



# Tournament Rules Manual

Version 1.1.1  
Last updated July 15<sup>th</sup>, 2023

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## 1. Event Participation Essentials

Everyone who attends Bandai TCG+ events, should familiarise themselves with the information in this document. All attendants, Players, Spectators, Event staff, Organisers, Media representatives, and so forth, are collectively defined as event participants. All event participants must conduct themselves in a sensible manner in the event area, venue, and outside of the venue. All participants must act in a way so that the event can operate fairly, and work to make the event a positive experience for all participants involved. All event participants must understand and honour these rules.

### 1.1 Bandai TCG Plus ID

Anyone who wishes to participate in a Bandai TCG+ tournament must have their own Bandai TCG+ ID number. A Bandai TCG+ ID may be easily obtained through the official Bandai TCG+ Website (<https://www.bandai-tcg-plus.com/>).

Players who have not done so before arriving at a tournament may be instructed to create an account and obtain a Bandai TCG+ ID and give the ID number to the Organizer so they may be successfully registered in the event.

Players may only use a single Bandai TCG+ ID. It is a violation of the official terms and conditions to knowingly register multiple IDs. Any duplicate IDs may be suspended.

### 1.2 Participation Eligibility

Eligibility to participate in official Bandai TCG+ IDs is open to all who have a Bandai TCG+ ID, with the following exceptions:

#### 1.2.1 All Bandai TCG+ events

- Those who have an active suspension from Bandai TCG+ Events, issued by Bandai TCG+.
- Tournament Staff, including the organiser, Judges & Scorekeepers.

#### 1.2.2 Premier Events

- Those listed in Section 1.3.1
- Current Employees of Bandai Co. Ltd, and employees of companies included in the [Bandai Namco Group](#).
- Immediate family members of Bandai Co. Ltd. employees or Bandai Namco Group company employees.
- Contractors of any of the aforementioned companies who are involved in the support and implementation of Battle Spirits Saga related Organised Play Programs or implementation, or those whose roles afford them early access to information or products supported by Bandai TCG+ in relation to Battle Spirits Saga TCG.
- Employees of Companies that are responsible for the operation, or coordination of Bandai TCG+ programs in their countries.

## 1.3 Expectations

Participants of Bandai TCG+ events are expected to understand and adhere to the rules outlined in this document, as well as any other accompanying documents that are applicable to their roles at these events.

All participants are expected to:

- Meet the registration and/or entry requirements of the event, including the purchase of a pass or badge where necessary.
- Refrain from using inappropriate language and/or the discussion of inflammatory topics.
- Follow the directions of event staff.
- Be respectful and courteous to all participants.
- Not be under the influence of alcohol and/or other mind-altering substances.
- Maintain a socially acceptable level of personal hygiene.
- Adhere to local, state, and federal laws the Bandai TCG+ event takes place in.

Should any participants' adherence to any of the above fall under question, it is the responsibility of the organiser to determine whether that participant should be permitted to remain at the event.

### 1.3.1 Prohibitions

It is important that all participants are made to feel welcome and comfortable at Bandai TCG+ events. To support the creation of a comfortable environment, Bandai TCG+ prohibits the following behaviours:

- The sale or consumption of mind-altering substances.
- Wagering or gambling on the result of a game, portion of a game, match, or a number of matches.
- Offering any form of compensation with the intent to alter the result of a game, portion of a game, match or number of matches, bribery.
- The sale of any items, including cards, boosters, accessories, or displays, except with express written approval of the Tournament Organizer.

In addition, the following items are prohibited at Bandai TCG+ events:

- All firearms, including mock weapons that could reasonably be mistaken for such.
- Any other weapons, including mock weapons that could reasonably be mistaken for such.
- Clothing and accessories that display inappropriate or inflammatory language, or that are otherwise determined to be unsuitable by the Organizer for such an environment.

Any participant found to be in violation of this policy should be removed from the event site, and the incident should be reported to Bandai TCG+.

#### 1.3.1.1 During Tournament Play

Players who are playing in tournament play, should additionally note that the following behaviours are also prohibited during matches in progress, unless explicit permission is given by event staff:

- Receiving information from an outside source regarding their match or the matches of others.
- Taking a phone call or using a cellular device. This includes inappropriate use of devices linked to a cellular device (example: reading messages on a smart watch).
- Wearing ear/headphones.

Additionally, the following items are prohibited from being brought to the game play surface/area:

- Food and Beverages
- Pre-written notes and/or written aids. An exception is made for official Bandai TCG+ documents, such as an official card errata overview, as long as there are no additional written notes and/or written aids on this/these documents. Opposing players and event staff may request to see this document at any time during play.

Any participant found to be in violation of this policy should be removed from the event site, and the incident should be reported to Bandai TCG+.

## 1.4 Role definitions & responsibilities

During an event, participants will fall under one or more roles as defined in this document. All participants are expected to be aware of the responsibilities they have during a Bandai TCG+ event.

### 1.4.1 Players

A Player is any active participant in a Bandai TCG+ tournament. Any Player who drops from the tournament becomes a spectator according to this document.

#### 1.4.1.1 Player Responsibilities

All players are responsible for the following:

- Providing a valid Bandai TCG+
- Providing/playing with a deck that meets the format restrictions of the tournament.
- Providing a legible and accurate list of the cards that consists of a player's deck (also known as a deck list) and, when applicable, a player's sideboard.
- Bringing any tools that are necessary to play, track and maintain game information. This includes but is not limited to items such as:
  - Cores or alternative markers.
  - A Randomizer.

### 1.4.2 Spectators

Spectators are participants who are present at Bandai TCG+ events but are not actively participating in a tournament. This includes participants such as: Parents, Chaperones, and players who have dropped from the tournament.

#### 1.4.2.1 Spectator Responsibilities

All spectators are expected to behave in a manner that does not interfere with the tournament in progress and must:

- Not interfere with a match in any way.
- Maintain a reasonable distance from matches in progress to avoid distracting the players in a match.
- Refrain from discussing matches in progress within earshot of the table.

Should a spectator be deemed disruptive, the organiser should consider whether the spectator should be removed from the event site. In such cases the incident should be reported to Bandai TCG+.

Additionally, should a disruptive spectator be responsible for a player currently engaged in tournament play, that player may earn penalties as though they had engaged in disruptive behaviour themselves. This may ultimately lead to a disqualification from the tournament, should the situation escalate to such a point that it is deemed necessary to remove the associated spectator from the event, or should the behaviour harm the integrity of the event and the match(es) in progress.

#### 1.4.3 Judges

Judges are expected to administer impartial rulings and assist the organiser and Head Judge in running a fair and enjoyable event experience for all participants. Bandai TCG+ supports the rulings of judges, where those rulings are made impartially and are in the best interest in the integrity of the game and the spirit of play.

