

Table of Contents

<input type="checkbox"/> Foreword.....	3
<input type="checkbox"/> Overview.....	3
<input type="checkbox"/> Range of Application.....	3
<input type="checkbox"/> Regarding different terminologies used in respective TCGs.....	3
Rules.....	4
Section 1. Responsibility of Participants.....	4
1.1. Manner.....	4
1.1.1. Manner for All Participants.....	4
1.2. Responsibility and Rights of Fighters.....	4
1.2.1. Responsibility of Fighters.....	4
1.2.2. Rights of Fighters.....	5
1.2.3. Eligibility of Fighters.....	5
1.3. Officials.....	5
1.3.1. Responsibility and Rights of Officials	5
1.3.1.1. Organizers.....	5
1.3.1.2. Staff.....	6
1.3.1.3. Judges.....	6
1.3.1.4. Head Judge.....	6
Section 2. Cards and Shuffle.....	7
2.1. Cards.....	7
2.1.1. Legal Cards.....	7
2.1.2. Position of Cards.....	7
2.1.3. Proxy Cards.....	8
2.1.4. Orientation of Cards.....	8
2.2. Shuffle.....	8
2.3. Usable Items in a Match.....	9
2.3.1. Sleeves.....	9
2.3.2. Mats (Playmats).....	9
2.3.3. Time-keeping Devices.....	9
2.3.4. Translation Slips.....	10
2.3.5. Aids (Tokens).....	10
2.3.6. Dice (for Dragoborne -Rise to Supremacy-).....	10
Section 3. Tournaments.....	11
3.1. Category of Tournaments.....	11
3.1.1. Official Tournaments.....	11
3.1.2. Sanctioned Tournaments.....	11
3.1.3. Tournament Level.....	11
3.2. Running the Tournaments.....	11
3.2.1. Swiss Draw.....	11
3.2.1.1. Recommended Rounds for Swiss Draw.....	11
3.2.1.2. Determination of Standings During Swiss Draw.....	12
3.2.2. Double Elimination.....	12
3.2.2.1. Double Elimination Matching.....	13
3.2.2.2. Determination of Standings During	

Double Elimination.....	13
3.2.3. Single Elimination.....	13
3.3. Format.....	13
3.3.1. Types of Formats.....	13
3.3.1.1. Constructed Battles.....	13
3.3.1.2. Limited Battles.....	13
3.3.2. Registering the Deck.....	14
3.3.3. Deck Check.....	14
Section 4. Miscellaneous.....	14
4.1. Match and Game.....	14
4.2. Time.....	14
4.3. Conceding.....	15
4.4. Intentional Draw.....	15
4.5. Drop.....	15
4.6. Nickname.....	15
4.7. Extra Turns.....	15
Section 5. Team Fights.....	15
5.1. Types of Team Fights.....	16
5.1.1. Tag Fight.....	16
5.1.2. Trio Fight.....	16
5.2. General Rules of Team Fights.....	16
5.2.1. Using Team Names.....	16
5.2.2. Communication Within the Team.....	16
5.2.2.1. If Communications are Not Allowed.....	16
5.2.2.2. If Communications are Allowed.....	16
5.2.2.3. Application of Penalties.....	16
[Annex A] Protocol to Determine a Game During Time Up.....	17
1. In a Game of “Luck & Logic”.....	17
2. In a Game of “Future Card Buddyfight”.....	17
3. In a Game of “Cardfight!! Vanguard”.....	17
4. In a Game of “Weiss Schwarz”.....	17
5. In a Game of “Dragoborne -Rise to Supremacy-”.....	17
Penalty Guide.....	18
Section 1. Tournament and Enforcement Level...18	
Section 2. Rank of Penalties.....	19
Section 3. General Infractions.....	20
3.1. Infraction Concerning the Deck.....	20
3.1.1. Illegal Deck When Deck Registration is Not Required.....	20
3.1.2. Illegal Deck Registration With a Legal Deck.....	20
3.1.3. Illegal Deck With a Legal Deck Registration.....	21
3.1.4. Illegal Deck Registration With an Illegal Deck.....	21
3.2. Conveying Incorrect Information.....	21
3.2.1. Minor Infraction.....	21
3.2.2. Major Infraction.....	21
3.3. Unintentional Illegal Game State.....	21
3.3.1. Minor Infraction.....	21
3.3.2. Moderate Infraction.....	22
3.3.3. Major Infraction.....	22
3.4. Forgetting to Resolve Automatic Abilities...22	
3.5. Penalty for Revealing/Moving Cards in Zones	

.....	22	3.22.2. Minor Cases.....	28
3.5.1. Failure to Reveal Cards.....	22	3.22.3 Moderate Cases.....	29
3.5.1.1. In the Case When the Card can be Distinguished.....	22	3.23. Others.....	29
3.5.1.2. In the Case When the Card cannot be Distinguished.....	22	Section 4. Foul Play.....	29
3.5.2. Failure to Discard Cards.....	22	4.1. Cheating.....	29
3.5.3. Looking at Extra Cards.....	23	4.2. Moving Cards Improperly.....	29
3.5.4. Drawing Extra Cards.....	23	4.3. Asking for Outside Assistance.....	29
3.6. Handling Cards in an Area Where Sequence is Required.....	23	4.4. Giving Outside Assistance.....	30
3.6.1. Card Sequence is Altered.....	23	4.5. Others.....	30
3.6.1.1. Small Number of Affected Cards.....	23		
3.6.1.2. Large Number of Affected Cards.....	24		
3.6.2. Made it so Cards Can be Distinguished...	24		
3.7. Overlooking Infractions by Accident.....	24		
3.7.1. The Infraction Originates from the Opponent's Cards.....	24		
3.7.2. The Infraction Originates from the Fighter's Own Cards.....	24		
3.8. Unsportsmanlike Conduct.....	24		
3.8.1. Minor and Moderate Unsportsmanlike Conduct.....	24		
3.8.2. Major Unsportsmanlike Conduct.....	25		
3.8.3. Severe Unsportsmanlike Conduct.....	25		
3.9. Tardiness.....	25		
3.9.1. Common Tardiness.....	25		
3.9.2. Severe Tardiness.....	25		
3.10. Failure to Play the Proper Match.....	25		
3.11. Marked Cards.....	25		
3.11.1. Random Marking of Cards.....	25		
3.11.2. Patterned marking of Cards.....	26		
3.12. Improper Shuffle	26		
3.13. Placing Cards in Sequence.....	26		
3.14. Excessive Handling of Cards in Areas Besides the Hand.....	26		
3.15. Improper Behaviour that Interferes with Operation of the Tournament.....	26		
3.16. Consumption of Food while Playing in Matches.....	27		
3.17. Use of Unnecessary Electronic Devices in a Match.....	27		
3.18. Note-taking.....	27		
3.19. Infractions Related to Score Sheets.....	27		
3.19.1. Improper Results Written on a Score Sheet.....	27		
3.19.2. Damaging a Score Sheet.....	27		
3.19.3. Losing a Score Sheet.....	27		
3.20. Slow Play.....	27		
3.20.1. Minor Cases.....	28		
3.20.2. Moderate Cases.....	28		
3.20.3. Severe Cases.....	28		
3.21. Excessive Hand Shuffling.....	28		
3.22. Infractions Related to Dice (Dragoborne - Rise to Supremacy-.....	28		
3.22.1. Non-penalized Cases.....	28		

Special Notice

The contents of this rulebook are translated from the Japanese version of Bushiroad TCG Advanced Floor Rules ver. 1.05.

To ensure that the integrity of the floor rules are the same for the games across different languages, the following notices are to be followed.

- Should there be any conflict between the rules stated in English and Japanese, the rules within the Japanese version takes precedence.
- Should there be any conflict between the rules stated in different versions, the latest version of the rules will take precedence.
- These rules include additional sections and additions to existing sections that are exclusive to the English edition. Additional sections will be in a text box, while additions to existing sections will be in [blue text](#).
- Some portions of the Japanese version of the Bushiroad TCG Advanced Floor Rules are omitted to focus only on the rules that pertain to the games with English editions.

□ Foreword

This document(Advanced Floor Rules) contains the detailed regulations of holding, or participating in a tournament. It is highly recommended that tournament organizers, judges as well as fighters taking part in high level tournaments read and understand the stated rules to the best of their abilities.

For fighters who are taking part in general tournaments, it is recommended to read and understand each game's comprehensive rules, but the details of this document is not required.

□ Overview

Floor rules are the rules that maintain the fairness of our tournaments. All participants need to follow the floor rules in order for tournaments to be run fairly and smoothly so that all participants can enjoy themselves.

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

□ Range of Application

These rules apply to every official tournament held or sanctioned by Bushiroad. These rules apply to the following trading card games (TCGs).

「Luck & Logic」

「Future Card Buddyfight」

「Cardfight!! Vanguard」

「Weiss Schwarz」

「[Dragoborne -Rise to Supremacy-](#)」

Although the contents of these rules can be used as the guidelines for handling our tournaments, the handling of situations need not necessarily be bound by these text. When handling different situations, the most important response is to be flexible and provide the most appropriate settlement. Also, when handling tournaments with specific requirements and guidelines, the settlement of situations should place those requirements and guidelines as priority.

