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□ Foreword

This document (Advanced Floor Rules) contains the detailed regulations of holding, or participating in a tournament. It is highly recommended that tournament organizers, judges as well as fighters taking part in high level tournaments read and understand the stated rules to the best of their abilities.

For fighters who are taking part in general tournaments, it is recommended to read and understand each game's comprehensive rules, but the details of this document is not required.

□ Overview

Floor rules are the rules that maintain the fairness of our tournaments. All participants need to follow the floor rules in order for tournaments to be run fairly and smoothly so that all participants can enjoy themselves.

Anyone who interferes with the fairness of our tournaments will be penalized according to the penalty guidelines written in these rules and Bushiroad may take further action if necessary.

□ Range of Application

These rules apply to every official tournament held or sanctioned by Bushiroad. These rules apply to the following trading card games (TCGs).

「Cardfight!! Vanguard」

「Weiss Schwarz」

「Future Card Buddyfight」

「Shadowverse: Evolve」

Although the contents of these rules can be used as the guidelines for handling our tournaments, the handling of situations need not necessarily be bound by these text. When handling different situations, the most important response is to be flexible and provide the most appropriate settlement. Also, when handling tournaments with specific requirements and guidelines, the settlement of situations should place those requirements and guidelines as priority.

□ Regarding different terminologies used in respective TCGs

While different TCGs use the terms “Player” and “Fighter” to refer to the person playing the game, these rules will use the term “Fighter” to refer to such persons. Similarly, other unified terms may be used for convenience.

Rules

Section 1. Responsibility of Participants

1.1. Manner

Any behavior lacking in dignity may be penalized in accordance with the penalty guide.

1.1.1. Manner for All Participants

In this section, all people attending our tournaments, such as fighters, audience, press, judges, organizers and staffs are called participants.

Rules in this section apply to all people in our tournaments, including people not actually participating in the tournaments, such as the press or audience. The organizer can decide to apply any penalty, such as ejection from the venue, to anyone with extremely bad behavior.

All participants are to behave with common sense in the tournament area, venue and areas surrounding the venue (including various social media, blogs, and posting videos online, etc.).

Performing or encouraging acts with malicious intent, acts that undermine social trust, or acts of slander, libel, threats, or violence, may result in civil or criminal cases. While these acts may not be specifically prohibited in these rules, as a matter of course, such conduct is absolutely prohibited.

All participants are to make an effort to keep the tournaments fair. They also have to make an effort to keep the tournaments enjoyable for everyone.

Especially in highly competitive tournaments, all participants must understand and follow the rules and guidelines to the fullest of their capabilities presented by Bushiroad.

Even though participants may have different roles in the tournament, they are not in opposition to one another. Please empathize with each other's position, and work with one another to create a tournament that is satisfactory for all participants.

1.2. Responsibility and Rights of Fighters

All participants playing in our tournaments are called fighters. In this section, we define the responsibility and rights of fighters.

1.2.1. Responsibility of Fighters

* Understand the rules and mannerisms

All fighters must know the basic rules of the game they are playing and display basic manners during the tournament. Especially in highly competitive tournaments, they are also responsible for understanding the latest comprehensive rules, floor rules, errata on cards and guidelines. All fighters must also follow any rulings and instructions given by the organizer, staffs, head judge and judges.

* Strive for fair play

All fighters must cooperate with officials in order for the tournament to progress fairly and smoothly. All fighters are also have to display good sportsmanship and be respectful towards their opponents.

* To not commit foul play

Fighters must not commit any kind of foul play, any action that may be suspected as a foul play and any behavior that lacks sportsmanship. When a fighter commits any kind of foul play, hinders the progress of a tournament or behaves in a way that harms the quality and reliability of a tournament, the organizer or judges may apply penalties, such as disqualification or ejection from the venue.

When any kind of infraction occurs, judges may apply penalties to the fighters. It is the fighters' responsibility to adhere to the penalty meted out. Fighters who dispute against or do not follow the instructions by the head judge, organizers or staff present may be penalized. Fighters cannot ask judges to retract the penalties given to their opponents.

Fighters should not attempt to lead their opponent to be penalized. Penalties should only be given as a result of infractions, so any deliberate action to get their opponent penalized will be regarded as unsportsmanlike conduct or deemed as foul play.

Fighters are to keep their deck legal during the tournament. Fighters are to ensure that the number of cards in their deck, and the condition of the cards and sleeves are legal.

* Be effective in communicating

Fighters are to take their seat at the beginning of each match. Being late for a match may result in a penalty. Any fighter who does not show up at the

table until the end of a match is considered to have forfeited the tournament.

Fighters must declare all actions clearly to their opponent, as well as to communicate and understand the actions of their opponents. When a fighter moves any card, they need to move them one by one, showing it clearly to their opponents. In particular, during the drawing of multiple cards, infractions due to drawing too many cards may occur when multiple cards are added to the hand at the same time, and thus not recommended.

If a fighter needs to leave the table during a match, they are to ask their opponent and seek permission from a judge.

Any fighter who does not follow the rules in this section, or are banned from joining the tournament due to prior penalties, may be subjected to investigation by Bushiroad. As a result, that fighter may receive a penalty to have their results and / or prizes forfeited from the tournament, and/or be suspended from participating in future tournaments as a fighter.

1.2.2. Items Required for Participation

Fighters are to bring their own materials needed to attend the tournament. For example, in constructed format tournaments, fighters are required to have their own legally constructed deck, and are required to have any other additional items their deck requires, such as tokens.

The items required for each TCG are as follows.

「Cardfight!! Vanguard」
Deck (including G units if they are being used)
Tokens and markers used with the deck (e.g. Plant tokens, Gift markers, Quick Shield tickets, **items for counting energy**)

「Weiss Schwarz」
Deck

「Future Card Buddyfight」
Deck
Flag
Buddy Monster
Life Counter

「Shadowverse: Evolve」
Deck
Tokens used by the deck
Evolution point cards

Defense counter
Markers for indicating play points
Markers for indicating attack and defense

Substitutes for aid items mentioned below such as coins and dice, may be used as substitutes for required items. If there are further regulations or guidelines for a particular tournament, please follow the contents of those regulations or guidelines.

In addition to these items, it would be useful to bring along the aid items mentioned below, writing utensils such as ballpoint pens, and replacement sleeves.

1.2.3. Rights of Fighters

All fighters have the right to call for a judge in to ask any questions that may arise during a match. Only fighters playing in the match can ask judges to judge their match. However, if any kind of rule infraction occurs during a match, the audience can also call for a judge. In this case, the audience cannot stop the match. Fighters do not have the right to ask particular judges to spectate their match. **Whether a question can be answered and to what extent, is determined by the judge. If a judge determines that an answer should not be given, the fighter cannot ask the judge to give an answer. (They can make an appeal, as outlined below.)**

If a fighter notices such a question or infraction, please stop all actions and call for a judge without fail, and confirm the situation on the spot. If the game state were to progress, it will not be possible to legalize the game state, and the situation will become difficult to resolve. In addition, regardless of whether it was noticed during the match, even if there are reports of questions or infractions after the match or the tournament has ended, so long as there is no evidence that can be examined after the fact, as a general rule, no changes will be made to the scores and results.

All fighters have the right to appeal to the head judge if they have any uncertainty with the ruling by other judges. However, in a tournament with multiple judges, fighters cannot ask the head judge directly for rulings without having been ruled by any other judges.

During each tournament, there may be a limit set for the number of times a fighter may 'challenge' the rulings made. In the event that the first ruling is different from the head judge's decision, the number of times left for that fighter does not

change. However, if both rulings are the same, then the number will be reduced. (If multiple fighters propose the 'challenge,' then each fighter involved will have the number of time they may challenge reduced by 1.) The decision to reduce or otherwise resides with the head judge. If there are further regulations or guidelines for a particular tournament, please follow the contents of those regulations or guidelines.

Ruling done by the head judge is the final ruling, and fighters cannot appeal against it. Fighters can appeal to Bushiroad after the tournament if they are not convinced by the ruling of the head judge. However, the results of the tournament will not be altered.

Judges can give extra time or turns to the match if they take more than one minute to make the ruling. In this case, the judge must take note and inform the fighters how much extra time or turns they gave and indicate on the fighters' score sheets.

Once the time is up, there may be instances where announcements and resolution are carried out by other judges besides the judge who issued the extra time or turns. If the match needs to proceed further, both fighters must inform that extra time or turns have been issued before the results are processed for that fight. Even if an extension was issued, it will not be honored in the case where the fighters fail to declare so before a judge or staff resolves the end of the fight.

1.2.4. Eligibility of Fighters

Anyone who does not meet any of the criteria below is eligible to participate in tournaments as a fighter:

- * Organizer of the tournament
- * Staffs of the tournament
- * Head judge of the tournament
- * Judges of the tournament
- * Any fighters banned from the tournament by Bushiroad
- * Any fighters who do not possess qualifications required to participate in the tournament
- * Any fighter asked not to participate by any other guidelines from Bushiroad.

e.g. Fighters cannot participate in a tournament without an invitation if it is an invitational event for winners of qualifying events.

e.g. A fighter already qualified for an event might be banned from future qualifiers for the same event.

All people who meet the criteria below, unless otherwise authorized by Bushiroad, cannot participate in any level 2 or 3 tournament.

* Directors and employees of Bushiroad Inc. or any of the Bushiroad Group companies. (including ongoing contractors and part-timers)

* (For Shadowverse: Evolve only) Directors and employees of CyberAgent, Inc. or any of the CyberAgent Group companies. (including ongoing contractors and part-timers)

* Designers or developers of any of the cards used in the tournament, or former designers or developers that had been working in that post within the last year.

* Anyone who knows the details of undisclosed cards from a card set one month prior to its release.

Person(s) who have non-public information of cards up to one month prior to its official release, cannot participate in any level 2 or 3 tournaments, unless special permission is granted by Bushiroad.

Person(s) with non-public information of card sets must understand the confidentiality of such details, and cannot disclose them to other parties without prior consent from Bushiroad. Furthermore, it is prohibited to seek or attempt to seek details of undisclosed card sets prior to its official release. These actions do not only affect the fairness of tournaments, but also diminish the fun and anticipation of the other fighters.

1.3. Officials

1.3.1. Responsibilities and Rights of Officials

All organizers, staffs and judges are officials. In this section, we define the responsibilities and rights of the officials.

1.3.1.1. Organizers

Organizers have the responsibility to manage the tournament. Furthermore, organizers must make efforts to handle the tournaments smoothly. Organizers are not required to be certified judges, but sufficient experience in running tournaments is preferred.

All tournaments must have one organizer.

Organizers have the full responsibility to run and report the tournament, and at the same time have the highest authority with regards to the tournaments that they organize. Organizers have the right to publish images of the tournament and

information of decks used by fighters during the tournament. However, they must pay full respect to any legal rights the participants have.

Organizers have the authority to order participants that are deemed to be detrimental to the smooth and healthy operation of the tournament or event to leave the venue.

e.g.

* **Failing to heed precautionary measures for tournaments and events.**

* **Carrying out behavior that is dangerous or a nuisance within or outside the venue.**

* **Failing to follow instructions of the tournament organizers.**

* **Carrying out behavior that can lead to civil or criminal action.**

Staff, head judge and judges can concurrently be organizers.

*** Responsibilities of Organizers**

To have a sanctioned tournament, organizers must prepare a venue to run the tournament, as well as any staff and equipment necessary to run it. Then, they must apply to Bushiroad through the proper channels in order to run the tournament.

After the tournament has been approved by Bushiroad, they must announce it to the public. In the announcement, they are required to show the venue, date, time, format and any other information that fighters should know.

During the tournament, organizers must make an effort to run the tournament fairly and smoothly, and be careful not to cause any trouble to anyone or anything around the venue. After the tournament, they must report the tournament details to Bushiroad in the specified format, and return any tournament kit if required.

1.3.1.2. Staff

Staff are people who manage the tournament, such as scorekeeper, timekeeper and paperwork staff. Staff do not require the knowledge and skills to be a judge, but have to make efforts to keep the tournament running smoothly.

All tournaments must have at least one staff. Staff are assigned by the organizer.

Organizer, head judge and judges can concurrently be staff.