##### 1.4.3.1 Judge Responsibilities

All judges must:

- Be free from bias toward or against any player.
- Assist players with questions and help resolve issues occurring during the event, such as resolving a confused game state.
- Avoid ruling on games involving family members, close friends, or other similar relationships, where possible.
- Exemplify and encourage good sporting behaviour.
- Act in a professional and courteous manner, during events and outside of events when engaging with Bandai TCG+ in any form.

#### 1.4.4 Head Judge

The Head Judge serves as the final arbiter of all rulings for a tournament and is ultimately responsible for making sure all participants abide by the rules set forth in this document, and any supplementary documents.

##### 1.4.4.1 Head Judge Responsibilities

Head Judges must, in addition to the judge responsibilities:

- Ensure that judges remain active and on task.
- Ensure that rulings given by judges are consistent and in line with the rules of the game.
- Complete and submit a Penalty Summary to Bandai TCG+

- Complete and submit a Disqualification Report for each Disqualification (except for no-shows).

#### 1.4.5 Scorekeeper

A Scorekeeper is a member of event staff responsible for managing information and processes of the tournament in order to generate pairings, standings or other relevant details to operate a tournament until its conclusion.

##### 1.4.5.1 Scorekeeper Responsibilities

Scorekeepers must:

- Input player details & ensure player information is correct in the tournament software.
- Input tournament results & information into the tournament software.
- Generate pairings & standings.
- Correct any false information or tournament results in the tournament software.

#### 1.4.6 Tournament Organizer

The organiser of a tournament is the person who sanctioned the event on the Bandai TCG+ website. Organisers are ultimately responsible for ensuring that the tournament is run according to the Bandai TCG+ Guidelines.

##### 1.4.6.1 Tournament Organiser Responsibilities

The organiser is responsible for all aspects of a tournament, including sanctioning, operations, including arranging an appropriate venue, obtaining, and distributing any prizes, reporting results, staffing the event & ensuring the event is in line with local government regulations.

The Tournament Organizer is also required to notify players of the following information at an appropriate time:

- Tournament Structure (Swiss, Swiss plus single elimination top cut, etc.)
- Tournament Format (Standard, Limited, etc.)
- Number of rounds
- Number of minutes per round
- Match format (Best of One, Best of Three, etc.)
- Top Cut size, if applicable
- Tournament staff (in particular, the Head Judge)
- Tournament schedule (starting time, breaks, if any, etc.)

Important details such as the Tournament Structure, Format, Match format & minutes per rounds should be announced far enough in advance to allow players to prepare for the tournament before arriving.

#### 1.4.7 Bandai Representatives

A Bandai Representative is an official who observes the tournaments and interacts with event participants. Their core focus is to gather feedback from participants & event staff to improve products & event experiences.

## 1.5 Publishing Tournament Information

Bandai TCG+ reserves the right to publish tournament information, including but not limited to, Deck lists, awards, player penalties, transcripts, audio and or video records, or any other resultant information from the tournament.

All participants are also free to publish details of play and/or results of a tournament, subject to local, state, and national laws.

Participation in a Bandai TCG+ event may lead to a participant's image and likeness being photographed and video-recorded on behalf of Bandai Co. Ltd. By entering or remaining at a Bandai TCG+ event, participants grant permission for Bandai Co. Ltd., and its affiliates to publish their name, image likeness, deck composition, methods of play and written and/or oral statements in connection with any still image, live or recorded video display, or other transmission or reproduction of the event, in whole or in any part.

### 1.5.1 Publishing Deck Lists

The contents of any player's deck may be published by the Organizer at any time once the event has begun, if this is part of an initiative that provides additional value to those attending or watching the event. For example, this includes live streaming of a match. Otherwise, this data should be kept confidential throughout the duration of the tournament by all event staff.

## 2. Tournament Policies

This section outlines the standards and policies Bandai TCG+ expects Organisers to adhere to when scheduling and reporting Bandai TCG+ events.

### 2.1 Tournament Scheduling & Sanctioning

Bandai TCG+ encourages Organisers to schedule & sanction events on the website far enough in advance to ensure players have enough time to find tournaments using the Event Locator tool through the official Bandai TCG+ website & app.

Official tournaments that are not sanctioned through the official system may result in events not recording winners and prizes and/or invitations not being awarded.

If Organisers are not sanctioning events correctly, they may lose the ability to organise events in the future.

### 2.2 Tournament Entry

Bandai TCG+ events should be open to all who meet the Participation requirements set out by Bandai TCG+.

#### 2.2.1 Entry Fees

Organisers May charge a fee to participate in tournaments.

Bandai TCG+ makes no recommendation regarding entry fees beyond the stipulation that these Entry fees are not a consideration of an opportunity to participate in the tournament and the opportunity to win a prize.

Organisers must follow all local, state, and national legal requirements that may apply when deciding if, how and what to charge.



For the avoidance of doubt: Entry Fees will not contribute to the prize pool for any Tournament, or consideration of an opportunity to participate in the Tournament.

## 2.3 Tournament Integrity

It is imperative that Bandai TCG+ events are operated to the highest Standards, and every effort should be taken to avoid possible threats to the integrity of the event. Although all Bandai TCG+ tournaments should follow the information below, it is mandatory for all competitive and professional level tournaments.

### 2.3.1 Legality Checks

Deck lists must be collected at Bandai TCG+ events and should be performed throughout the tournament's progression, during Swiss Rounds as well as during Top Cut.

### 2.3.2 Staffing

#### 2.3.2.1 Organiser

Organisers are ultimately responsible for ensuring that the tournament is run according to the rules & regulations as laid out in this and supplementary documents. As they carry the final responsibility for these events, it is generally expected that the Organizer of the event is present during Event days.

#### 2.3.2.2 Judges

Bandai TCG+ highly recommends that all events are attended by judges who hold an official certification (Level 1 or Level 2). Presence of certified judges helps ensure that errors are rectified, and the game may resolve naturally, and that they conclude within the spirit of the game as intended.

#### 2.3.2.3 Staff Compensation

Bandai TCG+ makes no recommendation regarding the compensation of tournament staff, beyond the reminder that event staff provide an added value to the tournament experience and should be made to feel appreciated. Bandai TCG+ does strongly remind Organisers to ensure that any compensation offered is in line with local, state & national regulations.

## 2.4 Streamed Matches

During a Bandai TCG+ event, some players may be instructed to play a match that will be featured, projected, or broadcast live to a large audience and/or to online viewers. Players must comply with the directions of event staff regarding this match.

In some cases, these matches may require additional considerations, such as new card sleeves, clothing, use of a specific playmat, or use of noise-cancelling headphones. Players are expected to also comply with these considerations.

