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# BANDAI CARD GAMES Floor Rules Ver.1.1.1

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## ◆Introduction

These BANDAI CARD GAMES Floor Rules have been established so that all event participants can safely enjoy matches with BANDAI CARD GAMES. Please abide by these rules so that everyone can enjoy each event.

## ◆Scope of These Rules

These rules apply to official tournaments held or licensed by BANDAI CO., LTD., or sanctioned tournaments held by retail shops approved by BANDAI CO., LTD. in various regions in Japan and Asia. The applicable TCG titles are as follows:

Battle Spirits
Digimon Card Game
ONE PIECE Card Game
UNION ARENA
Dragon Ball Super Card Game Fusion World
Gundam Card Game
*Titles vary by area/region.

These rules act as management policies when tournaments are held. However, these rules may be applied differently in some cases. It will be necessary to consider various circumstances and apply different procedures as the situation calls. In addition, if a tournament has separately established regulations, guidelines, or rules, those will in principle take precedence.
Separate notices regarding participation in BANDAI CARD GAMES official events and rules for individual tournaments also apply to official tournaments. Make sure to read over these rules before joining a tournament.
These rules may be modified or revised by BANDAI CO., LTD. without prior notification.

## ◆Event Categories

・Official Tournaments

These tournaments are held and managed by BANDAI CO., LTD.
World finals, tournaments to qualify for the world finals, and championships for the various titles under BANDAI CARD GAMES are included in this category.
In addition to championships, tournaments that are held and managed by BANDAI CO., LTD. or a company sponsored by BANDAI CO., LTD. are also included in Official Tournaments.

・Sanctioned Tournaments

These tournaments are held and managed by retail shops or organizations that are partnered with BANDAI CO., LTD.

Tournaments held by various partner retail shops receive product distribution and event support from BANDAI CO., LTD. Battleskii Events held by Battleskii for Battle Spirits are also sanctioned tournaments.

## 1 Event Participants

Please be respectful to other event participants and be mindful of others' feelings during your interactions.

## 2 Players

Everyone should obey the applicable rules and manners for the tournament and strive for fair gameplay so that everyone can enjoy playing together.

When facing an opponent, always be respectful of their feelings.

In regard to the standards of player behavior, players should keep the following in mind:

・Use an appropriate greeting or salutation when interacting with your opponent before and after a match.

・Communicate clearly with and reply to your opponent regarding game progress such as timings, steps, and phases, the declaration of cards used, etc.

Place your cards properly so that your opponent and the judges (or staff members) can easily see the positions and states of cards (Active/Rest, Refresh, Exhaust, etc.).

・Handle your opponent’s cards with care. In addition, be sure to obtain permission from your opponent before touching any of their cards.

・Do not look at your opponent’s hand or deck unless a card instructs you to do so.

・Don't do anything that might make your opponent feel uncomfortable.

(Examples: speaking loudly, talking negatively about your opponent, deliberately taking more time than is needed, making loud shuffle noises, or any other actions that may disrupt your opponent's concentration.)

Also treat nearby players and spectators with similar respect.

・If you must leave the table during a match, first obtain permission from your opponent and a judge (or staff member).

・If a question arises during a match regarding the rules, players may call on a judge (or staff member) to clarify the matter. At such times, all players must abide by the judge's (or staff member's) ruling.

・If you suspect a player of inappropriate behavior or rule violations during a match, call a judge (or staff member).
・If you have any other non-rule related problems or questions, call a judge (or staff member) to discuss the issue.
・During a match, do not place or touch anything not related to the match under your chair, etc.

*The following items can be used as support items during matches. However, you must first make sure your opponent agrees that such items will not distract from the match.
You can use dice that are valid for all titles, have 20 or fewer sides, and each side can be clearly read.

*Items designated as "not related to the match" are shown in the following for each title.

├ Battle Spirits

Items other than decks, cores/soul cores, awaken cards, token cards, playmats, life trays, or deck cases for awaken/token cards

├ Digimon Card Game

Items other than decks, Digi-Egg decks, memory gauges/markers, token cards, playmats, counter markers, or the Quick Reference Guide for Keyword Effects and Rules

├ ONE PIECE Card Game

Items other than Leader cards, decks, DON!! decks, playmats, power counters, or LECAFIG figures

├ UNION ARENA

Items other than decks, AP cards, playmats, or BP counters/markers

├ Dragon Ball Super Card Game Fusion World

Items other than Leader Cards, decks, energy markers, or playmats

└ Gundam Card Game

Items other than decks, resource cards, EX resources, EX bases, token cards, GUNDAM ASSEMBLE figures, playmats, or damage counters

## 3 Spectators

When watching a tournament, please observe from the designated viewing area and conduct yourself in a manner that does not disrupt matches or the operation of the tournament. Please refrain from talking, advising players, or any actions that could interfere with matches.

