

Konami Digital Entertainment, Inc. (KDE)
Official Yu-Gi-Oh! TRADING CARD GAME Tournament Policy

In Effect as of November 14th, 2013

The Yu-Gi-Oh! Tournament Policy document exists to explain what is required of tournament attendees, Duelists, judges and spectators at any Yu-Gi-Oh! TCG tournament. Tournament Policy documents help to keep events consistent, so that attendees will always know what to expect at any Yu-Gi-Oh! TCG event.

Everyone who attends a Yu-Gi-Oh! TCG tournament is expected to have read, understood, and adhere to all Tournament Policy and Penalty Guideline documents, in addition to this document.

For a complete understanding of tournament policies, please read all three documents.

Individual tournaments or events may have specific FAQs or policies set in place for that event. In that case, the event specific policies override this document.

Tournament Policy documents are frequently updated. The most current version of the Tournament Policy document can be found here:

The Americas: <http://www.yugioh-card.com/en/events/>,

Europe: <http://www.yugioh-card.com/?area=eurp>

For questions please e-mail us-opsupport@konami.com (North America), la-opsupport@konami.com (Latin America and the Caribbean) or yugioh@konami-europe.net (Europe, South Africa, Australia, and New Zealand).

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I. Tournament Structure

A. Tournament Tiers

There are two tiers of tournaments in KDE Organized Play:

- **Tier 1 – Casual:** This encompasses Tournament Store level events, Junior level events, Pegasus Challenge, and Duelist Leagues.
- **Tier 2 – Competitive:** This encompasses OTS Championships, Regional Qualifiers, Dragon Duels, Yu-Gi-Oh! TRADING CARD GAME Extravaganzas, Yu-Gi-Oh! Championship Series, National Championships, World Championship Qualifiers, and World Championships.

Tier 1 events are designed for casual play and light to moderate rules enforcement. Tournament Policy and Penalty Guidelines apply at these levels, but the focus is on fostering a friendly and fun atmosphere for Duelists to play in. These events will use the End of Match Procedure for Single-Elimination Rounds (Section V, sub-section G). This means that Matches will not have Draws at this level.

Tier 2 events are prestigious events, and will have the highest level of rules and penalty enforcement. Dragon Duel events must be run as Tier 2 events. The Swiss Rounds of these events will use the End of Match Procedure for Swiss Rounds (Section V, sub-section F). This means Matches during Swiss Rounds can end in a Draw.

B. Formats

There are a variety of available formats for Sanctioned Yu-Gi-Oh! TCG tournaments. Duelists should make sure they know the format for the tournament they plan to attend, and ensure they are adequately prepared.

- **Constructed Format:** Duelists must bring their own tournament-legal Deck in order to play in a Constructed Tournament. Constructed Tournaments are run using either the Advanced or the Traditional card lists.
- **Sealed Deck Format:** Duelists in Sealed Deck format events will be provided with card product at the event, and they will construct their Tournament Decks from that product only. Sealed Deck formats include Sealed Pack (Duelists are given a set number of boosters and/or a sealed, pre-constructed deck with which to select their cards) or Booster Draft (Duelists open product in groups and select cards to include in their Deck). The tournament description for Sealed Deck tournaments will explain the format.
- **Open Format:** Open Format events are casual events that do not have set pairings, no Win/Loss records, and there are no time limits imposed on Duelists. This format is primarily used for Sneak Peeks and Duelist Leagues.

C. Time Limits

Yu-Gi-Oh! TCG rounds are 40 minutes in length at both Tier 1 and Tier 2 events. For certain events like Yu-Gi-Oh! Championship Series, National Championships, etc., round lengths may be adjusted at the discretion of the Tournament Organizer, but only if it is advertised before the start of the event.

For Single-Elimination playoff rounds, the time limit may be adjusted by the Head Judge or Tournament Organizer, but only if announced before the start of the elimination rounds.

D. Number of Duels

Yu-Gi-Oh! TCG matches are run in a best-of-three Duels format. The first Duelist to win two Duels is declared the winner of the Match. If a Duelist loses two Duels, they are considered to have lost the Match. If both Duelists have one loss in a Match and both receive a simultaneous Game Loss, the Match is considered a Double Loss. It is possible to play more than three Duels in a Match, if Duels end in a Draw before the end of the round.