### 2.4.1 Rules infractions during streamed matches

Rules infractions committed during streamed matches that are not immediately addressed may be assessed and penalised upon subsequent review of the match footage.

## 2.5 Prizing

All prizes provided by Bandai TCG+ to organisers for use at specific Bandai TCG+ events must be used as stipulated by Bandai TCG+. Organisers are free to supplement any prize support with additional prizes, unless instructed otherwise.

### 2.5.1 Unclaimed Prizes

Promotional product or other prizing that is not claimed after the conclusion of a tournament is considered forfeited by the player. Players should not expect to remain entitled for any prizes should they not be present at the event to claim them.

### 2.5.2 Dropping from a tournament.

When a player decides to drop from the tournament they are removed from the active roster of players and the final tournament results. When a player drops from the tournament, they forfeit any claim on placement based prizes.

## 3. Tournament Operations

This section outlines and explains all specific surrounding tournament play & details as to how a tournament operates and determines various things such as pairings, standings & more.

### 3.1 Minimum Player Requirements

Sanctioned Bandai TCG+ events must have at least 8 participating players in the tournament for the tournament to be able to launch.

### 3.2 Match Records & Rankings

A Player's match record represents the number of matches they won, lost, or tied during the tournament. This is presented in the format: "Won/Lost". Example"" A player who won 5 games and lost 3 games would have a match record of 5/3.

#### 3.2.1 Errors with a match record

It is a player's responsibility to check during every round whether their record is accurate. If this is not the case, they should report any errors to the tournament organiser so that result may be adjusted.

Organisers are able to correct a players record and re-pair the tournament in order to correct the result and ensure the event remains fair for all participants.

If a player does not report the error within one round, the result becomes final and cannot be adjusted anymore.

### 3.3 Match Points

Match points are accumulated as players progress through a tournament. The total number of match points a player has is determined by their match record.

The Match are distributed as follows:

|      |                |
|------|----------------|
| Win  | 3 Match Points |
| Loss | 0 Match Points |

Players will receive 3 match points for every win and 0 for every loss.

Example: A player with a match record of 5/3 would have 15 Match points.

### 3.4 Concessions & Intentional Draws

The result of a match should be determined through gameplay. However, players are allowed to concede a game or match to their opponent at any time. Once the match has concluded and the match result has been reported it is no longer possible to concede the game to their opponent.

Players may not:

- Ask their opponent to concede.
- Offer to draw the game, instead of concluding the match through gameplay (Also known as Intentionally Drawing)
- Bribe, coerce or otherwise pressure their opponent into any match result.
- Decide the result of a match through random means or method, such as flipping a coin.
- Refer to tournament standings or waiting for other matches in progress to resolve before deciding to concede.
- Alter the match result after the match has concluded through natural gameplay.

Any player found breaking any of these rules will be subject to penalties and may ultimately lead to a Disqualification from the event. If a player is in violation of these rules, the incident should be reported to Bandai TCG+.

### 3.5 Tournament Structures

Sanctioned Bandai TCG+ events may be run as Swiss, Single Elimination, or Swiss + Single Elimination events.

Other Tournament Structures are not allowed, except with written permission from Bandai TCG+.

#### 3.5.1 Swiss

The Swiss pairing method is the most common Tournament structure for Premier events. This is either done alone or followed with Single Elimination rounds.

The intent of the Swiss pairing method is to determine a single winner by pairing players with the same (or similar) match records against each other until the specified number of rounds have been conducted.

Swiss tournament progress as follows:

|  |
|--|
| Round 1  |
| Players are paired randomly for the first round of the tournament. If there is an uneven number of players, the player without an opponent is given a bye.   |
| Round 2  |
| Players who won the first game (with a record of 1-0) are randomly paired against other players who have the same or a similar record, players who lost the first game (with a record of 0-1) are paired in the same manner.<br><br>If there is an uneven number of players with a 1-0 record, one of the players is randomly paired with one of the players with a record of 0-1 (As long as they did not |

|   |
|---|
| play each other in the previous round). If this leaves an uneven number of players with a record of 0-1, one player from this round is assigned a bye, as above.  |
| All subsequent rounds   |
| <p>Players continue to be paired randomly based on their match record until the specified number of rounds have been conducted. The player listed at the top of the standings after all rounds have concluded is the champion.</p> <p>If there is an odd number of players, pairings will continue, like in round 2, pairing down players with higher match records to players with a lower match record with the closest number of overall matching points, assigning a bye randomly to one player with the lowest points.</p> |

### 3.5.1.1 Swiss round formats

During tournaments, players will take part in matches consisting of one or more games per match. The first player to win a predetermined number of games within each match wins that match.

Tournament organisers are required to use a Best of Three format for qualifying and single elimination rounds.

#### **Best of One Match Regulations**

Game wins required: 1.

Match round time: 35 minutes

Overtime: Three additional turns, with a time limit of 5 minutes

#### **Best of Three Match Regulations**

Game wins required: 2.

Match round time: 60 minutes

Overtime: Three additional turns, with a time limit of 5 minutes

### 3.5.2 Single Elimination

Single elimination tournaments determine the winner of the tournament by removing players from the tournament after they lose one match. The number of players is halved each round until there is only one player left. An exception may be possible in the first round, where byes may be awarded randomly to create an even distribution divisible by 2, from round 2 onwards.

Single Elimination tournaments progress as follows:

| Round 1   |
|---|
| Players are assigned a random seed and then paired based on standard Single Elimination brackets. The winner of each match moves on to the next round, while the loser of the match is eliminated from the tournament   |
| All subsequent rounds   |
| Players continue to be paired along the Single Elimination bracket, with the winner of a match moving on to the next round and the loser being eliminated from the tournament.<br><br>This will continue until there are 2 players left, playing one final round. The winner of the final match will become the Champion of the tournament. |

### 3.5.3 Swiss + Single Elimination

Tournaments that use the ‘Swiss + Single Elimination structure’ use a combination of the two structures mentioned above. Players participating in this tournament structure will first play an appropriate number of Swiss rounds based on the total participants in the event, after which they are seeded into a Single Elimination bracket and play until only one player remains. The remaining player is the Champion of the tournament.

Players and Organizers should note that players who are added to a tournament after the first round has been paired will not contribute to the total number of rounds that tournament will feature.

### 3.5.4 Final Placements

#### 3.5.4.1 Final placements in Swiss Standings

After the final round of Swiss, the only undefeated player, or player with the highest number of match points combined with the best tiebreakers, is the winner of the tournament. All other players are ranked based on their final match records at the event.