□ Regarding different terminologies used in respective TCGs

The term “Player” in Weiss Schwarz and Luck & Logic is referred to as the “Fighter” in these rules. As a standard, all similar terminology to describe the above are all referred to as the “Fighter” in these

rules as well.

Rules

Section 1. Responsibility of Participants

1.1. Manner

Any behavior lacking in dignity may be penalized.

1.1.1. Manner for All Participants

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

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

All participants are to behave with common sense in the tournament area, venue and areas surrounding the venue.

All participants are to make an effort to keep the tournaments fair. They also have to make an effort to keep the tournaments enjoyable for everyone.

Especially in highly competitive tournaments, all participants must understand and follow the rules and guidelines to the fullest of their capabilities presented by Bushiroad.

1.2. Responsibility and Rights of Fighters

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

1.2.1. Responsibility of Fighters

* Understand the rules and mannerisms

All fighters must know the basic rules of the game they are playing and display basic manners during the tournament. Especially in highly competitive tournaments, they are also responsible for understanding the latest comprehensive rules, floor rules, errata on cards and guidelines. All fighters must also follow any rulings and instructions given by the organizer, staffs, head judge and judges.

* Strive for fair play

All fighters must cooperate with officials in order for the tournament to progress fairly and smoothly.

All fighters are also have to display good sportsmanship and be respectful towards their opponents.

* To not commit foul play

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

When any kind of infraction occurs, judges may apply penalties to the fighters. It is the fighters' responsibility to adhere to the penalty meted out. Fighters who dispute against or do not follow the instructions by the head judge, organizers or staff present may be penalized. Fighters cannot ask judges to retract the penalties given to their opponents.

Fighters should not attempt to lead his or her opponent to be penalized. Penalties should only be given as a result of infractions, so any deliberate action to get his or her opponent penalized will be regarded as unsportsmanlike conduct or deemed as foul play.

* Prepare the deck and materials

Fighters are to bring their own materials needed to attend the tournament. For example, in constructed format tournaments, fighters are required to have his or her own legally constructed deck, and in a tournament that requires writing a score sheet, fighters are required to have a pen.

Fighters are to keep his or her deck legal during the tournament. Fighters are to ensure that the number of cards in their deck, and the condition of the cards and sleeves are legal.

* Be effective in communicating

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

Fighters must declare all actions clearly to his or her opponent, as well as to communicate and understand the actions of their opponents. When a fighter moves any card, he or she needs to move

them one by one, showing it clearly to his or her opponents. In particular, during the drawing of multiple cards, infractions due to drawing too many cards may occur when multiple cards are added to the hand at the same time, and thus not recommended.

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

Any fighter who does not follow the rules in this section, or are banned from joining the tournament due to prior penalties, may be subjected to investigation by Bushiroad. As a result, that fighter may receive a penalty to have his or her results and / or prizes forfeited from the tournament, and/or be suspended from participating in future tournaments as a fighter.

1.2.2. Rights of Fighters

All fighters have the right to call for a judge in order to ask any questions that arise during a match. Only fighters playing in the match can ask judges to judge their match. However, if any kind of rule infraction occurs during a match, the audience can also call for a judge. In this case, the audience cannot stop the match. Fighters do not have the right to ask particular judges to spectate their match.

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

Ruling done by the head judge is the final ruling, and fighters cannot appeal against it. Fighters can appeal to Bushiroad after the tournament if they are not convinced by the ruling of the head judge. However, the results of the tournament will not be altered.

Judges can give extra time or turns to the match if they take more than one minute to make the ruling. In this case, the judge must take note and inform the fighters how much extra time or turns they gave and indicate on the fighters' score sheets.

1.2.3. Eligibility of Fighters

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

- * Organizer of the tournament
- * Staffs of the tournament
- * Head judge of the tournament
- * Judges of the tournament
- * Any fighters banned from the tournament by Bushiroad
- * Any fighters who do not possess qualifications required to participate in the tournament
- * Any fighter asked not to participate by any other guidelines from Bushiroad.

e.g. Fighters cannot participate in a tournament without an invitation if it is an invitational event for winners of qualifying events.

e.g. Male fighters cannot participate in a tournament for female fighters only.

e.g. A fighter already qualified for an event might be banned from future qualifiers for the same event.

All people who meet the criteria below, unless otherwise authorized by Bushiroad, cannot participate in any level 2 or 3 tournament.

- * Employee of Bushiroad.
- * Designer or developer of any of the cards used in the tournament, or former designer or developer that had been working in that post within the last year.
- * Anyone who knows the details of undisclosed cards from a card set one month prior to its release.

Person(s) who have non-public information of cards up to one month prior to its official release, cannot participate in any level 2 or 3 tournaments, unless special permission is granted by Bushiroad.

Person(s) with non-public information of card sets must understand the confidentiality of such details, and cannot disclose them to other parties without prior consent from Bushiroad. Furthermore, it is prohibited to seek or attempt to seek details of undisclosed card sets prior to its official release. These actions do not only affect the fairness of tournaments, but also diminish the fun and anticipation of the other fighters.

1.3. Officials

1.3.1. Responsibilities and Rights of Officials

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

1.3.1.1. Organizers

Organizers have the responsibility to manage the tournament. Furthermore, organizers must make efforts to handle the tournaments smoothly. Organizers are not required to be certified judges, but sufficient experience in running tournaments is preferred.

All tournaments must have one organizer.

Organizers have the full responsibility to run and report the tournament, and at the same time have the highest authority with regards to the tournaments that he or she organizes. Organizers have the right to publish images of the tournament and information of decks used by fighters during the tournament. However, they must pay full respect to any legal rights the participants have.

Staff, head judge and judges can concurrently be organizers.

* Responsibilities of Organizers

To have a sanctioned tournament, organizers must prepare a venue to run the tournament, as well as any staff and equipment necessary to run it. Then, he or she must apply to Bushiroad through the proper channels in order to run the tournament.

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

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

1.3.1.2. Staff

Staff are people who manage the tournament, such as scorekeeper, timekeeper and paperwork staff. Staff do not require the knowledge and skills to be a judge, but have to make efforts to keep the tournament running smoothly.

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

Organizer, head judge and judges can concurrently be staff.

1.3.1.3. Judges

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

All tournaments must have at least one judge. Judges are assigned by the organizer.

Organizers and staff can concurrently be judges.

All judges must have sufficient knowledge of the rules to give fair rulings. Especially in the case of head judge, an adequate amount of experience as a judge is highly recommended.

All judges have to make an effort to cooperate with other officials and fighters to run the tournament fairly and smoothly. Additionally, all judges need to act as a good role model for all fighters. Judges should not perform any actions that may be seen as unfair.

All judges can step in during any match if they find any infractions or foul play by fighters. All judges also have the right to correct and give penalties to matches with infractions of the comprehensive rules or the floor rules, regardless of who noticed the infractions.

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

1.3.1.4. Head Judge

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

All tournaments must have one head judge. The head judge is designated by the organizer from among the judges. For tournaments of a bigger scale where fighters are split into blocks, a head judge may be appointed for each individual block. When blocks are merged, the head judge must then be reduced to only one.

Organizers and staff can concurrently be a head judge.

The head judge must act as a good role model for

all fighters and judges.

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

The head judge may give disqualifications to any fighter that may threaten a smooth and fair tournament, and may also eject those fighters from the venue after receiving permission from the organizer. Additionally, he also has the right to eject any participants from the venue after receiving permission from the organizer.

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

Section 2. Cards and Shuffle

This section explains the rules for cards and shuffling, as well as the items which can be used during tournaments.

2.1. Cards

2.1.1 Legal Cards

In a tournament, all cards created by Bushiroad or parties recognized Bushiroad are legal for use in their respective TCG.

All fighters are required to use opaque sleeves so that cards cannot be distinguished from the back side or edges.

All sleeves must be the same and cannot be distinguishable from one another (for Buddyfight, players may use different sleeves for their main deck and flag, and for Dragoborne -Rise to Supremacy-, players may use different sleeves for their main deck and banners). Any kind of holograms or print on sleeves must not hide any information on cards that are needed to play the game. Besides the card used in the fights, other cards or printed items may not be inserted in the same sleeve. Details on sleeve use will be covered in a later part of this document.

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

All the information on the cards needed to play the game has to be legible to all fighters. If any writings, drawings, or misprints on the cards hide any information necessary to play the game, that card cannot be used. If a fighter uses a card with misprint and abuses it to gain any kind of advantage, he or she will be penalized.

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

2.1.2. Position of Cards

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

e.g. Fighters are not to move cards in his or her hand below the table level.

Cards that are not used for the tournament are not to be on the table.

Furthermore, it is highly recommended to place the cards on the designated areas on the table for each respective TCG.

2.1.3. Proxy Cards

Only judges may issue proxy cards based on his or her judgment. Generally, they can issue them only when a card is extremely worn out, bent or torn as the result of ordinary use in the tournament.

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

2.1.4 Orientation of cards

Standing cards (cards that have not performed any action) must be put on the table in an upright position from the fighter's perspective. Resting cards (cards that complete an action) must be put at approximately 90 degrees from the standing position. Reversed cards must be put at approximately 180 degrees from the standing position.

