

# **Force of Will Floor Rules ver 4.9**

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# 1 – Regulations

The rules and regulations described in this document apply to all official *Force of Will* tournaments. All players participating in these tournaments are expected to follow the rules outlined here to ensure proper gameplay and a smooth tournament.

Failure to accomplish these rules may result in a penalty for that player.

## Terminology definition

This document makes use of specific terms related to the progression of a tournament:

- **Tournament** – A gathering of players. Reception, opening speech, and closing announcements, and any other occurrences during the gathering are all part of the tournament.
- **Game** – A single session of *Force of Will* card game between players.
- **Match** – A set interval where two players compete against each other. A match is composed by up to three games. Players advance in tournaments by winning matches.

## Tournaments

Tournaments are divided into two kinds: “Casual” or “Competitive”.

- “Casual” tournaments are those where players participate for the joy of playing, or to practice for other kinds of tournaments. As long as it doesn’t interfere with the flow of the tournament, mistakes and game errors should not be prosecuted as harshly as they would in competitive tournaments. Level one tournaments are always casual.
- “Competitive” tournaments are those where players compete to their utmost ability, and where rules and regulations are enforced to their fullest extent. Usually, they have great prizes. An official *Force of Will* Judge should always preside these tournaments. Level two or higher tournaments are always competitive tournaments.

Tournaments are divided in five levels. To know more about the levels, check the following list:

- **Level 1 tournaments.** This includes local tournaments, such as Prerelease Events (PR), Ruler League tournaments (RL), Wanderer League tournaments (WL), and other sanctioned local tournaments.
- **Level 2 tournaments.** This includes regional tournaments, such as Masters Qualifiers, and Regional Tournaments.
- **Level 3 tournaments.** This includes national tournaments, such as Masters Events, and Grand Prix Trials.
- **Level 4 tournaments.** This includes all Grand Prix tournaments.
- **Level 5 tournaments.** This includes exclusively the World Grand Prix tournament.

## Formats

To organize a tournament, the tournament organizer has to choose a format. Formats have each one specific deckbuilding rules, which vary depending if they are “constructed” or “limited”.

In constructed formats, players bring the cards they need to play the tournament from their collection, using cards that adhere to the deckbuilding rules of that format. The constructed formats of *Force of Will* are: **Wanderer**, **Paradox**, **Arcana Battle Colosseum**, or **Origin**.

In limited formats, players use cards from unopened booster packs that they get at the beginning of the tournament. Limited formats differ from the normal deck constructing rules and the required number of cards. The limited formats of *Force of Will* are: **Sealed**, or **Draft sealed**.

To know more about the formats of *Force of Will*, check the following list:

### **Wanderer**

Wanderer is a constructed format of *Force of Will*. The maximum and minimum number of players in a game of Wanderer is two. In Wanderer, players can use all cards from the Grimm Cluster onwards, as long as they belong to a set or they are a reprint of a card that belongs to a set.

*Ex. The promotional card "Force of Will the Movie" (FOWMOVIE-01) do not belong to any set, so it is not permitted for play in Wanderer.*

*Ex. The promotional card "Hamelin's Pied Piper" (PR2015-011) is a reprint of card CMF-043, which belongs to Crimson Moon's Fairy Tale (CMF), so it is permitted for play.*

*Ex. The promotional card "Vacuus, Member of the Twelve Sacred Knights" (T1 Buy a Box,) belongs to Thoth of the Trinity (TTT), so it is permitted for play.*

### **Paradox**

Paradox is a constructed format of *Force of Will*. The maximum and minimum number of players in a game of Paradox is two. This format is based on cluster rotation. In Paradox, players can use cards from the last three clusters released, and from the latest Masterpiece collection released. Cards in Memory Collection sets, or cards that share a name with a card with the general type "Paradoxical" printed in the last three clusters, cannot be used in Paradox unless they belong to a set of the last three clusters, or they are a reprint of a card that belongs to a set of the last three clusters.

The clusters and Masterpiece collection that can be used in Paradox (as Dec 25th, 2025) are: Hero Cluster, Masterpiece Collection 02, Trinity Cluster, Evil Cluster.

### **Arcana Battle Colosseum**

Arcana Battle Colosseum (*also called ABC*), and its most intense game mode variant, Arcana Battle Colosseum: Defiance (*also called ABC:D*) is a constructed format of *Force of Will*. There are no maximum number of players in a game of Arcana Battle Colosseum, although the minimum number of players is two.

To know more about the deckbuilding rules of Arcana Battle Colosseum, check the following link: <https://www.fowtcg.com/pdf/abc.pdf>

### **Origin**

Origin is a constructed format of *Force of Will*. The maximum and minimum number of players in a game of Origin is two. In Origin, players can use all cards from the Valhalla Cluster onwards. There are two ways to play an Origin game: Valhalla Origin, a format with "Lifebreak", and Bifrost Origin, a format without "Lifebreak".

To know more about "Lifebreak", check the following link: <https://www.fowtcg.com/pdf/c.pdf>

### **Sealed**

Sealed is a limited format of *Force of Will*. The maximum and minimum number of players in a game of Sealed is two. In Sealed, players use cards from a predetermined number of

unopened booster packs that they get at the beginning of the tournament to build their deck, and any other cards provided by the Tournament Organizer (*including magic stones with the “Basic” supertype, and ruler(s) with the “Basic” supertype*). In Sealed, players should use the following rules:

- They cannot use cards from their collection.
- Their starting ruler should be a ruler with the “Basic” supertype.
- Their deck must contain at least twenty cards.
- Their magic stone deck must contain at least eight cards.
- Their decks may have more than four copies of any card with the same name.

### **Draft Sealed**

Draft Sealed is a limited format of *Force of Will*. The maximum and minimum number of players in a game of Draft Sealed is two. In Draft Sealed, players are divided into groups, and they use cards from a predetermined number of unopened booster packs that they get at the beginning of the tournament to build their deck, but, different than Sealed, rather than opening all packs, they apply the following rules:

Players are divided into groups of four to eight persons (*preferably, six*). Those groups are called “Pod(s)”. Each pod sits in a circle around a table, and each player receives a predetermined number of unopened booster packs. Then, players perform the following process:

- 1 – Each player opens one of their packs. If a player opens a pack and it contains a double-sided card, they must reveal that card to all players in the pod.
- 2 – Each player picks a card from the booster pack they have opened, and puts it in front of themselves, face-down.
- 3 – Each player passes the remaining cards from the booster pack they have opened to the next player in clockwise direction, face-down. This way, each player should receive cards from another player.
- 4 – Repeat the steps 2 and 3 until players cannot pass cards to another player from the first booster pack.
- 5 – Repeat the steps 1, 2, 3, and 4 until all booster packs have been opened. When passing cards to the next player, pods should alternate the direction. They should pass in clockwise direction for the entirety of the first, third, fifth, etc... booster packs. For the second, fourth, sixth, etc... booster packs, they should pass the booster pack in a counter-clockwise direction.

When the previous process has finished, each player uses the cards put in front of themselves to build their deck, and any other cards provided by the Tournament Organizer (*including magic stones with the “Basic” supertype, and ruler(s) with the “Basic” supertype*). In Draft Sealed, players should use the following rules:

- They cannot use cards from their collection.
- Their starting ruler should be a ruler with the “Basic” supertype.
- Their deck must contain at least twenty cards.
- Their magic stone deck must contain at least eight cards.
- Their decks may have more than four copies of any card with the same name.

Players only play games against other players in their pod. The Tournament Organizer may ignore this rule if it is announced clearly before the beginning of the tournament.

## **Banned List and Combination Banned List**

The use of certain cards may be prohibited in various ways in constructed formats (limited formats don't have prohibited cards):

- **Banned** – Players cannot use cards that are banned in their decks, starting cards, or sideboard.
- **Combination Banned** – Players cannot use cards of each specific pairs of cards in a combination ban simultaneously between their decks, starting cards, and sideboard.

To know more about the cards included in the Banned list or in the Combination Banned List of Wanderer, Paradox, or Arcana Battle Colosseum, check the following link:

<https://www.fowtcg.com/posts/9>

## **Eligible players**

Most *Force of Will* sanctioned tournaments are open to all players in good standing. Tournament organizers may not arbitrarily prohibit players from participating in events they sanction.

- Some tournaments may be age-restricted; meaning only players within a certain age range may participate.
- Some events may require invitations in order to participate. For those tournaments, invitation requirements will be announced before the beginning of the tournament.

Persons who meet any of the following criteria cannot participate in sanctioned tournaments, and unless they are part of the organization, cannot be in the place where the sanctioned tournament is happening:

- Any Tournament Organizer, Floor Judge, Head Judge, or Expert Judge, being part of the tournament organization. Exceptions to this rule are Level 1 tournaments.
- Employees of EYE SPY PRODUCTIONS PTE. LTD. Exceptions to this rule are tournaments that have been advertised to include playing against the members of the *Force of Will* team, and Level 1 tournaments.
- Players who have been banned by EYE SPY PRODUCTIONS PTE. LTD. (*Banned players cannot be part of the organization of a tournament.*)

## **2 – Responsibilities Within a Competitive-Level Tournament**

During a competitive-level tournament (Level 2 or higher), an internal hierarchy must be respected to ensure the proper functioning and orderly development of the tournament. Each tier within this hierarchy carries specific responsibilities and duties that must be fulfilled to maintain fairness and efficiency throughout the tournament.

The tiers inside this hierarchy are:

- Spectators
- Players
- Staff
- Tournament Organizer
- Floor Judge
- Head Judge or Expert Judge
- EYE SPY PRODUCTIONS PTE. LTD.

### **Common Responsibilities of all spectators and players**

All participants in a tournament share the following common responsibilities:

- Be familiar with and follow all tournament policies applicable to *Force of Will* and the specific format being played during the tournament.
- Conduct themselves respectfully at all times. This includes avoiding the use of profanity and refraining from making offensive remarks or gestures.
- Avoid wearing offensive or inappropriate clothing.
- Refrain from interfering with ongoing matches. Only judges are authorized to answer rules questions or intervene in matches when necessary.
- Avoid making comments about an ongoing match if such comments could be overheard by the players playing the game.
- Notify the Tournament Organizer or a certified judge, within a reasonable time and in good faith, if a player fails to follow a game or tournament rule, or fails to record game results, or records life totals incorrectly, regardless of who may benefit from the error.
- Follow the instructions of any member of the tournament staff.

### **Responsibilities of Floor Judges (Level 1)**

All Floor Judges (Level 1) assist the Head Judge (Level 2) or Expert Judge (Level 3) in maintaining a fair and impartial tournament environment. In addition, Floor Judges are responsible for the following:

- Being physically present for the duration of the tournament.
- Maintaining a level of expertise in game and tournament rules that exceeds that of the players.
- Arriving at the tournament at least 30 minutes before the start of the first round, or earlier if required.
- Monitoring the tournament area and players at all times.
- Performing deck checks quickly and accurately when required.
- Wearing an outfit approved by the organization that clearly distinguishes them from players and spectators.
- Avoiding favouritism toward any player or team.

- Resolving any observed rules infractions promptly and efficiently, providing clear explanations of the ruling.
- Educating players. Every intervention during a match should serve to improve players' understanding of *Force of Will*.
- Ensuring that all tournament penalties are reported to the Head Judge (Level 2) or Expert Judge (Level 3).
- Ensuring that match results are verified by both players and promptly reported to the Head Judge (Level 2) or Expert Judge (Level 3)..
- All responsibilities required of players also apply to Floor Judges (Level 1).

### **Responsibilities of Head Judges (Level 2) and Expert Judges (Level 3)**

The Head Judge (Level 2) or Expert Judge (Level 3) is the final authority on all disputes that arise during a tournament. Their decisions cannot be appealed. The Head Judge or Expert Judge issues rulings, manages tournament staff, and ensures the smooth progression of the tournament. In addition, they are responsible for the following:

- Ensuring that the results for the current round are entered correctly into the tournament software.
- Ensuring that pairings for the next round are prepared promptly.
- Ensuring that the start and end of each round are communicated clearly and efficiently to all players and judges.
- Being available to moderate rules disputes when players appeal a decision.  
In a Level 5 tournament, to avoid conflicts of interest or doubts of favouritism, the final ruling must be issued by an Expert Judge (Level 3) who does not share a mother language with either player involved in the appeal. If this is not possible, the final ruling will be determined in private between the two Expert Judges present at the tournament, after listening an in-depth explanation of the situation granted by the appealed judge.
- Ensuring that Floor Judges (Level 1) and other Head Judges (Level 2) are aware of their duties and responsibilities.
- Ensuring that all judges are properly listed at the start and conclusion of the tournament and communicate said list to the **Expert Judges (Level 3)** via the official *Force of Will* Judge Communication Channel.
- Ensuring to communicate the list of players and which player(s) receive the invites and/or sponsored invites of the tournament to the **Expert Judges (Level 3)** via the official *Force of Will* Judge Communication Channel at the end of the tournament.
- All responsibilities required of Floor Judges (Level 1) also apply to Head Judges (Level 2) and Expert Judges (Level 3).

### **Responsibilities of the Staff**

Staff are any non-Tournament Organizer, Judge, Player, or Spectator attending the tournament. They help set up furniture, police the tournament, take photographs or movies, and any other task that may be required of them to assist with the smooth progress of the tournament.

In addition, Staff are responsible for the following:

- To follow all the instructions related to the tournament of the Tournament Organizer.
- To assist, if needed, the Tournament Organizer or the Judges.

### **Responsibilities of Tournament Organizers**

Tournament Organizers are responsible for running tournaments and ensuring their smooth and successful operation before, during, and after the tournament. This includes expelling staff, players or spectators from the tournament area, if they believe that those persons have impeded the smooth progress and enjoyment of the tournament. A Tournament Organizer may not participate as a player in a tournament they are organizing, except in Level 1 tournaments.