As players will often have similar match records, Bandai TCG+ uses tiebreakers to determine the final placement of each player. After players are ranked by their final match points, tie breakers are applied in the following order:

|  |                                      |
|--|--------------------------------------|
| First Tiebreaker   | Opponents’ Win Percentage            |
| Players who are tied in match points are ranking in order of their Opponents’ Win percentage from Highest to Lowest            |                                      |
| Second Tiebreaker  | Opponents’ Opponents’ Win Percentage |
| Players who remain tied are now ranked in order of their Opponents’ Opponents’ Win percentage, ranking from highest to lowest. |                                      |
| Third Tiebreaker   | Head-to-head                         |

If after the other tiebreakers there are still exactly 2 players tied in the final standings, if they played against each other during the tournament, the player who won that match will be placed above the other player.

If two or more players are tied after the other tiebreakers are applied, they may play a tiebreaker game to determine who places above the other player(s).

#### 3.5.4.2 Final placement in Single Elimination tournaments

After the final round of the Single Elimination tournament, the only remaining player is the Champion of the tournament. All other players are ranked based on the final record of the opponent who knocked them out of the tournament.

#### 3.5.4.3 Final Placement in Swiss + Single Elimination tournaments

Once the Swiss rounds have concluded, players will be ranked based on their Match record & Tiebreakers, as described above. A number of the highest-ranking players will then be seeded into the Single Elimination rounds. The number of players will be determined based on the total participants of the event, as stipulated in 3.6.6.

The tournament will then continue to be played according to Single elimination rules, as stipulated above. Once only one player remains, that player will be the Champion of the tournament.

The tiebreaker to determine the final placement of players in the Single Elimination portion of the tournament is the placement of each player's final Swiss ranking.

After each Single elimination round, eliminated players are ranked according to their final Swiss ranking, with the highest ranked player from the Final Swiss Standings taking the highest placement available for that bracket, followed by the second highest ranked player, and so on.

Example: If the player who was ranked first on the Final Swiss standings loses their match during the Top 8 Single Elimination round, he will by default be ranked 5<sup>th</sup> place, as this is the highest placement available in this round.

#### 3.5.5 Placement Play-Offs

The Organizer may have the players who lost their top 4 Single elimination round play a Play off for the 3<sup>rd</sup> and 4<sup>th</sup> place, instead of using tiebreakers to determine their final placement. If the Organiser chooses to do this, they must make this clear at the beginning of the tournament.

#### 3.5.6 Tournament round structure

Battle Spirits Saga uses the tournament structure as listed below to determine the rounds players & Single elimination rounds to be played.

| 2-day Structure |              |                           |              |
|-----------------|--------------|---------------------------|--------------|
| Players         | Swiss Rounds | Single Elimination Rounds | Total Rounds |
| 4-8             | 3            | 0                         | 3            |
| 9-16            | 4            | 2 (Top 4)                 | 6            |
| 17-32           | 5            | 3 (Top 8)                 | 8            |
| 33-64           | 6            | 3 (Top 8)                 | 9            |
| 65-128          | 7            | 3 (Top 8)                 | 10           |
| 129-256         | 8            | 4 (Top 16)                | 12           |
| 257-512         | 9            | 4 (Top 16)                | 13           |
| 513+            | 10           | 5 (Top 32)                | 15           |

For tournaments with 257 or more players, a total of 7 Swiss rounds are played on the first day. Players with a record of X-2 or better will advance to the next day and continue playing the final number of assigned Swiss rounds before advancing to the Single Elimination portion (or top cut) of the tournament.

Players who do not have a record of X-2 or better will not continue playing in the event on the 2nd portion of the tournament.

### 3.6 Pairings

The organiser of a tournament needs to pair every round using the tournament software to match players to their opponents and start the rounds of the tournament. When doing so, organisers should post the pairings for players to observe (this may be in printed form, online, or both)

Players should be given a reasonable amount of time to report any errors with their match results and find their seats before a scorekeeper starts the round in the tournament software.

Important note: Once the round has been started in the software, pairings cannot be changed.

#### 3.6.1 Random Byes

Throughout the course of a tournament, players may be assigned what is known as a Bye. A bye occurs when there is an uneven number of players in a tournament.

A bye counts as a win for the receiving player's match record, but it does not count as a round played for that player's Tiebreaker.

When byes are assigned, they will always be assigned to the player with the worst match record (if possible). No player will receive more than one bye during one single tournament.

### 3.7 Dropping from a Tournament

Players may decide that they no longer wish to continue playing in a tournament. If a player chooses so, they must drop from the tournament. Players may decide to drop from a tournament for any reason, although they cannot drop during a match in progress, without first completing that match or conceding.

If a player decides to drop from a tournament after the top cut has been determined, his placement in the top cut will not be replaced and he will be dropped from the event after reaching the top cut.

Organisers may require players to complete a written confirmation that they wish to drop or report their wish to drop to a specific member of the event staff.

## 4. Tournament Rules

This section explains rules relating to participation in Battle Spirits Saga TCG tournaments, including topics regarding play, deck legality & more.

### 4.1 Trading Card Legality

Only genuine Battle Spirits Saga Trading Card Game cards may be used at Bandai TCG+ events. If a player is found to have cards in their deck that are not genuine, this is treated as an illegal deck.

Players must ensure that all cards they wish to use for any tournament are:

- Legal according to the format rules
- Are not marked in any way that allows a person to easily identify a card and/or gain an unfair advantage.
  - Japanese Battle Spirits cards are not permitted at Battle Spirits Saga TCG events.
- Not altered in any way that makes it more difficult for opponents or event staff to identify the card.
- Are not listed on the card suspension list (also known as ban list)

#### 4.1.1 Proxies

If a card becomes damaged during a tournament in such a way that the card could be considered marked, and the player is not able to obtain a replacement that would meet the requirements to be used in the tournament, a judge may create a proxy of that card to act as the card in question that has been damaged for the remainder of the tournament.

The damaged card must be kept nearby as a reference for when the proxy card is played.

Proxies may not be played under any other circumstance and should be treated as a counterfeit card if discovered.

### 4.2 Deck Legality

#### 4.2.1 Deck Registration

Players are required to submit a deck list detailing the exact contents of their deck they wish to use at Bandai TCG+ events. Once the deck list has been submitted, players are not allowed to alter their deck or deck list until the conclusion of the tournament.



These deck lists may be used by the organisers and event staff to verify that a deck has not been altered after submission. It is the responsibility of the player to ensure their deck list is accurate and contains no errors.

Any errors found on a deck list or in a player's deck may be subject to penalties as further stipulated in this document.

#### 4.2.2 Deck Checks

Event staff are required to perform deck checks at all Bandai TCG+ Premier events. At least 10% of deck lists should be checked, although Bandai TCG+ recommends checking as many deck lists as possible throughout the event.

Deck checks may happen at any time during a tournament, starting from the registration process through the final round.

During a deck check, event staff will check the following:

- The deck list is complete and legible.
- The deck list contains a deck & sideboard that is legal for tournament play.
- The contents of the decklist match the physical deck & sideboard exactly.
- The cards and sleeves do not have any distinguishing marks that could be classified as marked.

