player has an effect which has activated but not resolved, complete that effect and any subsequent effects which occur due to that effect.
Game play should be monitored by judges during this time. The guidelines for Slow Play should be strictly observed, and penalties handed out for any players found to be playing slowly.

Single Elimination Rounds and Top Cut Finals

Draws are not permitted during single-elimination rounds, including top cut finals.

If there is a tie due to all players fulfilling loss conditions simultaneously, the current turn-player loses the game, and the opponent is declared the winner.

If time is called while players are in between games, compare the number of games won by each

player. If one player has won more games than the other, that player is declared the winner of the match. If they have both won the same number of games, the match will continue by starting another game and proceed immediately to the steps below.
When time is called while players are in the middle of a game, determine a winner of the match using the following steps:

1. The player with the most game wins is declared the winner of the match.
2. If tied, the current active player plays out their turn. This is considered turn 0. Players play an additional three turns, with the current (active) player's turn becoming turn 0. The second player's turn will be considered turn 1, followed by the first player's turn 2, and then back to the second player for the third and final turn
3. If neither player has won at the end of extra turns, the player with the highest number of Life cards wins.
4. The player with the higher number of cards remaining in their deck wins.
5. The player with more Characters in their Character area wins.
6. If both players have the same number of Characters in their Character area, the player who last removed a card from their Life area wins.

In an event with a set end time, if the winner has not been decided by that time, no result will be determined, and the match may be declared a null match without a winner.

The Championship Match

Time limits do not apply for the Championship match of an event. The match is played until there is a clear winner.

5.3 Match Pairings

After each round is completed, the Tournament Organizer should pair the next round and post the pairings.

Players must be given a reasonable amount of time to report any errors with their win / loss records and find their seats.

Once the round has started, pairings cannot be changed. To aid the accurate and timely reporting of match results, match result slips may be utilized at all *Level 3 Professional* events.

The Tournament Organizer can use their discretion to decide whether or not to re-pair a round if a player's win / loss record is incorrect. The Scorekeeper can fix the error before the round starts and re-pair, or wait until the round starts before fixing the match record. The player's pairing in the next round will be correct.

Players should note that win / loss records cannot be altered after a second subsequent round has been paired. For example, round 2 results cannot be altered after round 4 is paired. Players therefore have one full round to report any win / loss record errors to the Scorekeeper or Head Judge. Match records are noted on the posted pairings on TCG+ and the match result slips (if applicable). Tournament Organizers should use both of these tools to remind players to regularly check their win / loss record.

5.4 Tie Breakers and Calculating Final Placement

Official events use a tie-breaker system to determine how players are ranked when both have the same number of match wins.

Players earn points based on how well they perform during a match.

Match Outcome	Points Awarded
Win	3
Bye	3
Draw	1
Loss	0

Players are ranked first on how many points they have accumulated during the course of the event. In the event of a tie, placement is determined by the process below:

1. Comparing Average Match Win Rate – calculate the average match win rate of the 2 players (excluding byes) and divide the value by the number of tournament rounds they participated in. The player with the higher final value ranks above others.
2. Comparing Average Match Win Rates for the Players' Opponents – calculate the average match win rate for the opponents of each player. The player with the higher final value ranks above others.

In extremely rare occasions, players may finish a tournament with identical tie-breakers, leaving them tied for final standing. If time permits, the players should play another match to determine a winner.

In cases where there is no time for an additional game or match, the Head Judge should do the following:

1. If the players have already played against one another in the tournament event, the winner of that match will take the higher final standing.
2. If the tied players have not played against one another in the tournament event, the Head Judge may use a random method such as a die roll, raffle, coin toss, etc to determine the final standing. Please note this is different to randomly determining the outcome of a match.

Calculating Average Values

1. Player Average Match Win Rate = their match points (excluding match points from byes) / participated rounds (excluding byes) x 3
2. Average Match Win Rates for a Player's Opponent = the total of the entire opponent's values from (1) / number of games the player participated in.

Numbers under 0.33 are treated as 0.33.

5.5 Earning Invitations or Byes

Players who finish in the top percentage of a tournament sometimes earn the right to progress (an invitation) to a higher-level tournament event. This right is non-transferable.

Attempting to transfer this right to another player, and / or falsely claiming to have received this right may result in tournament disqualification or suspension upon further investigation.