In all cases, it is not required to measure the angles in a precise manner, but it is a must for the stand, rest, and reverse positions to be easily distinguished for everyone present.

2.2. Shuffle

Decks must be shuffled sufficiently to randomize the order of the cards. Fighters must show the process of shuffling to their opponent while keeping the deck within view, but without the front side of the card being visible in any way.

A fighter must give his or her opponent a chance to either cut (an example of cutting would be to split a deck on the table into smaller stacks, then putting them back together again) or shuffle his or her deck after he or she has shuffled it as a confirmation.

In the event that there are only a few cards in deck, or if there is a possibility that a fighter may be

making an attempt to stack the cards, a fighter may ask a judge to do so instead. The judge may decide whether this appeal is legitimate or not.

If a fighter thinks that the deck he or she has been asked to cut or shuffle is not sufficiently randomized, he or she may ask their opponent to re-shuffle the deck or call for a judge. The judge will decide if the deck is sufficiently randomized, and the head judge has the right to make a final ruling on this matter.

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

Methods of the shuffle is to be decided by the fighter shuffling. In order to achieve randomization, it is highly recommended to use a mix of different shuffling methods listed below. It is not required to use a mix of different shuffling methods for a confirmation cut or shuffle.

“Hindu Shuffle”

Moving packets of cards to the top of the deck. Do this for multiple times as a repetition. Highly recommended to do this shuffle at the start and end when performing the other shuffle methods listed here.

“Deal Shuffle”

A shuffling method where cards are dealt into various separate piles one card at a time, then consolidating all the piles back into a deck. Recommended method for the beginning of any rounds. As a suggestion, try splitting into 5 piles or 7 piles. If certain cards are grouped together before this shuffle, there may be a chance that this method will not serve the full purpose of a shuffle, so please do not use this method if the deck is in that state. If this shuffle is used during a fight, take extra care to do it fast so as not to be ruled as slow play.

“Faro Shuffle”

Splitting the deck into 2 piles and combining them back into 1 pile again by force, weaving the cards into each other. This shuffle may be possible to perform in an instant, but if the cards are held vertically during this shuffle method, front of the cards can be seen, so extra care and consideration must be taken to avoid this when performing this shuffle. On top of that, when pressing the cards together, do handle the cards with care.

In the case that there are further specifications or

guidelines for shuffle, please follow the contents of those guidelines.

Generally, each fighter has about three minutes before each fight to prepare. Shuffling and changing of sleeves is to be done during this time. This includes the time to cut or shuffle their opponent's deck. The regulations for shuffling are applied during this preparation process as well.

If a fighter is chosen for a deck check, judges should give that fight extra preparatory time. The extra preparatory time should be the time taken for the deck check.

2.3. Usable Items in a Match

In order to protect the fighters' cards, as well as to ensure the smooth operations within a tournament, the items listed in the following section are usable during said tournaments. However, items which meet the following criteria cannot be used.

- Non-official items. (Pirated, unlicensed, etc.)
- Obscene materials.
- Materials which disrupt the order and operations of said tournament.
- Any other materials which the organizers or head judge deem to be inappropriate.

Also, there may be certain tournaments where additional guidelines and regulations are applicable. In these situations, please follow the instructions given by the judges and/or staff.

2.3.1. Sleeves

In order to protect the cards and enjoy the fights, fighters may use card sleeves.

For official tournaments, fighters must generally sleeve all of their cards. However, sleeves that meet any of the conditions stated below cannot be used. These are recommended for sanctioned tournaments as well, but the final decision will depend on the event organizers and head judge.

- 3 or more multiple sleeves. (Applies to "Future Card Buddyfight" and "Cardfight!! Vanguard")
- 4 or more multiple sleeves. (Applies to "Luck & Logic" and "Weiss Schwarz")

- Soiled or damaged sleeves.
- Only using transparent sleeves, or sleeves where the side of the cards can be seen, and allows the fighter to distinguish the cards.
- Using sleeves with transparent sections along with words and/or patterns on top of opaque sleeves such as illustration sleeves.
- Sleeves that are deemed to be excessive and affects the progress of matches.
- Any situation where the information side of the card has information covered, or makes the information difficult to read due to words or patterns printed on the sleeve, and therefore affects the progress of said match.

2.3.2. Mats (Playmats)

In order to protect the cards and enjoy the fights, fighters may use mats. Also, in order to proceed with the game smoothly, a playmat with card placement areas marked out for each card game may be used. Certain tournaments may have the playmats laid out beforehand.

For official tournaments, mats which meet the following criteria cannot be used. These are recommended for sanctioned tournaments as well, but the final decision will depend on the event organizers and head judge.

- Mats that are too big, and may cause obstructions and/or affect the current match, as well as other ongoing matches.
- Playmats with placement areas marked out which differs from the current game.

2.3.3. Time-keeping Devices

In order to protect the cards and enjoy the fights, fighters may use time-keeping devices (including timer functions). The device used must not ring, or emit any alarm sounds.

These devices used by fighters should only be regarded as a rough estimate, and cannot be used to mark the start and end of the match times. The time-keeper of any tournament shall monitor the actual time.

For official tournaments, time-keeping devices that meet any of the conditions stated below generally cannot be used. These are recommended for sanctioned tournaments as well, but the final decision will depend on the event organizers and head judge.

- Any electronic devices which have mobile phone and/or smart phone functions, and communication is possible using these devices.
- Devices that are too big, and may cause obstructions and/or affect the current match, as well as other ongoing matches.
- Other devices deemed to be an obstruction to the said tournament, or basis for possible cheating by the organizers or head judge.

2.3.4. Translation Slips

With the authorization of the organizer or judge, translation slips may be included into sleeves for use with Japanese edition cards.

The text within these slips must reflect the correct information of the card, and not hamper the visibility of information that is not reflected on the slip.

The authenticity of the translations however, is the responsibility of the player and any infractions due to misuse or mistranslation of the text will not be excused. In that case, the judge will rule on what should be the correct text of the card.

2.3.5. Aids (Tokens)

In order to ensure smooth fights, fighters may use aids in order to assist them during the match. They are only used to denote values which are open information, change in values, targets, and so on in order to help visualize necessary information. They cannot be used for marking out specific card positions, indicating the number of cards, and other uses not stated above.

Fighters using these aids must state clearly what the aids represent when using these items.

Items that may be used as aids are flat beads (must not roll or move), dice, fighters' counters, life counters, and so on. Stable 6-sided dice are highly recommended in order to avoid changing the values due to unintentional contact or vibrations. Multi-faceted dice with more than 6 sides, or dice closer

to a spherical shape are not recommended due to its unstable nature.

For official tournaments, aids that meet any of the conditions stated below generally cannot be used. These are recommended for sanctioned tournaments as well, but the final decision will depend on the organizers and head judge.

- Any aids which have mobile phone and/or smart phone functions, and communication is possible using these devices.
- Aids that are too big, and may cause obstructions, and/or affect the current match, as well as other ongoing matches.
- Coins, paper notes(currency) and/or its equivalent.
- Other aids deemed by the organizers or head judge to be an obstruction to the said tournament, or basis for possible cheating.

2.3.6. Dice (for Dragoborne -Rise to Supremacy-)

As part of the game's core mechanics, players are required to bring their own dice for all tournaments. In level 1 tournaments, players may use any non-official dice. In level 2 and above tournaments, players must use official Dragoborne -Rise to Supremacy- dice only.

Section 3. Tournaments

3.1. Category of Tournaments

For tournaments, there are official tournaments and sanctioned tournaments. However, these rules do not necessarily apply only within the above tournaments.

3.1.1. Official Tournaments

These are the tournaments organized and ran by Bushiroad.

3.1.2. Sanctioned Tournaments

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

3.1.3. Tournament Level

Each tournament has its level. The level of the tournament determines the severity of rulings by judges, and penalties given.

Level 1: Without special reasons or circumstances, all tournaments fall under this category. Tournament organizers for this level should work to make the atmosphere a casual one instead of a competitive one. Also, there is a possibility of new fighters joining the tournament. As such, without being overly strict to these fighters, instruct the fighters repeatedly during infractions, and should primarily focus on the completion of the matches. As such, the penalties are not as severe as other levels.

Level 2: Qualifiers for level 3 tournaments, as well as main tournaments of major events fall under this category. Both competition and entertainment are held as the same regard. As it is a more competitive tournament than level 1, the rulings are stricter, should mistakes be made, penalties will definitely be given. In this level, as much as possible, focus on the completion of the match.

Level 3: Regional finals and some official tournaments will fall under this level. This is the most competitive, and all penalties are given strictly.

3.2. Running the Tournaments

For tournaments, Bushiroad recommends the following tournament structures. However, the tournament structure can be a structure other than those stated below. In those cases, the rules and

guidelines of those tournaments will have to be complied.

3.2.1. Swiss Draw

Fighters are paired randomly for the first match of the tournament. The second match and proceeding matches are paired according to the points of the fighters. In each round, match up the fighters with equal points as much as possible. However, no two fighters should be matched up against each other twice in the same tournament.

For each match, the winner gains 1 point for each win (there are certain precedents where 3 points are awarded), whereas a draw and loss will result in no points.