In addition, Tournament Organizers are responsible for the following:

- Making all necessary arrangements for the venue, staff, and materials required to successfully run the tournament. This includes securing the location, recruiting volunteer judges, and ensuring the venue is equipped with tables, chairs, playmats, table numbers, a printer and paper, a computer with tournament software, a timer, and any other necessary materials.
- Ensuring that the tournament is officially sanctioned and reported no later than fourteen days after the tournament.
- Communicating dress code requirements for the staff of the tournament.
- Appropriately compensating judges and tournament staff for exceptional service.
- Ensuring that prizes, entry fees, start times, and tournament rules are clearly announced before the beginning of the tournament.

### **Responsibilities of EYE SPY PRODUCTIONS PTE. LTD.**

EYE SPY PRODUCTIONS PTE. LTD. is the company that owns *Force of Will*. In addition, they are responsible for the following:

- To process requests to host official tournaments, assisting with organizational matters, and promoting them through official channels.
- To oversee and manage all official tournaments.
- To manage the names, deck lists, and pictures of any players attending the tournament, if needed. They may use this information for future promotional material.
- To publish the names and pictures of players, or other individuals who have committed acts of injustice or unfairness for punitive reasons, if needed.

## **3 – Tournament Preparation**

Tournament Organizers are responsible for securing the tournament in advance, defining the tournament's format, entry fee, entry prizes, location, maximum capacity, etc., ensuring sufficient time for players to preregister and join the tournament, and announcing all relevant details. They must also assign tournament staff beforehand if needed, prepare the tournament space on the day of the tournament, and ensure proper cleanup once the tournament has concluded.

Players must prepare all items required for the tournament, or the matches and games of the tournament in advance. These include their starting cards, deck(s), deck list, sleeves, pen and paper, tokens, dice, and any other permitted accessories they wish to bring.

If a Tournament Organizer / Head Judge / Expert Judge determines that one or more items brought by a player are indecent, inappropriate for public display, or suspicious in any way, the Tournament Organizer / Head Judge / Expert Judge may prohibit those items from being used during the tournament.

Additionally, if a Tournament Organizer / Head Judge / Expert Judge believes that an item may provide an unfair advantage (*Ex. Markings, words, symbols, or physical damage*) the item may be banned from use during the tournament.

- Failure to prepare the required items may result in the player being disallowed from participating in the tournament or receiving an appropriate penalty.

### **Deck / Starting cards**

Each player who participates in a constructed tournament must prepare their decks, starting card(s), and sideboard if it is allowed, of their own to participate in the tournament. These decks, cards, and a sideboard must adhere to the tournament's format.

### **Suitable cards for play**

Players can only use official cards of *Force of Will* while participating in tournaments. Proxies or fake cards cannot be used.

Players can use official prize cards of *Force of Will* for participation in tournaments. This includes the cards awarded as the top prize of the level 4 or higher tournaments:

- Acrylic cards
- Metallic cards

If a card becomes damaged to the extent that it is no longer suitable for play, a Judge may issue a substitution card containing the same information as the original card, after verifying the damaged original. If a substitution card cannot be issued, an object with the original card's name clearly written on it is treated as the original card.

- Substitution cards can only be used with a Judge's permission.

Cards bearing certain types of writing, such as artist signatures or minor illustration alterations, may be used with the approval of the Head Judge / Expert Judge, as long as they do not obscure a significant portion of the card's text.

- Any alterations to a card, including writing or symbols, changes to thickness or size, or other modifications, that could provide an unfair strategic advantage are prohibited in tournament play.

If a player uses a card with the [Sealed Item] ability that requires affixing a portion of text, that text portion may be kept separate and substituted as necessary.

### **Deck list**

Tournament Organizers may request deck lists from the players attending that tournament. In a competitive tournament, the Tournament Organizer must obtain a deck list from every player. Usually, a paper form is used, but a Tournament Organizer can decide to use electronic forms.

In constructed format tournaments, players have a fixed amount of time to fill out a deck list including the names of all cards and the quantity of each card they use. The deck list should be written in English, or in the language of the country where the tournament is taking place.

In limited format tournaments, players fill out a deck list detailing each card they received, then write the cards they will use in the deck they have built from their card pool.

### **Sleeves**

Players are allowed to use card sleeves to protect their cards. Whether sleeves are used or not, players must ensure that all face-down cards in their decks are indistinguishable from one another. If a Judge determines that one or more face-down cards are distinguishable, may result in a penalty for that player.

Both clear and opaque sleeves may be used. If a player uses sleeves, all cards within the same deck must use the same type of sleeves. Sleeves that obscure any portion of the front of a card cannot be used. Sleeves that are reflective cannot be used.

- Clear sleeves are transparent sleeves on all sides that allow all card information to be visible.
- Opaque sleeves are sleeves that are transparent on the front side and completely obscure all information on the back of the card.

In casual tournaments, there is no maximum limit to the number of sleeves used on a single card. In competitive tournaments, the maximum number of sleeves per card is two, including inner sleeves, regular sleeves, and over-sleeves. All cards within the same deck must have the same number of sleeves.

- If the number of sleeves causes shuffling or handling difficulties, a Judge may require the player to remove sleeves until the deck can be shuffled or handled properly.

If a player uses cards that contain printed information on both sides, opaque sleeves must be used for that deck. It is recommended that J-rulers and sub-rulers be placed in clear sleeves.

In competitive tournaments, all non-J-ruler, non-sub-ruler, non-extension rule cards must be sleeved in opaque sleeves. Additionally, it is recommended that players use different sleeves for each separate deck they want to bring to a tournament.

Players should be sure to change their sleeves often to avoid wear and damage that may mark their cards. When sleeving a deck, it is advised that players shuffle the deck with the new sleeves before starting the tournament to avoid marking patterns in the case of a manufacturing error that may mark the cards.

### **Pen and paper**

Players must bring pen and paper to fill game forms, keep track of the life during games, etc.

### **Tokens and counters**

During games, some effects may create tokens, and some effects may require counters. The owner of those effects should prepare objects that can be used as tokens or counters prior of starting the tournament.

Counters must be small objects that can manage their kind and amount easily. Tokens must be objects that can represent the same information that cards have. If this cannot be easily determined with that object, a Judge may rule it as illegal for use as a token. In such a case, Judges may provide substitution objects.

### **Dice**

During games, some effects may require rolling one or more dice for one or more players. If either is the case, its owner should prepare 6-sided dice prior of starting the tournament.

Dice must be evenly 6-sided, easily read, and produce a variable between 1-6 a relatively even number of times. The use of any modified, custom, weighted, or otherwise altered dice that may give an advantage to a player, may result in a penalty for that player.

### **Electronic devices**

During casual games, players may use electronic devices with no communication functions to take notes. But also, they may use electronic devices with communication functions (such as a smartphone) to do so as long as they do not communicate.

During competitive tournaments, players cannot use electronic devices unless they are provided or allowed by the Tournament Organizer.

If a player uses an electronic device, its display face must be visible to all players in the game at every point, including when the player is operating the device. If this device is used without the displaced face being visible to them, judges may prohibit it during the tournament. If judges believe that an electronic device is creating an unfair advantage, they may prohibit its use.

### **Other items**

Players must prepare other items that tournaments or games require.

## **4 – Tournament Progression**

At the beginning of each round, the Tournament Organizer or the judges reveal the pairings for that round. Tournaments progress in matches based on these pairings each round.

In each round, players play a match against the other player in their designated pair. Player rankings are to be dictated based on the tournament formats being run.

### **Victory without playing**

Any player who earns a victory without playing (*also called “a bye”*) doesn’t participate in a match that round. Instead, they are treated as having won their match for that round.

### **Draw a match**

If no player in a match meets the winning condition, those players draw that match. In some tournaments, players that have drawn are treated as players that have lost the match.

### **Victory points and matching**

Tournaments assign players victory points each round based on that player’s outcome of the match. Unless specified otherwise, each player gains the following points.

- Match win (*including victory without playing*): 3 Points
- Match draw: 1 Point
- Match loss: 0 Points

In each round, it is recommended to match the players with the same victory points as much as possible. Moreover, each pairing should choose two players who have not yet played in a match with each other during the Swiss system rounds of the tournament.

If there are an odd number of players, choose one player from players with the lowest victory point total and who has not yet received a victory without playing randomly to receive a victory without playing.

## **Dropping from a tournament**

Players may decide to abandon the tournament at any time. That is considered dropping the tournament. Players that have dropped are not matched with anyone during any rounds following the moment when they dropped.

- To drop from a tournament, players must report to a judge via an approved method.
- If a player drops from a tournament after the pairings of the current round have been announced, that player is treated as if they have conceded that match to their opponent.
- In tournaments of limited format, players cannot drop while picking their cards

## **Tournament styles**

Tournaments can be run in one of the following styles:

- Single Elimination
- Double Elimination

- Swiss Rounds (No Finals)
- Swiss Rounds (With Finals)

Tournament Organizers may adjust the number of rounds or how to determine the winners in a tournament by the tournament purpose, number of participants, state of progress, rules of the tournament space, or any other reasons.

### **Single Elimination**

In this style of tournament, a player who loses a single match is eliminated from the tournament. The final player remaining in that tournament is the winner.

- It is recommended for this style of tournament to treat players that draw as losing.

### **Double Elimination**

In this style of tournament, a player who loses two matches is eliminated from the tournament.

The tournament is finished when one of the following conditions that a Tournament Organizer decides are met:

- There is only one player who has not lost a match.
- The tournament reaches the specified number of rounds.
- The final player remaining in the tournament is determined.

It is recommended for this style of tournament to treat players that draw as losing.

### **Swiss Rounds (No Finals)**

In this style of tournament, Tournament Organizers announce the number of rounds that the tournament will have as soon as the number of participating players has been confirmed.

During the Swiss matching part of the tournament, the ranking of a player is calculated applying the following steps:

**1. Victory Point Totals** – Players with higher victory point totals are ranked higher.

**2. Opponents' Match-Win Percentage (OMWP) average** – The tiebreakers are ranked in order by higher opponents' match-win percentage (OMWP) average. To calculate the OMWP average, you must calculate all the players' match-win percentages. A player's match-win percentage can be calculated with the following formula:

$$- \text{[Victory point totals]} / (\text{[Number of rounds matched in]} * 3)$$

The average match-win percentage of all opponents a player has faced becomes that player's (OMWP) average. Exclude rounds that have a victory without playing from the calculation.

- If a match-win percentage is less than 0.33, it is calculated as 0.33.
- If a player has no round with playing, their average is treated as 1.0.

**3. Opponents' OMWP (OOMWP) average** – If two or more players have the same (OMWP) average, calculate the OMWP of each player's opponents' opponents (OOMWP) using the same formula for (OMWP) average. The player with a higher OOMWP average is ranked higher. Exclude rounds that have a victory without playing from the calculation.

**4. After all these steps have been taken**, if a higher-ranked player still cannot be decided, then those players in question are ranked the same. If there still needs to be a distinction of which player is placed in the highest- ranked position, choose that player randomly.

The tournament finishes after the set number of rounds has been reached, then the ranking is decided.

- Tournament Organizers may choose to end the tournament when there is only one remaining player who has not lost a match.

### **Swiss Rounds (With Finals)**

In this style of tournament, Tournament Organizers announce the number of rounds that the tournament will have as soon as the number of participating players has been confirmed.

During the Swiss matching part of the tournament, the ranking of a player is calculated applying the following steps:

- 1. Victory Point Totals** – Players with higher victory point totals are ranked higher.
- 2. Opponents' Match-Win Percentage (OMWP) average** – The tiebreakers are ranked in order by higher opponents' match-win percentage (OMWP) average. To calculate the OMWP average, you must calculate all the players' match-win percentages. A player's match-win percentage can be calculated with the following formula:

- $$[\text{Victory point totals}] / ([\text{Number of rounds matched in}] * 3)$$

The average match-win percentage of all opponents a player has faced becomes that player's (OMWP) average. Exclude rounds that have a victory without playing from the calculation.

- If a match-win percentage is less than 0.33, it is calculated as 0.33.
- If a player has no round with playing, their average is treated as 1.0.

- 3. Opponents' OMWP (OOMWP) average** – If two or more players have the same (OMWP) average, calculate the OMWP of each player's opponents' opponents (OOMWP) using the same formula for (OMWP) average. The player with a higher OOMWP average is ranked higher. Exclude rounds that have a victory without playing from the calculation.

- 4. After all these steps have been taken**, if a higher-ranked player still cannot be decided, then those players in question are ranked the same. If there still needs to be a distinction of which player is placed in the highest- ranked position, choose that player randomly.

When the number of the Swiss system rounds has reached the set number of rounds, the Swiss system rounds are finished and rankings are decided at this time. Then, all players not in the Top cut (*Top2, Top4, Top8, Top16, Top32, etc.*) are eliminated from the tournament. The remaining players engage in either single or double elimination.

- Three-game matches are single elimination
- One-game matches are double elimination.

### **Match styles**

Matches consist of one or more games based on the match style. There are three match styles:

- Three-game matches (with sideboard)
- One-game matches (without sideboard)
- One -game matches (with sideboard)

Tournament Organizers may choose and must announce what kind of match style in the tournament before starting the tournament. The match style cannot be changed after the beginning of that tournament.

- If a game in a match finished as a draw or finishes out of time, that game is treated as non-existent.

### **Three-game matches (with sidebar)**

In this style of match, players play up to a maximum of three games per match. The first player to win two of the three games wins the match.

Players may exchange cards with their sidebar after the conclusion of the first game and/or after the conclusion of the second game in a match.