6.0 Dropping Out

Players who wish to forfeit or drop from the tournament must notify the Scorekeeper prior to the generation of the next round's pairings. Once a round list has been posted, or any time before a match is about to begin, if a player decides to drop, they are considered to have conceded the match in progress.

Players who drop from the event and fail to correctly notify the Scorekeeper in a timely fashion are ineligible to receive commemorative prizes and other items.

7.0 Tournament Penalties

Policy documents are intended to educate players on expected behavior at tournament events. Policy documents may not serve as a resource for persons to attempt to take advantage by "rule-sharking" or otherwise attempting to influence the decisions of judges and tournament officials. Rule sharking is defined as using rules and policy to attempt to create an advantage, instead of ensuring fair gameplay.

Incidents or infractions may occur during the course of an event that may require the need to issue a penalty. This chapter outlines how to resolve infractions, the types of penalties, how to assign them appropriately, and a guideline for situations that may arise that require an infraction recorded.

If a player violates any rules or regulations, a judge must issue the player with an appropriate penalty.

7.1 Determining an Infraction

A judge must investigate first, then determine the infraction, and only then apply an appropriate penalty, detailed later in this section. Judges should not reverse engineer penalties.

- All persons involved should explain what happened, and answer honestly any questions a judge may have.
- The judge will explain the situation, and determine if an infraction occurred.
- If an infraction occurred, the judge will explain the infraction and apply the appropriate penalty.
- If no infraction occurred, the judge will explain why. Investigations

for more serious infractions should be conducted in private.

- Some severe infractions may also be explained in private to the person committing the infraction.
- Not every situation that occurs is appropriate for public knowledge. A judge's decision to address a situation in private must be respected by other players, spectators, uninvolved judges and tournament officials.
- The Head Judge's decision is final.

Once an infraction has been identified, the judge will ask the player if they have received any other penalties for this same type of infraction during the course of the tournament event.

- Penalties may need to be upgraded if this is a repeated infraction. If it is a repeat infraction, the Head Judge should be notified.
- Players are required to answer this question honestly. Lying to a tournament official is against tournament policy, and will be penalized.
- If this is a first-time infraction, the judge will briefly educate the player in regards to the infraction, why it occurred, and what the penalty is.

Play will continue if applicable.

If the infraction occurred during a match and the judge call took longer than 2 minutes, an appropriate time extension should be noted by the judge using the method determined for the event by the Head Judge or Tournament Organizer to ensure all are aware. Judges should always

note down the time at which they take a judge call, to ensure an appropriate time extension is provided.

- Time extensions are given after the judge call has been fully resolved, including any appeals.
- Time extensions are given only for actual time lost during a match.
- Time extensions must be reported to the Scorekeeper.
- Time extensions are not given when there is a Game Loss penalty applied.
- Multiple time extensions may be given to the same match.

Judges must record the penalty using the appropriate method deemed by the Tournament Organizer or Head Judge in the following order:

Player's Name / Infraction / Penalty Assigned / Reason Why / Name of Judge Who Issued Penalty

If the infraction did not occur during a match, the judge should provide all the details to the Scorekeeper so the infraction can be tracked appropriately.

Penalties acquired on Day 1 will carry over into Day 2.

7.2 Types of Penalties

Below is a list of penalties in order of severity from lowest to highest. Head Judges cannot issue a penalty other than those listed below. All infractions must be recorded by all judges and Tournament Organizers so that accurate assessments on player behavior can be made.

1. Caution: A *Caution* is the lowest level of penalty that can be issued to a player. These types of penalties are designed to let a player know that they have made an error and to help correct their gameplay for the future. Typically, minimal effects on the game state may have occurred which can be easily fixed. Cautions are issued on the spot and are recorded per player. If a player repeats the same infraction, the *Caution* penalty can be upgraded to a *Warning.*
2. Warning: A *Warning* can be issued where an obvious error has occurred that has resulted in an outcome which is favorable for a player based on the game state, or the game state may not be able to be repaired fully to the same extent if the infraction did not occur. Warnings may also be issued for actions that impede the running of an event. This can also be used as the next step for a continued infraction of the same nature, which may be of a lesser consequence to the overall gameplay. If a player repeats the same infraction, the *Warning* penalty can be upgraded to a Game Loss, Match Loss or Disqualification.
3. Game Loss: A *Game Loss* is a higher form of penalty indicating that a major error in gameplay has occurred, or the regulations of the event have not been met, which has resulted typically in an unfair advantage for one player, or caused a direct detriment to another player. If the player is currently between games or matches, the player loses the next game they were assigned to play.
4. Match Loss: A *Match Loss* penalty should be reserved for the most extreme cases where the game has reached a state where no repair can be made, and the opposing player is at a severe disadvantage based on the error made. These typically involve a situation where one player gains an unfair advantage over a player, and the situation cannot be rectified through any other course of action. A player issued a *Match Loss* loses the current match. If the player is currently between matches, the player loses the next match they were assigned to play. If the player is in a match they are clearly about to lose, the judge may choose to apply the *Match Loss* penalty to the player's next match.