1.3.1.3. Judges

Judges have the right to make rulings to fighters in accordance with the rules, so as to ensure that all games are played fairly. All the rulings made by judges other than the head judge can be overruled by the head judge.

All tournaments must have at least one judge. Judges are assigned by the organizer.

Organizers and staff can concurrently be judges.

All judges must have sufficient knowledge of the rules to give fair rulings. Especially in the case of head judge, an adequate amount of experience as a judge is highly recommended.

All judges have to make an effort to cooperate with other officials and fighters to run the tournament fairly and smoothly. Additionally, all judges need to act as a good role model for all fighters. Judges should not perform any actions that may be seen as unfair, and should not address anyone in a demeaning fashion or attitude without consideration for the other parties involved.

All judges can step in during any match if they find any infractions or foul play by fighters. All judges also have the right to correct and give penalties to matches with infractions of the comprehensive rules or the floor rules, regardless of who noticed the infractions.

All judges are expected to work actively to correct any kind of situation that may harm the fairness or integrity of the tournament. All judges must be fair to all fighters to make fair rulings, and must not tolerate any kind of foul play. At the same time, all parties involved must assist the judges as much as possible in order to deliver a fair ruling.

When a judge is asked about rule or card information by a fighter, the judge may answer that question. The judge's answer within the scope of rule or card information is a citation and explanation of the facts to facilitate the smooth progression of the fight, and do not constitute advice.

Whether to answer a question and to what extent is determined by the judge. When answering questions during a fight, judges should be aware to communicate with both the fighter that asked the question and that fighter's opponent. As a general rule, judges should hear questions and give answers

in a setting where both fighters are able to confirm both question and answer, but judges may choose to handle a question individually at their discretion.

e.g. "Between card A and card B, which card would be the better card to play?" is a question that should not be answered as it is clear that it would amount to giving advice.

e.g. "Can I use the ability of card A and choose card B with it?" can be answered with "Yes, you can" or "No, you cannot (due to not satisfying the necessary condition) based on the state of the game, but should not be answered with "No, you cannot do so at the moment, but if you use it with card C, you will satisfy the condition to do so", as it could amount to giving advice.

e.g. "Can you confirm the official information for card A?" can be answered if the card in question can be identified from the card name or information provided by the fighter, and if the card information can be cited without delay to the progress of the fight. If the information being queried is ambiguous, or the card cannot be identified, no answer should be given, to ensure that no incorrect information is conveyed.

These examples are only provided for reference, and do not guarantee that such questions or similar questions would be answered or would not be answered.

For example, a question that should not be answered might be answered if asked at an event that's focused on the entertainment aspect or on teaching the game through matches. Or the scope of questions that would be answered could be narrowed to avoid interfering with the operation of the tournament when there are limited tournament staff available, such as at sanctioned tournaments. However, the policies applied should be consistent throughout the same tournament.

If a TCG or tournament has its own guidelines and regulations regarding policies on judges answering questions, judges should make their decisions in accordance with those policies.

1.3.1.4. Head Judge

Head judges have the right to make the final ruling for all rules and cards in the tournament. Additionally, they are responsible for all the rulings made by the judges. Any ruling made by the head judge generally cannot be overruled in that tournament.

All tournaments must have one head judge. The head judge is designated by the organizer from among the judges.

For tournaments of a bigger scale where fighters are split into blocks, a head judge may be appointed for each individual block. When blocks are merged, the head judge must then be reduced to only one.

Organizers and staff can concurrently be a head judge.

The head judge must act as a good role model for all fighters and judges.

If the head judge receives any appeal from fighters who have doubt about the rulings made by other judges, they have the right to overrule the previous ruling and make the final ruling in the tournament. If there are judges besides the head judge in the tournament, the head judge should not make the first ruling.

The head judge may give disqualifications to any fighter that may threaten a smooth and fair tournament, and may also eject those fighters from the venue after receiving permission from the organizer. Additionally, they also has the right to eject any participants from the venue after receiving permission from the organizer.

The head judge must report to Bushiroad either directly or through the organizer if they have given any disqualification or ejection during a tournament.

Section 2. Cards and Shuffle

This section explains the rules for cards and shuffling, as well as the items which can be used during tournaments.

2.1. Cards

2.1.1 Legal Cards

In a tournament, all cards created by Bushiroad or parties recognized by Bushiroad are legal for use in their respective TCG.

All fighters are required to use opaque sleeves so that cards cannot be distinguished from the back side or edges.

As a general rule, cards with writings or markings on them cannot be used. Cards with writings which have entertainment value, such as autographed cards may be used, but prior permission must be sought from a judge at said tournament.

All the information on the cards needed to play the game has to be legible to all fighters. If any writings, drawings, or misprints on the cards hide any information necessary to play the game, that card cannot be used. If a fighter uses a card with misprint and abuses it to gain any kind of advantage, they will be penalized.

Cards are treated as having the most updated text. If any errata is announced by Bushiroad, it will always be applied. However, the head judge has the right to make the final ruling on the text of cards.

2.1.2. Position of Cards

Fighters must keep all cards in their hand above the table level. Cards that are not used for the tournament are not to be on the table.

e.g. Fighters are not to move cards in their hand below the table level.

Furthermore, fighters must display the cards in their designated areas to both their opponent, as well as the judges. For that reason, it is highly recommended to place the cards on the designated areas on the table for each respective TCG.

2.1.3. Proxy Cards

Only judges may issue proxy cards based on their judgment. Generally, they can only issue them when a card is extremely worn out, bent or torn as

the result of ordinary use in the tournament, or to make up for a lack of tokens or markers.

When a judge makes a proxy card, the original card is kept somewhere near the table but outside the deck during the period of that match. When the proxy card comes into a public zone, it is exchanged with the appropriate original card. When the original card goes to a hidden zone, it is exchanged with the appropriate proxy card.

If the proxy card represents a token or marker, it is used in the same manner as a normal token or marker.

2.1.4 Orientation of cards

Standing/reserved cards must be put on the table in an upright position from the fighter's perspective. Rested/engaged cards must be put at approximately 90 degrees from the upright position. Reversed cards must be put at approximately 180 degrees from the standing position.

In all cases, it is not required to measure the angles in a precise manner, but it is a must for the stand/reserved, rest/engaged, and reverse positions to be easily distinguished for everyone present.

2.2. Shuffle

Decks must be shuffled sufficiently to randomize the order of the cards. Fighters must show the process of shuffling to their opponent while keeping the deck within view, but without the front side of the card being visible in any way. The shuffling of cards in zones other than the deck is handled in the same manner.

A fighter must give their opponent a chance to shuffle their deck after they have shuffled it as a confirmation.

In the event that there are only a few cards in deck, or if there is a possibility that a fighter may be making an attempt to stack the cards, a fighter may ask a judge to do so instead. The judge may decide whether this appeal is legitimate or not.

In situations where fighters are unable to handle one another's decks, such as tournaments conducted remotely, **the shuffle for confirmation by the opponent will be performed by the owner of the deck cut by proxy. Please refer to the "Proxy Cut" section further down for more information.**

All shuffling and searching of cards from a deck should be done within an appropriate time. If a judge determines that the fighter is taking too long to perform the action, they may penalize the fighter.

Generally, each fighter has about three minutes before each fight to prepare. Shuffling and changing of sleeves is to be done during this time. This includes the time to shuffle their opponent's deck. The regulations for shuffling are applied during this preparation process as well.

If a fighter is chosen for a deck check, judges should give that fight extra preparatory time. The extra preparatory time should be the time taken for the deck check.

2.2.1 Methods of Shuffling

These are the main methods of shuffling.

"Hindu Shuffle"

A method that moves groups of cards to the top of the deck. Do this for multiple times as a repetition. Highly recommended to do this shuffle **at the beginning and at the end of** performing the other shuffle methods listed here.

"Faro Shuffle"

A method that splits the deck into 2 piles that are held in your hands or put horizontally on the table, and combining them back into 1 pile again by force, weaving the cards into each other. **Do this for multiple times as a repetition. Please handle the cards with care when weaving them into each other. When holding the cards in your hands for this shuffle method, as the front of the cards may be visible if they are held vertically, please make sure to hold the cards at an angle where no card fronts are visible. When the cards are placed horizontally on the table for this shuffle method, please take care to avoid mixing in cards that are not part of the deck.**

"Deal Counting"

A method where cards are dealt into various separate piles one card at a time, then consolidating all the piles back into a deck. **As the number of cards can be counted and confirmed while performing it, it can be used before the start of a round.**

If certain cards are grouped together before this shuffle, there may be a chance that this method will not serve the full purpose of a shuffle, so please do not use this method if the deck is in that state. **In addition, as this method requires a substantial**

amount of time to complete one iteration while disproportionately contributing little to the randomization of the deck, it is not recommended to make frequent use of this method during a match.

“Cut”

A method where the cards on the table are divided into several groups and then combined together. Highly recommended as the method used for confirming your opponent’s shuffle.

2.2.2 Procedure for Shuffling

The procedure for shuffling is different depending on whether the fighter performing the shuffle is the owner of the deck or their opponent.

● Shuffle by the owner of the deck

Performed by the owner of the deck themselves to randomize the deck. A combination of the shuffling methods mentioned above should be used.

After the fighter has finished shuffling, they must present the deck to their opponent to shuffle.

● Shuffle by the opponent

Performed by the opponent to confirm that the deck is randomized. As this shuffle should be performed concisely, it is not necessary to use a combination of shuffling methods.

After the opponent has finished shuffling, they should present the deck back to the owner.

Should an opponent be presented with a deck to shuffle that they believe to be insufficiently randomized, they can request the deck owner to shuffle the deck again, or report it to a judge. A judge can determine whether a deck is sufficiently randomized, and the head judge has the right to make the final determination.

2.2.3 Proxy Cut

In situations where fighters are unable to handle one another’s decks, such as tournaments conducted remotely, the fighter who shuffled will perform the shuffle in place of their opponent. This is called a proxy cut.

A proxy cut should be conducted according to steps agreed upon by both fighters. Similarly to the normal shuffle by an opponent, a proxy cut should be conducted within an appropriate time.

Example of proxy cut procedure

1. The fighter that shuffled divides their deck into three approximately equal piles.
2. The opponent specifies the order the three piles should be stacked.
3. The three piles are stacked in the order specified.

Regardless of whether a proxy cut is conducted, the fighter that shuffled should take care to ensure that the deck is sufficiently randomized, but when the proxy cut is conducted, they should take care to shuffle in a manner that would give their opponent confidence in the conducting of the proxy cut.

2.3. Usable Items in a Match

In order to protect the fighters’ cards, as well as to ensure the smooth operations within a tournament, the items listed in the following section are usable during said tournaments. However, items which meet the following criteria cannot be used.

- Non-official items. (Pirated, unlicensed, etc.)
- Obscene materials.
- Materials which disrupt the order and operations of said tournament.
- Any other materials which the organizers or head judge deem to be inappropriate.

Also, there may be certain tournaments where additional guidelines and regulations are applicable. In these situations, please follow the instructions given by the judges and/or staff.

2.3.1. Sleeves

In order to protect the cards and enjoy the fights, fighters may use card sleeves.

All sleeves used must not allow any card to be distinguished from the others. Any kind of holograms or print on sleeves must not hide any information on cards that are needed to play the game. Besides the cards used in the fights, other cards or printed items may not be inserted in the same sleeve.

When using sleeves where the front and back may initially seem to be indistinguishable from one another, such as transparent sleeves, they may still be found to allow fighters to distinguish cards, due to differences in texture or shade between the front

and back sides, or differences in the cutting of the edges of the sleeve. Fighters should take care to ensure that their sleeves do not exhibit such differences before using them.

If a fighter finds their opponent's sleeves to be in a condition that cards may be distinguishable, they may ask a judge to check if those sleeves are legal to use in the tournament. If the judge finds the sleeves to be illegal, they will prohibit the fighter from using those sleeves.

For official tournaments, fighters must generally sleeve all their cards. These are recommended for sanctioned tournaments as well, but the final decision will depend on the event organizers and head judge.

However, sleeves that meet any of the conditions stated below cannot be used.