II. Constructed Deck Information

A. General

Constructed Decks for Yu-Gi-Oh! TCG tournaments must meet specific guidelines for use in the event. Duelists must ensure that their Decks meet these requirements before entering an event. A Duelist's Deck includes their Main Deck, and may include a Side Deck and/or an Extra Deck.

A Duelist may not have more than three copies of any card included in their Main Deck, Side Deck, and Extra Deck combined.

B. Main Deck

Constructed Main Decks for Yu-Gi-Oh! TCG events must have a minimum of 40 cards, and a maximum of 60 cards. Only the cards in the Main Deck count towards this total; cards in the Side or Extra Decks do not count towards this total.

C. Side Deck

In addition to their Main Deck, Duelists in a Constructed Tournament may use a Side Deck consisting of 0 to 15 cards. Both Duelists in a Match must confirm the exact number of cards in each other's Side Deck before each Match begins.

Side Deck cards may be exchanged for cards in the Main Deck or the Extra Deck between Duels in a Match, on a 1-for-1 basis.

Examples	<i>A Duelist may remove five cards from their Main Deck and two cards from their Extra Deck before the start of the next Duel in a Match, and replace them with the exact same number of cards from the Side Deck.</i>
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If the Side Deck is used between Duels, the Side Deck should be counted out in full view of the opponent, to show that the Side Deck remains the same size as was confirmed before the Match began.

Cards cannot be exchanged between the Main Deck and Extra Deck, even if you are keeping those cards in your Side Deck.

After each round of a tournament, Duelists must remove all Side Deck cards and restore their Main and Extra Decks to their original state before their next Match begins.

Duelists may not add cards to their Main Deck from their Side Deck before the first Duel in a Match. If the first Duel in a match is decided by a Game Loss penalty before the Duel has begun, Duelists may not use their Side Decks before the second Duel of the match.

D. Extra Deck

Duelists may have an Extra Deck of up to 15 Fusion, Synchro, or Xyz Monsters.

Fusion, Synchro and Xyz Monsters are never kept in the Main Deck.

Yu-Gi-Oh! cards that are not registered on a Duelist's Deck List as part of their Main Deck, Side Deck, or Extra Deck may not be kept with a Duelist's Deck (in the deck box, etc.) with the exception of cards used and clearly marked as Tokens.

If a Duelist chooses to use cards as Tokens, they may only use cards that are marked as Tokens.

E. Advanced Format

Advanced Format tournaments use a specific list of playable cards. Some cards are forbidden from use, or limited to a set number in the Deck, in order to better balance tournament play. The Advanced Format list changes periodically (usually every six months). Duelists can view the most current Advanced Format card list by visiting this link: <http://www.yugioh-card.com/en/limited/>

F. Traditional Format

Traditional format events use a wider card pool, and allow all cards that are legal for play. Some cards are still limited to a set number in the Deck. Duelists who will be playing in a Traditional Format event can see the most current Traditional Format card list by visiting this link:

<http://www.yugioh-card.com/en/limited/index.html>

III. Sealed Deck Information

A. General

Sealed Deck events feature Decks that are constructed entirely of cards provided at that tournament. Duelists may not add in cards from any other source, unless instructed that they may do so by a judge (e.g. Sneak Peek promos).

Unlike Constructed Decks, Sealed Deck tournaments have no restrictions on the number of any specific card in the Deck. A Duelist may include as many copies of any card he or she likes, even more than three, provided all copies of those cards were obtained from the product given to that Duelist for that tournament.

The minimum Main Deck size in any Sealed Deck event is 20 cards. The minimum Main Deck size may be raised to a higher number if announced ahead of time before the scheduled event. The minimum Main Deck size should never be below 20. There is no maximum Main Deck size.

B. Sealed Pack

Each Duelist will receive a standardized amount of a specific card product, and will use only the product given for that event to construct a Deck. Duelists may not trade the cards they received in their product with other Duelists until the tournament is over, and they may not add cards they already own.

C. Sealed Pack Swap

In certain Sealed Pack events, the Tournament Organizer or Head Judge may require that Duelists perform a Deck Swap before constructing their Decks. Duelists will be required to register the contents of the card pool that they open on a Deck List. Once this has been completed, Judges will randomly distribute the registered product to all Duelists.