5. Disqualification: A *Disqualification* is one of the most extreme forms of penalties that can be issued, and should be reserved for instances where the tournament integrity as a whole has been affected by the actions of the player and / or major examples of unsportsmanlike conduct. Players who receive this penalty are issued a *Match Loss* for the current round (if in play) and dropped from the remainder of the tournament, with no prizes or rewards to be issued. Players who receive a Disqualification are recorded for future reference and reported to Bandai.
6. Suspension: A *Suspension* is a penalty issued to players who have seriously damaged the integrity of an event or events, or may have received multiple higher-level penalties over a number of events that indicate that behavior has not changed. *Suspensions* can be issued not only against current players but all participants in an event. Persons who receive a *Suspension* are recorded for future reference. A person issued a *Suspension* loses their current match (if applicable) and is immediately removed from the event, with no prizes or rewards to be issued. *Suspensions* last a specific length of time specified by Bandai. Suspended persons cannot enter official Bandai events for the duration of the *Suspension*. The suspended player, along with the length of their *Suspension*, will be posted on the official One Piece Card Game home page. If a player issued a *Suspension* changes their Bandai TCG+ account, if it is discovered that their original account was issued a *Suspension*, the new account is immediately issued a new, lengthier *Suspension*.

7.3 Assigning Penalties

It is advised that all penalties more severe than a *Warning* be issued only after reporting infractions to the Head Judge. The Head Judge should handle assigning penalties of Match Loss or greater.

The issuing of penalties should occur in a way that is respectful of involved parties. When issuing a penalty, the judge must explain the infraction and how to resolve the situation to all related players. If the head judge decides to alter this process, they must explain the penalty and why they chose to alter the standard procedure. Careful consideration must be given for any deviation from the guidelines to ensure the integrity of the event and not bring untoward blame to Judges or the Tournament Organizers.

Depending on the infraction, the description of the penalty will provide advice on how to resolve the infraction. These procedures are designed to prevent judges from being criticized for unfair or preferential judgement. The issuing of penalties should be accompanied by quoting the relevant policy.

Judges must always consider the current game / game state and who will gain benefit as a result of carrying out penalty procedures. The procedures exist to ‘correct’ certain situations, and favoring a player (even if unintentional) or being careless when considering the game state can result in further issues. If a single mistake causes multiple infractions, a penalty should be issued for the most severe infraction.

Judges and Tournament Organizers are to record any penalty during a tournament to ensure that there is consistency with regards to how penalties are issued.

Judges must record the penalty using the appropriate method deemed by the Tournament Organizer or Head Judge in the following order:

Player’s Name / Infraction / Penalty Assigned / Reason Why / Name of Judge Who Issued Penalty

Penalties may be issued to person(s) who are not participating in the event. The penalties are

designed to be applied to players, but other event personnel (spectators, staff, judges) can also be responsible for infractions. Penalties can still be issued to a player even if they have already forfeited an event.

The final say on all penalties at events are at the discretion of the Head Judge.

7.4 Examples of Infractions

Infractions can occur in a number of ways, with differing levels of severity. Based on the level of competition, a Judge can increase the level in which a penalty is issued but never reduce. The types of infractions that can occur are:

7.4.1 Game Play Error

These can be wrong or inaccurate actions by a player that are contrary to the official rules of the game. It is assumed that errors of this nature are accidental, but a judge may use their discretion to increase the infraction to a higher punishment if they feel the error was deliberate.

1. **Failing to Observe Game Rules**
   An infraction in which a player failed to observe a rule or misinterpreted it. Note this is separate from errors resulting from players forgetting to resolve automatic actions.
   Penalty: Warning
   Resolution: Issue a *Warning* to the player(s) responsible for the action. Efforts must be made to reverse the game state to before the error occurred, provided a considerable amount of time has not elapsed. If this is not possible, reverse as far as possible as to not adversely affect one player over another. Continue the game from this point.