### **One-game matches (with sidebar)**

In this style of match, players play exactly one game per match. The player who wins the game wins the match.

After both players are seated and present their sideboards, they reveal their ruler(s). Then, players may exchange cards with their sidebar.

### **Three-game matches (without sidebar)**

In this style of match, players play exactly one game per match. The player who wins the game wins the match. Sideboards are not used.

- This match style is recommended only to be used for casual tournaments.

## **Match preparation**

For each match, players move to their designated table and play their match against their designated opponent player. After being seated, players present their decks, starting cards, and sidebar to their opponent. From this point of time onwards, players must keep their deck, starting cards, and sidebar in the playing area, visible at all times. Also, players may not place cards other than their deck, starting cards, and sidebar on the playing area or where their sidebar is kept. Exceptions to this rule are promotional cards distributed at the tournament by the Tournament Organizer.

## **Determining the first turn player**

In the first game of each match, **players choose a player at random and that player becomes the first player of this game and begins the game, playing first (their turn is the first turn of the game).** Players must **choose** who plays first randomly, **that player cannot choose to play second, and must take the first turn.**

In each round of Top cut (*Top2, Top4, Top8, Top16, Top32, etc.*) of a single elimination tournament style, **in the first game of each match, when players would choose who plays first, the player in each pairing with a higher Swiss ranking from that tournament decides who becomes the first player of that game and begins the game, playing first (their turn is the first turn of the game).**

From the second game onwards in each match (*in all tournament styles*), **when players would choose who plays first, the player who lost the previous game decides who becomes the first player of this**

game and begins the game, playing first (*their turn is the first turn of the game*). Exceptions to this rule are matches where the last game player was a non-consensual draw. If that happens, the player that did not begin the game in the last game of the match begins the game in the next game of the match.

## **Game preparation**

To start a game in a match, apply the following game preparation steps in order:

1. If the game is the second or subsequent game in a three-game match, players may exchange cards from their sideboard. Then, they present their sideboard to their opponent, ensuring the number of cards in their sideboard matches the number of cards their sideboard had at the beginning of the match.
2. Each player presents their ruler(s), sub-ruler(s) and extension rule.
3. Each player shuffles their own deck. Each player shuffles their own magic stone deck. After shuffling both decks, each player presents them to their opponent, ensuring the number of cards in their (deck/magic stone deck) matches the number of cards their (deck/magic stone deck) had at the beginning of the match. Once a player presents any deck to their opponent, the contents of their decks are fixed and cannot be changed. Players have a maximum of three minutes for this step. Exceeding the time limit of three minutes may result in a penalty for that player.
4. Players then shuffle their opponent's deck. Players then shuffle their opponents magic stone deck. In a competitive tournament, this action is required. A player not shuffling the deck or magic stone deck of their opponent in this step may result in a penalty for that player.
5. Players choose randomly who begins the game in this game.
6. Players perform the first steps of the game: set up their starting hand, mulligan, etc.
7. After performing those first steps of the game, the game begins.

## **Recording information**

To record information, players should use pen and paper, or a similar substitutionary item to record information and refer back to it.

- Players may not refer to information during a match that was not recorded during that match.
- Players must keep track of each player's life points in a game, and record them. Also, is their responsibility to record critical information relevant to the progression of each game.

Players may record information during the deck construction in limited tournaments, but they may not do so during drafts.

## **Game progression**

During a game, players have three responsibilities: ensure the proper shuffling of any deck, to communicate with each other clearly and sufficiently, and to ensure that both players understand what is happening at any given point of action in the game.

### **Shuffling**

During game preparation and during a game, the rules, abilities, or effects instructs players to shuffle a deck or a group of cards. To shuffle, randomize properly the card order of that deck or group of cards. When doing so, it should be done in a way that no player, including the one shuffling, can know the order of position of any of the cards being shuffled.

- Players must shuffle combining two or more shuffling ways. (*Ex. Pile shuffling does not count as proper shuffling, as it does not truly randomize the order of cards. It is only recognized as counting the number of cards. Also, because faro shuffling difficult to randomize a part of the pile of cards, players must combine it and other shuffling ways like overhand shuffling.*)

After a player shuffles their deck or a group of cards of their own, their opponent has to shuffle that deck or group of cards. After they have exercised this obligation, shuffling concludes.

- If a player would shuffle multiple times the same deck or group of cards during the same turn, they may shuffle only once unless doing so does not interfere with the game (*Ex. For example drawing cards or referring to the top of them*). In this situation, the number of times of shuffling is considered equal to the number of the resolved effects that instructs to shuffle.

### **Communication**

During each game, players have the responsibility to communicate with each other clearly and sufficiently, to ensure each game runs smoothly. If it progresses to an undesirably slow or fast pace, players should call a judge, to return the game to a proper pace.

During a game, information that cannot be checked visually (*Ex. The current phase, number of produced will, the current amount of damage a card has been dealt, etc.*) or when applying a calculation or effect (*Ex. How many kinds of a specified card are in a certain zone, card status, etc.*), are treated as information revealed to all players. If any player requests information regarding such things, their opponent must answer as accurately and correctly as possible.

- If a player requests information about a card that is not public/revealed, their opponent is not required to answer. However, their opponent may not mislead or misinform about that information.

If players are requested to provide any information to a Judge, they must do it as accurately and correctly as possible.

### **Procedure Simplification**

Players have mutual responsibilities to ensure that both players understand what is happening at any given point of action in the game. If a player is requested to explain an action, the player should explain it clearly. Players may request careful handling of a problematic action.

As long as both players recognize, actions in a sequence may be performed without going through the actual motions of performing them to save time, while applying the final results of this sequence.

*Ex. If a player banishes a card by the cost of an activate ability, puts it into the field by the effect of the ability, and banishes it again..., they may simplify these processes up to an arbitrary number of times.*

Their opponent may choose to respond to the part of these actions in such a sequence. If they do, perform all relevant parts of the sequence first leading up to that player's response.

*Ex. If a player banishes a card by the cost of an activate ability, puts it into the field by the effect of the ability, and banishes it again..., they may simplify these processes up to an arbitrary number of times. If their opponent wants to respond to the third sequence, they respond after the player performs these processes twice.*

## **Finishing a match**

To finish properly a match, players must report the match results via the approved method to a judge or to the Tournament Organizer as quickly as possible.

If time has run out for the round, and a match has not concluded, apply the following steps:

1. In a Level 2, 3 or 4 competitive tournament, players take an additional three turns after the current turn player finishes their turn.
2. In a Level 5 competitive tournament and in any side event of a Level 5 tournament, players take an additional three turns after the current turn player finishes their turn, using a maximum time limit of 10 minutes.

After those steps, if a winner is not decided and the tournament style is single elimination, the match is being played in the Top cut, or the match is being played at the final round of a Swiss round of a Level 3 or higher competitive tournament, apply the following steps to determine a winner.

Otherwise, that game ends in a draw.

1. If the tournament uses three-game match styles and one player has won a game and the other player has not in the match, the player who won a game wins the match.
2. If a winner is not determined via the above information, the player with the highest life wins the current game in the match.
3. If both players are equal in their lives, the game continues with a Judge presiding over the game, and at the first change in any player's life, the player with the highest life wins the current game in the match.
4. If there is currently no game in progress and both players in the match have the same number of game wins within said match, a new game begins with a Judge presiding over it. In this new game, if both players are equal in their lives, the game continues, and at the first change in any player's life, the player with the highest life wins the current game in the match.

Each player must restore their decks, cards, and sideboard to the same state at the beginning of the tournament when their match is finished.

## **Intentional Draw**

Players may end a game in a draw if both players agree at any point in it before ending. After both players agree and the game ends in a draw, that game is treated as never played and a new game begins. In this case, the same player who took the first turn in the previous game takes the first turn.

Players may end a match in a draw if both players agree, that tournament style is not single elimination, the match is not being played in the Top cut, or the match is not being played at the final round of a Swiss round of a Level 3 or higher competitive tournament.

- Players will have to agree to end the match in a draw in front of a Judge at any point before that match ends. If the tournament uses a three-game match, treat this draw as both players having won one game each.

## **Prize Splits**

When there are only two players remaining in the Top cut of a single-elimination tournament style, prior to the beginning of the final match, those players may choose to split prizes.

- Only prizes offered to the winner and to the second qualified by ranking may be negotiated while splitting prizes: nothing may be added from outside the official, advertised prize pool (*Ex. Cash, additional product, etc*).
- All negotiations must be done in the presence of the Head Judge / Expert Judge of the tournament.
- Players may never concede for prizes. That would be considered bribery.

After splitting the prizes, a player may choose to drop prior to the beginning of the final match in order to preserve their ranking. In such cases, the remaining player in the tournament has a victory without playing in the final match.

## **5 - Substitution cards**

During the game, if a non-intentional accident occurs and a card becomes damaged or torn, a Judge may issue a substitution card treated as the same card that was damaged or torn.

- A substitution cards must have all necessary information of the card being substituted written on it by a Judge. It must also include the Judge's signature and the date.

Players who use a substitution card must inform their opponent before the beginning of their match. When that card is in a hidden area, the substitution card is used instead of the original card. When that card is put into a public area, the substitution card should be swapped out for the original card.

### **Missing Cards**

If a player discovers that a card in their deck, magic stone deck, or starting cards (*excluding their sideboard*) is missing before their match begins, they must find the missing card or obtain another copy of that card before their next match begins.

If that player fails to do this, they lose the first game of that match. Then, if the tournament's style is three-game match, the player has up to five minutes to find that card or to obtain another copy if that card before the next game begins. If that player fails to do this, they lose that match.

If a player discovers that a card in their sideboard is missing before their match begins, they must find the missing card or obtain another copy of that card before their next match begins. If that player fails to do this, they begin the match without that card, and has to play the rest of the tournament without that card in their sideboard.

- In those situations, substitution cards cannot replace missing cards.

## **6 – Infractions and penalties**

This section is intended to help judges determine the appropriate penalty when a tournament or game rule infraction occurs. This helps to create and ensure fair and consistent tournament environments for all players.

Cheating or severe unsporting behaviour will not be tolerated. It is assumed that, for the majority of the penalties listed in this section, the player committed the infraction unintentionally. If a judge suspects that the player is intentionally committing infractions, they should bring it to the attention of the Head Judge / Expert Judge. In such situation, the infraction may be considered Cheating, and the appropriate penalty should be applied after an investigation.

Certain severe infractions can be not considered Cheating after an investigation. Those will be considered honest mistakes. As such, even if the sanction should be applied, honest mistakes will be addressed in a fair and educational manner by the judges, and the sanction will be reduced, if possible.

If players, spectators, or judges violate the rules or their responsibilities, they may be assigned a penalty from a judge or Tournament Organizer. The penalty will depend on several factors, such as the level of the tournament, the severity of the infractions, the situation in which they infringed, the player's history during the tournament, etc.

It is recommended that penalties are assigned by a Head Judge / Expert Judge for managing and accumulating information. The assigned penalties and their reasons should be shared among the judges in the tournament.

### **Ruling Appeals**

During a tournament, players playing that tournament who believe that a Floor Judge has made an incorrect ruling, have the right to appeal to the Head judge / Expert Judge. The ruling of the Head judge / Expert Judge ruling cannot be appealed. In all situations, the Head judge / Expert Judge must be physically present at the match in question to answer the appeal.

- Players cannot appeal rulings after the game where the ruling was given has concluded.

If a Head Judge / Expert Judge gives a wrong ruling, and the Tournament Organizer or themselves discover that the ruling is wrong, that ruling must be applied the same way until the tournament finishes, or, if the tournament is played in more than one day, until the end of that day.

- Although an incorrect ruling can alter the integrity of a tournament, it must be remembered that Judges are people, they are under a lot of pressure, they have a huge burden of responsibility, and, therefore, it is legitimate for them to make mistakes.
- The information regarding that wrong ruling should be sent to EYE SPY PRODUCTION PTE.LTD.. An investigation will be opened after the tournament, to discover the reasons behind the appliance of the wrong, and the implications it may have had for the tournament or players.

### **Penalty types**

There are four different penalties available to judges. Application of these penalties is based on the type of the infraction committed and the kind of the tournament (casual or competitive):

- PT1 – Warning (W)

- PT2 – Game Loss (GL)
- PT3 – Match Loss (ML)
- PT4 – Disqualification (DQ)

### **PT1 - Warning**

Warnings are a way to track minor infractions. The purpose of the Warning penalty is to alert the Tournament Organizer and the judges, as well as the player receiving the infraction, of potential problems. Warnings are used to track patterns and identify problematic players, so judges should take the time to report the Warnings they issue.

If a Warning is assigned, it must be recorded and stored for information on future tournaments by EYE SPY PRODUCTION PTE.LTD.

### **PT2 - Game Loss**

The Game Loss penalty is a forced concession of the current game.

- If a player is between games, the Game Loss penalty should be applied to the next played game in that specific tournament.
- If the player is between games and simultaneously commits a Game Loss and a Match Loss infraction, apply the Match Loss penalty first, followed by the Game Loss penalty.

In the event of a Game Loss penalty before players begin a match, which could occur due to a deck check, neither player is allowed to use their sideboard prior to the first played game.

If a Game Loss is assigned, it must be recorded and stored for information on future tournaments by EYE SPY PRODUCTION PTE.LTD.

### **PT3 - Match Loss**

The Match Loss penalty is a forced concession of the current match.

- If a player is between matches, the Match Loss penalty should be applied to his or her next match in that specific tournament. In addition, the Head Judge / Expert Judge may apply the Match Loss penalty to the next match if he or she believes that applying the penalty to the current match is not severe enough as would be in the case of a player about to lose the current match.

If a Match Loss is assigned, it must be recorded and stored for information on future tournaments by EYE SPY PRODUCTION PTE.LTD.