If a player chooses to drop from the tournament before completing the Deck Swap, they will be enrolled in the first round, receive a Match Loss for the first round, and then be dropped from the tournament.

D. Booster Draft

Card product will be shared amongst a specific group of Duelists, and Duelists will select cards for their Decks from that product according to the format dictated by the judge.

Cards may not be traded or exchanged with other Duelists once they have been selected.

E. Side Deck & Extra Deck for Sealed Deck Events

- **Side Deck:** Any cards not included in the Sealed Main Deck or Extra Deck may be treated as the Side Deck.
- **Extra Deck:** Any Fusion, Synchro, and/or Xyz Monster Cards that are not in the Side Deck may be treated as the Extra Deck.

IV. Card Legality

A. Forbidden & Limited List

The Yu-Gi-Oh! TCG utilizes an evolving Forbidden and Limited list which Duelists must follow when creating their Advanced or Traditional format Decks. This list is updated twice per year and the most current list can be found here: <http://www.yugioh-card.com/en/limited/>

- **Forbidden Cards:** These are cards that you cannot include in your Main Deck, Side Deck, and Extra Deck.
- **Limited Cards:** These are cards that you can only include 1 copy of in your Main Deck, Side Deck, and Extra Deck combined.
- **Semi-Limited Cards:** These are cards that you can only include 2 copies of in your Main Deck, Side Deck, and Extra Deck combined.

B. Sets

Cards released in sets are legal upon the official release date of the booster packs, or in the case of Turbo Packs, on the start date for the prizing product.

Yu-Gi-Oh! TCG expansions become tournament legal at different times, depending upon where they are released. A set only becomes legal once it has been released in a specific country. Legality dates will differ for North America, Latin America, Europe, and Oceania – Duelists should always verify that cards are legal for play in their specific region, and not rely on legality dates for other areas.

- For a list of all currently legal cards in your territory, please visit your “Gameplay” section of <http://www.yugioh-card.com>.

C. Promotional Cards (excluding SHONEN JUMP and Yu-Gi-Oh! Graphic Novel)

Video Game promo cards are legal starting with the official “on sale” date for that video game within that Continent.

Yu-Gi-Oh! Championship Series (YCS) prize cards become legal on a Continent once a YCS or WCQ awarding that card has been held on that continent. A Continent is defined by the World Championship Qualifier (WCQ) that a Duelist’s Regional Qualifier feeds into.

Examples	<i>Mexico will participate in the Central American WCQ, even though Mexico is geographically considered part of the North American continent.</i>
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D. SHONEN JUMP and Yu-Gi-Oh! Graphic Novel Promotional Cards

Promo cards from SHONEN JUMP Magazine, SHONEN JUMP Alpha subscription, and the Yu-Gi-Oh!-related graphic novels are legal only on Continent(s) where they have been officially released. If a promo card is reprinted (such as in a booster set, Structure Deck, Tin, etc.) then it becomes legal for use, no matter how it was originally released.

- Cards obtained inside SHONEN JUMP Magazine & Graphic Novels are considered released on the official newsstand date or on sale date of the Magazine/Graphic Novel.
- Cards obtained as subscription promos for SHONEN JUMP Magazine or SHONEN JUMP Alpha are legal on the date specified for that card on the Card Legality online list mentioned above.
- SHONEN JUMP Magazine & SHONEN JUMP Alpha cards are NOT legal for play in Europe, Oceania, Central, or South America, as SHONEN JUMP Magazine & SHONEN JUMP Alpha is not officially distributed there. If a SHONEN JUMP and/or Graphic Novel card has been released in another product, then that card is legal for play.
- Yu-Gi-Oh!-related Graphic Novel cards are ONLY legal for play in Europe, Oceania, Central, or South America if that Graphic Novel was officially distributed there. (This is rare.)

E. Preview Cards

Cards from an upcoming set that are distributed before the set is released become legal on the official release date of the tin.

Examples	<i>Collectible Tins</i>
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F. Duel Terminal Cards

Cards obtained from the United States Duel Terminal sets are only legal if they have been released in another product. Cards exclusive to the Duel Terminals are not legal for play in sanctioned events.