If you do not adhere to these rules, you may, at the discretion of the judges (or staff), be barred from spectating.

If you discover that a match is in violation of the rules, call a judge (or staff member) instead of attempting to resolve the situation yourself.

Depending on the event, spectators may not be permitted, regardless of whether or not they are participants in the tournament. Since the rules may vary by event, be sure to obtain permission for spectating from a judge on the day of event.

## 4 Judges

All judges must abide by the established rules and cooperate with staff and participants to ensure the fair and smooth operation of tournaments.
Judges are also expected to be courteous and set a good example for all players.
When asked by a player to confirm a rule violation, all judges should hear from both opponents, make a ruling that enables the match to proceed properly, and restore the match to the correct state.
If an erroneous action is discovered after a match has progressed, the match may continue as is. Furthermore, all judges may intervene to point out and correct any mistakes regarding the rules, or any cheating or suspected cheating by players that they observe.
Head judges and tournament organizers have the right to make final decisions regarding tournament rulings and rules. Final decisions by head judges cannot be appealed. Players participating in event must abide by the rulings and rule decisions made by head judges. Those who do not abide by these decisions may be subject to penalties.

## 5 Usable Cards

Players are to use the cards dictated by the regulations for each tournament. No counterfeit cards (including photocopied or handmade substitute cards) may be used in any tournament. In principle, players must only use cards in the language permitted for the area in which a tournament is held.
Example: In principle, only Japanese cards can be used for tournaments held in Japan.
(Exceptions include some cards such as token cards. However, such cards must clearly show the orientation, such as Active/Rest modes.)
A judge may prohibit a card if there are any markings, damage, deterioration, or warping on the front, back, or sides of that card that could allow it to be identified among the other cards in a deck. Such a card may be used, however, if a sleeve makes it indistinguishable from other cards in the deck. If you want to use a card but are unsure of whether or not it would be permitted for a tournament, be sure to check with a judge (or staff member) in advance.

You cannot use copied cards, unofficial cards, cards with autographs or other writing, or severely damaged cards.
*Exceptions include when tournaments explicitly permit cards with autographs or other writing.

When banned/restricted cards or banned pairs have been established, in accordance with the rules, those cards cannot be placed in decks.

A card with a new card number may not be used in official tournaments or championship-related tournaments (includes some tournaments held by partner retail shops) unless it has been sold or distributed for at least 7 days since its initial release in the corresponding territory. (A card with an identical card number as a card that has already been sold and distributed for 7 or more days may be used, however, even if 7 days have not passed.)

Examples of restrictions on cards after sale/distribution: Cards with new card numbers initially released on the 1st of each month can be used starting on the 8th of that month.

■ Battle Spirits supplementary rules
All cards with new card numbers can be used in sanctioned tournaments without waiting for 7 days to pass from the date of sale/distribution.

■ Digimon Card Game supplementary rules
Cards with new card numbers cannot be used in the Ultimate Cup sanctioned tournaments for 7 days from the date of sale/distribution. (A card with an identical card number as a card that has already been sold and distributed for 7 or more days may be used, however, even if 7 days have not passed.)

■ ONE PIECE Card Game supplementary rules
Cards with new card numbers cannot be used in the Flagship Battle or Extra Grand Battle sanctioned tournaments for 7 days from the date of sale/distribution. (A card with an identical card number as a card that has already been sold and distributed for 7 or more days may be used, however, even if 7 days have not passed.)
In addition, there may be restrictions on the cards that can be included in decks depending on the Leader Card used.

- LECAFIG

LECAFIG (a series of three-dimensional figures modeled after Leader cards) may be used in sanctioned events and official events in the same way as Leader cards.

However, shop or tournament regulations may prevent their use in some cases.

- SOUND LOADERS

In principle, SOUND LOADERS (card loaders that play BGM or sound effects) can't be used at official or sanctioned events.
However, a Leader card included with a SOUND LOADER may be used in accordance with the regulations for the same card number.

