

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

*In Effect as of May 5, 2011*

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.

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: US - <http://www.yugioh-card.com/en/events/>, Europe – <http://www.yugioh-card.com/?area=eurp>

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<b>I.</b>	<b>Tournament Structure</b>	<b>3</b>
	A. Tournament Tiers	3
	B. Formats	3
	C. Time Limits	3
	D. Number of Duels	4
<b>II.</b>	<b>Constructed Deck Information</b>	<b>4</b>
	A. General	4
	B. Main Deck	4
	C. Side Deck	4
	D. Extra Deck	4
	E. Advanced Format	5
	F. Traditional Format	5
<b>III.</b>	<b>Sealed Deck Information</b>	<b>6</b>
	A. General	6
	B. Sealed Pack	6
	C. Sealed Pack Swap	6
	D. Booster Draft	6
	E. Side Deck & Extra Deck for Sealed Deck Events	6
<b>IV.</b>	<b>Card Legality</b>	<b>7</b>
	A. Forbidden & Limited List	7
	B. Sets	7
	C. Promotional Cards (Excluding SHONEN JUMP and Yu-GI-Oh! Graphic Novel)	7
	D. SHONEN JUMP and Yu-GI-Oh! Graphic Novel Promotional Cards	7
	E. Preview Cards	8
	F. Duel Terminal Cards	8
	G. Reprints	8
	H. Foreign Language Cards	8
	I. OCG Cards	8
	J. Altered Cards	8
<b>V.</b>	<b>Tournament Play</b>	<b>10</b>
	A. Deck Registration	10
	B. Determining Who Goes First	10
	C. Note Taking	10
	D. Public Knowledge	11
	E. Appeals	11
	F. End of Match Procedure – Swiss Rounds	11
	G. End of Match Procedure – Single Elimination Rounds	11
<b>VI.</b>	<b>Tie-Breakers</b>	<b>13</b>
	A. Tie-Breaker Explanation	13

# I. Tournament Structure

## A. Tournament Tiers

There are two tiers of tournaments in KDE Organized Play:

Tier 1 – Casual: This encompasses Hobby Store level events, Pegasus Leagues, and Duelist Leagues.

Tier 2 – Competitive: This encompasses Regional Qualifiers, 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 that offer substantial prizes 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 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.

# 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. For example, 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.

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 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 Duel 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 or Synchro Monsters. Fusion and Synchro 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.) 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/#limited\\_trd](http://www.yugioh-card.com/en/limited/#limited_trd)

### 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 out for that tournament.

The minimum Deck size in any Sealed Deck event is 20 cards. There is no maximum 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 may be treated as the Side Deck.

##### Extra Deck

Extra Deck rules for Sealed Pack are the same as those for Constructed.

## 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:** Cards that you cannot include in your Deck, Side Deck, and Extra Deck.

**Limited Cards:** Cards that you can only include 1 copy of in your Deck, Side Deck, and Extra Deck combined.

**Semi-Limited Cards:** Cards that you can only include 2 copies of in your 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 please visit <http://www.yugioh-card.com/en/gameplay/cardlegality.html>

### 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.

- Example: Darklord Asmodeus will not be legal for play in Europe until September 26, 2010, when their first YCS is held that awards the card as a prize.

A continent is defined by the World Championship Qualifier (WCQ) that a Duelist’s Regional Qualifier feeds into.

- Example: Mexico will participate in the Central American WCQ, even though they are geographically considered part of the North American continent.

### D. SHONEN JUMP and Yu-Gi-Oh! Graphic Novel Promotional Cards

Promo cards from SHONEN JUMP Magazine 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 in SHONEN JUMP Magazine & Graphic Novels are considered released on the official newsstand date or on sale date of the Magazine/Graphic Novel.

SHONEN JUMP Magazine cards are NOT legal for play in Europe, Oceania, Central, or South America, as SHONEN JUMP Magazine 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 specifically distributed there. (This is rare.)

#### **E. Preview Cards**

Cards from an upcoming set that are distributed before the set is released (example: in Collectible Tins) become legal on the official release date of the tin.

#### **F. Duel Terminal Cards**

Cards obtained from the American 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 released.

#### **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.

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 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, 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 (for example, CRMS-AE035).

#### **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, or make the card distinguishable from other cards in the Deck while it is face-down.