G. Reprints

Individual cards that are reprints of cards that are already legal (whether or not the artwork or rarity is different) are legal for play as soon as they are available.

H. Foreign Language Cards

TCG cards printed in English, French, German, Italian, Portuguese, or Spanish are legal for play in Sanctioned tournaments within all TCG territories. If a Duelist wants to use a foreign language card, he or she must verify that the card was printed for the TCG (and not the OCG).

When using a card that is not in a local language, a local-language version of the card or an accurate card translation must be available **outside of the Deck** to show to an opponent or tournament official. Duelists are responsible for providing an accurate reference, and may incur a penalty if they provide an incomplete or inaccurate translation. **Cards used for translations may not be kept inside the Deck box.**

In Spanish-speaking Latin American countries, translations of card text are not required if a Duelist is using English or Spanish language product. If the Duelist is using cards in any other languages, they must still provide an English or Spanish language translation. In Brazil, Duelists are not required to show translations of card text if using Portuguese or English language cards.

I. OCG Cards

Cards printed for the Asian version of Yu-Gi-Oh! TCG (which is called the “Yu-Gi-Oh! Official Card Game” or “OCG”) are usually printed in Japanese or Korean, and are legal for play only in Sanctioned events in Japan and parts of Asia. While OCG cards are sometimes available in other languages, including English, they are not legal for Sanctioned play in TCG territories (such as North America, Central America, South America, Europe, New Zealand, and Australia). Duelists can tell the difference between a TCG card and an OCG card by checking the set number of the card: Asian English cards will include AE in their set name.

Examples	<i>CRMS-AE035</i>
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J. Altered Cards

Cards that have been altered from their original appearance with surface decoration may be used for play only if the alterations do not obscure any portion of the card text, make the illustration difficult to recognize, affect the card's thickness or texture, or make the card distinguishable from other cards in the Deck while it is face-down.

If a card's surface decoration renders the card or the card image unrecognizable, or alters the card's thickness or texture, then the card is not allowed for tournament play.

The Head Judge of the event has final arbitration on whether or not altered cards may be used at the tournament. Duelists are responsible for determining whether or not their altered cards are acceptable for use before the start of the tournament.

Cards that have been modified (by adding or subtracting foil, layers of paper, etc) from the originally manufactured version of the card are not allowed for tournament play.

Cards with any markings added on the front or back, may not be used in any Yu-Gi-Oh! TRADING CARD GAME World Championship tournament.

The "Deck" includes Main, Side, and Extra Decks.

Examples	<i>A Duelist has a copy of Judgment Dragon in which the art has been extended with paint, creating a difference in the feel of the card. The Duelist may not play with this card.</i>
	<i>A Duelist has a copy of a Blade Armor Ninja that has been customized into a Secret Rare copy of the card. The Duelist may not play with this card.</i>
	<i>A Duelist has a copy of Spore that has had slight alterations done to the card image with a marker. The Duelist must ask the Head Judge if the card is allowed, and abide by their decision.</i>
	<i>A Duelist has a copy of Tyrant Dragon that has had a layer of holographic film added to the surface of the card, to make it look like a Duel Terminal card. The Duelist may not play with this card.</i>
	<i>A Duelist has a copy of Honest with a large autograph covering the text. The Duelist may not play with this card.</i>

K. Misprint Cards

On extremely rare occasions, a Duelist may pull a miscut or misprinted card from a product. These cards are not considered to be tournament legal if they are distinguishable from other cards in the Deck while face-down. If the miscut or misprinted card is not distinguishable from other cards in the Deck while face-down, it is tournament legal assuming all of the information that the card should provide is readily available.

The Duelist must play the misprinted card as if it had the correct information printed on it.

The Duelist must provide an accurate, local-language copy of the correct card text, or a correct local-language copy of the card to show to opponents or tournament officials.

Cards used to supply the proper card text must be kept outside of the Duelist's Deck or Deck box.