#### 4.2.3 Card Sleeves

Card Sleeves are mandatory for official tournament play and follow the same policies as cards themselves regarding markings and wear & tear. They must additionally comply with the following rules to be considered legal for tournament play:

- They must cover/enclose a card in its entirety.
- All sleeves must be the same colour/design, condition, size, etc.
- All edges must be a single solid colour (The artwork must not extend to the border of the sleeves).
- The sleeves must not be reflective to the extent that a card can be identified when looking at the surface of the sleeve.
- The back of the sleeves must be opaque.

Players are allowed to use inner or outer sleeves, provided that they follow the same criteria for regular sleeves as listed above.

### 4.3 Constructed Tournament Format

The Deck construction rules for the Standard Constructed Format are as follows;

- A deck must contain at least 50 cards and no more than 60 cards.
- A sideboard may contain up to 10 cards for events with Best-of-three qualifying rounds.
- Decks may not contain more than 4 copies of a single card.
- A deck may not contain any cards that are prohibited from Official tournament play, such as:
  - Cards on the suspension list

- Test print cards

#### 4.3.1 Suspended Cards

The list of suspended or banned cards from tournament play can be found on [www.battlespirits-saga.com](http://www.battlespirits-saga.com).

As of March 1st, 2023, there are no cards on the suspended list.

Tournament results and community feedback will be continuously analysed to ensure the format(s) remain healthy and enjoyable.

### 4.4 Limited Tournament Formats

The Deck construction rules for the Limited Constructed Format are as follows;

- A deck must contain at least 40 cards and no more than 60 cards.
- Decks may contain any number of copies of a single card.
- A deck may not contain any cards that are prohibited from Official tournament play, such as:
  - Cards on the suspension list
  - Test print cards

#### 4.4.1 Formats

##### 4.4.1.1 Sealed

In a Sealed event, players receive a predetermined number of booster packs (sometimes supplemented with a starter deck) from the organiser at the beginning of the event. The number of booster packs can be determined by the tournament organizer but must be communicated in advance.

Players open their booster packs and construct a deck using only those cards. Players will receive 30 minutes to build their deck.

##### 4.4.1.2 Draft

In a draft event, players receive 4 booster packs from the organiser at the beginning of the event. Then, players will open one pack, remove the core card, and start what is known as the drafting process.

Each player chooses one card from their pack and adds it to their pool. Then, the player gives their pack to the player on their left and takes the booster from the player to their right and repeats the process until all cards have been drafted from the first pack.

Then, the process is repeated for the second pack, with the pack moving to the player to the right. This process is repeated in alternating directions until all 4 boosters have been drafted.

### 4.5 Gameplay Area Management

Cards that are in the Gameplay area should be managed in a way, so they are organised and easy for opponents and event staff to understand.

Cards that are placed into the gameplay area from the hand without the effect from a card are considered played from the moment the owner of the card physically releases the card from their hand. If a player does not wish to play a card, they should not place it into the gameplay area.

#### 4.5.1 Cores

Cores should be placed in one of the following places:

- The Reserve
- The Life Area
- On top of Spirit or Nexus cards
- In the Void
- In the Trash

Any cores that are not in any of the areas and do not serve any purpose, such as marking the level of a spirit, should be moved to the void to avoid confusion.

## 4.6 Shuffling & Deck Randomization

Each player's deck is expected to be fully randomised at the beginning of each game, as well as during the game. Randomization must be done in the presence of the player's opponent and should be done in a reasonable amount of time. Players should also be mindful to shuffle/randomise the deck in a way that the cards inside the deck are not damaged or revealed.

Once a deck has been shuffled, it must be presented to the player's opponents and the player must allow the opponent to cut and/or shuffle the deck. Cutting a deck consists of creating two or three separate piles of cards and then rearranging the stacks by putting them on top of each other in a new order.

Shuffling would consist of rearranging 4 or more piles of cards or shuffling the deck using traditional shuffling methods. Once the opponent has finished shuffling, the player may cut their own deck once, after which no more randomizations may be performed on the deck.

#### 4.6.1 Judge Intervention

Throughout the game, a judge may need to intervene, which may include a shuffling of the deck as part of a fix. No player may shuffle or cut after the judge has shuffled either players' deck.

#### 4.6.2 Insufficient Randomization

Insufficiently randomising the deck is a violation of the rules that may carry a penalty. As such, it is in the interest of each player to use shuffling techniques that are both quick and thorough.

## 4.7 Tournament Play

### 4.7.1 Beginning of the game

The following actions must be performed to set up the beginning of the game:

1. Establish a location for the void, where all cores are stored. (Players may share a void or create their own)
2. Shuffle and present the deck to the opponent. Players may then cut and/or shuffle their opponents' deck as explained in section 4.6.
3. Place 5 cores from the void into the Life area, then place one soul core and three cores from the void into the reserve.
4. Draw a hand of 4 cards.
5. Determine who is player one and player through a random method, such as 'rock, paper, scissors', or other method. The winner of the random method chooses which player goes first. The player who goes first will be player one.
  - a. When preparing for a second or third game in best-of-three matches, the player who lost the previous game may choose who shall start the game as player one, ignoring step 5.
6. Starting with player one, decide per player if they will mulligan. Players may only mulligan once.
  - a. Players who choose to mulligan return their hand to the bottom of their deck in any order, draw 4 new cards, and randomise their deck, after which the opponent may shuffle and/or cut as explained in section 4.6.
7. Players who chose not to mulligan draw one additional card.

### 4.7.2 In-between games

During best-of-three matches, players may take some time after a game has concluded and before the new game starts to look through their deck & sideboard and decide whether they wish to make any changes to their deck for the next game in the match by adding cards from their sideboard to their deck, and/or removing cards from their deck by adding them to their sideboard.

When making changes to their deck, players must ensure that their deck contains at least 50 and no more than 60 cards.

### 4.7.3 End of the game

During tournament play, some games/matches may not be finished within the permitted time limit.

Once time is called on the round during game 2, if a game is still in progress, the active player completes their turn. If no winner has been declared at this stage, the game is considered incomplete and will not be counted towards the completed matches of the round.

If time is called during game 1 or game 3, if the game is still in progress, the active player completes their turn, after which a total of 3 more turns are played. If time is called before a player has finished their end step, this is treated as turn 0, before the additional three turns begin. If time is called after a player has started their start step, this turn is treated as turn 0, which will precede the additional three turns.

If time expires during extra turns, and the active player has a card attacking, The active player completes the attack through the End of Battle (7-1-6 in Comprehensive Game Rules). If no winner has been determined after three turns have concluded, match resolution will need to be applied by event staff.