- DON!! Cards

All DON!! cards that have been sold and distributed may be used.
*DON!! cards in all languages may be used.

■ UNION ARENA supplementary rules

All cards with new card numbers can be used in sanctioned tournaments, UNION RARE STRUGGLE BATTLE, and ONE BATTLE CUP without waiting for 7 days to pass from the date of sale/distribution.
AP cards have restrictions based on the country or region of release.
For details, see here.

Some tournaments may have rules that place restrictions on the titles that can be used.
Basic Battles: Rules allow all titles to be used.
ONE Battle Rule: Rules allow only the specified titles to be used.

■ Dragon Ball Super Card Game Fusion World supplementary rules

Cards with new card numbers cannot be used in Ultimate Battle sanctioned tournaments for 7 days from the date of sale/distribution. (A card with an identical card number as a card that has already been sold and distributed for 7 or more days may be used, however, even if 7 days have not passed.)

- Use of energy markers

All energy markers cards that have been sold and distributed may be used.
Energy markers in all languages may be used.
Energy markers from DRAGON BALL SUPER CARD GAME MASTERS may also be used.
A player should bring 1 or more energy markers. Avoid bringing excessive amounts (more than can be spread out on a table).

■ Gundam Card Game supplementary rules

Cards with new card numbers cannot be used in Newtype Challenge sanctioned tournaments for 7 days from the date of sale/distribution. (A card with an identical card number as a card that has already been sold and distributed for 7 or more days may be used, however, even if 7 days have not passed.)

All Resource cards, EX Resource cards, EX Base cards, and token cards that have been sold and distributed may be used.
Resource cards, EX Resource cards, EX Base cards, and token cards in all languages may be used.

- Sideboards

Some tournaments may allow sideboards to be used in addition to decks.

- GUNDAM ASSEMBLE

GUNDAM ASSEMBLE (miniature-sized Gundam kits) can be used on top of applicable token cards at both sanctioned and official events. GUNDAM ASSEMBLE figures cannot be used without token cards. However, shop or tournament regulations may prevent their use in some cases.

## 6 Sleeves and Card Loaders

Players may use sleeves as dictated by the regulations for each tournament. If a tournament has specified the sleeves that can be used, players must use sleeves as dictated by the regulations.
When using sleeves, 1 or more must be opaque for each card, and the cards must be placed in the same orientation.
Up to 2 sleeves can be used together on a single card. In such cases, the same sleeves and number of sleeves must be used, and the sleeve types must be placed on the cards in the same order.
When 2 sleeves including a transparent sleeve are used together, one sleeve must be clear with nothing printed on it, and the other sleeve must be opaque (either type of sleeve may be used on the inside or the outside).

3 or more sleeves on a single card is not permitted.

The aforementioned sleeve regulations also apply to cards such as token cards that are not included in decks.

If a sleeve has scratches, stains, marks, etc., on its front, back, or sides in a way that makes it distinguishable from other cards in the same deck, judges have the right to prohibit the use of that sleeve.

If a judge determines that a sleeve or card loader should be prohibited (graded cards, cards that have poor legibility or partially hidden text, etc.) during a tournament, the player must use a more appropriate alternative.
Sleeves can also be used on cards such as token cards that are not included in decks. Players may also choose to not use sleeves with such cards.
When using sleeves on cards other than cards in a deck, players must use sleeves with separate designs in order to differentiate the cards. If token cards are made using printer paper and then inserted into sleeves, players can only place 1 card per sleeve.
*Depending on the tournament, organizers may require that specific sleeves are used.
*Official tournaments prohibit the use of transparent sleeves with symbols or characters on them, or the use of sleeves that may deceive others or lead to confusion.

■ Card Loaders
When using a card loader, only permitted cards may be inserted in the card loader.
In addition, a card loader may be prohibited if it has unrelated markings or stickers or anything that prevents the visibility of card information.
When using a card loader, only cards in sleeves may be placed in the loader. Players may not place other cards or stickers, etc. in a card loader.

・Battle Spirits supplementary rules
● Awaken cards
When using awaken cards (double-sided cards) or awaken checklist cards, players must use opaque sleeves, except if the awaken checklist card is a special card with a back side that is the same as a standard card.
When using awaken checklist cards, awaken cards that are not included in a deck may be double-sleeved in transparent sleeves.