Examples	<i>A Duelist is playing with a card without a card name printed on it. This card is only tournament legal if the Duelist provides a local-language version of the card text available outside of the Deck to show to an opponent or tournament official.</i>
	<i>A Duelist is playing with a card that has the wrong card name or statistic printed on it. The Duelist must play the card as if it had the correct card name and statistics, and must provide a correct local-language copy of the card or an accurate local-language copy of the correct card text to opponents and tournament officials.</i>

L. Counterfeit Cards

Counterfeit cards (fake cards that are created by third-party companies that can resemble officially released cards) cannot be used in your Deck in a Sanctioned tournament. If anyone has any information regarding the sale and distribution of counterfeit cards, they should e-mail all relevant information to us-opsupport@konami.com (North America), la-opsupport@konami.com (Latin America and the Caribbean) or yugioh@konami-europe.net (Europe, South Africa, Australia, and New Zealand).

V. Tournament Play

A. Deck Registration

Tier 1 events do not require a Deck List to be submitted. Tournament Organizers may require Deck Lists to be submitted for Tier 1 events, but only if it is announced before the start of the event.

Tier 2 events require Deck Lists. Deck Lists must be legibly written or printed from a computer.

- A copy of the KDE Deck List can be found here:
http://www.yugioh-card.com/en/events/forms/KDE_DeckList.pdf (North America)
http://www.yugioh-card.com/lat-am/events/forms/KDE_DeckList2012-LatAm.pdf (Latin America)

When writing the cards on the Deck List, shorthand is acceptable, but only if all cards are abbreviated in the same method.

Examples	<i>BW in place of Blackwing, if all Blackwing cards are abbreviated in this way.</i>
	<i>LS in place of Lightsworn, if all Lightsworn cards are abbreviated in this way.</i>

Abbreviations that could be interpreted as more than one card cannot be used, and will result in the player receiving penalties such as a Game Loss.

Examples	<i>"Bottomless." This could indicate several cards and cannot be used as an abbreviation.</i>
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It is ultimately the responsibility of the Duelist to accurately and completely communicate the contents of their Deck. Once a Deck List has been submitted, it may not be altered or changed.

B. Determining Who Goes First

At the beginning of the Match, Duelists should use a random method to decide who chooses to go first. Duelists may roll a die, play Rock-Paper-Scissors, etc. However, the method must be agreed upon and clearly understood by all Duelists beforehand.

Examples	<i>If a "high roll" will determine the deciding Duelist, all Duelists should clearly agree that the Duelist who rolls the highest number on the selected die or dice gets to choose whether or not to go first. If a die or coin is used, both Duelists should use the same die or coin.</i>
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When a deciding Duelist has been selected, they will choose who goes first in Duel 1 of the Match. This decision must be made before Duel play has begun, and before either Duelist has drawn any cards. If the deciding Duelist draws cards before stating who will go first, they must automatically go first. Drawing cards before deciding who will go first may result in a Warning penalty.

During the second or third Duel in a Match, the losing Duelist will determine who may go first. In the case a Duel ending in a Draw, another random method should be employed to choose the deciding Duelist. If the outcome of a Duel was determined by a Game Loss penalty, the Duelist assigned the penalty (the losing Duelist) may still determine who will go first for the next Duel.

C. Note Taking

Note taking is not allowed in Sanctioned Yu-Gi-Oh! TCG tournaments, with the following exceptions:

- Duelists should keep a written record of both Duelists' Life Points for each Duel.
- Tracking of mandatory effect reminders.
- Tracking of turns and turn counters.

Examples	<i>A Duelist takes 1,000 points of damage to his Life Points. Both Duelists should track the damage taken and if possible, the source of the damage.</i>
	<i>An effect states that the Duelist may not draw a card during her next turn. The Duelist may make a note reminding her of this.</i>
	<i>A Duelist activates a card whose effect lasts for 3 turns. Both Duelists should track how many turns have passed after the card activation.</i>

These notes should be taken quickly, so as not to disrupt the flow of the Duel. Notes are considered to be public knowledge and must be provided to opponent or tournament official upon request.

Duelists may not use outside notes during a Match, which includes in between Games of a Match. Duelists may consult a copy of their Deck List between Matches (not in between Games of a Match), to ensure they have restored their Main Deck, Side Deck, and Extra Deck to the proper condition.

D. Sleeves

Duelists may choose to use plastic card sleeves to protect their cards during the course of a tournament. All sleeves in the Main and Side Decks must be identical in terms of color, wear, and design, and all cards must be placed into sleeves in the same direction and manner.

