



KAIJUDO® TOURNAMENT RULES

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Introduction

The purpose of this document is to provide the infrastructure used to run **Kaijudo** tournaments by defining appropriate rules, responsibilities, and procedures to be followed in all DCI-sanctioned **Kaijudo** tournaments. DCI-sanctioned tournaments are to be run consistently regardless of their location.

All players are treated equally and share responsibilities. Both players and tournament officials should cooperate to achieve their common goal of running a proper DCI-sanctioned tournament. Players and tournament officials must treat each other in a fair and respectful manner, following both the rules and the spirit in which those rules were created. They are responsible for following the most current version of the **Kaijudo** Tournament Rules and any other applicable regulatory documents, including the **Kaijudo** Game Rules (available in **Kaijudo** competitive decks and other products). Spectators have their own set of responsibilities. Individuals violating the **Kaijudo** Tournament rules are subject to appropriate penalties.

Information in this document may contradict (or have information not contained in) the **Kaijudo** Game Rules. In such cases, this document takes precedence. Tournament fact sheets for specific tournaments may define alternative or additional policies or procedures. If a contradiction exists between this document and a fact sheet, the information in the fact sheet takes precedence.

Wizards of the Coast reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.

Future updates to this document are scheduled to be announced on the Monday before a set release. Each update will become effective on the release date of that set.

1. Tournament Fundamentals

1.1 Tournament Types

Sanctioned tournaments are divided into two types: Premier and non-Premier. Premier tournaments are run by Wizards of the Coast or select Tournament Organizers. They have unique names and features. Non-Premier tournaments are tournaments that are not explicitly Premier.

1.2 Publishing Tournament Information

Wizards of the Coast reserves the right to publish DCI-sanctioned tournament information at any time (including during the tournament). Tournament information includes, but is not limited to, the contents of one or more players' decks, descriptions of strategies or play, transcripts, and video reproductions. Tournament Organizers are also allowed to publish this information once their tournament is complete.

Wizards of the Coast reserves the right to publish penalty and suspension information.

1.3 Tournament Roles

The following roles are defined for tournament purposes:

- Tournament Organizer
- Head Judge
- Floor Judge
- Scorekeeper
- Player
- Spectator

The first four roles above are considered tournament officials. The Head Judge and floor judges are collectively considered judges. A single individual may act in any combination of tournament official roles. Individuals who are not judges at a tournament are acting as spectators in any match they are not playing in. Members of the press are also considered spectators.

1.4 Participation Eligibility

Anyone is eligible to participate as a player in a DCI-sanctioned **Kaijudo** tournament with the exception of:

- Individuals currently suspended by the DCI. The current DCI suspended player list is located at http://www.wizards.com/wpn/Document.aspx?x=WPN_Suspended_Player_List. Individuals currently suspended from the DCI may not act as tournament officials;
- Other individuals specifically prohibited from participation by DCI or Wizards of the Coast policy (such determination is at Wizards of the Coast's sole discretion);
- Anyone thirteen (13) years of age and younger who do not have their parent/guardian's permission;
- Anyone prohibited by federal, state, or local laws, the rules of the Tournament Organizer, or by a venue's management;
- Any person, including in-house contractors and temporary workers, whose place of employment is located in a Wizards of the Coast or Hasbro office;
- Out-of-house contractors specifically designated by Wizards of the Coast (such designation is at Wizards of the Coast's sole discretion);
- Immediate family members (e.g. father/mother, son/daughter, and husband/wife, etc.) or household members (e.g. roommates) of Wizards of the Coast and Hasbro employees, in-house contractors, those specifically designated out-of-house contractors, and temporary workers; and
- Certain employees of companies designated by Wizards of the Coast as strategic business partners.

Former Wizards of the Coast and Hasbro employees, in-house contractors, those specifically designated out-of-house contractors, and temporary workers may not play:

- in any sanctioned **Kaijudo** competitive tournament until thirty (30) days after their last day of employment (or their contract end date); and
- in any sanctioned **Kaijudo** Set Premiere events until six (6) months after their last day of employment (or their contract end date).

Play testers, reviewers, and other business partners with significant knowledge of a card set may not play in sanctioned tournaments of a format that include cards from the product tested or reviewed or for which the person has significant knowledge until 25 days after the release of that product.

Additionally, individuals with significant knowledge of a card set (e.g., former employees, former in-house and designated out-of-house contractors, temporary workers, play testers, reviewers, and designated business partners) may not play in sanctioned **Kaijudo** competitive tournaments of a format that includes cards from such card set until thirty-two (32) days after the Set Premiere event of that card set. Anyone is eligible to participate as a tournament official (Tournament Organizer, Head Judge, floor judge or Scorekeeper) for a tournament with the exception of:

- Individuals currently suspended by Wizards of the Coast.
- Anyone who has played in the tournament, unless it is a tournament that explicitly allows tournament officials to play while acting as a tournament official.