・Digimon Card Game supplementary rules
● Digi-Egg Decks
Players may use one type of sleeve for their deck and another type for their Digi-Egg deck. However, all cards must be inserted 1 card per sleeve in the same type of sleeve, and they all must be facing the same direction.

・ONE PIECE Card Game supplementary rules
● ●Leader cards and DON!! cards
・Players may insert their Leader Card and DON! cards into sleeves that are different from the sleeves for their deck, or they may choose to not use sleeves on these cards.

Players may use card loaders with Leader cards and DON!! cards. However, graded cards and cards that have poor legibility or partially hidden text may not be used in official or sanctioned events.

If a judge determines that an event participant's sleeves or card loaders may interfere with matches, the judge may prohibit their use. The event participant may choose to not use sleeves or card loaders if the cards do not have noticeable damage, or they may choose to use other sleeves or card loaders.

・UNION ARENA supplementary rules

- AP cards

・Players must either insert AP cards (3 cards) into sleeves that are different from the sleeves for their deck or not use sleeves on these cards.
Players may use card loaders for AP cards.

*Cards with autographs or additional writing on them may be used unless a judge determines that they are inappropriate. In such cases, players can substitute appropriate cards.

If a judge determines that an event participant's sleeves or card loaders may interfere with matches, the judge may prohibit their use. The event participant may choose to not use sleeves or card loaders if the cards do not have noticeable damage, or they may choose to use other sleeves or card loaders.

・Dragon Ball Super Card Game Fusion World supplementary rules

- Leader Cards and energy markers

Players must either insert their Leader Cards into sleeves that are transparent on both sides or not use sleeves for such cards.
When double-sleeving a single Leader card, both sleeves must be transparent.
Players may only use card loaders that are transparent on both sides for their Leader Card.

Players must either insert their energy markers into sleeves that are different from the sleeves for their cards in their deck or not use sleeves for their energy markers.
Players may use card loaders for energy markers.

If a judge determines that an event participant's sleeves or card loaders may interfere with matches, the judge may prohibit their use. The event participant may choose to not use sleeves or card loaders if the cards do not have noticeable damage, or they may choose to use other sleeves or card loaders.

・Gundam Card Game supplementary rules

- Resource cards, EX Resource cards, EX Base cards, and token cards

Players must choose one of the following: ① Use opaque sleeves
② Use transparent sleeves
③ Not use sleeves

When using sleeves, up to 2 sleeves can be used together on a single card.

When using opaque sleeves for Resource decks and tokens (including EX Base and EX Resource cards), the cards in the deck, Resource deck, and tokens must each have different sleeve types.
When tokens are placed in opaque sleeves, Unit tokens, EX Base cards, and EX Resources must all use the same type of opaque sleeves.
Card loaders may only be used for EX Base cards.
Tokens made using printer paper cannot be used with the Gundam Card Game.
Players must use officially sold/distributed token cards.

If a judge determines that an event participant's sleeves or card loaders may interfere with matches, the judge may prohibit their use. The event participant may choose to not use sleeves or card loaders if the cards do not have noticeable damage, or they may choose to use other sleeves or card loaders.

## 7 Token Cards (Battle Spirits, Digimon Card Game, and Gundam Card Game)

Any of the following may be used for token cards. Sleeves may be placed on token cards, but the sleeves must be opaque sleeves that are different types than those used for the cards in the deck, Digi-Egg deck, or Resource deck.

・Card-sized tokens printed out using token image data downloaded from the official website (applies to Battle Spirits and the Digimon Card Game)
・ Officially sold/distributed token cards that show the orientation (Active/Rest/unsuspended/suspended)

If a deck, Digi-Egg deck, or Resource deck includes a card with an effect that uses tokens, players must prepare a number of token cards greater than or equal to the number that will be required for a game. If tokens are played, players may be subject to a notice or other penalty if there is an insufficient number of token cards removed from the game. The card

information specified in an effect doesn't have to be written on a token card. When using token cards, players don't have to declare the effect to be used with the token in advance.

・Battle Spirits supplementary rules

Token cards are prohibited if a player's deck doesn't includes a card with an effect that uses tokens or activates an opponent's effect.

In addition, a token card must show the card information specified for the effect.

・Digimon Card Game supplementary rules

Players can enter the information required for matches on card-sized tokens printed out using token image data downloaded from the official website, then use these tokens in matches.