Duelists may choose to put their Extra Deck in sleeves that are different from the sleeves in their Main and Side Decks. **All other sleeve rules still apply for the Extra Deck.**

Duelists may not "double sleeve" their Decks or any part of their Deck. Only one sleeve may be used on each card, which includes cards used as Tokens.

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

At Tier 2 events, the quality of a Duelist's sleeves will be held to a higher standard. Any sleeves with noticeable patterns or wear may be subject to penalties.

Sleeves with highly reflective backs are not allowed.

Sleeves with artwork, provided they are all identical and of non-offensive nature (at the Head Judge's discretion), are allowed.

Sleeves with excessive wear, noticeable patterns, or other identifying characteristics may be disallowed by the Head Judge. If you have a question about the legality of your sleeves, the Head Judge is the final arbiter as to whether or not your sleeves can be used in that tournament. If Duelists are unsure if their sleeves are marked, they should consult a Judge prior to the start of the tournament or as soon as the possible markings are discovered.

E. Public Knowledge

The following items are considered to be public knowledge, unless a card effect says otherwise. Duelists must answer questions involving the following topics truthfully. Failure to do so may result in a Disqualification penalty.

- The number of cards in a Duelist's hand
- The number of cards in a Duelist's Deck (this includes the Main Deck, Side Deck, and Extra Deck)
- The number and names of the cards in a Duelist's Graveyard and face-up banished cards
- Both Duelist's current Life Point totals
- Any notes taken by either Duelist during a Duel
- Information printed on a specific, named card.

Examples	<i>The DEF of Honest</i>
	<i>The printed effect of Soul Exchange</i>

F. Card/Hand Verification

While resolving an effect that asks for a card in the hand to be verified - if all legal copies of that specific card can be accounted for, (Public Knowledge areas, etc), the hand does not need to be revealed; unless an effect specifically allows the Duelist to do so.

In the case where an effect requires the hand to be revealed, the opponent may read every card in the hand. This verification must be done in a timely manner so as to not hold up the current Duel.

Cards that are searched for via an effect that requires specific verification, such as card type or statistic, must be shown to the opponent in their entirety. The opponent may read the retrieved card. This verification must be done in a timely manner as to not hold up the current Duel.

Examples	<i>A Duelist activates Mind Crush and names a Limited card. The opponent's only legal copy of the card is in the Graveyard. The Duelist does not get to verify the opponent's hand.</i>
	<i>Duelist A activates Trap Dustshoot, which allows him to view his opponent's hand. Duelist A may read the information on the cards in his opponent's hand, even the non-Monster Cards.</i>
	<i>While resolving the effect of Sangan, the opponent may read all of the information on the Monster Card retrieved via the search effect.</i>

G. Appeals

If a Duelist disagrees with a judge's ruling, whether it is a Rulings or Policy issue, they have the right to appeal that ruling to the Head Judge of the tournament. The Head Judge's ruling is final and cannot be appealed.

A Duelist may not appeal a floor judge's ruling until the floor judge has completed issuing the ruling. Failure to do so may result in Unsportsmanlike Conduct penalties.

H. End of Match Procedures – Swiss Rounds – Tier 2 Events

Sometimes a Match will not be finished when the time ends for a round. If this happens, the Duelist should note whose turn it is when time is called, and raise their hands for a judge. The judge should be notified that the Match is ongoing and whose turn it is. The judge may or may not stay to supervise the End of Match procedure, but should ensure that both Duelists understand the following procedure.

Please follow these instructions when proceeding to End of Match procedures during the **Swiss** portion of the tournament:

1. Continue until the end of the current turn.
2. If the Duel is not over at the end of the turn, go to “Extra Turns.”
 - Extra Turns = Conduct (5) additional turns starting from the opponent’s turn.
3. If a win condition (a Duelist’s Life Points is reduced to 0 or an instant win condition such as the effect of **Exodia the Forbidden One** or **Final Countdown**) occurs within these (5) turns, the Duel ends as normal.
4. If a win condition does NOT occur within these (5) turns, the Duelist who has higher Life Points after the “Extra Turns” (5 turns) wins.
5. If both Duelists’ Life Points are the same after the “Extra Turns” are completed, the Duel is considered a Draw.
 - After the Duel is concluded, the Duelist who has won the most Duels is declared the winner of the Match. If both Duelists now have the same number of Duel wins, the Match is a Draw.
 - If both Duelists won one Duel and the third Duel ends in a Draw, the Match is considered to be a Draw.
 - If time is called before a Duel begins (during Side Decking, before drawing their opening Hands), and both Duelists have won the same number of Duels, the Match is considered to be a Draw.
 - If time is called before a Duel begins (during Side Decking, before drawing their opening Hands), and one Duelist has won more Duels, the Duelist with more wins is declared the winner of the Match.
 - Duelists may not choose to intentionally end a match in a Draw. Intentionally ending a Match in a Draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.

Match Draws may only occur during the Swiss portion of a tournament and only during End of Match procedures. **Duelists may not intentionally end a Match in a Draw. Intentionally ending a Match in a Draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.**

I. End of Match Procedure – Swiss Rounds – Tier 1 Events and Single-Elimination

During Single-Elimination rounds, if Duelists have not completed their matches during their allotted time limit, proceed to End of Match procedures. Please follow these instructions when proceeding to End of Match procedures during the **Single-Elimination** portion of the tournament:

1. Continue until the end of the current turn.
2. If the Duel did not end at the end of the turn, go to “Extra Turns.”
 - Extra Turns = Conduct (3) additional turns starting from the opponent’s turn.
3. If a win condition (a Duelist is reduced to 0 Life Points or an instant win condition such as the effect of **Exodia the Forbidden One** or **Final Countdown**) occurs within these (3) turns, the Duel ends as normal.
4. If a win condition does NOT occur within these (3) turns, the Duelist who has higher Life Points after the “Extra Turns” wins.
5. If both Duelists’ Life Points are the same after the “Extra Turns” are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.
 - Life Points are checked after the turn has completed but before the opponent’s turn begins.
 - If a Duelist’s Life Points reach 0 or if a win condition occurs during the turn, normal game play rules apply.
6. Once the winner has been determined for the current Duel, the Match winner is determined.
 - If a Duelist has more wins than his or her opponent, that Duelist wins the Match.
 - If both Duelists have the same number of Duel wins, or if time is called in between Games of a Match, they will begin a new Duel with specific guidelines.
 - Neither Duelist may use his or her Side Deck.
 - Duelists must use a random method (die roll, coin flip, etc.) to determine who will go first.
 - The Duel will continue for a total of (4) turns, two turns for each Duelist, unless a Duelist manages to win the Duel before the (4) turns are up.
 - Once the four turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match.
 - If both Duelists’ Life Points are the same after the (4) turns are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game. Please use the same criteria listed above (Step 5).

Draws cannot occur during Single-Elimination. There must always be a winner.

VI. Tie-Breakers

A. Tie-Breaker Explanation

Official Sanctioned events use a tie-breaker system to determine which Duelist ranks higher when both have the same number of Match Wins. Duelists earn Points based on how well they perform during a Match.

Outcome	Points
Win	3
Draw	1
Loss	0

Examples	<i>A Duelist has completed 3 rounds of a tournament, and currently has 2 Wins and 1 Draw. The Duelist has 7 Points (3 Points for each Win, and 1 Point for each Draw). The Duelist's XX equals 7.</i>
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Duelists are first ranked based on how many points they have accumulated during the course of a tournament. In addition to points, the Konami Tournament Software (KTS) uses a method to track how strong or weak your tournament schedule has been. It tracks the record of each of your opponents, and the record of your opponent's opponents to determine the final tie-breakers. This number can be portrayed as follows:

XXYYYZZZ

XX	Total amount of Points the Duelist has earned during the course of the tournament.
YYY	Your opponents' match-win percentage.
ZZZ	Your opponent's opponents' match-win percentage.

Examples	<p><i>A Duelist at a Yu-Gi-Oh! Championship Series event has a tie-breaker number of 33726677. The number breaks down as follows:</i></p> <p><u>33 (XX)</u>: Total amount of points the Duelist earned during the tournament.</p> <p><u>726 (YYY)</u>: His opponents' match-win percentage.</p> <p><u>677 (ZZZ)</u>: His opponent's opponents' match-win percentage.</p>
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