- Soiled or damaged sleeves.
- 4 or more multiple sleeves.
- Using sleeves with transparent sections along with words and/or patterns on top of opaque patternless monochrome sleeves or opaque patterned illustration sleeves.
- Using opaque sleeves on top of opaque patterned illustration sleeves. (Does not include the use of opaque sleeves on top of opaque patternless monochrome sleeves)
- Only using transparent sleeves, or sleeves where the side of the cards can be seen, that allow the fighter to distinguish the cards.
- Excessively large sleeves, or sleeves in which the position of the card within is not stable, that allow the fighter to distinguish the cards.

If the size of the sleeve is too large in comparison to the size of the card, it becomes highly possible to distinguish cards by the position of the card within the sleeve.

As a rule of thumb, we do not recommend the use of sleeves with width or height 6mm longer than the card or sleeve within them or more. However, this is only a guideline, and sleeves that are within 6mm in length of the card or sleeve enclosed may still be considered illegal if the cards can be distinguished.

Examples of unrecommended combinations

- The use of illustration sleeves for regular sized cards (approx. 67mm × 92mm) over mini sized cards (approx. 59mm × 86mm) or inner sleeves for mini sized cards (approx. 60mm × 87mm).
- The use of over sleeves for regular sized cards (approx. 69mm × 94mm) over illustration sleeves for mini sized cards (approx. 62mm × 89mm).
- The use of illustration sleeves that are larger than the size of illustration sleeves for regular sized cards (over approx. 69mm × 94mm) over regular sized cards (approx. 63mm × 88mm).

References

The card sizes of the TCGs are as follows.

- Mini sized cards (approx. 59mm × 86mm)
「Cardfight!! Vanguard」
- Regular sized cards (approx. 63mm × 88mm)
「Weiss Schwarz」
「Future Card Buddyfight」
「Shadowverse: Evolve」

- Any situation where the information side of the card has information covered, or makes the information difficult to read due to words or patterns printed on the sleeve, and therefore affects the progress of said match.

2.3.2. Mats (Playmats)

In order to protect the cards and enjoy the fights, fighters may use mats.

Also, in order to proceed with the game smoothly, a playmat with card placement areas marked out for each card game may be used.

Certain tournaments may have the playmats laid out beforehand.

For official tournaments, mats which meet the following criteria cannot be used.

These are recommended for sanctioned tournaments as well, but the final decision will depend on the event organizers and head judge.

- Mats that are too big, and may cause obstructions and/or affect the current match, as well as other ongoing matches.
- Playmats with placement areas marked out which differs from the current game.

2.3.3. Time-keeping Devices

In order to protect the cards and enjoy the fights, fighters may use time-keeping devices (including

timer functions). The device used must not ring, or emit any alarm sounds.

These devices used by fighters should only be regarded as a rough estimate, and cannot be used to mark the start and end of the match times. The time-keeper of any tournament shall monitor the actual time.

For official tournaments, time-keeping devices that meet any of the conditions stated below generally cannot be used. These are recommended for sanctioned tournaments as well, but the final decision will depend on the event organizers and head judge.

- Any electronic devices which have mobile phone and/or smart phone functions, and communication is possible using these devices.
- Devices that are too big, and may cause obstructions and/or affect the current match, as well as other ongoing matches.
- Other devices deemed to be an obstruction to the said tournament, or basis for possible cheating by the organizers or head judge.

2.3.4. Translation Slips

With the authorization of the organizer or judge, translation slips may be included into sleeves for use with Japanese edition cards.

The text within these slips must reflect the correct information of the card, and not hamper the visibility of information that is not reflected on the slip.

The authenticity of the translations however, is the responsibility of the fighter and any infractions due to misuse or mistranslation of the text will not be excused. In that case, the judge will rule on what should be the correct text of the card.

2.3.5. Aid Items

In order to ensure smooth fights, fighters may use aid items in order to assist them during the match. They are only used to denote values which are open information, change in values, targets, and so on in order to help visualize necessary information. They cannot be used for marking out specific card positions, indicating the number of cards, and other uses not stated above.

Fighters using these aid items must state clearly what they represent when using them.

Items that may be used as aid items are flat beads (must not roll or move), dice, fighters' counters, life counters, and so on. Stable 6-sided dice are highly recommended in order to avoid changing the values due to unintentional contact or vibrations. Multi-faceted dice with more than 6 sides, or dice closer to a spherical shape are not recommended due to its unstable nature.

For official tournaments, aid items that meet any of the conditions stated below generally cannot be used. These are recommended for sanctioned tournaments as well, but the final decision will depend on the organizers and head judge.

- Any aid items which have mobile phone and/or smartphone functions, that are capable of communication.
- Aid items that are too big, and may cause obstructions, and/or affect the current match, as well as other ongoing matches.
- Coins, paper notes(currency) and/or its equivalent.
- Other aid items deemed by the organizers or head judge to be an obstruction to the said tournament, or basis for possible cheating.

2.3.6. Special Cards

There may be official cards printed where by intentional design, some or all of the card's text and/or information is not written, or written in a special language or symbols.

Such special cards that are clearly indicated on the respective game's website can be used in tournaments if they meet the necessary requirements and guidelines indicated on the website.

2.3.7. Additional Rules for Shadowverse: Evolve

Fighters are strongly recommended to use sleeves that differ from their other sleeves for their main deck.

It is not necessary to use sleeves for cards that are not in the main deck. If a fighter uses sleeves for those cards, they do not need to use matching sleeves.

Tokens, evolution point cards, defense counters, markers for indicating play points, and markers for indicating attack and defense, are all necessary tools for Shadowverse: Evolve.

If aid items such as flat beads or dice can perform the function of a tool, those aid items can be used in place of that tool.

If an electronic device with the Shadowverse: Evolve Sidekick app installed can perform the function of a tool, it can be used in place of that tool. When this app is used during a match, please disable notifications, such as for calls and messages, and do not use any other apps on the device. The device should also be placed on top of the table in a manner that allows for judges and your opponent to see the information on the screen at all times.

There may be certain tournaments where additional guidelines and regulations are applicable. In these situations, please follow the instructions given by the judges and/or staff.

Section 3. Tournaments

3.1. Category of Tournaments

For tournaments, there are official tournaments and sanctioned tournaments. However, these rules do not necessarily apply only within the above tournaments.

3.1.1. Official Tournaments

These are the tournaments organized and ran by Bushiroad.

3.1.2. Sanctioned Tournaments

These are the tournaments held by shops or tournament organizers under the permission of Bushiroad.

3.1.3. Tournament Level

Each tournament has its level. The level of the tournament determines the severity of rulings by judges, and penalties given.

Level 1: Without special reasons or circumstances, all tournaments fall under this category. Tournament organizers for this level should work to make the atmosphere a casual one instead of a competitive one. Also, there is a possibility of new fighters joining the tournament. As such, without being overly strict to these fighters, instruct the fighters repeatedly during infractions, and should primarily focus on the completion of the matches. As such, the penalties are not as severe as other levels.

Level 2: Qualifiers for level 3 tournaments, as well as main tournaments of major events fall under this category. Both competition and entertainment are held as the same regard. As it is a more competitive tournament than level 1, the rulings are stricter, should mistakes be made, penalties will definitely be given. In this level, as much as possible, focus on the completion of the match.

Level 3: Regional finals and some official tournaments will fall under this level. This is the most competitive, and all penalties are given strictly.

3.2. Running the Tournaments

For tournaments, Bushiroad recommends the following tournament structures. However, the tournament structure can be a structure other than those stated below. In those cases, the rules and

guidelines of those tournaments will have to be complied.

3.2.1. Swiss Draw

Fighters are paired randomly for the first match of the tournament. The second match and proceeding matches are paired according to the points of the fighters. In each round, match up the fighters with equal points as much as possible. However, no two fighters should be matched up against each other twice in the same tournament.

For each match, the winner gains 1 point for each win (there are certain precedents where 3 points are awarded), whereas a draw and loss will result in no points.

When time is up for the match and it is not finished, both fighters end in a draw. However, a method for determining the winner in the case of time being up for matches can be announced before the tournament. [Annex A] provides a general guideline for such methods. If there are specific guidelines for the tournament, those guidelines take precedence.

3.2.1.1. Recommended Rounds for Swiss Draw

In a Swiss Draw tournament, the recommended number of rounds is decided by the number of fighters. For 2 - 4 fighters, a round robin format is recommended in place of Swiss Draw. The following are the recommended number of rounds.

For tournaments which do not cut to top-tier:

5 ~ 8 fighters: 3 rounds
9 ~ 16 fighters: 4 rounds
17 ~ 32 fighters: 5 rounds
33 ~ 64 fighters: 6 rounds
65 ~ 128 fighters: 7 rounds
129 ~ 256 fighters: 8 rounds
257 ~ 512 fighters: 9 rounds
513 ~ 1024 fighters: 10 rounds

For tournaments which cut to top-tier:

9 ~ 64 fighters: 3 ~ 5 rounds
65 ~ 128 fighters: 4 ~ 6 rounds
129 ~ 256 fighters: 5 ~ 7 rounds
257 ~ 512 fighters: 6 ~ 8 rounds
513 ~ 1024 fighters: 7 ~ 9 rounds

The organizer may change the number of rounds as they deem appropriate. For example, the organizer may choose to play the tournament until there is only one undefeated fighter left, when the number of fighters left are less than a pre-determined number of winners, or, in order to give

fighters with a loss a chance, the organizer may add one more round.

3.2.1.2. Determination of Standings during Swiss Draw

The standings are decided by the total number of points. If they are the same, it is decided by a tiebreaker in the following order of priority. However, in the case that there are further regulations or guidelines to determine the standings for a particular tournament, please follow the contents of those guidelines.

Recommended Determination of Standings during Swiss Draw for Territories out of Japan

For Swiss Draw tournaments running in territories outside of Japan, the following order to determine standings are recommended.

1. Match wins
2. Opponent's Match Wins %
3. Opponent's Opponent's Match Wins %

To find out the Opponent's opponent's match win %, uses the same formula to calculate the opponent's match wins, but instead, calculate and add the % of all the opponent's opponent's win %.

1. Opponent Match Win %

At the end of the tournament, calculate each fighter's match win % using the following formula (the fighter's point total) / (total number of rounds × highest points obtainable in a single match). Under normal circumstances, it should be (total number of rounds × 1) Round down the results to two decimal places. If the result is lower than 0.33, it is calculated as 0.33.

For each fighter, add up each of their opponents' match win %, and divide by the number of those opponents. The result of this calculation is called the Opponent Match Win %. The fighter with a higher Opponent Match Win % wins the tiebreaker. If a fighter had any byes, exclude that round from the calculation.

2. Head to Head

If two or more fighters have equal Opponent Match % but had played each other during any of the Swiss Draw rounds, the winner of that round wins the tiebreaker.

3. Random Method or Playoff

If the standing still cannot be decided, then it is decided in one of the following ways:

a. Random Method

Use random methods such as a coin flip or dice roll to decide.

b. Playoff

Play an extra playoff round between those fighters. To decide the winner, it is recommended to use the method of Single Elimination (see below).

3.2.2. Double Elimination

A format where only winners will not be eliminated. Matches will take place between fighters with full wins and fighters who only have one loss, and the fighter who lasts through the entire tournament is the victor. When top X number of finalists must be decided, fighters with full wins will face off against each other until the numbers of fighters left is under the specified number.

In the event of a tie, both fighters are considered to have lost the match. However, in the case that there are further regulations or guidelines for the tournament, please follow the contents of those regulations or guidelines.

3.2.2.1. Double Elimination Matching

Randomly pair fighters in the first round. In later rounds, pair fighters with the same record as much as possible. However, no two fighters should be play against each other more than once in the same tournament. When a fighter loses two matches, they are eliminated from the tournament. When there is only one undefeated fighter left, they win the tournament.

When time is up for a match and a match is not finished, both fighters end with a draw. However, a method for determining the winner in the case of time being up for matches can be announced before the tournament. [Annex A] provides a general guideline for such methods, but if there are further regulations or guidelines for the tournament, those guidelines take precedence.

3.2.2.2. Determination of Standings during Double Elimination

Recommended Determination of Standings during Double Elimination for Territories out of Japan

For Double Elimination tournaments running in territories outside of Japan, the following order to determine standings are recommended.

1. Match wins
2. Opponent's Match Wins %
3. Opponent's Opponent's Match Wins %

To find out the Opponent's opponent's match win %, uses the same formula to calculate the opponent's match wins, but instead, calculate and add the % of all the opponent's opponent's win %.