### **PT4 - Disqualification**

The Disqualification penalty is a forced concession of the current match and the act of dropping a player from the tournament. This penalty has two degrees of severity: with or without prize.

- In the event of a Disqualification with prize, the player may still be eligible for tournament prizes after the event is over.
- In the event of a Disqualification without prize, the player cannot receive any prize during that tournament, with the prize structure shifting down as though the player did not exist in the standings. A player that was disqualified without prizes may keep prizes already awarded to them prior to the Disqualification, but does not receive any further prizes.

Only the Head Judge / Expert Judge leading the tournament may issue the disqualification penalty. Judges should refer to the Disqualification Reporting section for additional instructions regarding disqualifications without prize.

- A Disqualification as a result of repeated upgraded infractions will always be with prize.

If a Disqualification (*with or without prize*) is assigned, it must be recorded and stored for information on future tournaments by EYE SPY PRODUCTION PTE.LTD.

## **Penalty reporting & administration**

This section explains the process by which judges administer and report penalties. All kinds of penalties should be immediately followed by an explanation of the infraction, explanation of the penalty, potential consequences for repeat offenses of this infraction, and education of the player receiving the penalty.

### **PR1 - Reporting penalties**

When a judge issues a penalty to a player, the judge must report the penalty to the Head Judge / Expert Judge. They will send the details of the penalty to the Tournament Organizer and to EYE SPY PRODUCTION PTE.LTD.

The preferred way to communicate a penalty to a Head Judge / Expert Judge is to write, and circle, the appropriate code (W, GL, ML or DQ) on the front of the result slip next to the player's name. In addition, a judge should write down all of the details of the penalty on the back of the match result slip for the match in which the penalty was issued. Those details should include the name of the player that received the penalty, the infraction committed, the penalty for that infraction, a brief explanation of what happened, and either the initials or full name of the judge issuing the penalty. It is always a good idea for the Tournament Organizer of an event to gather a list of all judges' names and initials to provide to the Head Judge / Expert Judge.

- A player may not avoid a penalty by dropping from the tournament, conceding a game, or conceding a match. While Tournament Organizers or judges cannot stop the player from performing those actions, they should communicate to the player that such actions have no impact on the penalty and still record the penalty.
- Additionally, a player not currently participating in an event may be enrolled into that event for the purposes of tracking any infractions they incur as a spectator, and then subsequently dropped from that event.
- Players may never waive penalties for their opponents.

### **PR2 - Disqualification reporting**

A player does not need to be currently enrolled in the tournament to be disqualified. If a spectator or someone on tournament premises commits an infraction that warrants a disqualification, they should be enrolled into the tournament and disqualified using procedures outlined below. Only the Head Judge / Expert Judge can issue a Disqualification penalty.

- Disqualifications with prize never require reporting to EYE SPY PRODUCTION PTE.LTD.
- Disqualifications without prize at Competitive RL tournament always require reporting to EYE SPY PRODUCTION PTE.LTD.
- Disqualifications without prize at Standard RL tournaments do not require reporting to EYE SPY PRODUCTION PTE.LTD. except in the cases of theft or aggressive behaviour.

When reporting is required, if the Head Judge / Expert Judge issues the Disqualification (without prize) penalty to a player, the Head Judge / Expert Judge must attempt to collect statements from all relevant parties who were involved in the disqualification. As part of submitting their statement, the Head Judge / Expert Judge must include their name, the event name, the event date, and the name of the player receiving the penalty. The Head Judge / Expert Judge should also include all relevant details surrounding the penalty, including decklists, player background information, and details of all communication with players, spectators, and judges involved. The information related to the Disqualification (without prize) penalty should be given to the Tournament Organizer and sent to EYE SPY PRODUCTION PTE.LTD.

### **PR3 - Additional time**

If the penalty investigation and administration interrupted the game for longer than one minute, the judge must add additional time to the match. Because of this, the judge should always note the tournament time when they become involved in a game.

- A player may ask for additional time before it is granted.

### **PR4 - Repeat offenses**

Penalties for repeat offenses at a Competitive tournament may, or may not, be upgraded to a higher penalty if the Head Judge / Expert Judge decides that needs to be upgraded.

- Almost all infractions in a Competitive tournament should be upgraded for repeat offenses. There are exceptions to this noted in the affected individual penalty listings.

The standard penalty upgrade path is the following:

- Warning >>> Warning >>> Game Loss >>> Match Loss >>> Disqualification with prize

If an infraction follows a different upgrade path, that path will be noted in that infraction's specific section and sent to EYE SPY PRODUCTION PTE.LTD.

The quickest method to review for repeat offenses is to check with the player if they already have penalties recorded for similar infractions. Then once the match resumes, the judge should check with the Head Judge / Expert Judge. The Head Judge / Expert Judge will have up-to-date information regarding players' penalty history for the tournament. In the case of conflicting information from the Head Judge / Expert Judge, the player should be investigated to see if they are guilty of lying to a Judge.

### **PR5 - Deviation**

To deviate from the standard penalty is to assign a penalty that is not normally associated with the specific infraction. This document is a guide for the application of penalties. In extreme cases, only the Head Judge / Expert Judge has the authority to deviate from standard penalties.

- Extreme cases are rare and may include situations that cannot be categorized into any existing infraction. A judge's desire to educate the player, the judge's level, or the player's experience with tournaments, age, or past history are not to be considered extreme cases. Judges should not deviate from standard penalties in these cases.

When judges are explaining a penalty guide deviation to the players, judges should be very clear what the standard penalty is to the infraction and why they are choosing a different penalty.

- Additional explanation is needed because there is a greater potential to appear biased in front of the players.

The specific deviations laid out in the infraction descriptions do not have to be extreme cases to apply. Only the Head Judge / Expert Judge has the authority to deviate from a penalty. If another judge believes that a deviation is appropriate, they must consult the Head Judge / Expert Judge before deviating from a penalty.

### **PR6 - Reverse engineering**

Reverse engineering of penalties occurs when a judge first decides what type of penalty a player should receive and then tries to match an infraction based on the penalty. This creates an initial decision bias for a judge and is not fair to the players.

- Judges should never reverse engineer penalties.

To avoid this, judges should first determine what infraction occurred and then refer to the penalty guide for the appropriate penalty.

## **Infraction Types**

This section explains specific infractions and the appropriate penalties associated with those infractions. Most infractions are grouped into categories which may have additional explanations associated with them. Each infraction will first explain the circumstances in which this infraction can occur, followed by any additional consideration for a judge when they are deciding which infraction to apply. Then additional instructions for the judge, such as fixes used for the infraction, are listed, followed by the penalties for Casual and Competitive tournaments.

Most infractions descriptions are followed with examples that briefly list the circumstances that lead to the infraction and the appropriate actions by the judge(s).

## **Game errors (GE)**

Game errors happen during the course of game play and are usually play errors that result in a game state that is not as it should be. All penalties in this section presume that the error was committed unintentionally. If the judge believes that the error was intentional, they should refer to the Cheating category of infractions.

Both players are expected to maintain the rules of the game and share responsibility for any game errors that occur when the error involves public information. As such, it is possible for an opponent of the player that is guilty of a particular game error infraction to receive a penalty for failing to maintain an accurate game state as described in that infraction section further below. Exceptions to this rule are Game Errors involving private information. In those situations, the responsibility for the private game state lies with the player guilty of the particular infraction. In those situations, opponents cannot commit the Failure to Maintain Game State infraction.

### **GE1 - Game Rules Error**

This infraction occurs when a player fails to follow game procedures or rules correctly. This generic infraction only applies when the error does not fall into another more specific infraction.

If the judge believes that the players noticed the error within no more than one turn for each player, and the game play situation is simple enough to rewind the game state without significant disruption to the course of the game, the judge may rewind the game to the point of the error.

- Errors discovered immediately should always be rewind.

To rewind the game, the judge instructs each player to undo actions until the game returns to immediately prior to the error. Each drawn card that is known to both players is returned to the top of the deck in the appropriate order. For each other draw where cards are not known to both players, the judge should instruct the player to place a random card from their hand to the top of their deck.

- If the judge believes the situation is too complex and/or rewinding could affect the course of the game, the judge should leave the game state as is and not attempt any fixes.
- Judges should never attempt partial fixes to the game state. Either everything is rewind or nothing is.

The penalty for a Game Rules Error is a Warning at Casual and Competitive tournaments. All Game Rules Error infractions are considered the same for the purposes of upgrading the penalty.

*Ex. A player plays “Disaster at Sasaru Palace” destroying a light attribute resonator. A Warning for Game Rules Error should be issued to the offending player. The resonator should be left in the graveyard unless the judge feels that the game state can be backed up prior to the error. If more than two turns have elapsed, the game state stays as it is.*

*Ex. A player unintentionally pays 2 wills to play a resonator with total cost 3. Upon review, it is revealed the player committed two previous Game Rules Errors earlier this game. As this is their third Game Rules Error offense, a Game Loss should be issued to the offending player, and that player should be informed the next infraction of this kind will result in a Match Loss.*

## **GE2 - Illegal Game State**

This infraction results from a prior misplay not caught by either of the players.

Both players are expected to maintain a legal game state. Because decisions and plans have been made based on the current state, judges should not rewind or fix the game to compensate for potential advantages gained from the illegal game state. In addition, any opponent of the player that received the Illegal Game State infraction should receive a penalty for failing to maintain an accurate game state.

- Judges should use game-specific ways to make the game state legal, such as performing Rule Processes. If the infraction is caused by a player not having made a required choice, judges should instruct the player to make that choice.

The penalty for an Illegal Game State is a Warning at Casual and Competitive tournaments. All Illegal Game State infractions are considered the same for the purposes of upgrading the penalty.

*Ex. A player forgets to put into its owner’s graveyard a “Necromancy of the Undead Lord” that was added to a resonator that was destroyed. This violates game rules. A Warning is issued to the player for Illegal Game State and he must immediately put that card into its owner’s graveyard because of the game rules violation.*

*Ex. A player played “The Triad, Axbrynian Dragonoid Court”, and as it entered the field, they forgot to name two cards. Since naming those cards is not optional, when the error is discovered, that player will receive a Warning for Illegal Game State and must name the cards at that time.*

## **GE3 - Missed Triggered Automatic Abilities**

This infraction occurs when players miss a trigger in the game and fail to perform actions that the trigger requires. There are two types of triggers, optional and mandatory.

Optional triggers usually contain the word “may” or “can” in the text. Any trigger not containing those words are mandatory triggers.

- **Optional** triggers are the responsibility of the player whose card caused the trigger and are part of the skill testing of playing the game. The opponent is not required to remind the

player about optional triggers. Judges should assume that the player chose not to perform the optional action and should not issue a penalty for the infraction.

- **Mandatory** triggers must be resolved properly and it is the responsibility of all players to make sure this happens. An opponent is not required to point out the existence of a mandatory trigger until immediately after the time for it to resolve has passed usually marked by the attempt to take a subsequent action.

Some triggers have a default option described in the trigger. When a player misses this type of a trigger, judges must resolve the default action from the trigger immediately without regard to timing rules. If such action causes some spells or abilities on the chase to no longer be legal, the judge must rewind the game state to the point where all such spells or abilities can be removed. If resolving the default action creates other triggers, they trigger and resolve following the normal timing rules for the game.

Some mandatory triggers need to target under certain conditions in their (Effect). If the conditions are not met, it is not considered a mandatory trigger, but an optional trigger.

*Ex. This mandatory trigger “<Lunar Eclipse> At the end of your turn >>> If you control magic stones with five magic stone types, target a magic stone entity and a non-magic stone entity. They don't recover during their controller's next recovery phase. Each turn, only one <Lunar Eclipse> ability triggers per player.” will be considered an optional trigger if the conditions are not met when the trigger **has to be played, and therefore, its controller may decide not to play it.***

*Ex. This mandatory trigger “Whenever this card attacks >>> If this card's ATK is 1000 or more, this card deals 700 damage to target resonator.” will be considered an optional trigger if the conditions are not met when the trigger **has to be played, and therefore, its controller may decide not to play it.***

Some mandatory triggers will not have a default option described in the trigger. When a player misses this type of trigger and the error is caught before two a turn of each player has ended, judges should add the trigger to the chase using specific timing rules for the game. If more than two turns have passed since the trigger should have occurred, judges should leave the game as it is.

- In those situations, judges do not rewind the game state to the point where the trigger should have triggered.
- In those situations, all players have the option to respond to the trigger.
- In those situations, any choices to be made for such a trigger may not involve objects in referenced areas that were not present at the time of the event that caused the trigger.

Tracking mandatory triggers is the responsibility of both players. The player whose card creates a trigger receives the Missed Trigger infractions. Opponents of the player that receive the Missed Trigger infraction, receive a Failure to Maintain Game State infraction, if they had an opportunity to correct the Missed Trigger infraction, but did not do so immediately.