## 8 Game Setup (ONE PIECE Card Game, Dragon Ball Super Card Game Fusion World)

You and your opponent will shuffle your respective decks, place them on the deck areas of the table, and then reveal your Leader cards.

You cannot change your deck after seeing your opponent’s Leader card.

## 9 Event Progression

### I. Shuffling

Deck shuffling refers to the thorough rearrangement of a deck until the order of the cards is sufficiently randomized so that it cannot be determined by either player. All players’ decks must be shuffled at the start of each match, as well as immediately after a designation is made during a match that requires the deck to be shuffled, in a way that ensures the deck’s contents are sufficiently randomized. Any player who attempts to manipulate a deck while shuffling will be subject to severe penalties.

*For more details on penalties, see section 12.

■ Shuffling by Players

Players must shuffle their decks until the cards are sufficiently randomized. This process must be carried out in a reasonable amount of time and in full view of the opponent. Care should also be taken to avoid damaging the cards or looking at the deck’s contents. After a player has shuffled their deck, they must present it to their opponent to either cut or shuffle as confirmation. Confirming a deck by cutting or shuffling should be carried out in an expedient manner.

After the opponent has re-shuffled or cut the other player's deck, that player can't shuffle or cut their deck again. If both players agree, the opponent doesn't need to shuffle the other player's deck.

If players are playing an online match, etc., and are unable to touch each other’s decks, the player who shuffled the deck should then cut the deck by proxy to confirm it.

■ Cutting a Deck by Proxy

In the case of cutting your deck by proxy, after shuffling your deck, please follow a procedure agreed upon by both you and your opponent. Note that, as with regular cuts, those made by proxy should be carried out in an expedient manner.

This is an example of a procedure for cutting by proxy.

1. After shuffling, divide the deck into three piles with roughly the same number of cards.
2. Your opponent will designate the order in which the three bundles are to be stacked on top of one another.
3. Stack the three bundles on top of one another in the designated order.

■ Shuffling by Judges

Judges have the authority to shuffle a player's deck in the course of appropriately responding to a rule violation. Players are not permitted to shuffle or cut a deck after it has been shuffled by a judge.

## II. Time Limits

The match winner must be determined within the limits specified for each title.

・ Battle Spirits

The recommended format for sanctioned tournaments with a set time limit is best-of-one games with 30-minute matches.

If a time limit has been set for individual matches and a winner has yet to be determined when the assigned time runs out, the match will either be considered a loss for both players, or the following procedure will be used to determine the winner.

1. The player with the most number of cores in their life is the winner (if both players have the same number or both players have 5 or more cores, go to the next step)
2. The player with the higher number of cards remaining in their deck wins. (In the case of a tie, move on to the next procedure.)
3. The player with the most total cards in their hand, field, trash, removed cards, and deck is the winner (if both players have the same amount, go to the next step)
4. The player with the least total cores on their field, reserve, and trash (not counting in their life, count, next to their deck, or Grandwalkers/Grandstone Nexuses) is the winner (if both players have the same amount, go to the next step)
5. The player that wins 1 round of rock-paper-scissors is the winner.

・ Digimon Card Game

The recommended format for sanctioned tournaments with a set time limit is best-of-one games with 30-minute matches.
If a time limit has been set for individual matches and a winner has yet to be determined when the assigned time runs out, the match will be considered a loss for both players, with neither being a winner.
Or, if a game doesn't reach completion during certain events (licensed tournament final rounds or tournament battles), the winner/loser will be determined using the following procedure.

1. The player with the most security cards remaining is the winner (if both players have the same number of security cards or both players have 5 or more cards, go to the next step)
   *If draw games are set for the tournament, the game will end as a draw without a winner/loser being determined.
2. The player with the most cards remaining in their deck is the winner (not counting Digi-Egg decks and not including tokens; if both players have the same number of cards in their deck, go to the next step)
3. The player with the most Digimon in their battle area is the winner (not counting Digimon levels or digivolution cards; 1 token in the battle area counts as 1 Digimon; if both players have the same number of cards in their deck, go to the next step)
4. The player with the most cards remaining in their hand is the winner (if both players have the same number of cards in their hand, go to the next step)
5. The player that wins 1 round of rock-paper-scissors is the winner.