If not specified, the standing of the fighters are determined by the number of wins of the fighters. The higher number of wins by the fighter, the higher the standing of the fighter. In the event of fighters having the same number of wins, please conduct a tiebreaker by the same mean as the **Swiss Draw Tiebreaker**. However, for the "Opponent Match Win %" procedure, please follow the following procedure:

At the end of the tournament, calculate each fighter's match win % by (the fighter's point total) / (number of effective rounds × highest points obtainable in a single match). Cut off the results to two decimal places. If the result is lower than 0.33, it is calculated as 0.33.

The number of effective rounds for the calculation is the lowest of the following:

- The number of rounds up to the point the fighter has two losses.
- If the fighter dropped out while they have one or no losses, take the number of rounds up to the point the fighter dropped out, and add one round (if they have one loss) or two rounds (if they have no losses).
- The total number of rounds in the tournament.

For each fighter, add up each of their opponents' match win %, and divide by the number of those opponents. The result of this calculation is called the Opponent Match Win %. The fighter with a higher Opponent Match Win % wins the tiebreaker. If a fighter had any byes, exclude that round from the calculation.

3.2.3 Single Elimination (Tournament)

Only fighters who win their match get to advance to the next round, and the last fighter remaining in the tournament wins.

Should both fighters meet the losing condition at the same time, the non-turn fighter wins and the turn fighter is given a loss. However, in the case where there are further regulations or guidelines, please follow the contents of those guidelines.

When time is up for the match and the match is not finished, both fighters will lose the match. However, if previously announced, certain guidelines may be used to determine the winner. In those cases, the procedures in [Annex A] will generally be followed. If there are specific guidelines for the tournament, those guidelines take precedence.

3.2.4 Methods of Selecting Finalists

In a tournament with qualifying rounds and a cut to top-tier, as a general rule, the fighters that proceed to the top-tier rounds are selected using one of the following methods. The method being used in each tournament should be announced in advance. In addition, if a separate set of regulations and guidelines has been stipulated for any tournament, those regulations and guidelines will take precedence.

Also, fighters that fall under any of the following categories are excluded from being candidates for proceeding to the top-tier rounds:

- Fighters who have notified the tournament organizer that they do not wish to participate in the top-tier rounds before the finalists have been decided
- Fighters who are participating in the tournament under the condition that they are excluded from being a candidate for proceeding to the top-tier rounds
- Fighters that the organizer or head judge have determined as having no intent in participating in the top-tier rounds, or whose participation is inappropriate, through actions such as failure to give the necessary confirmations, or failure to assemble at the designated area by the specified time.

Once the fighters that will proceed to the top-tier rounds have been decided, even if an error in match results or the deck registration is discovered, in general, there will be no change to the decision.

However, penalties will be given to the relevant fighter based on the error, and may result in a loss of match or disqualification.

Also, once the fighters that will proceed to the top-tier rounds have been decided, even if there is a vacancy for any reason such as absence or disqualification, in general, no additional fighters will be selected.

3.2.4.1 Selection by Ranking

Fighters are selected in order of their ranking from the highest rank onwards, until the required number of fighters for the top-tier rounds has been selected. Tournaments will use this method to select by default.

For example, if 8 fighters are to be selected, the 1st to 8th ranked fighters will proceed to the top-tier rounds. If one of those fighters is excluded from being a candidate, the next highest ranking fighter in 9th place will advance.

Should there be multiple fighters that rank on the borderline for proceeding to the top-tier rounds, the fighters that proceed will be selected at random from those fighters.

If there are specific guidelines for the tournament, those guidelines take precedence.

3.2.4.2 Selection by Nation/Clan

This method may be used in “Cardfight!! Vanguard” tournaments.

The nations and clans used by any fighter or team that won all of their qualifying rounds are called “selected nations/clans”.

The fighters or teams who will proceed to the top-tier rounds are selected using the following process. If the number of candidate fighters or teams for selection in a step exceeds the remaining number of fighters or teams that can be selected, select from those candidates by their ranking or at random. Please follow the regulations and guidelines regarding the method of selection for the tournament.

1. All fighters or teams that won all of their qualifying rounds (fighters or teams with full wins).
2. Fighters or teams that lost only 1 of their qualifying rounds, and do not use decks from any of the selected nations/clans.

3. Fighters or teams that lost only 1 of their qualifying rounds, and use 1 deck from the selected nations/clans.
4. Fighters or teams that lost only 1 of their qualifying rounds, and use 2 decks from the selected nations/clans.
5. Fighters or teams that lost only 1 of their qualifying rounds, and use 3 decks from the selected nations/clans.
6. And so on and so forth for fighters or teams that use 4 or more decks from the selected nations/clans.

Even if the number of fighters or teams selected using this procedure does not reach the required number to be selected, in general, no additional fighters or teams will be selected.

3.2.4.3 Selection by Ride Line

This method may be used in “Cardfight!! Vanguard” tournaments.

The grade 3 cards used in the ride deck by any fighter or team that won all of their qualifying rounds are called “selected ride lines”.

The fighters or teams who will proceed to the top-tier rounds are selected using the following process. If the number of candidate fighters or teams for selection in a step exceeds the remaining number of fighters or teams that can be selected, select from those candidates by their ranking or at random. Please follow the regulations and guidelines regarding the method of selection for the tournament.

1. All fighters or teams that won all of their qualifying rounds (fighters or teams with full wins).
2. Fighters or teams that lost only 1 of their qualifying rounds, and do not use any cards with the same card name as any selected ride line in their ride decks.
3. Fighters or teams that lost only 1 of their qualifying rounds, and use cards with the same card name as 1 selected ride line in their ride decks.
4. Fighters or teams that lost only 1 of their qualifying rounds, and use cards with the same card name as 2 selected ride lines in their ride decks.
5. Fighters or teams that lost only 1 of their qualifying rounds, and use cards with the same card name as 3 selected ride lines in their ride decks.

6. And so on and so forth for fighters or teams that use cards with the same card name as 4 or more selected ride lines in their ride decks.

Even if the number of fighters or teams selected using this procedure does not reach the required number to be selected, in general, no additional fighters or teams will be selected.

Should there be multiple fighters or teams that rank on the borderline for proceeding to the top-tier rounds, the fighters or teams that proceed will be selected at random from those fighters or teams.

If there are specific guidelines for the tournament, those guidelines take precedence.

3.2.4.4 Selection by Title

This method may be used in “Weiss Schwarz” tournaments.

The titles used by any fighter or team that won all of their qualifying rounds are called “selected titles”.

The fighters or teams who will proceed to the top-tier rounds are selected using the following process. If the number of candidate fighters or teams for selection in a step exceeds the remaining number of fighters or teams that can be selected, select from those candidates by their ranking or at random. Please follow to the regulations and guidelines regarding the method of selection for the tournament.

1. All fighters or teams that won all of their qualifying rounds (fighters or teams with full wins).
2. Fighters or teams that lost only 1 of their qualifying rounds, and do not use decks from any of the selected titles.
3. Fighters or teams that lost only 1 of their qualifying rounds, and use 1 deck from the selected titles.
4. Fighters or teams that lost only 1 of their qualifying rounds, and use 2 decks from the selected titles.
5. Fighters or teams that lost only 1 of their qualifying rounds, and use 3 decks from the selected titles.
6. And so on and so forth for fighters or teams that use 4 or more decks from the selected titles.

Even if the number of fighters or teams selected using this procedure does not reach the required number to be selected, in general, no additional fighters or teams will be selected.

If a deck simultaneously satisfies the deck construction rules of multiple titles, the fighter using that deck must declare the title that deck should be considered as to the tournament organizer before the start of the tournament.

Should there be multiple fighters or teams that rank on the borderline for proceeding to the top-tier rounds, the fighters or teams that proceed will be selected at random from those fighters or teams.

If there are specific guidelines for the tournament, those guidelines take precedence.

3.3. Format

Normal tournaments are referred to as “Constructed Battles”, where fighters take part with pre-constructed decks. In the case that there are further regulations or guidelines for the construction of the deck such as “Limited Battles”, please follow the contents of those rules and guidelines.

In some cases, organizers can choose legal sets or additional banned/restricted cards for the tournament. In this case, the organizer must announce all details in full publicly before the tournament.

Generally, all cards are legal in a constructed event from the day that the cards are released. Promotional cards are legal from the day that they are distributed.

3.3.1. Types of Formats

3.3.1.1. Constructed Format

Generally, only one deck may be used for each tournament. Also, changing of cards in the deck or switching out cards is not allowed. Please refer to the other detailed rules regarding deck construction.

3.3.1.2. Limited Format

A format where each fighter builds their deck using only cards specified for that particular tournament. Please refer to the other detailed rules and guidelines for each individual limited battle.

3.3.2. Registering Decks

The organizer or head judge may request fighters to register their decks before the tournament begins. In a tournament that requires deck registration, fighters are to write the contents of their deck on a deck registration sheet and present it to the officials. When the official receives it, the registration is completed. After registration, fighters may not change their decks.

Even with tournaments where deck registration sheets need not be submitted, the organizer or head judge may request fighters to submit their deck registrations during or after the tournament with accordance to the situation. In these cases, fighters must submit their deck registrations.

Organizers may allow fighters to include deck names and comments in their deck registration. However, inappropriate deck names or comments that are offensive, contrary to public morality, or may otherwise affect the progress of the tournament are not allowed, and may be penalized even if the inappropriate deck name or comment was discovered after the tournament has ended.

Should the organizers consider a deck name or comment to be inappropriate, they can require fighters to change or delete the relevant content.

3.3.2.1. Registering Decks with Bushi Navi

When a fighter uses the Bushiroad Fighters Navigator App “Bushi Navi” to register their deck, the registration is completed when they use the designated method to record the contents of the deck they are using for that tournament.

There may be certain tournaments where additional guidelines and regulations are applicable. In these situations, please follow the instructions given by the judges and/or staff.

3.3.3. Deck Check

The organizer and head judge may check any deck in the tournament to see if it is legal.

If possible, the head judge should avoid performing any deck checks during the tournaments.

Section 4. Miscellaneous

4.1. Match and Game

A “match” between two fighters consists of “games” to determine the winner. In a best-of-one format, a single game is played to determine the winner of the match. In a best-of-three format, the fighter to win two games or the fighter with more games won when time is called wins the match.

If it is the second game or later of a match, the fighter who lost the previous game may choose to go first or second. Deciding will take place instead of the coin flip or rock-paper-scissors.

In a Swiss Draw tournament, if both fighters had won the same number of games, the match ends in a draw. In a single elimination tournament, if both fighters had won the same number of games, fighters will play an extra game to decide the winner. Different rules and guidelines may be set for different tournaments, so please follow the rules and guidelines defined by that tournament.

4.2. Time

The following are the recommended times for each game:

「Cardfight!! Vanguard」	25 minutes
「Weiss Schwarz」	30 minutes
「Future Card Buddyfight」	20 minutes (BO1) 40 minutes (BO3)
「Shadowverse: Evolve」	30 minutes

If a time is set for the match, fighters must strive to complete the match during the time allocated. Furthermore, in order to ensure that fighters complete the match within the allocated time, staff and judges may urge the fighters to play faster when necessary.

According to the organizer’s judgment, under acceptable ranges, the time can be set to a different time for a match, but this information must be announced clearly.

e.g.

“As this is a beginners’ tournament, the time for each match will be extended by 10 minutes.”

“As the final round shall determine the champion, no match time will be set and the fighters may play till the end of their match.”

Before the match starts officially, each fighter must follow the flow of game preparation for their respective card games, and prepare themselves for the match.

When time is up for the round and the match is not finished, the ongoing game ends in a draw.

If a judge had given the table extra time, the round ends when the time for the round and the extra time have elapsed. If an additional turn is given, the game ends at the end of the given turn.

The start and end time of any round will be declared by the time-keeper (or a judge who also takes on the role of time-keeper). All matches may begin with the various calls of each card game, or phrases such as “The round begins”, “Please begin”, “Start” and so on. The match then ends with the call from said time-keeper.

The time-keeper can announce the remaining time at an interval of their choice. However, these announcements, or lack of, do not affect the end time of the match. Similarly, individual time pieces do not affect the end time for the match as well.