When time is up for the match and it is not finished, both fighters end in a draw. However, a method for determining the winner in the case of time being up for matches can be announced before the tournament. [Annex A] provides a general guideline for such methods. If there are specific guidelines for the tournament, those guidelines take precedence.

Recommended Determination of Standings during Double Elimination for Territories out of Japan

For Double Elimination tournaments running in territories outside of Japan, the following order to determine standings are recommended.

1. Match wins
2. Opponent's Match Wins %
3. Opponent's Opponent's Match Wins %

To find out the Opponent's opponent's match win %, uses the same formula to calculate the opponent's match wins, but instead, calculate and add the % of all the opponent's opponent's win %.

3.2.1.1. Recommended Rounds for Swiss Draw

In a Swiss Draw tournament, the recommended number of rounds is decided by the number of fighters. For 2 - 4 fighters, a round robin format is recommended in place of Swiss Draw. The following are the recommended number of rounds.

For tournaments which do not cut to top-tier:
5 ~ 8 fighters: 3 rounds

- 9 ~ 16 fighters: 4 rounds
- 17 ~ 32 fighters: 5 rounds
- 33 ~ 64 fighters: 6 rounds
- 65 ~ 128 fighters: 7 rounds
- 129 ~ 256 fighters: 8 rounds
- 257 ~ 512 fighters: 9 rounds
- 513 ~ 1024 fighters: 10 rounds

For tournaments which cut to top-tier:

- 9 ~ 64 fighters: 3 ~ 5 rounds
- 65 ~ 128 fighters: 4 ~ 6 rounds
- 129 ~ 256 fighters: 5 ~ 7 rounds
- 257 ~ 512 fighters: 6 ~ 8 rounds
- 513 ~ 1024 fighters: 7 ~ 9 rounds

The organizer may change the number of rounds as they deem appropriate. For example, the organizer may choose to play the tournament until there is only one undefeated fighter left, when the number of fighters left are less than a pre-determined number of winners, or, in order to give fighters with a loss a chance, the organizer may add one more round.

3.2.1.2. Determination of Standings during Swiss Draw

The standings are decided by the total number of points. If they are the same, it is decided by a tiebreaker in the following order of priority. However, in the case that there are further specifications or guidelines for determining the standings, please follow the contents of those guidelines.

1. Opponent Match Win %

Recommended Determination of Standings during Swiss Draw for Territories out of Japan

For Swiss Draw tournaments running in territories outside of Japan, the following order to determine standings are recommended.

1. Match wins
2. Opponent's Match Wins %
3. Opponent's Opponent's Match Wins %

To find out the Opponent's opponent's match win %, uses the same formula to calculate the opponent's match wins, but instead, calculate and add the % of all the opponent's opponent's win %.

At the end of the tournament, calculate each

fighter's match win % using the following formula (the fighter's point total) / (total number of rounds × highest points obtainable in a single match). Under normal circumstances, it should be (total number of rounds × 1) Round down the results to two decimal places. If the result is lower than 0.33, it is calculated as 0.33.

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

2. Head to Head

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

3. Random Method or Playoff

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

a. Random Method

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

b. Playoff

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

3.2.2. Double Elimination

A format where only winners will not be eliminated. Matches will take place between fighters with full wins and fighters who only have one loss, and the fighter who lasts through the entire tournament is the victor. When top X number of finalists must be decided, fighters with full wins will face off against each other until the numbers of fighters left is under the specified number.

In the event of a tie, both players are considered to have lost the match. However, in the case that there are further specifications or guidelines for the tournament, please follow the contents of those specifications or guidelines.

3.2.2.1. Double Elimination Matching

Randomly pair fighters in the first round. In later rounds, pair fighters with the same record as much as possible. However, no two fighters should be play against each other more than once in the same tournament. When a fighter loses two matches, he or she is eliminated from the tournament. When there is only one undefeated fighter left, he or she wins the tournament.

When time is up for a match and a match is not finished, both fighters end with a draw. However, a method for determining the winner in the case of time being up for matches can be announced before the tournament. [Annex A] provides a general guideline for such methods. If there are specific guidelines for the tournament, those guidelines take precedence.

3.2.2.2. Determination of Standings During Double Elimination

If not specified, the standing of the fighters are determined by the number of wins of the fighters. The higher number of wins by the fighter, the higher the standing of the fighter. In the event of fighters having the same number of wins, please conduct a tiebreaker by the same mean as the **Swiss Draw Tiebreaker**. However, for the “Opponent Match Win %” procedure, please follow the following procedure:

At the end of the tournament, calculate each fighter's match win % by $(\text{the fighter's point total}) / (\text{number of effective rounds} \times \text{highest points obtainable in a single match})$. Cut off the results to two decimal places. If the result is lower than 0.33, it is calculated as 0.33.

The number of effective rounds for the calculation is the lowest of the following:

- The number of rounds up to the point the fighter has two losses.
- If the fighter dropped out while he or she had one or no losses, take the number of rounds up to the point the fighter dropped out, and add one round (if he or she had one loss) or two rounds (if he or she had no losses).
- The total number of rounds in the tournament.

For each fighter, add up each of his or her opponents' match win %, and divide by the number of those opponents. The result of this calculation is called the Opponent Match Win %. The fighter with a higher Opponent Match Win % wins the

tiebreaker. If a fighter had any byes, exclude that round from the calculation.

3.2.3 Single Elimination (Tournament)

Only fighters who win their match get to advance to the next round, and the last fighter remaining in the tournament wins.

Should both fighters meet the losing condition at the same time, the non-turn fighter wins and the turn fighter is given a loss. However, in the case where there are further specifications or guidelines, please follow the contents of those guidelines.

When time is up for the match and the match is not finished, both fighters will lose the match. However, if previously announced, certain guidelines may be used to determine the winner. In those cases, the procedures in [Annex A] will generally be followed. If there are specific guidelines for the tournament, those guidelines take precedence.

3.3. Format

Normal tournaments are referred to as “Constructed Battles”, where fighters take part with pre-constructed decks. In the case that there are further specifications or guidelines for the construction of the deck such as “Limited Battles”, please follow the contents of those rules and guidelines.

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

Generally, all cards are legal in a constructed event from the day that the cards are released. Promotional cards are legal from the day that they are distributed.

3.3.1. Types of Formats

3.3.1.1. Constructed Format

Generally, only one deck may be used for each tournament. Also, changing of cards in the deck or switching out cards is not allowed. Please refer to the other detailed rules regarding deck construction.

3.3.1.2. Limited Format

A format where each fighter builds their deck

using only cards specified for that particular tournament. Please refer to the other detailed rules and guidelines for each individual limited battle.

3.3.2. Registering the Deck

The organizer or head judge may request fighters to register their decks before the tournament begins. In a tournament that requires deck registration, fighters are to write the contents of their deck on a deck registration sheet and present it to the officials. When the official receives it, the registration is completed. After registration, fighters may not change their decks.

Even with tournaments where deck registration sheets need not be submitted, the organizer or head judge may request fighters to submit their deck registrations during or after the tournament with accordance to the situation. In these cases, fighters must submit their deck registrations.

3.3.3. Deck Check

The organizer and head judge may check any deck in the tournament to see if it is legal.

If possible, the head judge should avoid performing any deck checks during the tournaments.

Section 4. Miscellaneous

4.1. Match and Game

A “match” between two fighters consists of “games” to determine the winner. In a best-of-one format, a single game is played to determine the winner of the match. In a best-of-three format, the fighter to win two games or the fighter with more games won when time is called wins the match. In a Swiss Draw tournament, if both fighters had won the same number of games, the match ends in a draw. In a single elimination tournament, if both fighters had won the same number of games, fighters will play an extra game to decide the winner. Different rules and guidelines may be set for different tournaments, so please follow the rules and guidelines defined by that tournament.

4.2. Time

The following are the recommended time for each game:

「Luck & Logic」	30 ~ 40 minutes
「Future Card Buddyfight」	20 minutes (BO1) 40 minutes (BO3)
「Cardfight!! Vanguard」	25 minutes
「Weiss Schwarz」	30 minutes
「Dragoborne」	25 minutes (BO1)
-Rise to Supremacy-	50 minutes (BO3)

If a time is set for the match, fighters must strive to complete the match during the time allocated. Furthermore, in order to ensure that fighters complete the match within the allocated time, staff and judges may urge the fighters to play faster when necessary.

According to the organizer’s judgment, under acceptable ranges, the time can be set to a different time for a match, but this information must be announced clearly.

E.g.

“As this is a beginners’ tournament, the time for each match will be extended by 10 minutes.”

“As the final round shall determine the champion, no match time will be set and the fighters may play till the end of their match.”

Before the match starts officially, each fighter must follow the flow of game preparation for their respective card games, and prepare themselves for the match.

When time is up for the round and the match is not finished, the ongoing game ends in a draw.

If a judge had given the table extra time, the round ends when the time for the round and the extra time have elapsed. If an additional turn is given, the game ends at the end of the given turn.

The start and end time of any round will be declared by the time-keeper (or a judge who also takes on the role of time-keeper). All matches may begin with the various calls of each card game, or phrases such as “The round begins”, “Please begin”, “Start” and so on. The match then ends with the call from said time-keeper.

The time-keeper can announce the remaining time at an interval of his or her choice. However, these announcements, or lack of, do not affect the end time of the match. Similarly, individual time pieces do not affect the end time for the match as well.