**In Casual tournaments no penalty exists for this infraction. In Competitive tournaments no penalty exists for this infraction unless that Missed Trigger is detrimental for its controller and the player missing the trigger owns the source of that trigger. In that situation, the penalty for a Missed Trigger is a Warning for Competitive tournaments. The current state of the game is not a factor that should be used to determine whether a Missed Trigger is detrimental or not, but it is possible that certain abilities or effects may be used to determine whether a Missed Trigger is detrimental or not, depending on the state of the game and who they affect. All Missed Trigger infractions are considered the same for the purposes of upgrading the penalty.**

*Ex. A player plays “Door of Time” with X=2. It resolves, and at the end of their next turn, its controller forgets to trigger the delayed trigger “At end of turn >>> You lose the game.”. As the opponent's turn starts, the error is noticed. The effect (losing the game) is clearly detrimental for its controller, so, a Warning must be issued.*

*Ex. A player controls an entity that says “At the end of your turn >>> Draw a card.”. The next time that ability triggers, its controller forgets to trigger it. As the opponent’s turn starts, the error is noticed. The effect (drawing a card) is clearly not detrimental for its controller; so, no penalty exists for this infraction.*

*Ex. A player controls an entity that says “At the end of your turn >>> Draw a card.”. Their opponent controls “Thir'ahmh's Pack of Hounds”, that has the ability “Whenever your opponent draws a card >>> They lose 300 life.”. The next time the ability of “At the end of your turn >>> Draw a card.” triggers, its controller forgets to trigger it. As the opponent’s turn starts, the error is noticed. The effect (drawing a card) combined with the ability “Whenever your opponent draws a card >>> They lose 300 life.” is clearly detrimental for its controller; so, a Warning must be issued..*

#### **GE4 - Failure to Maintain Game State**

This infraction occurs when players fail to notice a rules violation committed by their opponent. Since it is the responsibility of all players to maintain the correct game state, this infraction is usually the counter-part to other Game Error type infractions.

- This penalty is issued to opponents that could have noticed the error, but did not.
- Judges should not issue this penalty to players that had no opportunity to notice or correct Game Error type infractions. This happens when the error occurs with private information or the error is immediately noticed by a player.

The penalty for Failure to Maintain Game State is a Warning for Casual and Competitive tournaments. This penalty should never be upgraded as it would discourage players that discovered the error from calling a judge.

*Ex. A player targets a resonator that has [Barrier] with a spell or ability that targets. This error is not noticed for a turn. The judge should issue a Game Rules Violation infraction to the offending player and a Failure to Maintain Game State to the opponent.*

*Ex. A player attacks with a resonator without [Swiftness] or [Belligerence] that was just put in play this turn. This is not noticed by either player until after battle resolves. The player who controlled the resonator is assessed a Game Rules Violation infraction and his opponent should receive a penalty for Failure to Maintain Game State infraction.*

#### **GE5 - Looking at Extra Cards**

This infraction occurs when a player accidentally sees cards from any deck when they were not supposed to.

The disruption to the game is minimal. However, there is a degree of advantage gained here. To fix this, judges should first determine if part of the deck is a known order via any game effects. If the judge is able to determine what portion of the deck is a known order via some other game effects, he must have the player separate that portion of the deck from the rest in that order. Once the deck is separated into random and known portions, the judge has the player add the erroneously revealed card(s) to the random portion of the deck and the player shuffles that portion. Once the revealed cards are shuffled into the random portion of the deck, the judge has the player combine the random portion of the deck with the known portion and play continues.

- In Casual tournaments, if the judge is unable to determine if a non-random portion of the deck exists, he should have the player randomize the whole deck.
- In Competitive tournaments, if the judge is unable to determine the extent of the non-random portion of the deck, the judge should upgrade this infraction to a Game Loss penalty.

The penalty for Looking at Extra Cards is a Warning for Casual and Competitive tournaments. All Looking at Extra Cards infractions are the same for the purposes of upgrading the penalties.

*Ex. A player resolves the automatic ability of “Enkidu, Gilgamesh's Best Friend” but looks at the top four cards of his deck for mistake. The player should receive a Warning for Looking at Extra Cards. The judge should determine if any other game effects have ordered any other portions of the deck and set those aside. The judge should have the player shuffle the fourth revealed card into the random portion of the deck and then place the known portion with it.*

## **GE6 - Drawing Extra Cards / Breaking Extra Cards**

This infraction occurs when a player incorrectly draws extra cards or reveals extra cards from his Lifebreak Area. A card is considered to be drawn once that card is combined with the rest of his or her hand. A break is considered to be performed as a player looks at and/or reveals the top card from his Lifebreak Area.

- If the judge is able to deduce through the circumstances of the game what extra card the player drew, this infraction should be downgraded to a Looking at Extra Cards infraction and that remedy applied.

If a player drew too many cards at the start of the game, remove random cards from the player's hand until he has the appropriate number of cards. Then that player shuffles the extra cards back into his deck and the penalty is downgraded to a Warning. This would also apply for a player who drew when going first instead of skipping his draw phase.

Cards drawn as a result of an earlier Game Rules Error may, or may not be Drawing Extra Cards infractions. In order to determine how to handle this type of situation, the judge must ask the following question: "Did the Game Rules Error immediately result in the player drawing a card or cards?"

- If yes, then the Drawing Extra Cards infraction is correct, and the appropriate penalty should be applied.
- If no, then the card draw is considered legal, and only the appropriate penalty for the earlier Game Rules Error should be applied.

For Casual tournaments, the judge should randomly select a card from the player's hand and place it on top of the player's deck. This card is not revealed to the opponent. When determining the random card, the judge should exclude cards from the player's hand that both players can agree were there, for example, if one of the cards was revealed via an earlier game effect.

Similarly, for Casual tournaments, if a player performs an illegal break by looking at and/or revealing one or more Extra Cards from his Lifebreak Area, those cards will be shuffled back into their deck. Then, that many cards will be placed from the top of their deck to the top of their Lifebreak Area without being revealed.

The penalty for Drawing Extra Cards / Breaking Extra Cards in Casual tournaments is a Warning. In Competitive tournaments, it is a Game Loss.

*Ex. A player at a Competitive tournament plays a "Lionel's Determination" choosing the first option targeting an attacking "Ishtar, Lady of the Impassive Face", and it resolves and that player draws a card. Then, the opponent attacks with three more resonators, and ends their turn. At the end of turn, players discover that "Lionel's Determination" wasn't able to target "Ishtar, Lady of the Impassive Face", at which time the earlier Game Rules Error is realized. In this situation, the Game Rules Error was using "Lionel's Determination" on an illegal target. Since that action did immediately result in a card being drawn, there is a Drawing Extra Cards infraction.*

## **GE7 - Failure to Set Lifebreak Area**

This infraction occurs when a player fails to set his Lifebreak Area before a game starts. Usually, the disruption to the game is minimal; To fix this, judges should first determine if part of that player's deck is a known order via any game effects. If the judge is able to determine what portion of the deck is a known order via some other game effects, they must have the player separate that portion of the main deck from the rest in that order.

Once the main deck is separated into random and known portions, the judge must have the player set his Lifebreak Area with the top four cards from the random portion of the deck. Once done, the

judge has the player combine the random portion of the deck with the known portion and play continues.

If this infraction is discovered before the player draws his first card (*or before manipulating his main deck via any game effect*), it should be treated as a Game Rules Error instead.

- In Casual tournaments, if the judge is unable to determine if a non-random portion of the deck exists, he should have the player randomize the whole deck then he should have the player set his Lifebreak Area.
- In Competitive tournaments, if the judge is unable to determine the extent of the non-random portion of the deck, the judge should upgrade this infraction to a Game Loss penalty.

The penalty for Failure to Set Lifebreak Area is a Warning for Casual and Competitive tournaments.

In Competitive tournaments, repeated offenses of Failure to Set Lifebreak Area follow this penalty upgrade path:

- Warning >>> Game Loss >>> Match Loss >>> Disqualification with prize.

### **GE8 - Failure to Set the Ruler Card**

This infraction occurs when a player fails to set their ruler(s) before a game starts.

Each player is both responsible to set their ruler card(s) and to check if their opponent set their ruler card(s) immediately before the game starts. This may happen by shuffling the ruler into a deck, or simply by failing to put the ruler card(s) into the ruler area.

Usually, this infraction is discovered when the game is about to start or immediately after the game started, during the first turn of the player who committed this infraction. To fix this, judges should pull the ruler card out from a deck (*if it was shuffled into a deck for mistake*) or have that player sets their ruler card(s) (*if they simply failed to put their ruler card(s) into the ruler area*).

The penalty for Failure to Set the Ruler Card is a Warning for Casual and Competitive tournaments. A penalty for Failure to Maintain the Game State should be issued to that player's opponent as well.

### **GE9 - Failure to Reveal Cards**

This infraction occurs when a player incorrectly puts a card into his or her *hand (or into a hidden area)* without revealing it, despite they were supposed to do so according to a "search" action instructing to take a card with specific information. This infraction happens when the card a player failed to reveal is combined with the rest of their hand.

- If the judge is able to deduce through the circumstances of the game what card the player put into their hand, this infraction should be downgraded to a Game Rules Error infraction and they should instruct that player to reveal that card to their opponent.
- The same happens when all cards in that player's hand would result to be legal cards for that "search" action: in such situation, the judge should downgrade the infraction to a Game Rules Error and instruct that player to reveal their entire hand to their opponent.

The penalty for Failure to Reveal Cards is a Game Loss for Casual and Competitive tournaments.

## **Tournament errors (TE)**

Tournament errors are violations of the tournament rules. Tournament rules exist to ensure a fair tournament experience for all players.

### **TE1 - Official Policy / Announcement Violation**

This infraction occurs when a player fails to follow Official Tournament Policy, or fails to follow general announcements during the tournament.

- Players are responsible for knowing and understanding Tournament Policy and must comply with general announcements from Tournament Organizers. Failure to do so creates a disruption to the tournament and may create an unfair playing environment for others.

This penalty is also appropriate for exceeding any time limits in an environment outside of a match to include any registration limits for sealed pool build or deck construction. In this case this infraction should be issued after five minutes have passed after the time limit has expired. A second instance of this penalty is appropriate after another five minutes.

- Judges should exercise restraint when presented with this infraction.
- Above all it is important for judges to educate the players that violate policy.

In Casual tournaments no penalty exists for this infraction, so judges should not issue an official penalty. However, repeated infractions may be penalized if the Head Judge / Expert Judge consider it necessary.

In Competitive tournaments, the penalty for Official Policy / Announcement Violation is a Warning.

*Ex. During the player meeting of a Grand Prix the Head Judge / Expert Judge announces that players should not have any food or drink on the table. A player is later observed with an open drink on the match table. A Warning for Official Policy / Announcement Violation should be issued and the player should be instructed to remove that drink from the table.*

### **TE2 - Failure to Follow Direct Instructions**

This infraction occurs when a player fails to follow instructions from a Tournament Organizer or judge aimed specifically at that player. This could happen when a Tournament Organizer / Judge / Head Judge / Expert Judge informally addresses an issue with the player, or as part of resolving a separate infraction.

Players must follow the instructions of a Tournament Organizer / Judge / Head Judge / Expert Judge. Failing to do so, undermines the authority of the Tournament Organizer / Judge / Head Judge / Expert Judge and creates tournament delays. In addition, this infraction implies that a Tournament Organizer / Judge / Head Judge / Expert Judge already observed and attempted to address an issue with a player. As a result, the penalty for this infraction is severe in Competitive tournaments.

The penalty for Failure to Follow Direct Instructions in Casual tournaments is a Warning. In Competitive tournaments, it is a Game Loss.

*Ex. A judge assessed a Marked Cards Without Pattern infraction in a Competitive tournament and instructed a player to re-sleeve in between rounds and the player failed to do so. That player should be issued a Game Loss for Failure to Follow Direct Instructions and the player should re-sleeve immediately.*

*Ex. A judge instructed a player to remove a drink from the table at a Casual tournament and later sees the same drink on the table. A Failure to Follow Direct Instructions Warning should be issued and the drink removed.*

### **TE3 - Insufficient Randomization**

This infraction occurs when a player fails to randomize their decks in such way where they do not know the distribution of any specific cards, or card groups. This could happen when a player fails to shuffle sufficiently after searching their deck, or when a player presets and does not randomize their deck.

- Decks may be in any configuration before randomization occurs and players must take care to perform all such randomization at the match table
- Any time a player could see the contents of their deck during shuffling (*Ex. Shuffling with card faces toward them.*), the deck is no longer random and shuffling must be started over.
- Shuffling undertaken before sitting down for a match will not be taken into account for this infraction.

Random distribution is at the heart of any card game. Without it, players create an unfair playing environment. A good rule for randomization is to perform multiple methods of shuffling multiple times. A single method of shuffling is not sufficient to randomize a deck.

However, the majority of insufficient randomization infractions are truly unintentional. It is important for judge to educate players about randomization. If a judge believes that insufficient randomization is intentional, they should refer to the Game Object Manipulation Cheating infraction.

The penalty for Insufficient Randomization is a Warning for Casual and Competitive tournaments.

*Ex. After searching his deck, a player performs only riffle shuffling, with the cards facing him, and presents his deck to his opponent. A Warning for Insufficient Randomization should be assessed, the player should be instructed in proper shuffling technique and the deck should be properly randomized.*

*Ex. After sideboarding for the second game in a match, a player pile shuffles only twice before presenting his deck to his opponent. A Warning for Insufficient Randomization should be assessed, the player should be instructed in proper shuffling technique and the deck should be properly randomized.*

#### **TE4 - Tardiness**

This infraction occurs when a player fails to arrive to his seat before the round started.

It is important that players are on time for their rounds. Tardiness delays the tournament for all players, especially if they have to wait for the tardy match to get finished. This infraction has two different penalties associated with it:

- Three minutes – Game Loss penalty.
- Ten minutes – Match Loss penalty.

This penalty also applies to a player who loses his or her deck between matches, and so can't present a legal deck before the above time limits expire. A player receiving a Match Loss for Tardiness is dropped from the tournament unless he reports to the Head Judge / Expert Judge before the next round.

The penalty for Tardiness is a Game Loss at three minutes and a Match Loss at ten minutes for Casual and Competitive tournaments.

#### **TE5 - Playing the Wrong Opponent**

This infraction occurs when a player fails to correctly identify his table number on the pairings, and sits at the wrong table.

- This is a severe infraction that is usually discovered later in the round, and solutions vary based depending on if the tournament is Casual or Competitive, and the round time when this infraction is discovered.

For Casual tournaments, judges should adjust the pairings for the round to match them with how players sat.