4.3. Conceding

Fighters can concede the game or match at any time, except situations unacceptable to said tournament and organizers. If a fighter concedes, no matter how the game or match had progressed, they lose the game or match. If a fighter refuses to play a game or a match, they are considered to have conceded the game or match.

A fighter cannot concede after the end of a game or match (if there are extra turns, then after that), or after a winner has been decided. Also with regards to conceding, attaching any conditions such as “I will concede when time runs out” will not be accepted. These actions, and any of the following actions are considered as foul play and will be penalized.

e.g.

“To decide winning, losing, conceding, dropping out, or drawing by bribery or splitting of prizes.”

“To decide who wins the game or match by a method other than by playing a game, such as a coin flip.”

“Forging or falsely declaring the set or match results of single or team fights.”

4.4. Intentional Draw

Fighters may not choose to end a game or match in a draw even if both fighters agree and even if the

game or match is yet to be concluded. As intentional draw is not allowed in the tournament, intentional drawing is considered an infraction.

tournament, please follow the contents of those guidelines.

4.5. Drop

If a fighter wants to drop out from the tournament, the fighter generally needs to tell the scorekeeper before the next round pairings. If the tournament uses a score sheet or result slip, the fighter needs to indicate on it that they are dropping out. If score sheets or result slips are used, indicate on it that you are indeed dropping out of the tournament and submit it to the staff present.

If a fighter drops out after officials had made the next round pairings, that fighter is considered to have lost the match and been eliminated from the tournament after that round.

4.6. Nickname

If the organizer allows it, fighters may use nicknames when registering their fighter name. However, offensive words or words that are contrary to public morality cannot be used, and may be penalized even if it is discovered after the tournament has ended.

Should the organizers consider a handle name to be inappropriate, they can require fighters to change or delete the relevant content.

If the tournament does not allow nicknames, generally the fighter must use their real name.

4.7. Extra Turns

At the end of a game, there may be cases where an additional turn is awarded. This is known as an extra turn.

Only in the event that extra turns are set in a tournament, can a defined number of extra turns be carried out during the said tournament.

For example, if there is 1 extra turn set, the turn once time is up is known as the base turn(turn 0), and the game will continue until the following turn(turn 1, the opponent fighter's next turn). Similarly, if 3 extra turns are set, the game will continue until the end of turn 3. If for any reason a fighter takes another turn directly following their turn, that turn does not count as part of the 3 turns.

However, in the case that there are further regulations or guidelines for a particular

Section 5. Team Fights

This section contains the details of team battles. If there are specific guidelines for that particular tournament, those guidelines take precedence.

5.1 Types of Team Fights

5.1.1. Tag Fight

A team of two fighters is formed, and the match takes place between these teams of two fighters. This is known as a tag fight.

A team consists of two fighters. A fighter may not belong to multiple teams in the same tournament. If one or more members in the same team cannot continue to participate in the tournament for any reason, such as being absent or disqualified, the team will have to drop from that tournament.

Team members must decide on the order of fighters when taking part in a tournament. The order of a team consists of the “first” and the “second”. Your team’s first fights your opponent team’s first, and your team’s second fights your opponent team’s second. If not specified, the team member who is the second shall be the team’s representative.

5.1.2. Trio Fight

A team of three fighters is formed, and the match that takes place between these teams of three fighters is known as a trio fight.

A team consists of three fighters. A fighter may not belong to multiple teams in the same tournament. If one or more members in the same team cannot continue to participate in the tournament for any reason, such as being absent or disqualified, the team will have to drop from that tournament.

Team members must decide on the order of fighters when taking part in a tournament. The order of a team consists of the “first”, “second” and “third”. Your team’s first fights your opponent team’s first, your team’s second fights your opponent team’s second, and your team’s third fights your opponent team’s third. If not specified, the team member who is the third shall be the team’s representative.

5.2. General Rules of Team Fights

5.2.1. Using Team Names

With the organizer’s approval, teams may decide upon and use a team name. However, offensive words or words that are contrary to public morality cannot be used and may be penalized even if it is discovered after the tournament has ended.

Should the organizers consider a team name to be inappropriate, they can require fighters to change or delete the relevant content.

5.2.2. Communication within the Team

Please follow the stipulated guidelines for that tournament regarding the forms of communication allowed during said tournaments. If it is not specifically stated, it will be regarded as “no communication is allowed” by default.

5.2.2.1. If Communication is Not Allowed

Without prior consent from a judge, and excluding simple forms of communication which does not contain any advice, members of a team may not communicate with teammates from the point of entering the tournament area, until the end of all games for both teams, where the winning team is decided.

5.2.2.2. If Communication is Allowed

Members of a team may communicate or offer advice even during a match. However, no fighter may touch other team members’ cards, and fighters cannot play a match on another team members’ behalf by controlling their cards.

During a game, a member who has left the fight area may not communicate, which includes advising teammates during said game, without prior consent from a judge, until the end of all games for both teams, where the winning team is decided.

If a member of the team has finished their match and uses a communications device and/or talks to a member of the audience, that member may not communicate, which includes advising teammates during their game, without prior consent from a judge, until the end of all games for both teams, where the winning team is decided.

5.2.2.3. Application of Penalties

If required, a judge may mete out penalties to a team. When a penalty is given to a team, it is also regarded that the same penalty applies to each member on the same team.

[Annex A] Protocol to Determine a Game during Time Up

When an extra turn is given, an extra turn is given at the point when time is up, and it will conclude on the next regulation turn's end phase. This point of time is considered the moment the game ends. However, in the case that there are further regulations or guidelines, please follow the contents of those guidelines.

1. In a Game of "Cardfight!! Vanguard"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
2. At this time, the fighter with more cards in their damage zone loses the game. If both fighters have the same number of cards in their respective damage zones, continue play until the end of the current turn.
3. At the end of the current turn, the fighter with more cards in their damage zone loses the game. If both fighters have the same number of cards in their respective damage zones, proceed to the next turn, and continue play until the end of that turn. Repeat step 3 until a winner is determined.

2. In a Game of "Weiss Schwarz"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
2. At this time, the fighter with the higher level than their opponent loses the game. If both fighters are of the same level, the fighter with more cards in their clock than their opponent loses the game. If both fighters are of the same level and have the same number of cards in their respective clock zone, continue the game.
3. At the beginning of the next check timing, if the number of cards in the clock and level is the same, continue play until there is a change in number of cards in any fighter's clock or level. If not, go to 2.

3. In a Game of "Future Card Buddyfight"

1. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.

2. At this time, the fighter with less life loses the game. If both fighters have the same amount of life, continue play until the end of the current turn.
3. At the end of the current turn, the fighter with less life loses the game. If both fighters have the same amount of life, proceed to the next turn, and continue play until the end of that turn. Repeat step 3 until a winner is determined.

4. In a Game of "Shadowverse: Evolve"

4. When time is up, even if effects or actions are in the middle of being resolved, play will stop at that point, and a judge shall step in.
5. At this time, the fighter whose leader has less defense loses the game. If both fighters' leaders have the same amount of defense, continue play until the end of the current turn.
6. At the end of the current turn, the fighter whose leader has less defense loses the game. If both fighters' leaders have the same amount of defense, proceed to the next turn, and continue play until the end of that turn. Repeat step 3 until a winner is determined.

Penalty Guide

Fighters taking part in tournaments are expected to proceed with their fights responsibly, and not to infringe on any of the points found in this penalty guide. Before multiple minor mistakes pile up and create an irreversible situation, it will be best to communicate clearly with the opponent so that the game may proceed with the correct game state. If necessary, call for mediation from a judge and thus reduce the chance of infringing any of the rules.

Penalties are given to fighters in order to penalize those who intentionally commit a foul play, and to keep the fairness and integrity of tournaments. At the same time, it serves to instruct fighters who unintentionally make a mistake or break a rule, and help prevent them from making the same mistake again. Also, penalties can be given to audiences as well.

In the event that the infraction or foul play is deemed intentionally recurring, penalties meted out will be stricter. On top of that, if the one committing foul play is an influential person such as an organizer, judge, head judge, top winners of level 2 tournaments, participants of level 3 tournaments, Bushiroad staff and so on, then generally stricter penalties will be applied. Based on the situation, the penalties may be raised as well.

Should an infraction happen that is not in this guide, by paying attention to the situation and cross-referring other examples within this guide, judges may give appropriate penalties depending on the degree that the infraction would affect the running of the event, the completeness of the game, or the fairness of the tournament. For example, many minor acts of ungentlemanly behavior impede the running of the tournament. Using an incorrect deck resulting in a significant loss of integrity to the match. Last but not least, foul play constitutes to a complete loss of fairness in the tournament.

This guide serves as a reference for penalties to be given in “Level 1” and “Level 2” or above tournaments. However, this guide only serves to be a standard, and the judge can give an appropriate penalty depending on the situation on the judge’s discretion.

Section 1. Tournament and Enforcement Level

Each tournament has different enforcement levels. Generally, the higher the tournament level is, the stricter the penalties become. However, it is not intended to mean that foul play is accepted in lower

level tournaments. Any kind of foul play should be strictly penalized regardless of tournament level.

<Tournament Level 1>

The focus in this level of tournaments is more on creating a casual atmosphere rather than a competitive one. As many fighters might not know the comprehensive rules or floor rules in detail, it is to be expected that fighters might commit infractions when resolving parts of an effect of a card, or do not know what must or must not be done in certain situations.

When the infraction is committed due to unfamiliarity with the rules, penalties are to be lightly given. However, it does not mean that judges may overlook any infractions. Judges need to educate the fighters about the rules, and give severe penalties to any kind of foul play.

Generally, it is recommended that all shop tournaments use this level.

<Tournament Level 2>

This level is generally used for qualifiers of big official events, where competition is the focus. Fighters attending tournaments of this level are expected to know the game rules and floor rules well. Penalties in this level are given more strictly than in level 1. When a major infraction is committed, strict penalties may be given to the fighter.

<Tournament Level 3>

This level is used in major official competitive tournaments. Fighters attending this events are expected to be very familiar with both the game rules and floor rules, and strict penalties may be given even to unintentional infractions.

Please refer to “Section 3.1.3 Tournament Level” of the Floor Rules for further information about tournament levels.

Section 2. Rank of Penalties

Penalties are divided into several ranks. For each penalty, they will generally only be valid during that tournament.

e.g.

Even if “Tournament A” and “Tournament B” are held at the same venue on the same day, a penalty that is given for “Tournament A” does not apply to “Tournament B”.

e.g.

A penalty that is given on Day 1 of a 2-day “Tournament C” continues to apply on Day 2. However, it does not apply to a new tournament “Tournament D” that starts on Day 2.

When judges give a fighter a penalty, judges must tell the fighter verbally what the infraction is and what the penalty is. Each penalty only lasts until end of the tournament. Also, when required, penalties will be recorded on the score sheet with the description of the penalty.

If a judge deems that a fighter has committed multiple infractions in a series of actions, it is possible for the judge to consider the infractions as a whole and issue 1 penalty.

“Verbal Caution”

A verbal caution, or caution for short, is a penalty for very minor infractions. It may be regarded as a penalty, but the main reason for a verbal caution is to enlighten fighters and guide them towards the proper actions.

Regardless of the details of the infractions, should a fighter receive a verbal caution for the second time in the same tournament or more, it may be upgraded to a warning. Whether an infraction is upgraded is at the discretion of the judge after considering the tournament level, the number of penalties received, and the details of the infraction.

“Warning”

A warning is a penalty for a bigger infraction than cautions, but not too severe. A warning is given to a fighter when they are an interference to the tournament, or has committed moderate infractions. Warnings are to be recorded in case of upgrades.

Regardless of the details of the infractions, should a fighter receive a warning for the second time in the same tournament or more, in principle, it is

upgraded to a loss of match. Whether an infraction is upgraded is at the discretion of the judge after considering the tournament level, the number of penalties received, and the details of the infraction.

“Loss of Match”

If a loss of match is given during a match, the match ends immediately and the fighter loses the match. A loss of match is given to a fighter when they are a big interference to the tournament, or has committed severe infractions.

If it is given between matches, the penalty is applied to the next match. If the match was close to the end and that match ended in that fighter's loss, the judge may choose to apply the penalty to the next match.

When a judge gives a fighter a loss of match, they must report that to the head judge.

“Disqualification”

A disqualification is given to a fighter who has committed a major foul play or unsportsmanlike conduct.