4.3. Conceding

Fighters can concede the game or match at any time, except situations unacceptable to said tournament and organizers. If a fighter concedes, no matter how the game or match had progressed, he or she loses the game or match. If a fighter refuses to play a game or a match, he or she is considered to have conceded the game or match.

A fighter cannot concede after the end of a game or match (if there are extra turns, then after that), or after a winner has been decided. Also with regards to conceding, attaching any conditions such as “I will concede when time runs out” will not be accepted. These actions, and any of the following actions are considered as foul play and will be penalized.

E.g.

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

“To decide who wins the game or match by a method other than by playing a game, such as a coin flip.”

“Forging or falsely declaring the set or match results of single or team fights.”

4.4. Intentional Draw

Fighters may not choose to end a game or match in a draw even if both fighters agree and even if the game or match is yet to be concluded. As intentional draw is not allowed in the tournament, intentional drawing is considered an infraction.

4.5. Drop

If a fighter wants to drop out from the tournament, the fighter generally needs to tell the scorekeeper before the next round pairings. If the tournament uses a score sheet or result slip, the fighter needs to indicate on it that he or she is dropping out. If score sheets or result slips are used, indicate on it that you are indeed dropping out of the tournament and submit it to the staff present.

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

4.6. Nickname

If the organizer allows it, fighters may use nicknames when registering his or her fighter name. However, offensive words or words that lack morality cannot be used and may be penalized.

If the tournament does not allow nicknames, generally the player must use his real name.

4.7. Extra Turns

At the end of a game, there may be cases where an additional turn is awarded. This is known as an extra turn.

Only in the event that extra turns are set in a tournament, can a defined number of extra turns be carried out during the said tournament.

For example, if there is 1 extra turn set, the turn once time is up is known as the base turn (turn 0), and the game will continue until the following turn (turn 1, the opponent fighter’s next turn). Similarly, if 3 extra turns are set, the game will continue until the end of turn 3. If for any reason a player takes another turn directly following his or her turn, that does not count as part of the 3 turns.

However, in the case that there are further specifications or guidelines for a particular tournament, please follow the contents of those guidelines.

Section 5. Team Fights

This section contains the details of team battles. If there are specific guidelines for that particular tournament, those guidelines take precedence.

5.1 Types of Team Fights

5.1.1. Tag Fight

A team of two fighters is formed, and the fights take place between these teams of two fighters. This is known as a tag fight.

A team consists of two fighters. A fighter may not belong to multiple teams in the same tournament. If one or more members in the same team cannot continue to participate in the tournament, the team will have to drop from that tournament.

Team members must decide on the order of fighters when taking part in a tournament. The order of a team consists of the “first” and the “second”. Your team’s first fights your opponent team’s first, and your team’s second fights your opponent team’s second. If not specified, the team member who is the second shall be the team’s representative.

5.1.2. Trio Fight

A team of three fighters is formed, and fights which take place between these teams of three fighters is known as a trio fight.

A team consists of three fighters. A fighter may not belong to multiple teams in the same tournament. If one or more members in the same team cannot continue to participate in the tournament, the team will have to drop from that tournament.

Team members must decide on the order of fighters when taking part in a tournament. The order of a team consists of the “first”, “second” and “third”. Your team’s first fights your opponent team’s first, your team’s second fights your opponent team’s second, and your team’s third fights your opponent team’s third. If not specified, the team member who is the third shall be the team’s representative.

5.2. General Rules of Team Fights

5.2.1. Using Team Names

With the organizer’s approval, teams may decide upon and use a team name. However, offensive words or words that lack morality cannot be used and may be penalized.

5.2.2. Communication Within the Team

Please follow the stipulated guidelines for that

tournament regarding the forms of communication allowed during said tournaments. If it is not specifically stated, it will be regarded as “no communication is allowed” by default.

5.2.2.1. If Communications are Not Allowed

Without prior consent from a judge, and excluding simple forms of communication which does not contain any advice, members of a team may not communicate with teammates during a match.

5.2.2.2. If Communications are Allowed

Members of a team may communicate even during a match. However, no fighter may touch other team members’ cards, and fighters cannot play a match on another team members’ behalf by controlling their cards.

During a game, a member who has left the fight area may not communicate, which includes advising teammates during said game, without prior consent from a judge, until the end of that game.

If a member of the team has finished his or her match and uses a communications device and/or talks to a member of the audience, that member may not communicate, which includes advising teammates during their game, without prior consent from a judge, until the end of that game.

5.2.2.3. Application of Penalties

If required, a judge may mete out penalties to a team. When a penalty is given to a team, it is also regarded that the same penalty applies to each member on the same team.

[Annex A] Protocol to Determine a Game During Time Up

When an extra turn is given, an extra turn is given at the point when time is up, and it will conclude on the next regulation turn's end phase. This point of time is considered the moment the game ends. However, in the case that there are further specifications or guidelines, please follow the contents of those guidelines.

1. In a Game of "Luck & Logic"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
2. At this time, the fighter with the lesser number of undestroyed gates loses the game. If both fighters have the same number of undestroyed gates, continue the game until the end of that turn.
3. At the end of that turn, the fighter with the lesser number of undestroyed gates loses the game. If both fighters have the same number of undestroyed gates, proceed to the next turn and continue until the end of that turn. Repeat step "3." until someone loses the game.

2. In a Game of "Future Card Buddyfight"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
2. At this time, the fighter with less life loses the game. If both fighters have the same amount of life, continue play until the end of the current turn.
3. At the end of the current turn, the fighter with less life loses the game. If both fighters have the same amount of life, proceed to the next turn, and continue play until the end of that turn. Repeat step 3 until a winner is determined.

3. In a Game of "Cardfight!! Vanguard"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
2. At this time, the fighter with more cards in his or her damage zone loses the game. If both fighters have the same number of cards in their respective damage zones, continue play until

the end of the current turn.

3. At the end of the current turn, the fighter with more cards in his or her damage zone loses the game. If both fighters have the same number of cards in their respective damage zones, proceed to the next turn, and continue play until the end of that turn. Repeat step 3 until a winner is determined.

4. In a Game of "Weiss Schwarz"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
2. At this time, the fighter with the higher level than his or her opponent loses the game. If both fighters are of the same level, the fighter with more cards in his or her clock than his or her opponent loses the game. If both fighters are of the same level and have the same number of cards in their respective clock zone, continue the game.
3. At the beginning of the next check timing, if the number of cards in the clock and level is the same, continue play until there is a change in number of cards in any player's clock or level. If not, go to 2.

5. In a Game of "Dragoborne -Rise to Supremacy-"

1. When time is up, players will be given 3 extra turns to complete their game, with the ongoing turn counted as turn 0.
2. If at any point a player fulfills the losing condition before the 3 extra turns are up, the game ends at that point.
3. At the end of the 3rd extra turn, play will stop at that point, and a judge shall step in. At this time, the player with less barriers loses the game.
4. If both players have the same number of barriers, continue play for another turn, and the player with less barriers at the end of that turn loses the game. If both players have the same number of barriers, repeat this step.

Penalty Guide

Penalties are given to fighters in order to penalize those who intentionally commit a foul play, and to keep tournaments fair. At the same time, it serves to instruct fighters who unintentionally makes a mistake or break a rule, and help prevent them from making the same mistake again. Also, penalties can be given to audiences as well.

Should an infraction happen that is not in this guide, by paying attention to the situation and cross-referring other examples within this guide, judges may give appropriate penalties depending on the degree that the infraction would affect the running of the event, the completeness of the game, or the fairness of the tournament. For example, many minor acts of ungentlemanly behavior impede the running of the tournament. Using an incorrect deck resulting in a significant loss of integrity to the match. Last but not least, foul play constitutes to a complete loss of fairness in the tournament.

This guide serves as a reference for penalties to be given in “Level 1” and “Level 2” or above tournaments. However, this guide only serves to be a standard, and the judge can give an appropriate penalty depending on the situation on the judge’s discretion.

Section 1. Tournament and Enforcement Level

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

<Tournament Level 1>

In level 1 tournaments, the focus is more on creating a casual atmosphere rather than a competitive one. As fighters attending tournaments of this level might not know most of the comprehensive rules or floor rules, it is to be expected that players might commit infractions when resolving parts of an effect of a card, or do not know what must or must not be done in certain situations.

When the infraction is committed due to unfamiliarity with the rules, penalties are to be lightly given. However, it does not mean that judges may overlook any infractions. Judges need to educate the fighters about the rules, and give severe penalties to any kind of foul play.

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

<Tournament Level 2>

Generally, this level is used for qualifiers of big official events. Fighters attending this tournaments are expected to know the game rules and floor rules well. Penalties in this level are given more strictly than in level 1. When a major infraction is committed, strict penalties may be given to the fighter.

<Tournament Level 3>

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

Section 2. Rank of Penalties

Penalties are divided into several ranks. Each penalty will be upgraded if the same fighter does the same infraction again within the same tournament. If a fighter receives a penalty of the same rank but for a different infraction, no upgrades will be made. Judges will decide whether those infractions are the same or not. For each penalty, they will generally only be valid during that tournament.