2. **Forgetting to Resolve Automatic Actions**
   An infraction in which a player proceeds with the game after failing to resolve an automatic effect.
   Penalty: Warning
   Resolution: Issue a *Warning* to the player/s responsible for resolving the automatic action, and carry out the effect from the closest checkpoint (based on the judge's determination). However, if the effect was a voluntary action that included text such as "you can", treat the effect as if the player chose not to carry out the action.

3. **Looking at Unnecessary Cards**
   An infraction in which a player looks at a card/cards which should not have been visible to them. This also includes voluntarily revealing your hand, or looking at your opponent's hand because they revealed their hand. These actions make tournament environments less enjoyable and should not be encouraged.
   Penalty: Warning
   Resolution: Issue a *Warning* to the player responsible for the infraction. If the card has only been revealed to the player who made the infraction, reveal it to their opponent as well. The judge then confirms which cards require being placed in set orders. Cards which can have no set orders are shuffled together, while cards that must be placed in a set order are returned to their appropriate locations.
   Examples:
   - A player accidentally looked at 4 cards when resolving an effect that asked them to look at the top 3 cards of their deck.
   - A player's Life cards are accidentally turned face-up.

4. **Invalid Cards in Secret Areas**
   An infraction in which there is an incorrect number of cards in a Secret Area, or cards in an invalid state in a Secret Area.
   Penalty: Warning
   Resolution: Issue a *Warning* to the player(s) responsible for the action that caused the invalid cards to be in a secret area. If it is clear (to the Judge's satisfaction) which card/s are incorrectly located in a secret area, those cards must be returned to their correct area. For a card from deck, it is returned to the top of the deck. If the card is from the Life , it is shuffled back into the life area. If it is not clear (to the Judge's satisfaction) which card/s are incorrectly located in a secret area, the Judge is to randomly select the number of cards incorrectly held, and return them to the appropriate secret area and sufficiently randomize that area again.
   Examples:
   - A player accidentally drew 3 cards instead of 2.
   - A player accidentally added a card from their deck to their hand directly when they should have revealed it first.

7.4.2 Event Errors

These are errors which occur when player(s) do not adhere to the Floor Rules as outlined in this document. If a Judge determines that the error was deliberate, they may escalate the infraction recorded.

1. **Tardiness**
   An infraction in which a player was not seated at the beginning of a match or did not complete a specific action within the given time limit.
   Penalty:
   Warning – if a player arrives within 5 minutes of match start.
   Game loss – if a player is 5 or more minutes late.
   Match Loss – if a player is 10 minutes late.
   Resolution: Issue a *Warning* if the player is seated and ready to play within 5 minutes of the round start time. Issue a *Game Loss* if a player is more than 5 minutes late. Issue a *Match Loss* if the player is not seated within 10 minutes of the round start time.
   Examples:
   - A player is not seated and ready to play until 7 minutes after the start of a match.
   - A player sat in the wrong seat and started a match against the wrong opponent. In this case, it may be most appropriate to repair the two matches impacted and give a warning to the players.

2. **Referring to information outside of the Game**
   An infraction in which information was given to a player from outside the game or actively sought by a player using outside sources of information.
   Penalty: Game Loss - Match Loss
   Resolution: If the information is received during a match, issue a *Match Loss* to the player receiving the information if it has been actively sought. A *Game Loss* may be issued if it is unclear whether a player actively sought the information out. Issue a *Match Loss* to the player/s providing any information to a player who is currently playing a match. If the person who gave information is a spectator, a judge may bar that person from spectating for the

duration of the tournament. During a match refers to the span of time starting from the posting of pairings to the actual end outcome is reached in a match. At any other time, players can receive information from any source.

Examples:

- A player asks for, or actively receives advice from another player or spectator.
- A spectator gives advice to a player without their consent.
- A player has notes written down on their official errata document

3. Slow Play

An infraction in which a player unintentionally slows down the pace of a game, either during the match or extra time. If a judge confirms a player deliberately sought to delay the game and use the time limit to their advantage, they may escalate the infraction.

Penalty: Warning – Game Loss

Resolution: Issue a *Warning* to the player responsible for the infraction. A judge will determine if the appropriate amount of time has been taken to complete an action, or make a decision to further the game. If there is continued need for a judge to ensure a player takes an appropriate amount of time on decisions or actions during a match, they may escalate the penalty to a *Game Loss*.