If a fighter is given this penalty, they are excluded from the tournament immediately and any match in progress will be ruled as the fighter's loss. Also, if the organizer or head judge considers it appropriate, a match that has completed can be ruled as a loss by that fighter.

If a fighter is given this penalty, all prizes that they have already gotten from the tournament and their standing in the tournament can be revoked at the discretion of the event organizer or head judge. Even if said fighter's standing in the tournament is revoked, it will not change their win-loss results against their opponents. As for the revoked prizes and standing, it is up to the organizer or head judge's discretion if they should be void or passed down to the next possible fighter.

Even if an infraction that will be penalized with a disqualification is found after the tournament by the official the penalty of disqualification can still be given by the official.

Normally, only head judges are able to give disqualifications. Should this penalty be given, the head judge must report the details to Bushiroad.

Additionally, the participant that has been given this penalty can be ejected from the venue by the

decision of the event organizer or head judge after permission has been provided by the event organizer. Participants given the penalty must leave the venue immediately and may not return until the organizer gives permission.

In the case when a disqualification is given, the participant may be suspended from joining Bushiroad tournaments should the infraction be deemed malicious. This decision is made and determined by Bushiroad. A fighter suspended from joining Bushiroad tournaments can be banned for a determined but nonrestrictive period of time.

For a fighter suspended from Bushiroad tournaments, if it is determined that said person has performed any actions equivalent to disqualification, Bushiroad may increase the suspension period, or mete out other forms of penalties.

Section 3. General Infractions

3.1. Infractions Concerning the Deck and Aid Items

Infractions and penalties concerning the deck, deck registration, and aid items are described in this section.

3.1.1. Illegal Deck or Deck Registration

3.1.1.1 If Deck Registration is Not Required

= Default penalties =

Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game

e.g. Number of cards in the deck is not correct.

e.g. Contents of the deck do not meet the requirement of the deck.

In tournaments where decks are not required to be registered, the decks in the cases above would be considered illegal decks, and the fighter would need to fix the deck to make it legal. Firstly, excess cards with the same names, or cards that do not meet the construction rules must be removed from the deck. Then, if there still are excess cards in the deck, remove cards until the deck is legal. In the case the deck is missing cards, fill the deck with cards until the deck is legal.

If the tournament requires decks to be registered, if the deck or deck registration is illegal, refer to the following section.

3.1.1.2. Illegal Deck Registration

= Default penalties =

Level 1	Warning
Level 2 and above	Loss of Game ~ Disqualification

e.g. Number of cards on the deck registration sheet is not correct.

e.g. The cards within the deck registration sheet does not meet the deck construction criteria.

e.g. Card names on the deck registration sheet are ambiguous and cannot be distinguished.

In the cases above, the deck registration sheet is illegal. If the deck registration sheet is illegal, the fighter must fix the sheet to make it the same as their actual deck. This must be done by the fighter under the observation of a judge.

If the registration sheet contains more than the limit allowed by the rules, remove cards that are not in the actual deck. If the registration sheet contains less cards than the minimum number allowed by the rules, add cards in the actual deck that are not on the sheet. In this case, the rewritten deck registration sheet must match the actual deck. If the card name is ambiguous, check the deck and the fighter must rewrite the sheet to make it distinguishable.

3.1.1.3. Illegal Deck

= Default penalties =	
Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game ~ Disqualification

If a deck does not match with the legal deck registration sheet, the deck is illegal. If the deck is illegal, the fighter must fix the deck to make it same as the deck registration sheet. This must be done by the fighter, under the observation of a judge.

If the fighter lost their cards and cannot replace them, the fighter is to add another card to that deck that can be legally used. In this case, the fighter must fix the deck registration sheet to match the new deck.

3.1.1.4. Illegal Deck Registration With an Illegal Deck

= Default penalties =	
Level 1	Loss of Game
Level 2 and above	Loss of Game ~ Disqualification

In this case, it should be processed in the following manner. This must be done by the fighter, under the observation of a judge.

First, fix the deck registration sheet into a legal one. Remove excess cards of the same name or illegal cards from the sheet. Once the deck registration sheet is appropriate, adjust the contents of the deck according to the deck registration sheet. In the case that there are still excess cards in the sheet, remove cards from the sheet till appropriate. In the case that there are too little cards in the sheet, add cards that are legal to the deck into the sheet till appropriate. After doing so, match the deck registration sheet with the actual deck.

3.1.2. Did Not Bring Required Aid Items

= Default penalties =	
Level 1	Caution
Level 2 and above	Caution ~ Warning

e.g. Did not bring the tokens used by their deck
e.g. Used dice as a proxy for markers, but did not bring enough

This penalty applies when a fighter did not bring the required aid items for the game, or did not bring enough of the items.

Judges may issue proxy cards or lend substitutes that have been prepared by the organizer as appropriate.

3.1.3. Marked Cards or Sleeves

3.1.3.1. Random Marking

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. Some sleeves have scratches, but it is not possible to distinguish the cards.

If there are any marks on sleeves or there are bends on cards but does not give any big advantage to a fighter, and it is ruled to be accidental and does not constitute a major infraction, it would fall under this section. The fighter must change their cards or sleeves to ones without marks.

3.1.3.2. Patterned Marking

= Default penalties =	
Level 1	Warning ~ Loss of Game
Level 2 and above	Loss of Game

e.g. All the sleeves on trigger units have bent corners and are distinguishable.
e.g. All climax cards are upside down in the deck.

If any marks on sleeves or bent cards make them distinguishable and it is determined by the judge that it gives a big advantage to the fighter, and it is ruled to be accidental and does not constitute a major infraction, it will fall under this section. However, this is for cases where it is determined to be unintentional. If a fighter does this intentionally, it is a foul play and would fall under a different section. The fighter must change their cards or sleeves into ones without marks.

3.2. Conveying Incorrect Information

Correct information such as power values, number of cards, which effect is given to which card and so on must be conveyed to the opponent correctly. In the event that incorrect information is passed on, and thus affecting the game, penalties will be meted out to the fighter accordingly. If the correct information is conveyed before affecting the game, then no penalties will be given.

3.2.1. Minor Infraction

= Default penalties =
Level 1 Caution
Level 2 and above Caution ~ Warning

Instances where the fighters' strategies will not change even if the correct information had been conveyed or will not cause a situation where a particular fighter is advantageous, would fall under this category.

3.2.2. Major Infraction

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning ~ Loss of Match

e.g. Declaring power was 9000 instead of 6000, causing the opponent to use up more cards or abilities than necessary.

Instances where the fighters' strategies will clearly change if the correct information had been conveyed would fall under this category.

As a result, if an illegal game state is reached or winding back the game is required, refer to the next section.

3.3. Illegal Game State

3.3.1. Minor Infraction

= Default penalties =
Level 1 Caution
Level 2 and above Caution ~ Warning

e.g. Entered the draw phase without standing their units.

e.g. Played characters with a higher level than their level and realized at the beginning of the attack phase.

If the infraction does not affect the current game, correct the infraction until it is a legal game state. If

required, the judge must correct the game state legal with neutrality so that the fighter who has committed the infraction does not gain any advantage. If the game had advanced to the point that it cannot be corrected, it will fall under a moderate or major infraction.

3.3.2. Moderate Infraction

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

e.g. Called units with a higher grade than their vanguard and realized at the beginning of their opponent's draw phase.

e.g. Had received one more damage than they should have and realized at the beginning of their opponent's main phase.

As the infraction might affect the strategy of the game, the game situation cannot be reverted by simply reversing the steps. However, if the game state is illegal, make the game state legal by the judgment of the judge. If required, the judge must correct the game state legal with neutrality so that the fighter who has committed the infraction does not gain any advantage.

3.3.3. Major Infraction

= Default penalties =
Level 1 Loss of Game
Level 2 and above Loss of Game

e.g. Cards were sprayed all over the table while shuffling, causing many of the cards to be mixed up.

e.g. Knocking over a container with water on the table, causing the table to be covered in water.

If the infraction is too severe to fix, making it impossible to proceed with the game, the fighter who committed the mistake is penalized with a Loss of Game. However, in tournaments level 2 and below, if it is still possible to legalize the game state under the judgment of the judge, the game state can be legalized by the judge taking into consideration that the fighter who made the mistake does not gain an advantage, and the game can continue. In this case, the fighter who has committed the infraction will be given a warning instead.

3.4. Forgetting to Resolve Automatic Abilities

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

If any triggered automatic abilities were overlooked, by the judgment of the judge, resolve it in the next check timing. However, if the automatic ability has "may" in the effect, it is considered that the fighter chose not to resolve it, and there are no penalties given.

If the timing for the automatic ability to resolve has passed and hence, affects the game state, please refer to "Section 3.3 Illegal Game State" above.

3.5. Penalty for Revealing/Moving Cards in Zones

3.5.1. Failure to Reveal Cards

3.5.1.1. When the Card Can Be Distinguished

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. If a card chosen by "Search your deck for up to one 《Magic》, reveal it to your opponent, shuffle the rest of your deck, and put the chosen card on the top of your deck." is not revealed to the opponent and put on the top of their deck. The card on the top of their deck is a 《Magic》 card.

If a fighter moved a card that should have been revealed to a hidden zone without revealing it, and both fighter can tell which card it was, reveal the card. If the revealed card is a legal card, the penalty stated above is applied. If the revealed card is an illegal card, it is considered as a foul play and is penalized under a different category.

3.5.1.2. When the Card Cannot Be Distinguished

= Default penalties =	
Level 1	Loss of Game
Level 2 and above	Loss of Game

e.g. If a card chosen by "Search your deck for up to one 《Magic》 character, reveal it to your opponent, and put it into your hand. Shuffle your deck afterwards." is not revealed to the opponent and put into their hand. The opponent cannot tell which card is chosen.

If fighters cannot agree with which card it is that was not revealed, the game is in an irreversible situation. However, in tournaments level 2 and below, if it is still possible to legalize the game state under the judgment of the judge, the game state can be legalized by the judge taking into consideration that the fighter who made the mistake does not gain an advantage, and the game can continue. In this case, the fighter who has committed the infraction will be given a warning instead.

3.5.2. Failure to Discard Cards

= Default penalties =	
Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. A fighter played an effect with "Draw up to two cards, choose a card from your hand and discard it." and the fighter fails to discard a card, but realizes it at their end phase.

e.g. A fighter has hand cards exceeding the maximum hand limit, and realizes it at their opponent's turn's draw phase.

If a fighter realized that they should have discarded a card, discard the appropriate number of cards.

If a fighter has any information at that time which should not have been known at the time when they should have discarded, choose the cards to discard randomly or reveal the hand and have the opponent choose the card to be discarded, with the judge making sure that the fighter who committed the infraction does not take advantage.

When a failure to move cards from zones other than the hand occurs, this ruling can be used as a base to resolve the penalty.

3.5.3. Looking at Extra Cards

If any cards in a zone which are not intended to be public are revealed, the fighter that revealed the cards has looked at extra cards. The act of a fighter intentionally revealing cards from their hand, and the seeing of an opponent's hand from such an act, are not penalized. However, as it is an action that reduces the fun factor of the game, it is not recommended.

Even if a fighter looked at several cards at the same time, it is still penalized as one infraction.

3.5.3.1. Before a Match Begins

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Caution ~ Warning

e.g. Dropped some cards while shuffling their opponent's deck.

If the opponent's cards are revealed unintentionally before a match starts, causing the fighter to be able to deduce the type of deck the opponent may be using, if a judge determines that the fighter who dropped the cards has any form of advantage, the judge may call for certain actions in order to maintain fairness.

e.g. Instructing the fighter who dropped the cards to reveal the same number of cards randomly from the deck, and shuffle the deck again.

3.5.3.2. After a Match Begins

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

e.g. Flipped over the next card in the deck when drawing a card.

If cards in a hidden zone are revealed, the judge will first determine what cards that are not revealed within the hidden zone. Shuffle all the cards in that hidden zone except for the card that should not have its position randomized. Put the card with its predetermined position back to its original place. The card with a predetermined position refers to cards on the top of the deck which have been revealed via certain actions, or cards placed on the bottom of the deck due to certain actions, with their positions already known.