In best-of-three matches, once the match has concluded players must return cards to their original position in the deck and sideboard to match their deck list, after each match. If a player starts a match with cards from their sideboard (still) present in their deck, this is considered an illegal deck and event staff should resolve the issue following the respective section within the Tournament Rules Manual.

#### 4.7.4 Match Resolution

Once players have completed their additional three turns, if a winner has not been determined, judges should apply the match resolutions below to determine the result of the match in progress.

##### 4.7.4.1 Match Resolution - Swiss rounds

| Tournament Type: Swiss Rounds | Match Type: Best-of-One |
|-------------------------------|-------------------------|
| Time Called                   | Match Result            |
| During Game 1                 | Move to tiebreakers     |

| Tournament Type: Swiss Rounds | Match Type: Best-of-Three                 |
|-------------------------------|---|
| Time Called                   | Match Result                              |
| During Game 1                 | Move to tiebreakers                       |
| Between games 1 & 2           | Winner of game 1 wins the match           |
| During Game 2                 | Winner of game 1 wins the match           |
| Between games 2 & 3           | Players commence Game 3 in overtime turns |
| During game 3                 | Move to tiebreakers                       |

#### 4.7.4.2 Single Elimination rounds

As matches during Single elimination cannot result in a tie, additional tiebreaker criteria can be used to determine the winner of the game.

If neither player meeting the tiebreaker criteria – both players having the same life total - the game must continue until either player meets the criteria of the tiebreaker to be determined the winner, or wins the game outright, whichever comes first:

| Tournament Type: Single Elimination | Match Type: Best-of-Three                 |
|-------------------------------------|---|
| Time Called                         | Match Result                              |
| During Game 1                       | Move to tiebreakers                       |
| Between games 1 & 2                 | Winner of game 1 wins the match           |
| During Game 2                       | Winner of game 1 wins the match           |
| Between games 2 & 3                 | Players commence Game 3 in overtime turns |
| During game 3                       | Move to tiebreakers                       |

#### 4.7.4.2 Tiebreakers

If a game is not resolved at the end of the extra turns, judges will need to apply tiebreakers to declare a winner for the game.

The following tiebreakers are set in place:

- 1st tiebreaker - Life Totals
  - The player with the highest life total wins. If both players have the same amount of life, move on to the next tiebreaker.
- 2nd Tiebreaker - Cards remaining in deck.
  - The player with the most cards remaining in their deck wins. If both players have the same number of cards remaining in their deck, move on the final tiebreaker.
- 3rd Tiebreaker - Fewest total cores on field, reserve, and trash (not counting any cores in life)
  - The player with fewer cores on the field, reserve, and trash wins. If both players have the same number of total cores, they continue playing the current game until a player fulfils a victory condition or a change in life total occurs resulting in unequal life totals. If a player fulfils a victory condition, the player wins just as in normal gameplay. If a change in life total occurs resulting in unequal life totals, the player with the higher life total wins.

#### 4.8 Pace of Play

The pace of play in a Battle Spirits Saga TCG match should be at a decent pace without being excessively fast, allowing players to conclude the match through gameplay where possible. Both players should receive approximately half of the allotted time for their match.

#### 4.8.1 Time guidelines

Bandai TCG+ has set forth guidelines to help guide players to play within a reasonable pace and to help assess whether game actions are completed within a reasonable time frame.

The average pace for a turn is 1 minute. There may be circumstances that may require more or less time to conduct a full turn.

When observing for Pace of Play, Judges should observe a player over the course of one or two turns to assess whether a player is indeed playing slow. This is to ensure a player is not deemed as playing slow when their average pace is within reason.

Players attempting to compartmentalise their turn to consistently use every second of the time allowed for their actions as stipulated in this guideline will be subject to penalties associated with stalling.

#### 4.8.2 Time Extensions

Judges may issue time extensions to the length of the time taken to resolve any issue. The extra time given must be clearly communicated to both players and must be recorded and communicated to the organiser.

## 5. Rules Violations & Penalties

Bandai TCG+ has protocols & procedures intended to create an environment of friendly competition at all Bandai TCG+ events. At these events, situations may arise, whether unintentionally or other, in which participants must abide by tournament rules. Failure to do so may result in a participant earning one or more penalties.

Penalties are intended to offset advantages gained or disruptions caused by other rules violations.

Players may not refuse to abide by a penalty they or their opponent has received.

### 5.1 Types of Penalties

#### 5.1.1 Caution

A Caution is the lowest level of penalty that can be issued to a player. These types of penalties are designed to let a player know that they have made an error and to help correct their gameplay for the future. Typically, minimal effects on the game state may have occurred which can be easily fixed. Cautions are issued on the spot and are recorded per player. If a player repeats the same infraction, the Caution penalty can be upgraded to a Warning.

#### 5.1.2 Warning

A Warning can be issued where an obvious error has occurred that has resulted in an outcome which is favourable for a player based on the game state, or the game state may not be able to be repaired fully to the same extent if the infraction did not occur. Warnings may also be issued for actions that impede the running of an event. This can also be used as the next step for a continued infraction of the same nature, which may be of a lesser consequence to the overall gameplay. If a player repeats the same infraction, the Warning penalty can be upgraded to a Game Loss, Match Loss, or Disqualification.

#### 5.1.3 Game Loss

A Game Loss is a higher form of penalty indicating that a major error in gameplay has occurred, or the regulations of the event have not been met, which has resulted typically in an unfair advantage for one player or caused a direct detriment to another player. If the player is currently between games or matches, the player loses the next game they were assigned to play.

#### 5.1.4 Match Loss

A Match Loss penalty should be reserved for the most extreme cases where the game has reached a state where no repair can be made, and the opposing player is at a severe disadvantage based on the error made. These typically involve a situation where one player gains an unfair advantage over a player, and the situation cannot be rectified through any other course of action. A player issued a Match Loss loses the current match. If the player is currently between matches, the player loses the next match they were assigned to play. If the player is in a match they are clearly about to lose, the judge may choose to apply the Match Loss penalty to the player's next match.



### 5.1.5 Disqualification

A Disqualification is one of the most extreme forms of penalties that can be issued and should be reserved for instances where the tournament integrity as a whole has been affected by the actions of the player and / or major examples of unsportsmanlike conduct. Players who receive this penalty are issued a Match Loss for the current round (if in play) and dropped from the remainder of the tournament, with no prizes or rewards to be issued. Players who receive a Disqualification are recorded for future reference and reported to Bandai TCG+.

## 5.2 Penalty Categories

### 5.2.1 Game Play Error

Game Play Errors are infractions committed during a game in progress. These penalties typically are related to missed or ill-executed Game actions.

This category can only be applied to infractions relating to Game Play.

#### 5.2.1.1 Game Play Error – Minor

Recommended Starting Penalty: Warning

Minor Game Play error infractions are minor mistakes that can happen during game play but have no major impact on the game and any potential advantage gained is minimal.