Examples:

- An opponent calls a judge over and asks them to observe slow play due to the opponent taking an unnecessary amount of time considering their next action.
- A player takes an excessive amount of time to shuffle their deck.
- A judge determines players are taking an unnecessarily long time to further the game state.
- A player thinks about their next play for more than a minute, slowing the game down significantly.
- A player takes an extensive amount of time looking at an official errata document, slowing down the game significantly.

4. Deck Error: Illegible Deck Lists

An infraction in which a deck list submitted cannot be read, or is incomplete in a way that it makes the task of checking the list during a deck check a difficult task. However, this should not be confused with an incorrect or absent number of cards which is covered under "Incorrect Number of Cards".

Penalty: Warning

Resolution: Issue a *Warning* to the player with the illegible deck list. The player should be given sufficient time to complete the deck list in a way that makes it easier for Judges to check for errors. If this error is found during the event, players should be asked to complete the amendments between rounds. If this causes them to be late to their next round, apply the infraction process for "Late Arrival to a Match".

Examples:

- A player's list cannot be read to determine all cards are included in the deck.
- A player's list is missing card numbers or card names but is otherwise legal.

5. Deck Error: Incorrect number of cards in Deck / Deck List

An infraction in which a player's deck list, or deck, contains the incorrect number of cards either above or below the amount required in the main and DON!! deck.

Penalty: Game Loss

Resolution: Issue a *Game Loss* to the player, and have them correct the error either in the deck or on their deck list so that the two are made valid.
Examples:

- A player's deck contains over or under the required 50 card limit for the main deck, but their deck list contains a valid number of cards.
- A player's deck list contains over or under the required 50 card limit for the main deck, but their deck contains a valid number of cards.
- A player's deck and deck list contains only 49 cards.

6. Deck Error: Incorrect cards in deck / deck list

An infraction in which a player's deck does not match the submitted deck list at the time of a deck check.
Penalty: Game Loss
Resolution: Issue a *Game Loss* to the player, and have them correct the error.
Examples:

- An opponent's cards are found in a player's deck at the start of a new game.

7. Illegal cards in deck

An infraction in which the deck produced by the player includes cards that are either invalid for deck construction, or are contrary to the rules of the Game (i.e. unofficial cards).
Penalty: Game Loss
Resolution: Issue a *Game Loss* to the player found with incorrect cards within their deck. If this is found during a match, the *Game Loss* is issued for the current game and the player is given time to correct their error if possible. If the error is found between rounds, the Game Loss applies to the next match, and the player must correct the deck before play begins in the next round. Follow the steps for "Late arrival to a Match".
Examples:

- A player has cards that are hot stamped that have not been officially released by Bandai.

8. Communication

An infraction in which a lack of communication adversely influences gameplay. Both players have the responsibility to play the game with a common understanding of the events occurring within the game. If either player fails to declare their actions sufficiently, that player is treated as if they are obstructing the game.
Penalty: Warning
Resolution: Issue a *Warning* to the player responsible for the violation. Then, the judge rewinds the game state back to a point with as few issues as possible. After explaining the situation to the players, let them continue playing the game from that point on. The judge may only rewind the game back to a former state if there is no way to correct the current situation as it is.
Examples:

- A player realizes they misunderstood how a card or cards were supposed to be played earlier in the game.

9. Marked Cards

An infraction in which cards or sleeves are clearly marked and can be visually distinguished by looking at the card backs or fronts. Care should be taken to view how these cards could

be seen when in a secret area.
Penalty: Warning – Game Loss
Resolution: Issue a *Warning* if when the cards are examined, one card can be easily distinguished from the next when in a secret area. However, if there is a pattern to the marked cards (i.e. if they are all the same type, or could be important for gameplay), a higher penalty should be given. The player may be required to acquire new sleeves or swap out damaged sleeves with non-damaged sleeves. Consideration for the level of penalty will be made by the Head Judge taking all factors into account. If the Marked Cards are intentional, consider the infraction as "Cheating".
Examples:

- Some of the sleeves were damaged. The cards in the damaged sleeves appear to be random.