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

## 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 out or printed from a computer. When writing the cards on the Deck List, shorthand (abbreviating Blackwing as BW, etc.) is acceptable, but only if all cards are abbreviated in the same method.

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. For example, 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.

When a deciding Duelist has been selected, he or she 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, he or she must automatically go first. Drawing cards before deciding who will go first may result in a warning.

During the second or third Duel in a match, the losing Duelist will determine who may go first. In the case of a tie, another random method should be employed to choose the deciding Duelist. If the outcome of a Duel was determined by a Duel 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 record of both Duelists’ Life Points for each Duel
- Tracking of mandatory effect reminders
- Tracking of turns and turn counters.

These notes should be taken quickly, so as not to disrupt the flow of the Duel.

### D. 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.

- The number of cards in a Duelist’s hand
- The number of cards in a Duelist’s Deck (this includes the Main, Side, and Extra Decks)
- The number and names of the cards in a Duelist’s Graveyard
- Both Duelist’s current Life Point totals
- Any notes taken by either Duelist during a Duel

## E. Appeals

If a Duelist disagrees with a judge's ruling, 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.

## F. End of Match Procedure – Swiss Rounds

There are times when a Match will not be completed when time is called in the round. Should this situation arise, Duelists must follow the following procedures to determine the outcome of the Match.

This End of Match procedure will only be used at Tier 2 events.

### If time is called during the Duel

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."
  - o Extra Turns = Conduct 5 Turns starting from the opponent's Turn.
3. If a victory condition (a Duelist's Life Points is reduced to 0 or an instant win condition such as with **Exodia the Forbidden One**) 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 (5 turns), the Duel is considered to be a Draw.

### How to decide the winner

- After the Duel is concluded, the Duelist with the most Duel Wins is declared the winner of the Match.
- If both Duelists have one Duel Win 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 the same number of Duel Wins, 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 more Duel wins than the other Duelist, the Duelist with more Duel 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.

## G. End of Match Procedure – Single Elimination Rounds

If a Match does not finish within the allotted time amount in a Single-Elimination tournament, the result will be decided by the methods below.

This End of Match procedure will only be used at Tier 1 events and in the Single-Elimination rounds of Tier 2 events.

### If time is called during the Duel

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 until the first change in Life Points – an increase or a decrease – and the Duelist with the highest Life Point total becomes the winner.
  - If Life Points are changed as a chain is being created, the Duelist with the higher Life Points wins the moment the change in Life Points is made.
  - If Life Points are changed as a chain is resolving, all effects that are already on the chain should be resolved before comparing Life Points for the purpose of checking which Duelist has more Life Points.
  - If a Duelist's Life Points reach 0 or if a win condition occurs while resolving the chain, normal game play rules apply.

#### **How to decide the winner**

- 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, they will begin a new Duel with specific guidelines.
  - Neither Duelist may use his or her Side Deck.
  - Whichever Duelist that lost the previous Duel chooses 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 until the first change in Life Points – an increase or a decrease – and the Duelist with the highest Life Point total becomes the winner. Please use the same criteria listed above (Step 5).

#### **If time is called before the Duel (during Side Decking)**

1. If one Duelist has more Duel wins than the other Duelist, the Duelist with more Duel wins is declared the winner of the Match.
2. If both Duelists have the same number of Duel Wins, begin a new Duel which consists of 4 Turns and each Duelist begins with 8000 Life Points.
3. The Duelist with the highest Life Points at the end of the 4<sup>th</sup> turn wins the Duel.
4. If both Duelists' Life Points are tied at the end of the 4<sup>th</sup> turn, continue on to a sudden-death playoff until the winner is decided.

#### **How to decide the winner**

- After the Duel is concluded, the Duelist with the most Duel Wins is declared the winner of the Match.

## 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

**Example:** 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.

Duelists are first ranked based on how many points they have accumulated during the course of a tournament. In addition to points, 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 tiebreakers. 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.

**Example:** A Duelist at a Yu-Gi-Oh! Championship series event has a tie-breaker number of 33726677. The number breaks down as follows:

- 33 (XX): Total amount of points the Duelist earned during the tournament.
- 726 (YYY): Their opponents' match-win percentage.
- 677 (ZZZ): Their opponent's opponents' match-win percentage.