Tournament officials may play in a DCI-sanctioned **Kaijudo** tournament for which they are a tournament official if (and only if) the tournament is of the following event types:

- **Kaijudo** Duel Days
- **Kaijudo** Set Premiere
- Other non-Premier **Kaijudo** Tournaments
- Tournaments in which the official Wizards of the Coast tournament fact sheet specifically permits officials of that tournament to play.

If one or more tournament officials play in the tournament and the tournament is not one of the allowed event types listed above, the tournament will be invalidated. Tournament officials are required to officiate tournaments fairly and without regard to their own self-interest.

The owners of organizations that run Premier tournaments are not permitted to play in those tournaments (even if the owner is not listed as a tournament official (organizer, judge, and/or scorekeeper) for that tournament.

Premier tournaments include the following events: **Kaijudo** Master Challenge and **Kaijudo** Championships.

Some tournaments have additional criteria regarding player and tournament official eligibility (e.g. invitation-only tournaments, such as **Kaijudo** Championships events).

The **Kaijudo** Premier Event Invitation Policy defines specific eligibility rules with regards to certain types of invitation only Premier Tournaments (e.g. **Kaijudo** Championships).

Individuals with questions regarding their tournament eligibility should contact the Wizards Tournament Policy Manager at Scott.Larabee@wizards.com.

1.5 DCI Membership Number

Tournament participants must provide their DCI membership number to the Scorekeeper during registration. Players without a DCI membership number must request one from the Tournament Organizer. There is no cost associated with obtaining a DCI membership number, but members are allowed only one DCI membership number. Results containing temporary player numbers, temporary player names, or placeholders may not be reported to Wizards of the Coast.

1.6 Tournament Organizer

The Tournament Organizer of a tournament is responsible for all tournament logistics including:

- Securing a sanctioning number from Wizards of the Coast.
- Providing a site for the tournament that meets the tournament's expected needs.
- Advertising the tournament in advance of the tournament date.
- Staffing the tournament with appropriate tournament officials.
- Providing all materials necessary to operate the tournament.
- Reporting the tournament results to Wizards of the Coast.

1.7 Head Judge

Sanctioned tournaments require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final authority at any DCI-sanctioned tournament and all tournament participants are expected to follow his or her instructions.

The Head Judge's responsibilities include:

- Ensuring that all necessary steps are taken to deal with game or policy rule violations that he or she notices or are brought to his or her attention.
- Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge.
- Coordinating and delegating tasks to floor judges as needed.

If necessary, the Head Judge may temporarily transfer his or her duties to any judge if he or she is unable to fulfill them for a period of time. Also, in exceptional circumstances, if the tournament's integrity would be damaged otherwise, the Tournament Organizer may replace the Head Judge.

1.8 Floor Judges

Floor judges are available to players and spectators to answer questions, deal with illegal plays, or assist with reasonable requests.

Judges will generally not assist players in determining the current game state, but they can answer questions about the rules and card interactions. The judge may assist players in understanding the game state in the interest of education. If a player wishes to ask a question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls, but they may request a tournament official to help translate. This request may be honored at the discretion of the original judge.

Judges do not intervene in a game to prevent illegal actions, but they do intervene as soon as a rule has been broken or to prevent a situation from escalating.

1.9 Scorekeeper

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the tournament. The Scorekeeper's responsibilities include:

- Generating correct pairings each round and accurately entering the results of those rounds.

- Solving all scorekeeping problems that arise in consultation with the Head Judge.
- Making sure all necessary information is included in the tournament's report to be submitted to Wizards of the Coast.

The Head Judge has the final authority in determining corrective action for scorekeeping errors.

1.10 Players

Players are responsible for:

- Behaving in a respectful manner toward tournament officials, other tournament participants, and spectators and refraining from unsporting conduct at all times.
- Maintaining a clear and legal game state.
- Complying with announced start times and time limits.
- Bringing to a judge's attention any rules or policy infractions they notice in their matches.
- Bringing to a judge's attention any errors in their tournament match record.
- Informing Wizards of the Coast of any errors in their overall match history or rankings as soon as possible by contacting Wizards of the Coast Customer Service at <http://www.wizards.com/customerservice>.
- Having a single DCI membership number. Individuals holding more than one number must contact Wizards of the Coast Customer Service at <http://www.wizards.com/customerservice> to merge their numbers.
- Refraining from enrolling in tournaments if policy forbids them to participate.
- Being familiar with the rules contained within this document and other regulatory documents, including the **Kaijudo** Game Rules.
- Being physically present for the tournament.

A player must bring the following items to a tournament in order to participate:

- A valid DCI membership number registered in the participant's name. New players may register for DCI membership when enrolling in the tournament.
- Any materials specifically required for a particular tournament format, such as assembled decks and/or decklists for constructed tournaments.