For Competitive tournaments judges should assess a penalty based on the round time when the infraction was discovered:

- If discovered before the time that a Game Loss would be awarded for Tardiness, ensure the players find the correct seats and assess no penalty.
- If more than three minutes have passed, but less than ten minutes have passed in the round when the infraction was discovered, the penalty for this infraction is a Game Loss.
- If ten or more minutes have passed, the penalty for this infraction is a Match Loss.

This infraction usually results with two players sitting at incorrect tables and two players sitting at the correct tables. Since all players are responsible for making sure that they play correct opponents, players that sat at the right table have committed the Official Policy / Announcement Violation infraction.

The penalty for Playing the Wrong Opponent is a Warning in Casual tournaments. At Competitive tournaments, the penalty is a Game Loss at three minutes, and a Match Loss at ten minutes.

*Ex. A player misreads the pairings display and sits at the wrong table during a Competitive tournament. The error is not caught until the round is almost over. That player receives a match loss, and the player who is at the correct seat also receives a warning for violating policy (failing to verify that he is playing correct opponent).*

### **TE6 - Slow play**

This infraction occurs when a player unintentionally causes a delay of the game. This can happen through non-action by the player, or through repetitive action that does not progress the game.

- Players are responsible for playing at an efficient pace regardless of the complexity of the game or the number of decisions that have to be made. Failure to do so slows down the whole tournament.
- In addition to assessing a penalty for this infraction, the judge must also give players two extra turns, one for each player to be taken as part of finishing a match procedures.

The penalty for Slow Play is a Warning for Casual and Competitive tournaments.

*Ex. A player is excessively slow while deciding to keep her initial hand. A Slow Play infraction should be given to that player and two extra turns will be given to the match if it goes to time.*

### **TE7 - Marked Cards without Pattern**

This infraction occurs if a player has cards or sleeves that are easily distinguishable from other in the same deck. This includes bent or excessively worn cards, cards with distinctive markings, and sleeves that are dirty, worn, or damaged. The cards that are distinguishable are random for this infraction. If the cards that are easily distinguishable have a pattern, judges should issue the Marked Cards with Pattern penalties.

Marked cards represent a significant advantage for cheating. However, judges should be aware that solutions for this infraction take time to implement and may unnecessarily delay the tournament. Judges may require a player to replace the marked sleeves or cards immediately, or in some cases require that the player to re-sleeve their entire deck after the current round. If a player chooses to re-sleeve his cards immediately, they have three minutes to do so, before judges may apply tardiness penalties.

- A player is never required to buy new sleeves, and may wish to instead drop from the tournament instead of choosing to follow this specific judge's instruction.

The penalty for Marked Cards Without Pattern is a Warning for Casual and Competitive tournaments.

*Ex. A player has three card sleeves with noticeable thumbnail marks. All three appear to be different and are on different cards. The player should re-sleeve the three marked cards and a Warning should be issued.*

*Ex. A player's sleeves appear to have a factory defect where the card sleeves are many different lengths. There appears to be no pattern to the defect. A Marked Cards without Pattern infraction should be applied. The player should re-sleeve in between rounds.*

### **TE8 - Marked Cards with Pattern**

This infraction occurs if a player has a significant number of cards marked and it appears that there is an unintentional but noticeable pattern among them.

Markings with a pattern represent a huge potential for abuse. Although this infraction assumes accidental marking, having significant markings can give players an advantage in tournaments. It is appropriate to investigate further to make sure that the player did not do this intentionally.

Intentionally marking cards or taking advantage of known markings regardless of their origin is a Game Object Manipulation infraction and requires a Disqualification penalty.

The penalty for Marked Cards with Pattern is a Game Loss for Casual and Competitive tournaments.

*Ex. All of the resonator cards in a player's deck have sleeves with a noticeable factory marking. All of his Chant cards sleeves are normal. The judge believes this error is unintentional after an investigation. A Game Loss should be issued for this infraction and the deck should be re-sleeved.*

### **TE9 - Outside Assistance**

This infraction occurs when a player seeks advice from others once they have sat for their match. This infraction also applies to anyone who gives advice to players who have sat for their match.

- Notes also can fall into Outside Assistance when a player at any time after arriving at the play table references notes made before the official beginning of the current match, including CR text that has not been provided by a judge.
- These criteria also apply to any deck construction portions of a limited tournament.

Additionally, no notes of any kind may be made during a draft. Notes made during a match may be referenced during that match or between matches. Notes made outside the current match may not be referenced once a player has sat for their match until after his or her match is completed.

The penalty for Outside Assistance in Casual tournaments is a Warning. In Competitive tournaments, it is a Game Loss.

*Ex. A player at a Grand Prix pulls from his pocket a list of sideboarding suggestions after the first game of a match. The judge should issue a Game Loss for Outside Assistance and instruct the player against further use of the notes during a match.*

## **DECK AND DECKLIST ERRORS**

This category of infractions covers infractions that players may commit during decklist registration or deck construction. The majority of these infractions are discovered in between games or rounds. In such cases, judges should apply the penalty towards the next game, and should not retroactively apply the infraction.

For these infractions, if the error is discovered before a match begins and the infraction warrants a Game Loss, as is likely during a deck check, neither player is allowed to use their sideboard for their first game of that match, that would be game two.

### **DE1 - Registration Error**

This infraction usually occurs when:

- A player forgets to write their name on the decklist.
- A player forgets to register a ruler on their decklist.
- A player fails to correctly register his limited card pool before passing it to another player in the tournament.

The disruption to the tournament is minimal and the error is usually caught by the person using the limited pool to build, or a judge collecting the decklists. Judges should correct the error, and initial their correction. If this infraction is not caught by the player receiving the decklist before the decklist is turned in, the player who received the decklist will also receive an Illegal List infraction.

There is no penalty for Registration Error in Casual tournaments is a Warning. In Competitive tournaments, it is a Warning.

*Ex. A player in a Competitive tournament receives a card pool with one “Ravidra, the Forgotten City” listed on the decklist when there are two in the pool. The judge should verify the card pool with the player who registered it and give that player a Warning for Registration Error. The judge should update the decklist with the correct card count and initial by the change.*

### **DE2 - Illegal list**

This infraction occurs when the decklist does not meet tournament rules for deck building.

The most common infractions are banned cards, quantities of cards beyond the maximum allowed, or too few cards on the decklist. This infraction also applies to sideboards. List errors are most often the result of clerical errors when the list is being created.

In Competitive tournaments, when handing out multiple illegal decklist penalties (*usually at the beginning of round two*), judges should make sure that they prevent the game from starting at tables with this infraction. The easiest method to do this is to send a judge to each of the tables with infractions before the round starts and instruct players to not begin play.

In situations where both the deck and the decklist are illegal, judges should only issue the penalty for illegal list.

- If the list is illegal, but the deck is legal; judges should change the list to match the deck.
- If the list and deck are illegal, judges should make the minimum adjustments necessary to make the deck legal, then make the list match the deck.

The penalty for Illegal List is a Warning for Casual and Competitive tournaments.

*Ex. A player has listed 38 cards on his constructed decklist but has 40 cards in his physical deck and is otherwise legal. The player will receive a Warning for Illegal List. The decklist should be updated to include the two cards from his legal deck.*

*Ex. A player has 4 copies of “Ravidra, the Forgotten City” listed in his 10 card Magic Stone deck and two copies of the same card listed in his 15-card sideboard list. These numbers are verified to match the actual deck and sideboard. This violates the rule that you can only have four copies of a card between your deck and sideboard. The player will receive a Warning for Illegal List. They must then choose a copy to remove to bring the error down to the four-of rule and then add another card to make their deck legal. After their deck and sideboard are legal, judges should change the list to match.*

### **DE3 - Illegal Deck**

This infraction occurs when a player has a deck that does not match their legal decklist.

The most common infractions are cards left from previous opponent's decks, lost cards, or a mismatch between the decklist and the deck.

- Failure to Remove the Sideboard is a separate infraction and does not fall under the illegal deck infraction.

- In Competitive tournaments, other cards kept in the same location as the sideboard will be considered part of the sideboard for purposes of this infraction.

If a player, up to the time that either player plays a card in a game, discovers that they are guilty of an Illegal Deck infraction, they may immediately call a judge. If they call a judge on themselves, and this is the first time they committed this infraction in the tournament, the Head Judge / Expert Judge may downgrade the penalty.

To fix this infraction the player fixes their deck to match their decklist. If the decklist is illegal, the judge should instead treat the infraction as an Illegal List infraction.

If no decklists are being used, and this is a Casual tournament, the player must remove all illegal cards from all areas and replace them with legal cards. Those legal cards are then shuffled into the randomized portion of their deck. Then, based on where the illegal cards were found, the player will perform one or more of the following actions:

- If an illegal card was found in any area other than a hand, then nothing more is done and play continues as normal.
- If an illegal card was found in the player's hand, then that player will put cards from the top of their deck into their hand until they have replaced the same number of illegal cards. *(This is not considered as drawing cards.)*

The penalty for Illegal Deck in Casual tournaments is a Warning. In Competitive tournaments, it is a Game Loss.

*Ex. A player enters a Grand Prix with five of the same non-unlimited card between their main and sideboard, while their decklist has four listed, and is otherwise legal. The judge issues a Game Loss penalty after determining it was an honest mistake. The player must remove one of the illegal cards in their deck or sideboard to make the deck match the decklist.*

#### **DE4 - Failure to Remove the Sideboard**

This infraction occurs when a player fails to return their deck or starting cards to the original configuration before starting a new match.

If a player, up to the time that either player plays a card in a game, discovers that they are guilty of a Failure to Remove the Sideboard infraction, they may immediately call a judge. If they call a judge on themselves and this is the first time they committed this infraction in the tournament, the Head Judge / Expert Judge may downgrade the penalty to a Warning. If this infraction is discovered during a game, the penalty for this infraction is a Game Loss.

- To fix this infraction, the player fixes their deck to match their decklist. In the case of a downgrade, the sideboard cards should be returned to the sideboard and cards should be drawn from the deck to replace them.

The penalty for Failure to Remove the Sideboard is a Game Loss for Casual and Competitive tournaments. However, this penalty is frequently downgraded to a Warning as outlined in the above infraction description.

*Ex. A player in a tournament draws his opening hand in round three and realizes that one of those cards should be in their sideboard. They immediately call for a judge before the start of the game. Since the player realized the error themselves and has not played anything yet, the Head Judge / Expert Judge has the authority to downgrade the penalty for the Failure to Remove the Sideboard infraction to a Warning.*

## **UNSPORTING CONDUCT (UC)**

Players are expected to behave in a sporting and professional manner toward other players, spectators, and tournament officials. This group of penalties deals with inappropriate behaviour that a player may exhibit during a tournament.

For this group of penalties, it is assumed the infractions committed were done intentionally. It is important to allow players to have fun and enjoy themselves, but that must be balanced with the need to protect others against truly offensive behaviour that will jeopardize other players' tournament activity. This is an area where judges must use their common sense to determine when to allow natural behaviour to occur and when to step in and moderate a situation.

### **UC1 - Minor Unsporting Conduct**

This penalty is appropriate for minor examples of unsporting conduct, the most common of which are swearing out loud at no particular person, leaving trash in the player area, or inappropriate gestures.

- Depending on the audience of the tournament, the Head Judge may wish to be more or less lenient when it comes to swearing. A tournament created specifically for young players, penalties should be enforced for swearing, but at a tournament with all adults, the judge has freedom to enforce penalties based on the age of the players present.

The penalty for Minor Unsporting Conduct is a Warning for Casual and Competitive tournaments.

*Ex. A player leaves scraps of paper or food on his table after a match. The player should be instructed to clean up and a Warning should be issued for Minor Unsporting Conduct.*

*Ex. A player swears to no one during a tournament in the tournament area. The player should be told to be careful of his language and a Minor Unsporting Conduct infraction issued.*

### **UC2 - Major Unsporting Conduct**

This penalty is appropriate for major examples of unsporting conduct.

These types of behaviours have the potential to become out of control and should be curtailed as soon as possible. The situation should be defused first and then the penalty issued when the player is calmer.

The penalty for Major Unsporting Conduct is a Game Loss for Casual and Competitive tournaments.

*Ex. A player insults their opponent. The player should be taken aside and calmed down. Afterwards a Game Loss should be issued for the Major Unsporting Conduct.*

*Ex. A player uses profanity to argue with the Head Judge / Expert Judge about a ruling. The player should be taken aside and calmed down. Afterwards a Game Loss should be issued for the Major Unsporting Conduct.*

*Ex. A player throws their deck, their dice, their opponent's cards, their opponent's dice, or any object on the table in frustration during a match or after a match. The player should be taken aside and calmed down. Afterwards a Game Loss should be issued for the Major Unsporting Conduct.*

*Ex. A player refuses to sign or rips up a match result slip. The player should be taken aside and explained about why their behaviour is disruptive. Afterwards a Game Loss should be issued for the Major Unsporting Conduct.*

### **UC3 - Severe Unsporting Conduct**

This penalty is appropriate for extreme examples of unsporting conduct, and results in a disqualification without prize. A statement must be sent to EYE SPY PRODUCTION PTE.LTD. outlining the incident leading to this penalty, and an investigation for further sanctions will be started.

A player does not need to be enrolled in the tournament to commit this infraction. If a spectator or a player no longer in the tournament commits this infraction, the judge should enrol them into the tournament and disqualify them.

The penalty for Severe Unsporting Conduct is a Disqualification for Casual and Competitive tournaments.