When judges give a fighter a penalty, judges must tell the fighter verbally what the infraction is and what the penalty is. Each penalty only lasts until end of the tournament. Also, when required, penalties will be recorded on the score sheet with the description of the penalty.

“Verbal Caution”

A verbal caution, or caution for short, is a penalty for very minor infractions. It may be regarded as a penalty, but the main reason for a verbal caution is to enlighten fighters and guide them towards the proper actions. If the player receives one or more cautions for the same infraction within the same tournament, it can be upgraded to a “warning” at the discretion of the judge.

Cautions should be recorded on the score sheet for repeated infractions and upgrades.

“Warning”

A warning is a penalty for a bigger infraction than cautions, but not too severe. A warning is given to a fighter when he is an interference to the tournament, or has committed moderate infractions. Warnings are to be recorded in case of repeat infractions and upgrades.

If the player receives a warning level penalty for the same infraction within the same tournament, it can be upgraded to a “loss of game”, “loss of match”, or “disqualification” at the discretion of the judge. With regards to the infractions stipulated in ‘Section. 3’, all infractions listed under the same sub-section are regarded as the same infraction. For multiple warnings given to non-listed infractions, it is up to the discretion of the judge if the penalties should be upgraded.

e.g.

A warning for “3.5.1. Failure to Reveal Cards” and a warning for “3.5.3. Looking at Extra Cards” was given to the same fighter. As these 2 infractions fall

under the same sub-section “3.5. Penalty for Revealing/Moving Cards in Zones”, it will result in an upgraded infraction.

e.g.

A warning for “3.4. Forgetting to Resolve Automatic Abilities” and a warning for “3.9.1. Common Tardiness” was given to the same fighter. As these 2 items fall under different sub-sections, it will not result in an upgraded infraction.

“Loss of Game”

If a loss of game is given during a game, the game ends immediately and the fighter loses the game. A loss of game is given to a fighter when he or she has committed a major infraction.

If it is given between matches, the penalty is applied to the first game of the next match. If the game was close to the end and that game ended in that fighter's loss, the judge may choose to apply the penalty to the next game.

When a judge gives a fighter a loss of game, he or she must report that to the head judge.

“Loss of Match”

If a loss of match is given during a match, the match ends immediately and the fighter loses the match. A loss of match is given to a fighter when he is a big interference to the tournament, or has committed severe infractions.

If it is given between matches, the penalty is applied to the next match. If the match was close to the end and that match ended in that fighter's loss, the judge may choose to apply the penalty to the next match.

When a judge gives a fighter a loss of match, he or she must report that to the head judge.

“Disqualification”

A disqualification is given to a fighter who has committed a major foul play or unsportsmanlike conduct.

If a fighter is given this penalty, he or she is excluded from the tournament immediately and any match in progress will be ruled as the fighter's loss.

If a fighter is given this penalty, all prizes that he or she had already gotten from the tournament and his or her standing in the tournament can be

revoked at the discretion of the event organizer or head judge. Even if said fighter's standing in the tournament is revoked, it will not change his or her win-loss results against his or her opponents. As for the revoked prizes and standing, it is up to the organizer or head judge's discretion if they should be void or passed down to the next possible fighter.

Even if an infraction that will be penalized with a disqualification is found after the tournament by the official the penalty of disqualification can still be given by the official.

Normally, only head judges are able to give disqualifications. Should this penalty be given, the head judge must report the details to Bushiroad.

Additionally, the participant that has been given this penalty can be ejected from the venue by the decision of the event organizer or head judge after permission has been provided by the event organizer. Participants given the penalty must leave the venue immediately and may not return until the organizer gives permission.

In the case when a disqualification is given, the participant may be suspended from joining Bushiroad tournaments should the infraction be deemed malicious. This decision is made and determined by Bushiroad. A fighter suspended from joining Bushiroad tournaments can be banned for a determined but nonrestrictive period of time.

If actions judged by Bushiroad leading to a disqualification occurs outside of the tournament venue, Bushiroad reserves the right to penalize these fighters, including suspensions.

Section 3. General Infractions

3.1. Infractions Concerning the Deck

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

3.1.1. Illegal Deck when Deck Registration is Not Required

= Default penalties =

Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game

e.g. Number of cards in the deck is not correct.
e.g. Contents of the deck do not meet the requirement of the deck.

In the cases above, the deck is found to be illegal in the event when deck registration is not required. The fighter must fix the deck to make it legal. In addition, excess cards with the same names, or cards that do not meet the ruling criteria must be removed from the deck. In the case there are excess cards in the deck, remove cards until the deck is legal. In the case the deck is missing cards, fill the deck with cards until the deck is legal.

3.1.2. Illegal Deck Registration with a Legal Deck

= Default penalties =

Level 1	Warning
Level 2 and above	Loss of Game ~ Disqualification

e.g. Number of cards on the deck registration sheet is not correct.

e.g. The cards within the deck registration sheet does not meet the deck construction criteria.

e.g. Card names on the deck registration sheet are ambiguous and cannot be distinguished.

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

If the registration sheet contains more than the limit allowed by the rules, remove cards that are not in the actual deck. If the registration sheet contains less cards than the minimum number allowed by the rules, add cards in the actual deck that are not on the sheet. In this case, the rewritten deck registration sheet must match the actual deck. If the card name is ambiguous, check the deck and the

fighter must rewrite the sheet to make it distinguishable.

3.1.3. Illegal Deck with a Legal Deck Registration

= Default penalties =	
Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game ~ Disqualification

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

If the fighter lost his or her cards and cannot replace them, the fighter is to add another card to that deck that can be legally used. In this case, the fighter must fix the deck registration sheet to match the new deck.

3.1.4. Illegal Deck Registration with an Illegal Deck

= Default penalties =	
Level 1	Loss of Game
Level 2 and above	Loss of Game ~ Disqualification

In this case, it should be processed in the following manner. This must be done by the fighter, under the observation of a judge.

First, fix the deck registration sheet into a legal one. Remove excess cards of the same name or illegal cards from the sheet. Once the deck registration sheet is appropriate, adjust the contents of the deck according to the deck registration sheet. In the case that there are still excess cards in the sheet, remove cards from the sheet till appropriate. In the case that there are too little cards in the sheet, add cards that are legal to the deck into the sheet till appropriate. After doing so, match the deck registration sheet with the actual deck.

3.2. Conveying Incorrect Information

Correct information such as power values, number of cards, which effect is given to which card and so on must be conveyed to the opponent correctly. In the event that incorrect information is passed on, and thus affecting the game, penalties will be meted out to the fighter accordingly. If the correct information is conveyed before affecting the game, then no penalties will be given.

3.2.1. Minor Infraction

= Default penalties =	
Level 1	Caution
Level 2 and above	Caution ~ Warning

e.g. Declaring 7 damage instead of 6, but the damage was canceled at the 4th card during damage resolution, therefore the outcome was not affected.

Instances where the fighters' strategies will not change even if the correct information had been conveyed or will not cause a situation where a particular fighter is advantageous, would fall under this category.

3.2.2. Major Infraction

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning ~ Loss of Match

e.g. Declaring power was 9000 instead of 6000, causing the opponent to use up more cards or abilities than necessary.

Instances where the fighters' strategies will clearly change if the correct information had been conveyed would fall under this category.

As a result, if an illegal game state is reached or winding back the game is required, refer to the next section.

3.3. Unintentional Illegal Game State

3.3.1. Minor Infraction

= Default penalties =	
Level 1	Caution
Level 2 and above	Caution ~ Warning

e.g. Entered the draw phase without standing his or her units.

e.g. Played characters with a higher level than his or her level and realized at the beginning of the attack phase.

If the infraction does not affect the current game, correct the infraction until it is a legal game state. If required, the judge must correct the game state legal with neutrality so that the fighter who has committed the infraction does not gain any advantage. If the game had advanced to the point that it cannot be corrected, it will fall under a moderate or major infraction.

3.3.2. Moderate Infraction

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

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

e.g. Had received one more damage than he or she should have and realized at the beginning of his or her opponent's main phase.

As the infraction might affect the strategy of the game, the game situation cannot be reverted by simply reversing the steps. However, if the game state is illegal, make the game state legal by the judgment of the judge. If required, the judge must correct the game state legal with neutrality so that the fighter who has committed the infraction does not gain any advantage.

3.3.3. Major Infraction

= Default penalties =	
Level 1	Loss of Game
Level 2 and above	Loss of Game

e.g. Mixed up the cards in his stock and his hand, and cannot tell which ones were in the hand.

If the infraction is too severe to fix the game, the fighter is penalized with a Loss of Game. However, in tournaments level 2 and below, if it is still possible to legalize the game state under the judgment of the judge, the game state can be legalized by the judge taking into consideration that the fighter who made the mistake does not gain an advantage, and the game can continue. In this case, the fighter who has committed the infraction will be given a warning instead.

3.4. Forgetting to Resolve Automatic Abilities

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

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

3.5. Penalty for Revealing/Moving Cards in

Zones

3.5.1. Failure to Reveal Cards

3.5.1.1. In the Case When the Card can be Distinguished

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. If a card chosen by "Search your deck for up to one 《Magic》, reveal it to your opponent, shuffle the rest of your deck, and put the chosen card on the top of your deck." is not revealed to the opponent and put on the top of his or her deck. The card on the top of his or her deck is a 《Magic》 card.