3.5.4. Drawing Extra Cards

= Default penalties =
Level 1 Loss of Game
Level 2 and above Loss of Game

If any cards move from a fighter's deck and touches a card in their hand, the card is considered to be drawn. As a result, if extra cards are drawn, the fighter who made that mistake will be given a "Loss of Game". However, in tournaments level 2 and below, if it is still possible to legalize the game state under the judgment of the judge, the game state can be legalized by the judge taking into consideration that the fighter who made the mistake

does not gain an advantage, and the game can continue. In this case, the fighter who has committed the infraction will be given a warning instead.

Put the extra card on top of the fighter's deck. Shuffle all the cards in that zone except for the card that should not have their position randomized. This action needs to be done by a judge.

If both fighters cannot agree with which card was the extra card, and if the judge determines that it is unintentional, they can let the game continue. In this case, choose the cards in their hand randomly equal to the number of cards that were drawn and put it to the top of the fighter's deck or have the opponent choose the card to be returned to top deck, with the judge making sure that the fighter who committed the infraction does not take advantage.

3.5.5. Unable to Determine Which Cards Belong to a Specific Area

= Default penalties =
Level 1 Caution ~ Loss of Game
Level 2 and above Warning ~ Loss of Game

e.g. Unable to determine which cards were put into the bind zone with which effect/ability.

e.g. Unable to determine which cards were originally in the clock, and which cards were flipped for the current damage taken.

e.g. While searching the deck with an effect, unable to remember which pile was the deck and which pile was the hand after handling them repeatedly.

All fighters must ensure that they, their opponent, as well as the judges can determine which individual area the respective cards are placed in.

For judges, if any cards do not appear to be in their rightful areas, they may check with said fighter which area the cards belong to as an act of confirmation, as well as to prevent any possible foul play.

If a judge determines that the situation can be rectified without giving an advantage to the fighter who made the mistake, the situation should be rectified as much as possible, and the match will proceed.

3.6. Handling Cards in an Area Where Sequence Is Required

3.6.1. Card Sequence Is Altered

There are certain areas where the sequence of cards must be maintained, and if the sequence is affected and changed in any way, it is known as altering the card sequence.

3.6.1.1. Minor Infraction

= Default penalties =

Level 1	Caution
Level 2 and above	Caution ~ Warning

e.g. In an effect where the top 2 cards of the deck is checked and placed back to their original position, the sequence is altered.

e.g. Cards in the clock are shuffled.

If it is possible to revert back to the original sequence of the cards, then it shall be reverted back to the original sequence.

If the original sequence cannot be achieved, the order of cards is decided in a random manner, or reveal the cards and have the opponent choose the order, with the judge making sure that the fighter who committed the infraction does not gain an advantage.

e.g. Altering the sequence to position trigger units evenly throughout the deck before shuffling.

e.g. While resolving an effect that looks at the top 4 cards of the deck and chooses 1 card from among them, altering the sequence or hand shuffling those 4 cards.

Even if the cards will be moved to another zone or shuffled immediately after doing so, the sequence of cards in areas that the sequence must be maintained must not be altered.

3.6.1.2. Moderate Infraction

= Default penalties =

Level 1	Caution ~ Warning
Level 2 and above	Warning

e.g. Deck is dropped from your hand and the cards are scattered.

If it is possible to revert back to the original sequence of the cards, then it shall be reverted back to the original sequence.

If the original sequence cannot be achieved, the judge shall first determine the cards that are supposed to be in specific positions. Shuffle all other cards, then return the cards with their known positions in the sequence back to their original places.

As a result of the card sequence being altered, if those cards are mixed with cards from other areas, or if it is a major infraction, the game reaches an illegal game state, so please refer to another section.

3.6.2. Made It So Cards Can be Distinguished

= Default penalties =

Level 1	Caution
Level 2 and above	Warning

e.g. Only 1 card in the stock is placed facing a different way or is obviously staggered from the rest of the cards in stock.

e.g. Multiple cards in the deck are placed facing a different way from the rest of the deck.

For cards with a fixed sequence in an undisclosed area, cards must be placed in a manner where they are indistinguishable from each other. When the cards are placed on top of each other, they must be placed with no breaks in between, and although high precision is not required, care must be taken to ensure that the position and spacing are similar.

If a specific card is distinguishable or such a possibility exists, the orientation and position of the card must be adjusted to render it indistinguishable.

3.7. Overlooking Infractions by Accident

= Default penalties =

▼ Infraction originates from opponent's cards	
Level 1	Caution
Level 2 and above	Caution ~ Warning
▼ Infraction originates from fighter's own cards	
Level 1	Caution ~ Warning
Level 2 and above	Warning

Fighters have the responsibility to play the game in an appropriate manner. It goes without saying that the fighter should play their cards appropriately, but also cooperate and pay attention to their opponent to avoid any infractions.

This penalty is given to a fighter to prevent fighters from getting an advantage by overlooking infractions. If a fighter overlooked an infraction intentionally to gain an advantage, that is seen as foul play and falls under a different section.

then can the bye be issued after commencement of the match and the results reported to the officials. If the fighter with no opponent is not seated at the start of the match, a similar penalty may be issued just like the other fighters who are tardy.

3.9.2 Severe Tardiness

= Default penalties =

Level 1	Loss of Match
Level 2 and above	Loss of Match

e.g. A fighter did not show up at the table after 5 minutes (or the time specified for the tournament) from the beginning of the round.

In the case of severe tardiness, the fighter is considered to have lost the match. After that, if their score sheet is not submitted to the score keeper or any staff, then, the fighter is automatically dropped from the tournament.

3.10. Failure to Play the Proper Match

3.10.1. Discovered Before Reporting Results

= Default penalties =

Level 1	Caution ~ Warning
Level 2 and above	Warning

If a fighter sits at the wrong table and fought with the wrong opponent, in the case that it was discovered before reporting the match results, both fighters at that table will be penalized.

Then, the fighter playing at the wrong table must move to the correct table. However, if the time lapsed is longer than the determined time of severe tardiness, the penalty for severe tardiness will be given.

3.10.2. Discovered After Reporting Results

= Default penalties =

Level 1	Caution ~ Warning
Level 2 and above	Warning

If a fighter sits at the wrong table and fought with the wrong opponent, in the case that it was discovered after reporting the match results, both fighters at that table will be penalized.

If the mistake is discovered before the matching of the next round has begun, staff running the tournament must normalize the situation as much as possible. If the mistake is discovered after matching of the next round has concluded, decision to amend

the situation will fall on the organizer and head judge.

e.g.

Original matching

Table 1	A vs B	Table 2	X vs Y
---------	--------	---------	--------

Actual match & results (○=win)

Table 1	○A vs Y	Table 2	X vs B○
---------	---------	---------	---------

Amendment process

Table 1	○A vs B	Table 2	○X vs Y
---------	---------	---------	---------

A won at the correct table against Y

→assume A won due to B not showing up for the match at Table 1

B won at the incorrect table against X

→assume B lost the match to A due to not showing up at Table 1

X lost at the correct table against B

→assume X won due to Y not showing up for the match at Table 2

Y lost at the incorrect table against A

→assume Y lost the match to X due to not showing up at Table 2

e.g.

Original matching

Table 1	A vs B	Table 2	X vs Y
---------	--------	---------	--------

Actual match

Table 1	X vs Y	Table 2	A vs B
---------	--------	---------	--------

Amendment process

All fighters are penalized under “Failure to Play the Proper Match”, and all match results are valid.

3.11. Improper Shuffle

= Default penalties =

Level 1	Caution ~ Warning
Level 2 and above	Caution ~ Warning

e.g. Shuffling without the use of multiple types of shuffling methods.

e.g. Shuffling at an angle such that the printed side of the card is visible.

e.g. Placing specific cards in an order, and asking the opponent to **shuffle in a manner that would hardly shuffle the cards.**

e.g. With regards to an obviously not thorough shuffle, the opponent has mentioned it and asked for a more complete shuffle, yet the fighter persists with non-thorough shuffles.

Decks must be shuffled well and totally randomized before being presented to the opponent to shuffle. Should the cards not be in a sufficiently randomized order, it will be considered an infraction.

Insufficient shuffling undermines the integrity of the match, and can easily be considered foul play. As insufficient shuffling can be consciously prevented by fighters, judges will promptly issue “cautions” for improper shuffling (or “warnings” for extreme cases where the deck has hardly been randomized) and direct players to perform a proper shuffle, especially in level 2 or higher tournaments.

In the case that the fighter is found to have intentionally insufficiently randomized their cards, they will be penalized according to the penalties of foul play.

If a card was to appear in the deck in a specific order or way, randomness is lost. If an action were to lead into this specific order before randomizing the deck, more time will be spent to ensure cards are randomized and wastage of time will occur. If the judge feels that it constitutes to slow play, appropriate penalty will be given.

A fighter cannot skimp on the shuffling procedures citing the end of a game as a reason. Shuffling during a match is considered within the time required for a match. Fighters are required to proceed with their matches with that in mind.

The section on penalties for “Placing Cards in Sequence” has been amalgamated into the section on penalties for “Handling Cards in an Area Where Sequence Is Required”.

3.12. Excessive Handling of Cards in Areas Besides the Hand

= Default penalties =

Level 1	Cautious ~ Warning
Level 2 and above	Warning

e.g. Flicking the top few cards of the deck repeatedly.

e.g. Repeating the action of picking up cards from your hand, clock or waiting room, and putting them back down again repeatedly.

e.g. Picking up the cards in your deck, and checking the number of cards in it repeatedly within a short period of time.

By performing actions similar to those mentioned in the examples above, there is probable cause to suspect cheating, and possibility of foul play, so such actions must not be performed excessively.

3.13. Improper Behavior That Interferes With Operation of the Tournament

= Default penalties =

Level 1	Warning
Level 2 and above	Warning

e.g. Despite announcements not to stand too close to the fighters playing a match, standing too close to a fighter and bothering them during said match.

e.g. Despite instructions to take a seat for the next match after pairing, the fighter does not do so.

e.g. Leaving large personal belongings in the middle of the aisle, and leaving the area.

e.g. Spilling a drink on the tables, rendering it unusable for the time being.

e.g. Entering the tournament management areas run by staffs, creating a ruckus or loitering close by for long periods of time.

Fighters have the responsibility to cooperate with officials so that the tournament progresses smoothly and fairly. It is a responsibility to follow announcements made. Furthermore, please take note not to miss any announcements which may concern you personally.

Similarly, obstructing the smooth flow/process of a tournament goes against the responsibilities. Depending on the degree of interference, or if the fighter involved admits to doing so, it is regarded as ungentlemanly behavior, so kindly refer to that section for further details.

3.14. Consumption of Food While Playing in Matches

= Default penalties =

Level 1	Warning
Level 2 and above	Warning

Eating food, including candy and gum during a match may interfere with the smooth progression of the game. Prior permission must be sought from the organizers or head judge.

3.15. Use of Unnecessary Electronic Devices in a Match

= Default penalties =

Level 1	Cautious ~ Warning
Level 2 and above	Warning ~ Loss of Match

The use of electronic devices such as handphones or smartphones during a match may be suspected of or cause suspicion of foul play. Except for the use of time-keeping devices and other aid items, prior

permission must be sought from the organizers or head judge.

When electronic devices such as handphones or smartphones are used as time-keeping devices or other aid items, not only should their communication capability be set to disabled, irrelevant notifications should also be set to not appear. They should be placed in a position where judges and your opponent can confirm the contents being displayed.

If casual play is the focus of the tournament, these penalties need not be strictly applied. However, this does not mean that infractions can be overlooked.

If competitive play is the focus of the tournament, the head judge may decide to take actions such as having fighters power off their electronic devices.

Electronic devices with the Shadowverse: Evolve Sidekick app installed may be used in to facilitate the smooth operation of Shadowverse: Evolve matches. When this app is used during a match, please disable notifications, such as for calls and messages, and do not use any other apps on the device. The device should also be placed on top of the table in a manner that allows for judges and your opponent to see the information on the screen at all times.

3.16. Note-Taking

= Default penalties =
Level 1 Warning
Level 2 and above Warning

Taking notes during a game may obstruct or slow the game down. Prior permission must be sought from the organizers or head judge.

Currently, keeping track of life changes for Future Card Buddyfight, and keeping track of changes to leaders' defense for Shadowverse: Evolve, are not referenced in this section.