*Ex. A player writes on tablecloths or defaces the tournament area. The player should be Disqualified without Prize.*

*Ex. A player verbally insults or threatens a Tournament Organizer or a judge. The player should be taken aside and Disqualified without Prize.*

*Ex. A player intentionally causes damage to the tournament site or someone else's belongings. The player should be taken aside and Disqualified without Prize.*

#### **UC4 - Theft**

This infraction occurs if a player steals something at or around the tournament site. A statement must be sent to EYE SPY PRODUCTION PTE.LTD. outlining the incident leading to this penalty, and an investigation for further sanctions will be started.

A player does not need to be enrolled in the tournament to commit this infraction. If a spectator or a player no longer in the tournament commits this infraction, the judge should enrol them into the tournament and disqualify them.

The penalty for Theft is a Disqualification for Casual and Competitive tournaments.

#### **UC5 - Aggressive Behaviour**

This infraction occurs if a player is openly aggressive towards other players, spectators, Tournament Organizers, or judges. A statement must be sent to EYE SPY PRODUCTION PTE.LTD. outlining the incident leading to this penalty, and an investigation for further sanctions will be started.

- The safety is of highest importance. There is no tolerance for players violating this rule.

A player does not need to be enrolled in the tournament to commit this infraction. If a spectator or a player no longer in the tournament commits this infraction, the judge should enrol them into the tournament and disqualify them.

The penalty for Aggressive Behaviour is a Disqualification for Casual and Competitive tournaments.

### **CHEATING (CH)**

A player is Cheating when they intentionally commit an infraction to gain a significant advantage or allow an infraction to be committed knowingly and results in a disqualification without prize.

In Casual tournaments, both players may legitimately not know that some of these offenses (*Ex. Bribery, random match outcomes*) are against the Tournament Policy. In such cases, and only in Casual tournaments, the Head Judge / Expert Judge may downgrade the penalty to a Match Loss if they feel the offense was taken without malice or preplanning.

#### **CH1 - Manipulating Match Outcome**

This infraction occurs when one, or both, players attempt to manipulate or randomize the outcome of a match. A statement must be sent to EYE SPY PRODUCTION PTE.LTD. outlining the incident leading to this penalty, and an investigation for further sanctions will be started.

- When one player offers another anything for a match outcome, this player has committed bribery.
- When the player's opponent accepts the offer, both players have committed collusion.

Manipulating outcomes of the match destroys tournament integrity. An undeserving person advances in the tournament at the expense of someone who should have legitimately advanced.

The penalty for manipulating Match Outcome is a Disqualification without Prize for Casual and Competitive tournaments.

*Ex. A player offers booster packs to their opponent in exchange for a concession in the final round. The player should be Disqualified without Prize for Manipulating Match Outcome. If the player's opponent accepts the offer, they should be Disqualified as well for Collusion.*

*Ex. Two players decide the outcome of a match via a rolling a die. Both players should be Disqualified without Prize. If the tournament is a Casual tournament, and the Head Judge / Expert Judge believes that the players legitimately did not know that this action was not allowed, they have the option to downgrade this penalty to a Match Loss.*

## **CH2 - Game Object Manipulation**

This infraction occurs when a player manipulates cards, or game mechanics. This includes, but is not limited to, intentionally drawing extra cards, changing the game state, or marking cards. A statement must be sent to EYE SPY PRODUCTION PTE.LTD. outlining the incident leading to this penalty, and an investigation for further sanctions will be started.

Manipulating cards or game mechanics destroys tournament integrity, places unnecessary burden on tournament officials, and creates a negative experience for competitors.

The penalty for Game Object Manipulation is a Disqualification without Prize for Casual and Competitive tournaments.

*Ex. A player purposely draws an extra card and attempts to conceal it.*

*Ex. A player intentionally marks four of their key resonator cards so that they can predict when those cards will be drawn.*

*Ex. A player deliberately switches a card from their graveyard with a card in his hand.*

## **CH3 - Misrepresenting Information**

This infraction occurs when a player intentionally misrepresents public information to their opponent, or any kind of information to tournament officials. A statement must be sent to EYE SPY PRODUCTION PTE.LTD. outlining the incident leading to this penalty, and an investigation for further sanctions will be started.

- This includes, but is not limited to, omitting damage, misrepresenting rules or policies, misrepresenting an event that happened during the game, and lying to tournament officials.

While bluffing is a component of trading card games, players may not lie about public information to their opponents and may never give incorrect information to Tournament Organizers or judges.

This infraction is also used for instances of a player observing an infraction and bringing it up at a later time more to their benefit. This infraction should not be applied to a player revealing an infraction in good faith at an appropriate later time.

The penalty for Misrepresenting Information is a Disqualification without Prize for Casual and Competitive tournaments.

*Ex. A player intentionally tells his opponent that he has no cards in his hand while he has one card.*

*Ex. A player lies to Tournament Organizers or judges during an investigation during an appeal to make their side of the argument stronger.*

*Ex. A player notices their opponent has called an extra Magic Stone from their deck while calling a magic stone. That player waits until they are losing the game to bring it to the attention of the judge in the hopes of their opponent getting a severe penalty. Upon discovering this fact, the Head Judge / Expert Judge should issue a Misrepresenting Information infraction and disqualify the reporting player.*

#### **CH4 - Stalling**

This infraction occurs when a player intentionally plays slow during a game to gain an advantage. Players that intentionally play slow to gain an advantage from end of match procedures create an unfair game environment, and unnecessarily delay the tournament.

The penalty for Stalling is a Disqualification without Prize for Casual and Competitive tournaments.

*Ex. A player who won the first game of the match purposely plays slowly in order to lose time and wait for the round to end.*

### **Suspensions**

If players or spectators violate the tournament infractions that result in disqualification, they may be suspended by EYE SPY PRODUCTION PTE.LTD.

- If a violation comes to light after the tournament it occurred at has concluded, EYE SPY PRODUCTION PTE.LTD. may still carry out suspension. In this situation, the suspension period starts when the penalty is announced.
- Outside of tournaments, EYE SPY PRODUCTION PTE.LTD. have the right to issue suspensions if a person is found to be interfering with tournament operations or management.

Suspensions received in any country apply to tournaments in all countries.

### **Suspension Periods**

Suspension lengths and common infractions that incur them are outlined below. The period may not match an infraction that a player conducted, because these lists are the guidelines for periods and infractions, also the penalty will be determined by other factors.

EYE SPY PRODUCTION PTE.LTD. may determine and issue a suspension for a length of time that they feel is appropriate if the infraction does not fall into any categories. There are three categories of suspensions: **Inappropriate Conduct** (1 year sanction), **Misconduct** (3 years sanction), and **Serious Misconduct** (5 or more years sanction).

Suspended players will appear in the Player's Banned List:

<https://www.fowtcg.com/posts/6>

#### **Inappropriate Conduct**

It refers to any behaviour that seriously undermines the integrity, fairness, or proper functioning of a tournament or organized play environment. Such conduct is considered a severe violation of tournament rules and ethical standards, and it is subject to strict disciplinary action.

Any player, judge, or participant found to have engaged in Inappropriate Conduct will receive a **suspension of one (1) year** from all sanctioned tournaments.

Inappropriate Conduct includes, but is not limited to, the following actions:

- **Cheating**, including any deliberate attempt to gain an unfair advantage by violating game rules or tournament procedures.
- **Severe Unsporting Conduct**, such as abusive, threatening, discriminatory, or highly disruptive behaviour toward other participants, judges, staff, or spectators.
- **Failure to Obey Tournament Official's Instructions**, when such refusal is intentional or significantly impacts the management or integrity of the tournament.
- **Obstruction of an Investigation**, including providing false information, withholding relevant details, or interfering with an ongoing disciplinary or rules investigation.
- **Presence at the Tournament Venue While Suspended**, regardless of participation, role, or intent.
- **Tournament Fraud**, including falsification of documents, impersonation, manipulation of results, or any form of deceptive practice related to tournament organization or participation.

### **Misconduct**

It refers to extremely serious behaviour that poses a direct threat to the safety, rights, or well-being of participants, staff, or the tournament environment itself. This level of conduct represents a grave violation of tournament rules, ethical standards, and community expectations.

Any player, judge, or participant found to have engaged in Misconduct will receive a **suspension of three (3) years** from all sanctioned tournaments.

Misconduct includes, but is not limited to, the following actions:

- **Theft**, including the unauthorized taking, attempted taking, or possession of another person's property or tournament assets.
- **Harassment**, including repeated, targeted, or severe behaviour intended to intimidate, demean, threaten, or otherwise harm another individual, during the tournament, outside of the tournament, in person or digitally (*in websites or social media*).
- **Violent Behaviour**, including physical aggression, threats of violence, or actions that endanger others.
- **Vandalism**, including the intentional damage, destruction, or defacement of tournament venues, equipment, or property.
- **Severe Tournament Fraud**, including large-scale, repeated, or deliberate fraudulent actions that significantly compromise tournament integrity or organizational trust.

### **Serious Misconduct**

It refers to the most severe forms of unacceptable behaviour, involving acts that cause or threaten serious physical or psychological harm, or that fundamentally violate principles of safety, dignity, and equality. This level of conduct represents an extreme breach of trust and professional standards.

Any player, judge, or participant found to have engaged in Serious Misconduct will receive a **suspension of five (5) years or more** from all sanctioned tournaments and official events. EYE SPY PRODUCTION PTE.LTD. may apply additional legal measures depending on the severity of the incident.

Serious Misconduct includes, but is not limited to, the following actions:

- **Assault**, including any intentional physical attack or unlawful use of force against another individual.
- **Severe Violent Behaviour**, including acts of extreme physical aggression, credible threats of serious harm, or conduct that creates a substantial risk to others.
- **Discriminatory Behaviour**, including actions, statements, or conduct that target or harm individuals or groups based on protected characteristics such as race, ethnicity, nationality, gender, gender identity, sexual orientation, religion, disability, or any other status protected under human rights principles, resulting in intimidation, exclusion, humiliation, or harm.

Such conduct is treated with the utmost severity and may result in extended suspensions, permanent bans, or further actions deemed necessary to protect the safety, integrity, and inclusiveness of *Force of Will*, players, and, above all, people.

## **7 – Handling high level tournament invitations**

Invitations to higher-level tournaments may be prized at select tournaments. Usually, they are given to the Top cut of a tournament, starting with the highest player in the ranking.

A person who earns an invitation to WGP may accept it, decline it, or revoke it.

- A person disqualified from a tournament cannot earn invitations in that tournament and they must always decline the invitations they earn in that tournament.
- If a person who earns an invitation is suspended or banned, all invitations that person has earned are considered revoked (a revoked invitation is lost and cannot be earned by any player).

1 - If a person who earns an invitation wishes to accept it, the invitation is locked to that person. If that person already had another invitation, only the best invitation is accepted, and the other invitations are considered revoked. Even if a person has earned two or more full-sponsored invitations, travel expenses will only be covered one time.

*Ex: If a player has earned “Non-sponsored invitation (Invitation A)” and “Full-sponsored invitation (Invitation B)”, only invitation B would be counted. Invitation A would be treated as revoked.*

- If a person who earns an invite earns one that is better than the ones they already have and wishes to accept it, an invite of the same quality they already have (*if possible*) or an invite of lower quality they already have is considered declined and is earned by the next non-disqualified player in that event’s classification.
- If a person who earns and accepts an invitation during a tournament is disqualified at that tournament, that invitation is considered declined, and that invitation is earned by the next non-disqualified player in that event’s classification.

2 - If a person who earns an invitation wishes to decline it, that invitation is earned by the next non-disqualified player in that event’s classification.

3 - If a person who earns an invitation wishes to revoke it or its right to it is revoked by disqualification, the invitation is terminated and the position becomes vacant. Invitations lost these ways are not passed down to the next ranking player at tournaments and the position is made vacant.

## Appendix: Time Limit

For events, refer to the following chart regarding recommended times.