If a fighter moved a card that should have been revealed to a hidden zone without revealing it, and both fighter can tell which card it was, reveal the card. If the revealed card is a legal card, the penalty stated above is applied. If the revealed card is an illegal card, it is considered as a foul play and is penalized under a different category.

3.5.1.2. In the Case When the Card cannot be Distinguished

= Default penalties =	
Level 1	Loss of Game
Level 2 and above	Loss of Game

e.g. If a card chosen by "Search your deck for up to one 《Magic》 character, reveal it to your opponent, and put it into your hand. Shuffle your deck afterwards." is not revealed to the opponent and put into his or her hand. The opponent cannot tell which card is chosen.

If fighters cannot agree with which card it is that was not revealed, the game is in an irreversible situation. However, in tournaments level 2 and below, if it is still possible to legalize the game state under the judgment of the judge, the game state can be legalized by the judge taking into consideration that the fighter who made the mistake does not gain an advantage, and the game can continue. In this case, the fighter who has committed the infraction will be given a warning instead.

3.5.2. Failure to Discard Cards

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. A fighter played an effect with “Draw up to two cards, choose a card from your hand and discard it.” and the player fails to discard a card, but realizes it at his or her end phase.

e.g. A fighter has hand cards exceeding the maximum hand limit, and realizes it at his or her opponent’s turn’s draw phase.

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

If a fighter has any information at that time which should not have been known at the time when he or she should have discarded, choose the cards to discard randomly or reveal the hand and have the opponent choose the card to be discarded, with the judge making sure that the player who committed the infraction does not take advantage.

When a failure to move cards from zones other than the hand occurs, this ruling can be used as a base to resolve the penalty.

3.5.3. Looking at Extra Cards

= Default penalties =

Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. Flipped over the next card in the deck when drawing a card.

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

If any cards in a zone which are not intended to be public are revealed, the fighter that revealed the cards has looked at extra cards. The act of a fighter intentionally revealing cards from his or her hand, and the seeing of an opponent’s hand from such an act, are not penalized. However, as it is an action that reduces the fun factor of the game, it is not recommended.

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

If cards in a hidden zone are revealed, the judge will first determine what cards that are not revealed within the hidden zone. Shuffle all the cards in that zone except for the card that should not have its position randomized. This action needs to be done by a judge.

3.5.4. Drawing Extra Cards

= Default penalties =

Level 1	Loss of Game
Level 2 and above	Loss of Game

If any cards move from a fighter’s deck and touches a card in his or her hand, the card is considered to be drawn. As a result, if extra cards are drawn, the fighter who made that mistake will be given a “Loss of Game”. However, in tournaments level 2 and below, if it is still possible to legalize the game state under the judgment of the judge, the game state can be legalized by the judge taking into consideration that the fighter who made the mistake does not gain an advantage, and the game can continue. In this case, the fighter who has committed the infraction will be given a warning instead.

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

If both fighters cannot agree with which card was the extra card, and if the judge determines that it is unintentional, he or she can let the game continue. In this case, choose the cards in his or her hand randomly equal to the number of cards that were drawn and put it to the top of the player’s deck or have the opponent choose the card to be returned to top deck, with the judge making sure that the player who committed the infraction does not take advantage.

3.6. Handling Cards in an Area Where Sequence is Required

3.6.1. Card Sequence is Altered

There are certain areas where the sequence of cards must be maintained, and if the sequence is affected and changed in any way, it is known as altering the card sequence.

3.6.1.1. Small Number of Affected Cards

= Default penalties =

Level 1	Caution
Level 2 and above	Caution ~ Warning

e.g. In an effect where the top 2 cards of the deck is checked and placed back to their original position, the sequence is altered.

e.g. Cards in the clock are shuffled.

If it is possible to revert back to the original sequence of the cards, then it shall be reverted back

to the original sequence.

If the original sequence cannot be achieved, the order of cards is decided in a random manner, or reveal the cards and have the opponent choose the order, with the judge making sure that the player who committed the infraction does not gain an advantage.

3.6.1.2. Large Number of Affected Cards

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

e.g. Deck is dropped from your hand and the cards are scattered.

If it is possible to revert back to the original sequence of the cards, then it shall be reverted back to the original sequence.

If the original sequence cannot be achieved, the judge shall first determine the cards that are supposed to be in specific positions. Shuffle all other cards, then return the cards with their known positions in the sequence back to their original places.

As a result of the card sequence being altered, if those cards are mixed with cards from other areas, the game reaches an illegal game state, so please refer to another section.

3.6.2. Made it so Cards Can be Distinguished

= Default penalties =
Level 1 Caution
Level 2 and above Warning

e.g. Only 1 card in the stock is placed facing a different way or is obviously staggered from the rest of the cards in stock.

e.g. Multiple cards in the deck are placed facing a different way from the rest of the deck.

For cards with a fixed sequence in an undisclosed area, cards must be placed in a manner where they are indistinguishable from each other. When the cards are placed on top of each other, they must be placed with no breaks in between, and although high precision is not required, care must be taken to ensure that the position and spacing are similar.

If a specific card is distinguishable or such a possibility exists, the orientation and position of the card must be adjusted to render it indistinguishable.

3.7. Overlooking Infractions by Accident

3.7.1. The Infraction Originates from the Opponent's Cards

= Default penalties =
Level 1 Caution
Level 2 and above Caution ~ Warning

3.7.2. The Infraction Originates from the Fighter's Own Cards

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

Fighters have the responsibility to play the game in an appropriate manner. It goes without saying that the player should play his or her cards appropriately, but also cooperate and pay attention to his or her opponent to avoid any infractions.

This penalty is given to a fighter to prevent fighters from getting an advantage by overlooking infractions. If a fighter overlooked an infraction intentionally to gain an advantage, that is seen as foul play and falls under a different section.

3.8. Unsportsmanlike Conduct

Unsportsmanlike conduct are not only penalized based on actions that deviate from expected behavior, but also through the accumulation of penalties from the judgment of the judge.

3.8.1. Minor and Moderate Unsportsmanlike Conduct

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning ~ Loss of Match

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

All participants have responsibilities to keep the tournament enjoyable and fair. For that reason, these kinds of behaviors must not be allowed. Judges can upgrade repeated unsportsmanlike conduct penalties, even if those penalties are not for

the same actions.

3.8.2. Major Unsportsmanlike Conduct

= Default penalties =	
Level 1	Loss of Game
Level 2 and above	Loss of Game ~Disqualification

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

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

3.8.3. Severe Unsportsmanlike Conduct

= Default penalties =	
Level 1	Disqualification
Level 2 and above	Disqualification

- e.g. Grabbed his or her opponent's collar to intimidate.
- e.g. Stole tournament equipment.
- e.g. Stole other participants' belongings.
- e.g. Betted on the result of a match.
- e.g. Randomly decided the result of a match.
- e.g. Offered his or her opponent a share of his prize to lose on purpose.
- e.g. Agreeing to a proposed bribery.

Any behavior that may break public law or any form of bribery that denounces the fairness of how the tournament will be run fall under this section.

3.9. Tardiness

3.9.1. Common Tardiness

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning ~ Loss of Match

- e.g. Could not hand in the deck registration sheet in time.
- e.g. Could not come to the table at the beginning of the round.
- e.g. Failure to hand in the result slip even after a

long period of time had passed since the match ended.

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

If an opponent is not assigned at the beginning of a match after pairing, the fighter who gets a bye must also be seated at the start of the match, and only then can the bye be issued after commencement of the match and the results reported to the officials. If the fighter with no opponent is not seated at the start of the match, a similar penalty may be issued just like the other fighters who are tardy.

3.9.2 Severe Tardiness

= Default penalties =	
Level 1	Loss of Match
Level 2 and above	Loss of Match

- e.g. A fighter did not show up at the table after 5 minutes from the beginning of the round.

In the case of a severe tardiness, the fighter is considered to have lost the match. After that, if his score sheet is not submitted to the score keeper or any staff, then, the fighter is automatically dropped from the tournament.

3.10. Failure to Play the Proper Match

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

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

Then, the fighter playing at the wrong table must move to the correct table. However, if the time lapsed is longer than the determined time of severe tardiness, the penalty for severe tardiness will be given.

3.11. Marked Cards

3.11.1. Random Marking of Cards

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. Some sleeves have scratches, but it is not possible to distinguish the cards.

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

3.11.2. Patterned Marking of Cards

= Default penalties =

Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game

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

e.g. All climax cards are upside down in the deck.

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

3.12. Improper Shuffle

= Default penalties =

Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game

e.g. Shuffling without the use of multiple types of shuffling methods.

e.g. Shuffling at an angle such that the printed side of the card is visible.

e.g. Placing specific cards in an order, and asking the opponent to cut without shuffling.

e.g. With regards to an obviously not thorough shuffle, the opponent has mentioned it and asked for a more complete shuffle, yet the fighter persists with non-thorough shuffles.

Decks must be shuffled well and totally randomized before being presented to the opponent to shuffle or cut. Should the cards not be in a sufficiently unintended order, this infraction will fall under this. In the case that the fighter intentionally randomized his cards insufficiently, he will still be penalized, but according to the penalties of foul play.