10. **Insufficiently shuffling / non-randomized Deck**
    An infraction in which a deck was insufficiently shuffled.
    Penalty: Warning
    Resolution: Issue a *Warning* to the player responsible for the violation. The judge thoroughly shuffles the player's deck. The procedure must be carried out in front of the opponent multiple times, with different types of shuffles.
    Examples:
    - A player only shuffles their deck once with a Hindu shuffle.
    - A player shuffles their deck insufficiently with a pile shuffle.
    - A player gives an already shuffled deck to the opponent after sitting down.

11. **Failure to Abide by Judge/Staff Instructions:**
    An infraction in which an attendee has been instructed to follow the direction provided by Judge(s) or Staff and failure to do so.
    Penalty: Warning – Game loss
    Resolution: Issue a Warning-Game Loss to the attendee responsible for the violation. The Judge explains the attendee didn't follow the instruction as provided. The Judge explains the importance of instruction provided.
    Examples:
    - Players leave without providing Judges notice of match conclusion when judge informs of an end of round deck check.

7.4.3 Unsportsmanlike Conduct

These are infractions which occur when players behave in an unsportsmanlike way. Players fail to behave in the spirit of the game, and negatively impact on the safety, enjoyment and integrity of the event.

1. **Taunts or Inappropriate Behavior**
   An infraction in which player(s) behave in an inappropriate way or taunts their opponent or other attendees at an event.
   Penalty: Warning - Disqualification
   Resolution: Determine the appropriate penalty and issue to the player(s) responsible for the behavior. This can include bullying and other forms of behavior which may belittle another person present at the event.
   Examples:
   - A player makes an indefensibly rude comment or gesture to an opponent.

- A player asks for a penalty to be issued against their opponent.
- A player trashes the play area after losing.
- A player does not comply when the event staff tells them to leave the play area.
- A player makes a remark that could be seen as unpleasant to another player or judge.
- A player repeatedly carries out an action that is perceived negatively by their opponent, even after being requested to stop.

2. Threatening, Aggressive or Discriminating Actions

An infraction in which player(s) engage in anti-social behavior which threatens or demeans another person in attendance to the event. This can include, but is not limited to, making threats or physical violence against another person, or discriminating against a person based on their sex, age, sexual orientation, gender, socio-economic status, intellectual ability, or disability.

Penalty: Disqualification

Resolution: Issue a Disqualification to the player(s) responsible, and ask that they immediately leave the event. This may also be escalated to a *Suspension* upon further investigation by the Tournament Organizer and Bandai.

Examples:

- A player makes insulting or derogatory remarks.
- A player verbally threatens another person.
- A player performs an act which is violent, or can be perceived as violent in nature which threatens the safety of others.
- A player loses a game and kicks an opponent's bag.
- A player destroys tournament equipment deliberately.

3. Theft

An infraction in which a player steals event equipment or the belongings of other players. A player should feel safe about their belongings when participating in an event, but this does not mean they are not responsible for their personal items. Players are expected to keep items they brought to the event or received during the event on their person at all times. Judges must provide whatever support they can to prevent such incidents.

Penalty: Suspension

Resolution: Issue an immediate *Suspension* to the player and remove them from the venue.

Examples:

- Stealing a player's cards.
- Stealing another person's belongings.
- Stealing equipment related to the running of the event.

4. Collusion, payoffs and bribery

An infraction in which a player bribes or colludes with their opponent to get them to concede, draw, or otherwise compromise the integrity of match results and the tournament overall. These infractions also include receiving a bribe, or betting on match results with other players or spectators during an event.

Penalty: Disqualification

Resolution: Issue a Disqualification to the player(s) responsible.

Examples:

- Offering an opponent money, or something of value, to concede a match.
- Receiving a card from a player to intentionally draw a match.
- Offering to split prizing with a player in return for a favorable result.
- 2 spectators betting on the outcome of a match.

5. Cheating

An infraction in which a player: knowingly contravenes the rules of the Game or tournament policies; makes mistakes intentionally for attempted persona gain; or knowingly cheats. These acts can appear to be unintentional, and must be thoroughly investigated by Judges to ensure whether the actions were deliberate or not.

Penalty: Disqualification / Suspension

Resolution: Issue a *Disqualification* to the player/s found to be meeting the definition of this infraction. Upon further investigation by the Tournament Organizer or Bandai, this infraction may be upgraded to a *Suspension*.

Examples:

- Realizing you accidentally included cards in your deck that are in violation of the rules of the Game, but you continue on playing without informing a Judge.
- Lying about an in-game situation to gain a favorable outcome from a Judge.
- Intentionally ignoring an opponent's mistake until the moment it would benefit you most, then reporting it to the judge.
- Intentionally performing an action which allows you to gain, or potentially gain, advantage over an opponent.