・ONE PIECE Card Game

The recommended format for sanctioned tournaments with a set time limit is best-of-one games with 30-minute matches.
In an event with a set end time, if the winner has not been decided by that time, no result will be determined, and the match may be declared a null match without a winner.
During specific events (the final round of an official tournament, in a tournament match), if the game does not end within the set time, additional turns may be given as follows, depending on whether the turn currently in progress belongs to the player who went first or the player who went second:

- If the time limit is reached during the first player's turn
  The current turn will be considered turn 0, and 3 extra turns will be awarded
- If the time limit is reached during the first player's turn:
  The current turn will be considered turn 0, and 2 extra turns will be awarded

If the game is not finished after those additional turns, the following procedures are used to determine the winner:

1. The player with the highest number of Life cards wins. (In the case of a tie, move on to the next procedure.)
2. The player with the higher number of cards remaining in their deck wins. (In the case of a tie, move on to the next procedure.)
3. One round of Rock-Paper-Scissors is played to determine the winner.

・UNION ARENA

The recommended format for sanctioned tournaments with a set time limit is 30-minute matches.

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

Or, if a game doesn't reach completion during certain events (licensed tournament final rounds or tournament battles), the winner/loser will be determined using the following procedure.

1. The player with the highest number of Life cards wins. (In the case of a tie, move on to the next procedure.)
2. The player with the higher number of cards remaining in their deck wins. (In the case of a tie, move on to the next procedure.)
3. One round of rock-paper-scissors is played to determine the winner.

・Dragon Ball Super Card Game Fusion World

The recommended format for sanctioned tournaments with a set time limit is best-of-one games with 30-minute matches.

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

During specific events (the final round of an official tournament, in a tournament match), if the game does not end within the set time, additional turns may be given as follows, depending on whether the turn currently in progress belongs to the player who went first or the player who went second:

・If the time limit is reached during the first player's turn

The current turn will be considered turn 0, and 3 extra turns will be awarded

・If the time limit is reached during the first player's turn:
The current turn will be considered turn 0, and 2 extra turns will be awarded

If the game is not finished after those additional turns, the following procedures are used to determine the winner:

1. The player with the highest number of Life cards wins. (In the case of a tie, move on to the next procedure.)
2. The player with the higher number of cards remaining in their deck wins. (In the case of a tie, move on to the next procedure.)
3. One round of rock-paper-scissors is played to determine the winner.

・ GUNDAM CARD GAME

The recommended format for sanctioned tournaments with a set time limit is 30-minute matches.

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

During specific events (the final round of an official tournament, in a tournament match), if the game does not end within the set time, additional turns may be given as follows, depending on whether the turn currently in progress belongs to the player who went first or the player who went second:

・If the time limit is reached during the first player's turn
The current turn will be considered turn 0, and 3 extra turns will be awarded
・If the time limit is reached during the first player's turn:
The current turn will be considered turn 0, and 2 extra turns will be awarded

If the game is not finished after those additional turns, the following procedures are used to determine the winner:

1. The player with the most cards remaining in their shield area (total cards in base and shield) is the winner (if both players have the same amount, go to the next step)
2. The player with the higher number of cards remaining in their deck wins. (In the case of a tie, move on to the next procedure.)
3. One round of rock-paper-scissors is played to determine the winner.

## III. Checking the Deck due to Effects

Excessive slowness when checking the deck due to card effects may result in penalties.

Ⅳ. Best of 3 (BO3) format

Some tournaments may use a Best of 3 ("BO3" hereinafter) match format.

BO3 refers to a rule where up to 3 matches are played with an opponent, and the first player to get 2 victories is the winner.

## 10 The End of Matches & Results

The end of a match and the result are determined in accordance with the regulations established for each tournament.

In principle, match results can't be changed after they have been recorded on BANDAI TCG+ or confirmed by a judge.

## 11 Withdrawal from a Tournament

In principle, players who wish to withdraw in the middle of a tournament must notify a judge (or staff member) and ask for permission to withdraw. Players who decide to withdraw from a tournament after the match pairings have been announced, but before a match begins, will be considered to have conceded that match and subsequently withdrawn from the tournament.

In addition, they will not receive any prizes, etc.

## 12 Penalties

Failure to abide by the rules and regulations set out in the BANDAI CARD GAMES Floor Rules or a tournament's regulations may result in the issuance of a penalty by judges or staff.
Judges and staff will make decisions regarding penalties based on the severity and circumstances of the rule violation, as well as the level of the event or tournament.
In addition, if a rule violation is committed again after a penalty has already been issued, a more severe penalty may be issued.