Examples include:

- Accidentally drawing an additional card
- Putting a card into the hand without revealing it to the opponent when an effect states you must do so.
- Inadvertently revealing a card without the use of a card effect.
- Not keeping track of the Game State.
- Creating a confused game state by not managing the Game Play Area.
- Insufficient Randomization

#### 5.2.1.2 Game Player Error – Major

Recommended starting penalty: Game Loss

Game Play error infractions are classified as major when the error causes irreversible confusion to the game state that cannot be rewound or otherwise reasonably corrected by judges without compromising the integrity of that game.

Errors that result in a player gaining access to knowledge or cards that require a significant level of involvement by a judge in order to rectify, or that have remained unnoticed for a longer period of time that have influenced game play may also be classified as Major.

Examples Include:

- Using an effect when an effect or rule prevents its use, discovered after several turns.
- Playing a card when the cost has not been met, discovered after resolving the effect, creating an irreversible game state.

### 5.2.2 Deck Legality

Deck Legality infractions include all problems that are related to the deck, due to cards in the deck not being legal for tournament play. This can be for varying reasons such as card condition, format restriction, or other reasons.

When a Deck Legality infraction is issued, the offending card(s) should be replaced in all cases.

Problems may be caused by cards in the deck, the sleeves, or the corresponding deck list. In cases relating to the deck list, the content of the list takes priority over the content of the physical deck. Any discrepancy between the two should always be fixed by modifying the physical deck to match the deck list.

If a Deck list contains fewer than 50 cards, cards that are not legal for play in the tournament, or cards that cannot be reasonably identified from the information provided on the deck list, the deck list should be made legal by adding an appropriate number of cards from the sideboard to the player's deck. If there is no sideboard, cards of the player's choice should be added to the deck instead. Then, the deck should be updated accordingly, and a penalty issued as stipulated in this document.

#### 5.2.2.1 Deck Legality – Minor

Starting Penalty: Warning

Minor Deck Legality infractions are classified as minor because they offer no or minimal opportunity for a player to gain an advantage as a result.

Examples include:

- A handful of cards in a player's deck are sleeved with sleeves that have factory defects on the back of the sleeves. The combination of cards does not create a pattern that would provide the player with a significant advantage.
- A Player's sleeves have standard wear and tear that has resulted in many distinct scratches and markings over all the sleeves in the deck.

#### 5.2.2.2 Deck Legality – Major

Starting Penalty: Game Loss

Major Deck Legality infractions are classified as major as they can offer a significant advantage, often through ambiguity or discrepancy on the deck list or between the list and the physical deck, or by patterns such as marked cards.

Examples include:

- The deck list contains fewer than 50 or more than 60 cards.

- A player's deck contains cards that are not part of Battle Spirits Saga TCG product releases, such as counterfeit cards.
- A player's deck list contains 3 copies of Absolute Ice Shield and 2 copies of Starblessed Draw, but the deck list contains 3 copies of Starblessed Draw and 2 copies of Absolute Ice Shield.
- A deck or deck list contains five copies of a card.
- The sleeves on the burst cards in a player's deck are slightly longer or shorter than the rest.
- The player mixes up cards from the sideboard and is playing the first game of a match with cards that should not be in the main deck.

### 5.2.3 Slow Play

Players in a tournament are expected to play the game with a lively pace, regardless of the complexity of the situation. Slow Play infractions occur when a player's actions (or lack thereof) affect the pace of the game to an extent that puts their opponent at a disadvantage. Additionally, Judges may issue a time extension of up to 3 minutes to offset this disadvantage.

Players and judges should familiarise themselves with section 4.8 regarding proper pace of play and guidelines on what is considered proper pace of play.

#### 5.2.3.1 Slow Play – Minor

Starting Penalty: Warning

Minor Slow Play infractions are isolated incidents that may occur for a variety of reasons, such as slow decision making, or tense & complex scenarios.

Examples include:

- Repeatedly checking the hand or trash before or while executing a card effect.
- Taking an unreasonable time to decide where to put cores.
- Counting or searching your (opponent's) trash multiple times in a short time.
- Rearranging cores in the field for an excessive amount of time.
- Deliberately slowing down the pace of their play in order to run out the clock.
- A player is slow to mulligan before the start of the third game in a best of three match, doing so with the intention of making it difficult for their opponent to win within the time limit.
- Repeatedly and needlessly spending excessive time considering actions which cannot significantly affect the game.
- Repeating actions which have little effect on the game or summons a judge when unnecessary in order to give themselves time to think.

### 5.2.4 Procedural Error

Procedural Errors are infractions related to the progression of the tournament. Behaviours or actions that impact the progression of the event, whether it be for the players involved, or for the staff and wider participation group, may result in a penalty being issued.

#### 5.2.4.1 Procedural Error – Minor

Starting Penalty: Warning

Minor procedural errors do not cause any substantial impact or delay to the progression of the tournament but may cause an inconvenience to participants or staff.

Examples include:

- A player forgets to sign a match slip before leaving the playing area but is called back immediately by event staff.
- A player accidentally enters a 'staff only' area.
- A player arrives late to their match (less than five minutes).
- A player does not have the required materials to play the game, such as markers to use as cores.

#### 5.2.4.2 Procedural Error – Major

Starting Penalty: Game loss

Major procedural errors have the potential to impact or delay the tournament or to cause an inconvenience to participants or staff.

Examples include:

- A player arrives late to their match (more than 5 minutes)
  - In best of three rounds, a game loss is applied for every 5 minutes a player is late.
- A player forgets to sign his match slip before leaving the playing area and has not been located before the start of the next round.
- A player sits at the wrong table and plays the wrong opponent.

#### 5.2.5 Unsporting Conduct

Unsporting conduct infractions are caused by a participant demonstrating poor personal conduct, negatively impacting the experience of other participants.

##### 5.2.1.1 Unsporting Conduct – Minor

Starting Penalty: Warning

Minor Unsporting Conduct infractions are considered mild infractions, often a lapse in judgement, that result in an isolated incident, or resulting in the annoyance of a (small) group of participants.

Examples include:

- A player disturbs a match in progress.
- A player leaves trash in the play area after their match is over.
- A player swears (mildly) in annoyance, or in conversation with a friend or relative.

#### 5.2.1.2 Unsporting Conduct – Major Starting Penalty: Game Loss

Major unsporting conduct infractions are behaviours that display a lack of respect or consideration for fair play, the enjoyment of others, or lack respect for other participants of the event.

Examples Include:

- A player (attempts to) distracts or intimidates their opponent into misplaying.
- Making legal plays that have no effect on a game in progress, or playing unreasonably slow, in order to manipulate the time remaining in that match.
- Failure to comply with instruction of event staff.
- Refusing to cooperate with the tournament policies, such as signing a match slip.