If a card was to appear in the deck in a specific order or way, randomness is lost. If an action were

to lead into this specific order before randomizing the deck, more time will be spent to ensure cards are randomized and wastage of time will occur. If the judge feels that it constitutes to slow play, appropriate penalty will be given.

A fighter cannot skip on the shuffling procedures citing the end of a game as a reason. Shuffling during a match is considered within the time required for a match. Fighters are required to proceed with their matches with that in mind.

3.13. Placing Cards in Sequence

= Default penalties =

Level 1	Caution
Level 2 and above	Warning

e.g. Placing trigger units evenly before shuffling the deck.

e.g. When shuffling the main deck, intentionally shifting specific cards which are close together evenly in the deck.

Just like the examples provided above, you cannot change the order of cards in an area or zone where such an action is prohibited, even if you shuffle the cards afterwards.

3.14. Excessive Handling of Cards in Areas Besides the Hand

= Default penalties =

Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. Flicking the top few cards of the deck repeatedly.

e.g. Repeating the action of picking up cards from your hand, clock or waiting room, and putting them back down again repeatedly.

e.g. Picking up the cards in your deck, and checking the number of cards in it repeatedly within a short period of time.

By performing actions similar to those mentioned in the examples above, there is probable cause to suspect cheating, and possibility of foul play, so such actions must not be performed excessively.

3.15. Improper Behavior that Interferes with Operation of the Tournament

= Default penalties =

Level 1	Warning
Level 2 and above	Warning

e.g. Despite announcements not to stand too close to the fighters playing a match, standing too close to a fighter and bothering him or her during said match.

e.g. Despite instructions to take a seat for the next match after pairing, the fighter does not do so.

e.g. Leaving large personal belongings in the middle of the aisle, and leaving the area.

e.g. Spilling a drink on the tables, rendering it unusable for the time being.

e.g. Entering the tournament management areas run by staffs, creating a ruckus or loitering close by for long periods of time.

Fighters have the responsibility to cooperate with officials so that the tournament progresses smoothly and fairly. It is a responsibility to follow announcements made. Furthermore, please take note not to miss any announcements which may concern you personally.

Similarly, obstructing the smooth flow/process of a tournament goes against the responsibilities. Depending on the degree of interference, or if the fighter involved admits to doing so, it is regarded as ungentlemanly behavior, so kindly refer to that section for further details.

3.16. Consumption of Food while Playing in Matches

= Default penalties =

Level 1 Warning

Level 2 and above Warning

Eating food, including candy and gum during a match may interfere with the smooth progression of the game. Prior permission must be sought from the organizers or head judge.

3.17. Use of Unnecessary Electronic Devices in a Match

= Default penalties =

Level 1 Warning

Level 2 and above Warning

Using electronic device during a match may be a probable cause of cheating. Except the usage of time-keeping devices and other aids, prior permission must be sought from the organizers or head judge.

3.18. Note-taking

= Default penalties =

Level 1 Warning

Level 2 and above Warning

Taking notes during a game may obstruct or slow the game down. Prior permission must be sought from the organizers or head judge.

Currently, keeping track of life changes for Future Card Buddyfight does not infringe on this section.

3.19. Infractions Related to Score Sheets

3.19.1. Improper Results Written on a Score Sheet

= Default penalties =

Level 1 Caution ~ Warning

Level 2 and above Warning

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

3.19.2. Damaging a Score Sheet

= Default penalties =

Level 1 Caution ~ Warning

Level 2 and above Warning

3.19.3. Losing a Score Sheet

= Default penalties =

Level 1 Disqualification

Level 2 and above Disqualification

In a tournament that uses score sheets, the score sheets are vital to the smooth running of the tournament and the loss of the score sheet will result in penalties.

However, if the scores of the tournament can be recovered without impeding the speed and smoothness of the tournament, the event organizer or head judge can choose to re-issue a score sheet to the fighter. In that case, the fighter who has lost the sheet will be given a penalty of Warning ~ Loss of Match instead.

3.20. Slow Play

All fighters are to play at a proper pace, and have the responsibility to finish the game within the allocated time. Regardless of accidental or intentional, if slow play is determined, penalty with regards to the situation will be meted out to the fighter.

3.20.1. Minor Cases

= Default penalties =
Level 1 Caution
Level 2 and above Caution ~ Warning

e.g. Thinking for too long, and stopping the progress of the game.
e.g. Worrying over the choice of card to play and taking too much time.

These penalties are applied if determined to be unintentional slow play.

3.20.2. Moderate Cases

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning ~ Loss of Game

e.g. Checking the drop zone multiple times even when there are no changes in the situation.
e.g. Taking too much time than normally required to shuffle or choose a card.
e.g. Leaving the table without notifying judges or officials.
e.g. Not playing at a proper speed even if the fighter knows how much time is left in the game.
e.g. Adjusting the speed of playing with regards to the amount of time left to gain an advantage.

These penalties are applied when it is determined that a fighter performs actions irrelevant to the game, or shows no intention to complete the game within the time allocated.

3.20.3. Severe Cases

= Default penalties =
Level 1 Loss of Game ~
 Disqualification
Level 2 and above Loss of Game ~
 Disqualification

These penalties are applied when it is determined that a fighter is intentionally playing slowly, despite multiple instructions from a judge to play at the proper speed.

3.21. Excessive Hand Shuffling

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

Making too much noise when hand shuffling, and

excessive hand shuffling, may be considered by the opponent to be intimidating behavior, and may be a nuisance to the surrounding fighters. Also, excessive hand shuffling may cause damage to cards, or make markings on the sleeves, and thus, should be avoided.

3.22. Infractions Related to Dice (Dragoborne - Rise to Supremacy-)

3.22.1. Non-penalized Cases

e.g. Dice falls off the table when rolling.
e.g. Dice value cannot be determined conclusively after rolling because the die falls into a crease in the tablecloth, a crack between tables, or lies against the deck.

In these situations where the dice value cannot be properly determined after rolling, players are allowed to re-roll that particular dice. For example, if a player rolls 3 dice and only one of them fell off the table, the player only re-rolls the one that fell off. These are not infractions, and will not warrant any penalties.

e.g. Dice value changed by accident and both players can remember the die value before it changed (player rolled dice in own area, but made an unexpected bounce and hits opponent's die, changing its value etc.)

e.g. Dice value changed by accident and both players cannot remember the die value before it changed (player rolled dice in own area, but made an unexpected bounce and hits opponent's die, changing its value etc.)

In these situations where the dice value was changed by things that cannot be controlled by the player, if both players can remember and agree on the die value, then the value should be changed back to the original value. If one or both players cannot remember and agree on the die value, the die should be re-rolled, then put back into the same assignment. These are not infractions, and will not warrant any penalties.

3.22.2. Minor Cases

= Default penalties =
Level 1 Caution
Level 2 Caution ~ Warning

e.g. Dice value changed, but both players can remember the die value before it changed (player mishandled die and the value changed etc.)

The player that made the infraction will be awarded a penalty, and the die will be reverted to the original value.

3.22.3. Moderate Cases

= Default penalties =

Level 1	Caution ~ Warning
Level 2	Warning

e.g. Dice value changed and both players cannot remember the die value before it changed (player mishandled die and the value changed etc.)

The player that made the infraction will be awarded a penalty. The die is to be re-rolled, then assigned in its original position. If a player is deemed to have intentionally changed the die value to gain an advantage, that is seen as foul play and falls under a different section.

3.23. Others

If a judge determines that a fighter has infringed the rules in any way, it is possible to mete out penalties to the fighters involved in that act. In order to determine the details and level of penalty, kindly refer to the other sections.

Section 4. Foul Play

Any kind of foul play and cheating that harms the fairness of tournaments is not tolerated. This section explains the penalties given to fighters making intentional infractions to gain an advantage. When giving the penalty, it does not matter whether the fighter was aware that the action was a foul play.

4.1. Cheating

= Default penalties =

Level 1	Disqualification
Level 2 and above	Disqualification

e.g. Falsified the score sheet.

e.g. Used pirated cards.

e.g. Using a fake name to enter a tournament as his or her right to enter a tournament was revoked.

e.g. Intentionally told the wrong number of cards in his or her hand to the opponent.

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

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

e.g. Played cards in an improper way to gain an advantage.

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

4.2. Moving Cards Improperly

= Default penalties =

Level 1	Disqualification
Level 2 and above	Disqualification

e.g. Intentionally perform an improper shuffle.

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

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

4.3. Asking for Outside Assistance

= Default penalties =

Level 1	Warning ~ Disqualification
Level 2 and above	Loss of Game ~ Disqualification

Matches should be played with the fighter's own skill and no other outside assistance should be provided. For any actions asking for or getting

outside assistance, the penalty for the fighter will fall under this section.

4.4. Giving Outside Assistance

= Default penalties =

Level 1	Warning ~ Disqualification
Level 2 and above	Loss of Game ~ Disqualification

Matches should be played with the fighter's own skill and no other outside assistance should be provided. If any participant gives assistance to any fighter still in a match, the penalty for him or her it will fall under this section.

4.5. Others

With regards to other infractions, the judge may give any participant any reasonable penalty according to his or her judgment. The penalty given should be based on the penalties from similar examples stated above.