Types of Penalties and Rules for Application

*The following penalties in ① through ⑤ are only examples. The same or similar violations may result in lighter (or heavier) penalties at the discretion of the judge or staff.

① Caution

Cautions are recorded per player during an event. In the case of a game rule violation, judges will try to correct the situation as best as possible, but may issue a Caution depending on the severity of the violation.
If a player receives multiple Cautions, the Caution penalty may be upgraded to a Warning.

Examples of violations:

- Extra cards were drawn accidentally.
- A player in the middle of a match asked for advice from spectators.
- A spectator gave advice to a player in the middle of a match. or uses a method such as gestures to relay information regarding the match.
- The tournament regulations (other than those for decks) were violated, such as those for sleeves or card loaders. In such cases, the player will be required to use proper sleeves and card loaders before the next match.

② Warning

Cautions are recorded per player during an event. This penalty is issued for non-severe violations.
If a player received multiple Warnings, the Warning penalty can be upgraded to a Defeat or Disqualification.

Examples of violations:

- A player continued to play slowly in a way that would prevent the match from being completed in the allotted time.
- Combinations of gameplay actions that do not move the game forward.
  (Repeatedly performing unnecessary actions, checking the cards in your trash, repeating loop actions that do not affect the game, etc.)
- A player gave incorrect information to their opponent.
- A player acted in a way so as to provoke or insult their opponent.

③ Defeat

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

If a Defeat is issued, the match will immediately end.

Only tournament organizers and judges (or staff members) given authority by organizers can issue a Defeat.

Examples of violations:

・ A player doesn't meet the deck build conditions.

・ The tournament regulations were violated, such as through the use of a banned or restricted card, deck sleeve, etc.

・A banned pair was included in a deck.

In order for a game to continue, required items such as cores, DON!! cards, AP cards, energy markers, or resource cards may be loaned to players from tournament organizers.

④ Disqualification

A Disqualification may be issued for highly malicious violations, conduct that is damaging to the event as a whole, or seriously unsportsmanlike behavior. Players who are issued a Disqualification will lose their current match and will be unable to participate in any subsequent matches. They will also not receive any prizes for their performance up to that point.

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

Examples of violations:

- Colluded with an opponent to tamper with a match or its result. In this case, the opponent who took part in the collusion will also receive a Disqualification.
- Deliberately attempted to gain an unfair advantage by viewing their opponent’s deck, hand, or other information that they were not permitted to see.
- Confirmation of a single user creating, using, and operating multiple accounts for participation in a tournament.
- The contents of a deck were changed in a situation where such a change was not permitted.
- Cheating by intentionally manipulating cards in either players' deck or hand, switching cards, etc.
- Cheating by intentionally obtaining more cards, cores, DON!! cards, AP cards, energy markers, or resource cards than required, etc.
- Cheating by intentionally moving a memory marker more than necessary, etc.
- Arguing, acting belligerently, or insulting a judge, staff member, or player.
- Not following a judge or staff member's instructions.

⑤ Tournament Suspension

If a player is determined to have made highly malicious violations in excess of a Disqualification, conduct that is damaging to the event as a whole, or seriously unsportsmanlike behavior, in addition to a Disqualification, they may be suspended from future tournaments, and their BANDAI TCG+ account may also be suspended. In such cases, neither the event organizer nor BANDAI CO., LTD. will be held responsible for any liabilities or damages to the violator.

Examples of violations:

- Actions that carry criminal penalties such as theft, robbery, fraud, extortion, destruction of property, or other criminal actions.
- Actions such as the transfer of money/goods, gambling, or the support of gambling in relation to match results, rank, or prizes, etc.
- Actions that may disrupt the fairness of matches. This includes conspiring with other participants to influence the victory/defeat of a match or match results, suggesting, negotiating, or discussing the allocation of prizes or monetary rewards, or conduct pursuant to these actions. Management will not bear any responsibility or become involved with any damages or demands for restitution in relation to these actions or suspicions of these actions.
- Violence, threats, intimidation, stalking, or excessive contact with other players, staff members, judges, or guests.
- Intentional destruction, defacement, or theft of the property of organizers, hosts, or other players.
- Forgery of personal identification, transfer/loan of a BANDAI TCG+ account, or impersonating another individual.
- Slander, libel, or acts of aggression against particular individuals, groups, event management, products, or services.
- Discrimination based on race, gender, physical characteristics, or conduct in violation of public policies.