Each round should follow the schedule below.

|  | <b>Casual</b> | <b>Competitive</b> |
|--|---------------|--------------------|
| <b>One-Game Match</b>  | 20 minutes    | 30 minutes         |
| <b>Three-Game Match</b>  | 50 minutes    | 60 minutes         |
| <b>Single Elimination Quarter and Semifinals</b><br>(Including third place deciding match) | 50 minutes    | 60 minutes         |
| <b>Single Elimination Finals</b>   | 50 minutes    | 90 minutes         |

Limited formats should follow the schedule below.

|                      |  |
|----------------------|--|
| <b>Sealed Format</b> | 30 minutes - Card Pool check<br>30 minutes - Deck Construction<br>20 minutes - Deck Registration |
| <b>Draft Format</b>  | 30 minutes - Deck Construction and Registration  |

A draft format should adhere to the following timetable for selecting cards.

| <b>Remaining Number of Cards</b> | <b>Time Limit</b> | <b>Remaining Number of Cards</b> | <b>Time Limit</b> |
|----------------------------------|-------------------|----------------------------------|-------------------|
| 10 cards                         | 40 seconds        | 5 cards                          | 15 seconds        |
| 9 cards                          | 35 seconds        | 4 cards                          | 10 seconds        |
| 8 cards                          | 30 seconds        | 3 cards                          | 10 seconds        |
| 7 cards                          | 25 seconds        | 2 cards                          | 5 seconds         |
| 6 cards                          | 20 seconds        | 1 card                           | 0 seconds         |

After drafting each pack, players have a set amount of time to check their chosen cards.

| <b>Number of Opened Packs</b> | <b>Time Limit</b> | <b>Number of Opened Packs</b> | <b>Time Limit</b> |
|-------------------------------|-------------------|-------------------------------|-------------------|
| 1 pack                        | 30 seconds        | 4 packs                       | 90 seconds        |
| 2 packs                       | 60 seconds        | 5 packs                       | 90 seconds        |
| 3 packs                       | 60 seconds        | 6 packs or the last pack      | N/A               |

## Appendix: Recommended Number of Rounds

### Swiss Rounds (No Finals)

|                          |     |      |      |      |       |       |       |
|--------------------------|-----|------|------|------|-------|-------|-------|
| <b>Number of Players</b> | - 8 | - 16 | - 32 | - 64 | - 128 | - 256 | - 512 |
| <b>Number of Rounds</b>  | 4   | 5    | 6    | 7    | 8     | 9     | 10    |

### Three-Game Match

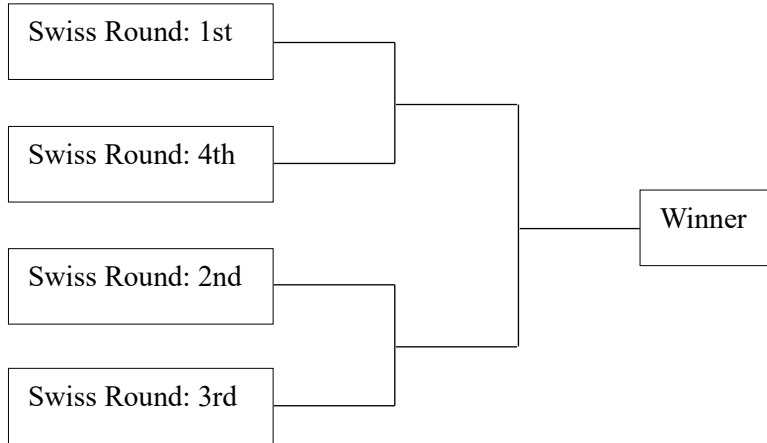
|                          |               |      |               |      |       |       |       |        |        |
|--------------------------|---------------|------|---------------|------|-------|-------|-------|--------|--------|
| <b>Number of Players</b> | - 8           | - 16 | - 32          | - 64 | - 128 | - 256 | - 512 | - 1024 | - 2048 |
| <b>Number of Rounds</b>  | 3             | 4    | 5             | 6    | 7     | 8     | 9     | 10     | 11     |
| <b>Finals</b>            | Top 4 players |      | Top 8 players |      |       |       |       |        |        |

### One-Game Match

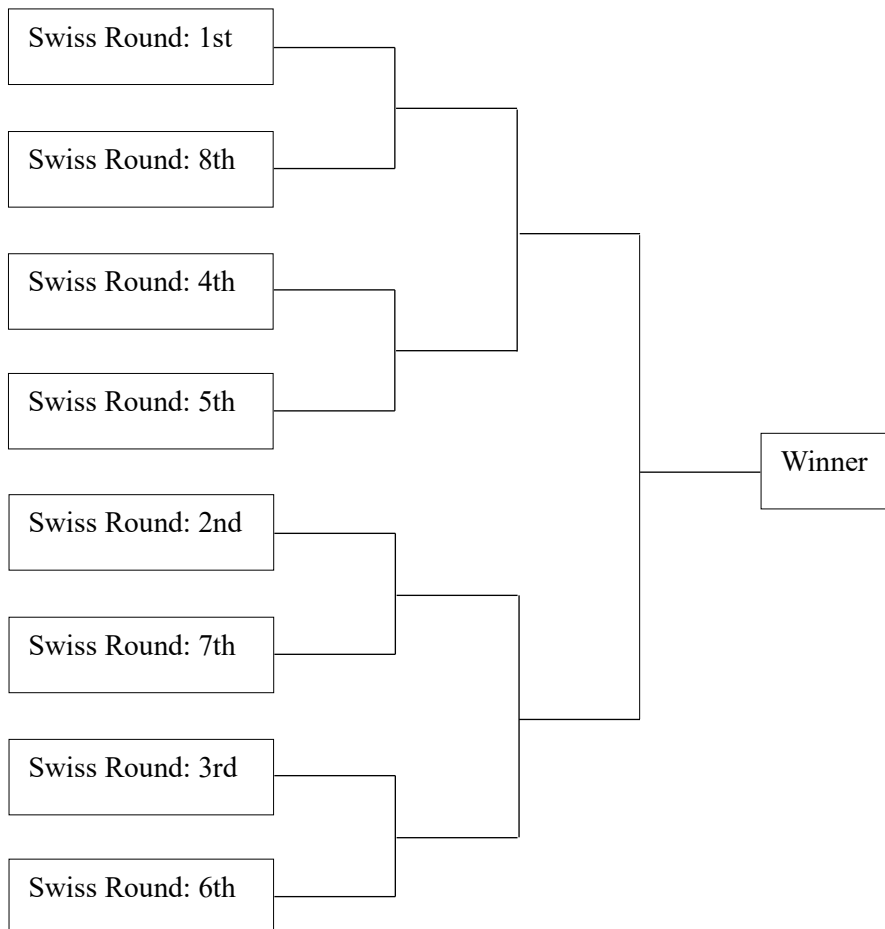
|                          |               |      |               |      |      |      |       |       |       |       |
|--------------------------|---------------|------|---------------|------|------|------|-------|-------|-------|-------|
| <b>Number of Players</b> | - 8           | - 12 | - 22          | - 34 | - 54 | - 88 | - 146 | - 244 | - 414 | - 712 |
| <b>Number of Rounds</b>  | 5             | 6    | 6             | 7    | 8    | 9    | 10    | 11    | 12    | 13    |
| <b>Finals</b>            | Top 4 players |      | Top 8 players |      |      |      |       |       |       |       |

# Appendix: Finals Matching and Progression

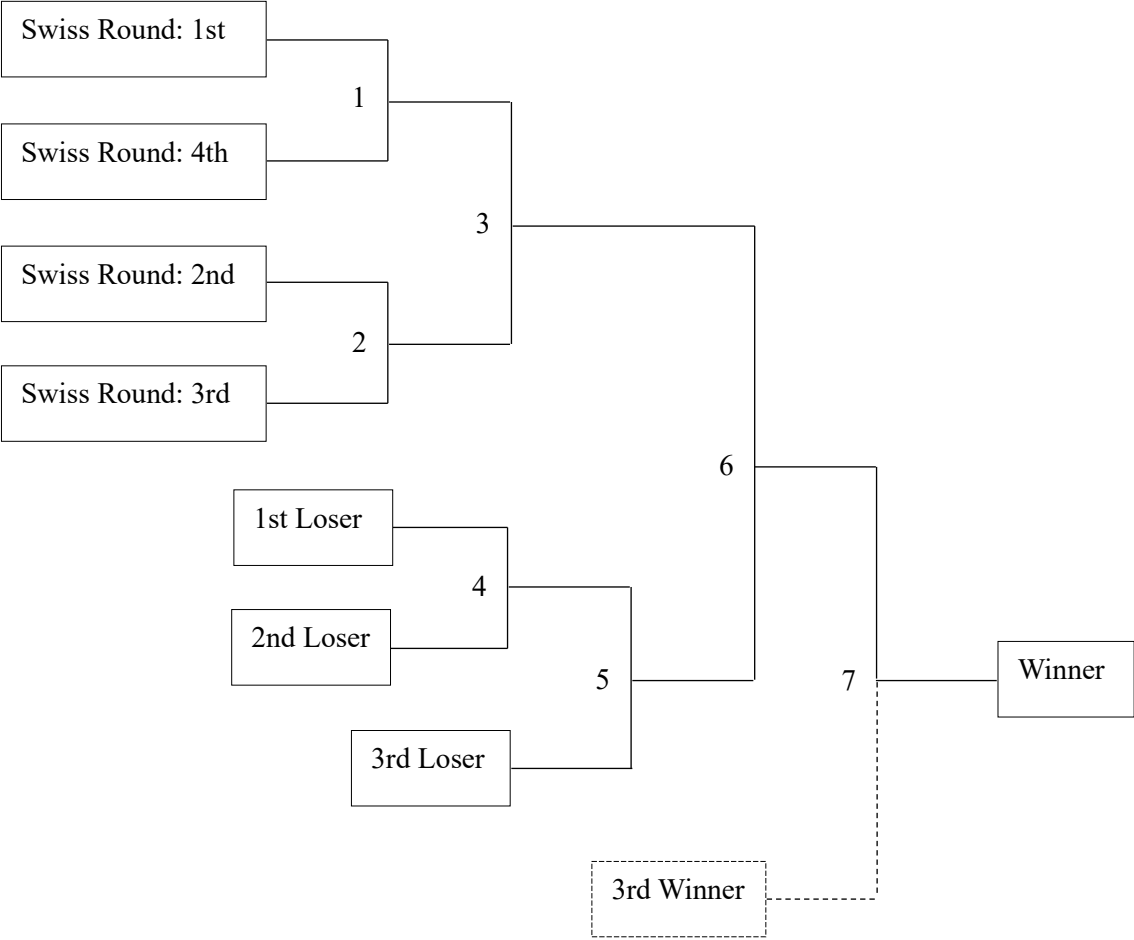
## Single Elimination Finals (three-game match recommended) Top 4



## Single Elimination Finals (three-game match recommended) Top 8

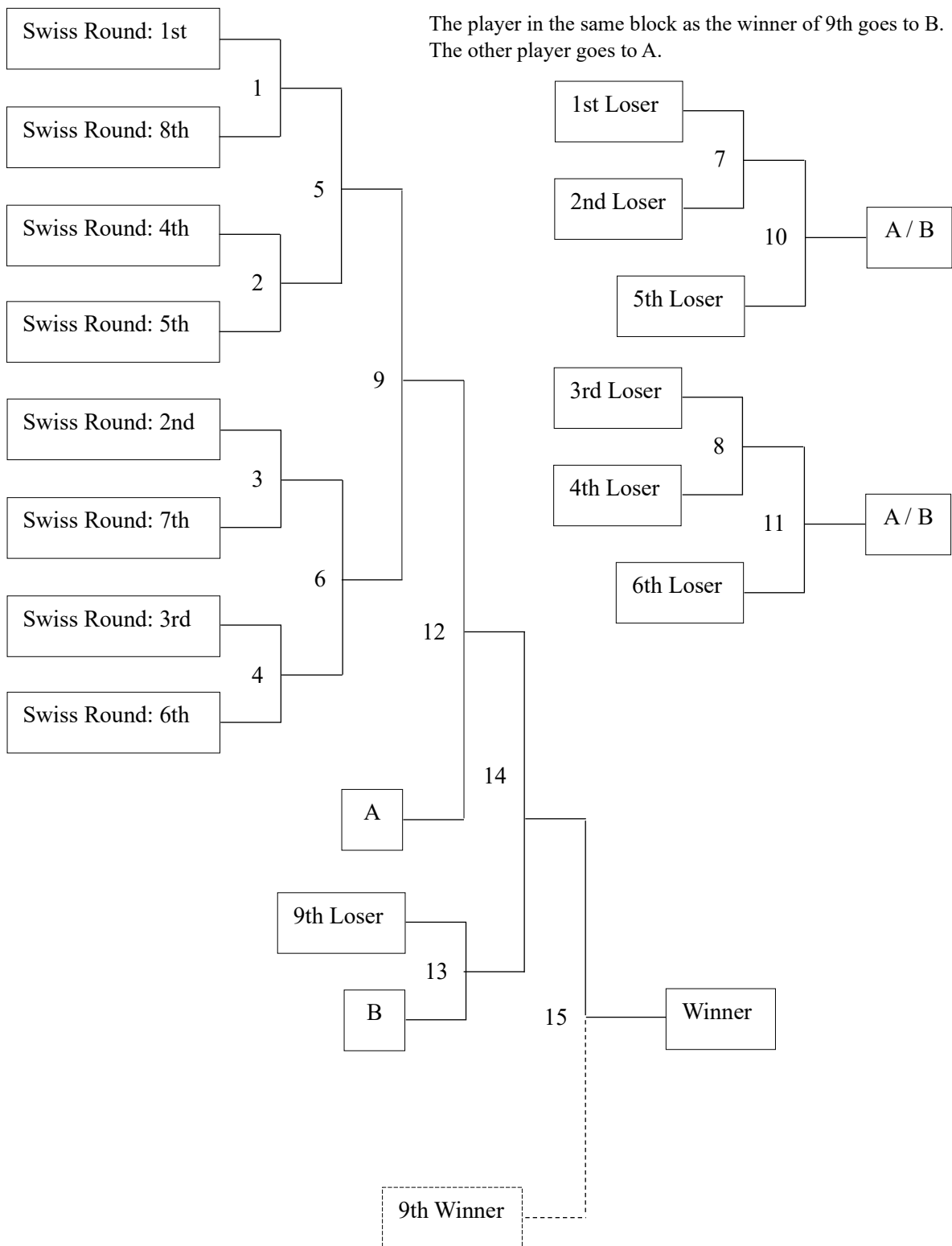


**Double Elimination Finals (one-game match recommended) Top 4**



7th round is only played if the player who wins the 3rd loses for the final time in the 6th.

### Double Elimination Finals (one-game match recommended) Top 8



15th round is only played if the player who wins 9th loses for the final time in either 12th or 14th.  
If the same players at 14th would play against at 15th, the player to go second at the first game of 14th

## **Appendix: Sealed Format Deck Registration**

1. Each player receives a pack from the Event Organizer. Packs are placed in front of their respective players. During opening packs, these packs may not be moved off the table or put somewhere where they cannot be seen by the player sitting opposite them.
2. Players open packs. Opened packs are visible to the player sitting opposite them, and those cards are placed in front of the opening player.
3. Each player passes their cards to the player sitting opposite them.
4. Players record all the cards they received from the player sitting opposite them on the appropriate registration form.
5. Each player returns the cards they received and the registration form to the player sitting opposite them.
6. Each player uses the cards they opened or picked and any cards provided by the Event Organizer to construct a deck.
7. Players record the deck contents on the appropriate registration form. Any cards the player does not include in their deck, become that player's sideboard.