6. Illegal or Prohibited Items

An infraction in which a player or attendee brings item(s) to an event which are prohibited or illegal based on local, state, or federal laws. In addition, any weapons, illegal drugs, and unlawful items are expressly forbidden and anyone bringing such items to an event will be subject to higher sanctions.

Penalty: Disqualification / Suspension

Resolution: Issue a *Disqualification* to the player(s) found in possession of these items and remove them from the venue. If the items are illegal drugs, or weapons, the offending person shall be issued with a *Suspension* as determined by Bandai.

Examples:

- A player brings a weapon in their bag.

7. Players under the influence of drugs or alcohol

An infraction in which a player is determined to be under the influence of drugs, alcohol, or other substances. This is deemed to be anti-social behavior and against the spirit of the Game.

Penalty: Disqualification / Suspension

Resolution: Issue a *Disqualification* to the player(s) who a Judge has determined to be under the influence of drugs, alcohol, or other substances. This may also be escalated to a *Suspension* if the behavior associated is disturbing or threatening to other players or staff in attendance.

Examples:

- A player is visibly drunk or smells of alcohol.
- A player appears to be under the effects of illegal drugs.

8.0 Online Event Supplement

This policy document is intended to provide guidance to Tournament Organizers, Stores and players and help facilitate competitive events online while Covid-19 restrictions make it difficult to host face-to-face events.

8.1 Online Software

Bandai recommend the usage of these tools to facilitate online events:

- Discord – to enable physical card play with webcams and communication with players and event officials
- Bandai TCG+ – to enable card text to be reviewed during online play

8.2 Tournament Guidelines

The Tournament Rules Manual should be observed for all online events. Given the online nature of events, and additional technical and communication challenges that may be experienced by players, we recommend extending standard best-of-3 match times to allow for additional time.

Best-of-one Game Match

Number of game wins necessary: 1

Match Time: 35 minutes

Extra Time: 5 minutes (for extra turns, etc)

8.3 Deck Registration

Players must submit a photo of their physical deck to the Tournament Organizer, together with a name and date stamp. The Tournament Organizer should also collect an electronic deck list link. During the event, Judges should complete random deck checks to ensure the physical deck being utilized matches the one registered.

8.4 Player Setup

Players must compete using a webcam and their real physical cards via the published Discord server.

Technical Requirements

- Webcam (1080p recommended; 720p minimum)
- Computer
- Microphone
- Dedicated Playing Space (if using a playmat, please use one with darker colors to enable cards to be more easily seen by your opponent).

Set Up

1. Set up your dedicated playing space where your cards will be displayed for your opponent.
2. Adjust your webcam's position so your playing space is shown in full. You must capture the entire game area, including your Deck, DON!! deck, Trash, Leader, Character, Stage, Cost, and Life areas. Note: your face does not need to be captured on the webcam stream!
3. When pairings are posted, join the voice channel that correlates to your assigned table.
4. When you join the voice chat and meet your opponent, there is an option in Discord to begin video chat. Press it, and your webcam will be enabled so your opponent can see your video feed.

5. You must have your microphone enabled so both players can easily communicate with each other and with any judges that enter the table channel.
6. All relevant cards must be kept on the video feed at all times. This includes your hand.
7. Make sure to keep your hand over the table so that cards do not fall to the flop.
8. All shuffling must take place on camera, otherwise your deck will not be considered randomized. When your opponent would normally cut your deck, you must ask how they would like it to be cut.

8.4 Setup Examples

Examples of poor setups

	This setup does not include the deck and trash clearly
	This setup shows the hand in frame, but it is being held in a way that shows private information to the player's opponent. Players should take care to make sure the angle they are holding their hand at does not give away secret information.

	The hand is obscured, and current life totals aren't clear.
	This setup's life area layout is incorrect. It is set up in a way in which there is no clear top/bottom card and no specific order.
	This setup does not follow the correct area layout described in the official rule manual. Ex. The DON!! area is above and below the character and area. The character area and leader are in the same row. The life area is in an incorrect layout altogether.

Examples of correct setups

The layout matches the approved layout in the official rule manual. The hand is in the picture but secret to the opponent.

This is another example of a correct layout. This setup utilizes dice to keep track of hand and life count. This is not required but suggested for online play