3.17. Infractions Related to Reporting Results

3.17.1. Results not Reported in a Timely Manner

= Default penalties =
▼ If results will not be corrected
A draw or double loss will be recorded for the relevant match
▼ If results will be corrected
Level 1 Caution ~ Warning
Level 2 and above Caution ~ Warning

If results of matches are not reported during the period specified by the tournament, before matching for the next round begins, it will result in penalties as a hindrance to the smooth running of the tournament.

The event organizer or head judge can choose to correct the result of the relevant match if the proper result is known and the result can be corrected without undue impact to the progress of the tournament. In such cases, the fighter is given a penalty of Caution ~ Warning.

3.17.2. Results not Acknowledged in a Timely Manner

= Default penalties =
▼ Reporting fighter
Level 1 Caution
Level 2 and above Caution ~ Warning
▼ Acknowledging fighter
Level 1 Caution ~ Warning
Level 2 and above Warning ~ Loss of Match

When the Bushiroad Fighters Navigator App "Bushi Navi" is used to report results, the reporting of results is completed when the results are reported, acknowledged, and submitted to the tournament organizers.

As the reporting of results is not completed until the results have been acknowledged, both fighters have the responsibility to work with each other to report and acknowledge the results.

The event organizer or head judge can choose to proceed with the reported result for the relevant match if it is not possible to summon the acknowledging fighter to confirm their acknowledgement without undue impact to the progress of the tournament.

3.17.3. Improper Results Reported

= Default penalties =
▼ If results will not be corrected
The originally reported result for the relevant match will remain
▼ If results will be corrected
Level 1 Caution ~ Warning
Level 2 and above Caution ~ Warning

Fighters are considered to be agreeing with the results on a result slip or score sheet when they submit it to officials. In addition, fighters are considered to be agreeing with the result they

reported or acknowledged when they use the Bushiroad Fighters Navigator App “Bushi Navi” to submit it to the tournament organizers. Improper results interfere with a smooth and fair tournament, and is penalized.

While results generally cannot be fixed after they are submitted, the event organizer or head judge can choose to correct the result of the relevant match if the proper result is known and the result can be corrected without undue impact to the progress of the tournament. In such cases, the fighter is given a penalty of Caution ~ Warning.

3.17.4. Damaging a Score Sheet

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

3.17.5. Losing a Score Sheet

= Default penalties =
Level 1 Disqualification
Level 2 and above Disqualification

In a tournament that uses score sheets (or its equivalent), the score sheets are vital to the smooth running of the tournament and the loss of the score sheet will result in penalties.

However, the event organizer or head judge can choose to re-issue a score sheet to the fighter if the scores of the tournament can be recovered without undue impact to the progress of the tournament. In such cases, the fighter who has lost the sheet will be given a penalty of Warning ~ Loss of Match instead.

3.18. Slow Play

All fighters are to play at a proper pace, and have the responsibility to finish the game within the allocated time. Regardless of accidental or intentional, if slow play is determined, penalty with regards to the situation will be meted out to the fighter.

For fights with a longer than usual time limit, or no time limit at all, fighters are still responsible to keep the game at an appropriate pace.

3.18.1. Minor Cases

= Default penalties =
Level 1 Caution
Level 2 and above Caution ~ Warning

e.g. Thinking for too long, and stopping the progress of the game.

e.g. Worrying over the choice of card to play and taking too much time.

These penalties are applied if determined to be unintentional slow play.

3.18.2. Moderate Cases

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning ~ Loss of Game

e.g. Checking the drop zone multiple times even when there are no changes in the situation.

e.g. Taking too much time than normally required to shuffle or choose a card.

e.g. Leaving the table without notifying judges or officials.

e.g. Not playing at a proper speed even if the fighter knows how much time is left in the game.

e.g. Adjusting the speed of playing with regards to the amount of time left to gain an advantage.

e.g. Repeatedly asking a judge more questions than necessary or repeatedly asking for unnecessary confirmations.

These penalties are applied when it is determined that a fighter performs actions irrelevant to the game, or shows no intention to complete the game within the time allocated.

3.18.3. Severe Cases

= Default penalties =
Level 1 Loss of Game ~
 Disqualification
Level 2 and above Loss of Game ~
 Disqualification

These penalties are applied when it is determined that a fighter is intentionally playing slowly, despite multiple instructions from a judge to play at the proper speed.

3.19. Excessive Hand Shuffling

= Default penalties =
Level 1 Caution ~ Warning
Level 2 and above Warning

Making too much noise when hand shuffling, and excessive hand shuffling, may be considered by the opponent to be intimidating behavior, and may be a nuisance to the surrounding fighters. Also,

excessive hand shuffling may cause damage to cards, or make markings on the sleeves, and thus, should be avoided.

3.20. Controlling Cards in Other Matches

= Default penalties =	
Level 1	Warning
Level 2 and above	Warning ~ Loss of Match

A fighter cannot touch or move other fighters' or members' cards currently in use with the intention of controlling said cards.

3.21. Others

The floor rules are intended to maintain the fairness and integrity of tournaments, and ensure that tournaments can be conducted smoothly and fairly, while penalties are intended to protect the fairness and integrity of tournaments, and educate fighters of the rules to prevent recurrences.

No fighter should misinterpret or misuse the rules and guidelines, inclusive of TCG rules and tournament guidelines, to gain an unfair advantage or create an advantageous situation for themselves.

If a judge determines that a fighter has infringed the rules in any way, it is possible to mete out penalties to the fighters involved in that act. In order to determine the details and level of penalty, kindly refer to the other sections.

Section 4. Foul Play

Any kind of foul play and cheating that harms the fairness of tournaments is not tolerated. This section explains the penalties given to fighters making intentional infractions to gain an advantage. When giving the penalty, it does not matter whether the fighter was aware that the action was a foul play.

When there is a need to determine if an action is a foul play, involved parties often become agitated or nervous. In order for head judges and organizers to make a correct judgement, they should assess the situation in a calm and objective manner, and avoid making an arbitrary or unilateral decision. Also, involved parties such as fighters and judges should cooperate with head judges and organizers wherever possible, in order for them to arrive at the correct judgement.

4.1. Cheating

= Default penalties =	
Level 1	Disqualification
Level 2 and above	Disqualification

● Acts of forgery or falsification

- e.g. Used counterfeit cards.
- e.g. Falsified the score sheet.

● Acts of collusion

- e.g. Dropping out of the tournament in order to report their loss and their opponent's victory, even though they won the match.
- e.g. Reporting a set of results for a match that differs from the actual results, such as reporting 2 wins 0 losses when the actual results was 2 wins 1 loss.
- e.g. Having an agreement that the disadvantaged fighter will concede if the round time is up.

● Acts of misrepresentation

- e.g. **Impersonating others and using their Bushi Navi ID to enter a tournament.**
- e.g. Using a fake name **and a separate Bushi Navi ID** to enter a tournament as their right to enter a tournament was revoked.
- e.g. Intentionally reporting the wrong number of cards in their hand to their opponent.
- e.g. Realized an infraction by their opponent but did not call a judge, because it would give them an advantage.
- e.g. Played cards in an improper way to gain an advantage.
- e.g. Told incorrect information to officials to avoid their friend from getting penalized.

e.g. Gave answers that differ from the truth when interviewed by judges.

Any behavior to gain an advantage by misrepresenting, colluding, or falsifying information falls under this section, and should any advantage be obtained by the act, this penalty will apply.

If any participant witnesses any act of cheating by a fighter, they may point it out to a judge.

4.2. Moving Cards Improperly

= Default penalties =

Level 1	Disqualification
Level 2 and above	Disqualification

e.g. Intentionally perform an improper shuffle.
e.g. Put cards in their drop zone into their hand while the opponent was looking away.

Any actions to move cards improperly to gain an advantage fall under this section.

4.3. Intentionally Marked Cards

= Default penalties =

Level 1	Disqualification
Level 2 and above	Disqualification

If there are any marks on sleeves or there are bends on cards that makes specific cards distinguishable, and it is ruled to be intentional and constitutes a major infraction, it will fall under this section.

4.4. Illegal Changes to a Deck

= Default penalties =

Level 1	Disqualification
Level 2 and above	Disqualification

During tournaments which do not allow any changes to a deck, any changes made to it during said tournament will fall under this section.

For cases such as swapping out an exact same card as the original card was damaged, or changing the sleeves of a deck due to the original sleeves being damaged, they are considered as remedy actions, and will not fall under this section.

4.5. Illegal Outside Assistance

= Default penalties =

Level 1	Warning ~ Disqualification
Level 2 and above	Loss of Match ~ Disqualification

Fairness of a tournament can be compromised if external assistance is rendered or accepted where it should not be.

In some cases, simple one sentence exclamations, or even a change of expression on a spectator may be regarded as assistance during the match. Those viewing the fight must always take note not to perform any actions that may affect the game in any way. Currently, the applause at the end of a game for the fighters do not fall under this section.

e.g.

In the event that spectator X has given advice to fighter A, spectator X will be issued with the penalty. As a result of the advice, if a judge determines that the opponent fighter B has suffered a huge disadvantage, the judge may even out the situation to the best of their abilities.

e.g.

Friend Y of fighter A has given fighter A some advice, so both friend Y and fighter A will be issued with the penalties.

e.g.

Fighter A has asked spectator Z for some advice during the match. In this case, fighter A will be penalized. If spectator Z actually gave any advice, spectator Z will also be penalized.

e.g.

During a team fight where no communications are allowed, team member C of Team P gave some advice to fellow team member D. penalties will be meted out to Team P.

4.6. Others

With regards to other infractions, the judge may give any participant any reasonable penalty according to their judgment. The penalty given should be based on the penalties from similar examples stated above.

Section 5. Allowable Actions

5.1. Changes to Consecutive Actions

When performing certain consecutive actions, if they fulfill the conditions stated below, it is possible to maintain fairness in play even if the steps differ from the original ruling.

- compared to playing with the correct steps, the outcome of the actions are exactly the same.
- with a change in the steps, additional information is not revealed compared to the original steps.
- your opponent understands the process. Or a judge has determined that your actions fall under this section.

This section does not endorse complicated steps during the actual game, nor does it seek to obstruct the use of proper procedures.

Fighters and judges may request that a fighter play with the proper steps. A fighter who has been requested to do so must play in the proper steps.

(e.g. where change in steps is possible)
After riding on a unit with “Forerunner”, move the unit with “Forerunner” to another rear-guard circle.

↓

Move the unit with “Forerunner” to another rear-guard circle first, then place the riding unit on the vanguard circle.

(e.g. where change in steps is possible)
During Twin Drive!!, put each card revealed straight into hand.

↓

During Twin Drive!!, finish revealing both cards, then put them into hand at the same time.

(e.g. where change in steps is possible)
Play an event card bound for the memory, place it in the resolution zone first, resolve the effect, then place it in your memory.

↓

Play an event card bound for the memory, place it in your memory, then resolve the effect.

(e.g. where change in steps is NOT possible)
Play a cost 2 card from your hand, then put two cards from your stock into your waiting room.

↓

Put two cards from your stock into your waiting room, then play the cost 2 card from your hand.

※this change is not allowed, as it is now possible to use the originally undisclosed information (cards placed into the waiting room).

(e.g. where change in steps is possible)
After returning a character from waiting room to hand, with the effect of Comeback icon, put the card revealed for trigger check into the stock.

↓

After putting the card revealed for trigger check into the stock, return a character from waiting room to hand with the effect of Comeback icon.

(e.g. where change in steps is NOT possible)
After placing the top card of the deck into the stock with the effect of Pool icon, put the card revealed for trigger check into the stock.

↓

After placing the card revealed for trigger check into the stock, put the top card of the deck into the stock with the effect of Pool icon.

※this change is not allowed, as the end result (sequence of cards in stock) is different.

Changelog

February 26, 2018 – Updated to Ver. 1.0.7

April 23, 2018 – Updated to Ver. 1.1.1

May 31, 2019 – Updated to Ver. 1.1.2

January 7, 2022 – Updated to Ver. 1.1.3

July 8, 2022 – Updated to Ver. 1.2.0

June 30, 2023 – Updated to Ver. 1.2.2

Oct 11, 2024 – Updated to Ver. 1.2.6

※ The main changes are marked in red. (excludes minor corrections of spelling and formatting)