#### 5.2.1.3 Unsporting Conduct – Severe Starting Penalty: Disqualification

Severe unsporting conduct infractions demonstrate a blatant disregard to Bandai TCG+ events, their participants and policies set in place to ensure a fair and safe environment. This behaviour actively contributes towards a negative environment of which there is zero tolerance.

Examples include:

- The use of profanity, slurs, physical threats, or insults towards any other participant.
- Assault, theft, or any other criminal or otherwise prohibited activity based on local, state or federal regulations.
- Determining the match through random means, through bribery or coercion, or via other disallowed methods.
- Lying to event staff, such as during an investigation.

#### 5.2.6 Cheating

Starting Penalty: Disqualification

Cheating is an infraction in which a player knowingly contravenes the rules or policies, makes intentional mistakes for attempted personal gain, or knowingly cheats. There is no place at Bandai TCG+ events for this kind of behaviour, and all acts of Cheating will fall under this category with a recommended penalty of a Disqualification.

Examples include:

- Misleading your opponent into making misplays, such as lying.
- Arbitrarily adjusting markers in the game, such as cores.
- Intentionally drawing extra cards and adding them to the hand
- Intentionally adding cards from the trash to the hand or adding them to the deck
- Intentionally adding cards from the hand or deck to the trash.

- Stacking or intentionally randomising the deck in an insufficient manner to create greater access to one or more cards.

### 5.3 Assigning Penalties

When a Judge is called to the table to investigate, they should carefully examine the current game / game state and who will gain benefit as a result of carrying out penalty procedures. The procedures exist to 'correct' certain errors and the advantage some may have gained from the error. Favouring a player (even if unintentional) or being careless when considering the game state can result in further problems. If a single mistake causes multiple infractions, a penalty should be issued for the most severe infraction.

It is advised that all penalties beyond a warning are issued only after consulting the Head Judge. The Head Judge may decide what level of penalty may be issued by event staff throughout the event.

### 5.4 Delivery of Penalties

Delivery of penalties should be done in a respectful manner to all parties involved. When issuing a penalty, the judge must include the following:

- the infraction and how to resolve the situation to all related players.
- How the penalty will affect the player who committed the infraction
- A reminder that players may appeal this or any other penalty to the Head Judge.

If the Head Judge decides to make a change to any decision, they must explain the new penalty and why they chose to alter the procedure. Careful consideration must be given to any deviation to ensure the integrity of the event and not bring blame towards the Judges and/or the Organizers.

### 5.4 Discussing Penalties

Due to the nature of some infractions, it is sometimes inevitable that members of the community will become aware of some penalties issued at events. Event staff are expected to treat any information to penalties with discretion and sensitivity to prevent any undue embarrassment or harassment to those involved.

Any penalties that are publicly discussed for reasons of training or education must be sufficiently anonymized. Infraction history regarding specific players should only be shared between event staff when it is deemed relevant.

Event Staff & Judges not treating this type of information with discretion & sensitivity may be removed from the event by the Tournament Organizer & may receive disciplinary actions from Bandai TCG+.

### 5.6 Reporting Penalties

Bandai TCG+ will keep track of each player's penalty history to differentiate between intentional repetition of infractions from unintentional occurrences, and to assess severe infractions (like

Unsporting Conduct & Cheating).

Bandai TCG+ will continuously monitor and assess these penalties to evaluate whether disciplinary action may be necessary,

To aid in this effort, the TO is tasked to submit the Tournament Penalty Summary to Bandai TCG+ using the submission form once the event has been completed.

#### 5.7.1 Disqualification Reports

In the event of a disqualification, it is the responsibility of the Head Judge to submit a full and thorough report of the incident to Bandai TCG+. This report should contain all details & factors that contributed to the decision to issue a disqualification, as well as the names and IDs of all judges who were involved in the incident.

### 5.7 Disciplinary Action

If a participant in the event acts in a way that impacts the integrity of one or multiple events or may have received multiple infractions that form a pattern, Bandai TCG+ may consider disciplinary action against the responsible player or participant. Such action may include a suspension from the Bandai TCG+ Organized Play Program. In such cases, offending parties will be notified, and their names and Bandai TCG+ IDs will be made available to Organizers.

A suspended person is not allowed to enter official Bandai TCG+ events as player, staff, spectator, or in any other capacity. If a suspended person disrupts an event by attempting to enter the event and/or refusing to leave, the incident should be reported to Bandai TCG+ and additional Disciplinary actions, including extensions to existing suspensions, may be applied.

## 6. Summary of Changes

### Changes made in Version 1.1.1

| Section | Description  |
|---------|--|
| 4.7.3   | Adjustment made to end of round procedures: Procedure has changed for game 2 and game 3 when time is called. |

### Changes made in Version 1.1

| Section | Description  |
|---------|--|
| 2.5.2   | Added section information relating to dropping from the event before final standings have been determined. |
| 4.4.1.2 | Added section about draft format.  |
| 4.7.4.2 | New section outlining new tiebreakers for end of round   |
| 4.7.3   | Added information regarding time expiring during extra turns.  |
| 4.7.4   | Added new information and changes to tie breaker structure for end of round procedures                     |
| 4.8.1   | Changed structure for Pace of Play policies  |
| 5.2.3.1 | Added additional examples of Slow Play   |
| #       | General text changes & spelling fixes  |

### Changes made to document version 1.0.1:

| Section | Description   |
|---------|---|
| #       | General reformatting & restructuring of document, including re-numbering of several paragraphs.   |
| 1.3     | Added additional information regarding the prohibition of selling/vending on the event floor.   |
| 1.4.3   | Added additional responsibilities.  |
| 1.4.5   | Added a new category for Scorekeepers.  |
| 1.4.7   | Added a new category for Bandai Representatives.  |
| 1.4.4   | General text change to clarify information relating to Head Judge responsibilities.   |
| 3.4     | General text changes to clarify when a player may concede.  |
| 3.7     | Added information relating to dropping after the top cut has been determined.   |
| 4.1     | Adjusted description of marked cards.   |
| 4.2.3   | Added card sleeve requirement for official tournament play.   |
| 4.6     | Text change to clarify a player may cut their own deck once, after their opponent shuffled the players' deck.   |
| 4.7.1   | Added clarification on who is treated as player one after deciding who goes first. Added 5.a about how the starting player is determined in game two or three in a best-of-three match. |
| 4.7.2   | Added new section detailing procedures in-between games, in particular relating to side boarding.   |
| 4.7.3   | added text to explain procedures after a match has concluded in relation to the deck & sideboard.   |
| 4.8.1   | adjusted time for setup & added time allowance for in-between game setup.   |
| 5.2.2.2 | Added additional examples of illegal decks.   |