Players retain their responsibilities even if a judge provides them with extra assistance.

Players who do not fulfill their responsibilities may be subject to penalties and review by the DCI. Wizards of the Coast reserve the right to suspend or revoke a player's membership without prior notice for any reason they deem necessary.

1.11 Spectators

Spectators are responsible for:

- Remaining silent and not interfering in matches and other official tournament sections. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. Spectators are permitted to ask the players to pause the match while they alert a judge.
- Vacating an area and/or not observing a match when instructed by a judge. Players may request through a judge that a spectator not observe their matches. Tournament officials may also instruct a spectator not observe a match or matches.

2. Tournament Mechanics

2.1 Match Structure

A **Kaijudo** match consists of a series of games that are played until one player has won two games. Drawn games do not count toward this goal. If the round ends before a player has won two games, the winner of the match is the player who has won the most games at that point. If both players have equal game wins, the match is a draw.

2.2 Play/Draw Rule

For the first game of a match, the winner of a random method (such as a die roll or coin toss) chooses either to play first or to play second. The player who plays first doesn't draw a card at the beginning of his or her first turn. This is referred to as the play/draw rule.

After each game in a match, the loser of that game chooses to either play first or play second in the next game. If the previous game was a draw, the player who chose at the beginning of the drawn game chooses again.

2.3 Pregame Procedures

The following steps must be performed in a timely manner before each game begins:

1. Players shuffle their decks.
2. Players may shuffle their opponents' decks.
3. Each player places five shields into his or her shield zone and then draws five cards. Optionally, the drawn cards may be dealt face down on the table.
4. Determine which player will play first by following the play/draw rule (section 2.2).

The game is considered to have begun once the first player plays his or her first card. Pregame procedures may be performed before time for the match has officially begun.

2.4 Conceding or Intentionally Drawing Games or Matches

If a game or match is not completed, players may concede or mutually agree to a draw in that game or match. A match is considered complete once the result slip is filled out or, if match slips are not being used, a player leaves the table after game play is finished.

Players may not agree to a concession or draw in exchange for any reward or incentive. Doing so will be considered Bribery (see section 5.2).

If a player refuses to play, it is assumed that he or she has conceded the match.

2.5 End-of-Match Procedure

If the match time limit is reached before a winner is determined, the player whose turn it is finishes his or her turn and then five additional turns are played in total. This usually means that one player takes three turns and the other two.

If the game is incomplete at the end of additional turns, the game is considered a draw.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), the end-of-match procedure does not begin until the end of the time extension.

In single-elimination rounds, matches may not end in a draw. At the end of the five additional turns, if the players have won an equal number of games, the player with the most shields remaining wins the game (and thus the match). If the players have an equal number of shields, two additional turns are added (one for each player). At the end of these two turns, the player with the most shields remaining wins. If there is still no winner, repeat this process until a winner is determined.

2.6 Time Extensions

If a judge pauses a match for more than one minute while the round clock is running, he or she should extend the match time appropriately. If the match was interrupted to perform a deck check, players are awarded time equal to the time the deck check took plus three minutes.

2.7 Deck Registration

At some tournaments, players are required to register their decks. Tournaments requiring deck registration will either be identified in their respective tournament fact sheets or announced by the tournament organizer prior to the start of the tournament.

Registered decklists record the composition of each deck. Once your decklist has been accepted by a Tournament Official, it may not be altered.

Players can request to see their decklist between matches (not between games within a match). Such a request will be honored if logistically possible.

Generally, decklists are not public information and are not shared with other players during a tournament.

2.8 Deck Checks

Deck checks may be performed at any tournament at the option of the head judge. A deck check compares the deck registration list to the current contents of a player's deck. If they do not match, appropriate penalties may be issued.

Decklists are required at **Kaijudo** Master Challenges and **Kaijudo** Championships.

2.9 Appeals to the Head Judge

If a player disagrees with a judge's ruling, he or she may appeal the ruling to the Head Judge. Players may not appeal before the full ruling is made by the responding floor judge. Under unusual circumstances, the Head Judge may appoint another judge as his or her proxy to issue a second ruling. Players still retain the right to appeal to the Head Judge.

2.10 Dropping from a Tournament

Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next round are generated. Players wanting to drop after the Scorekeeper begins pairing for the next round will be paired for that round. If a player does not show up for his or her match, he or she will be automatically dropped from the tournament unless they report to the Scorekeeper. Players that repeatedly and/or intentionally drop from tournaments without informing the Scorekeeper may be the subject of DCI penalties up to and including suspension.

If a player drops from a tournament after a cut has been made, such as a cut to the top 8 in a **Kaijudo** Master Challenge, no other player is advanced as a replacement. That player's opponent receives a bye for the round. A cut is considered to have been made once the cut itself or pairings for the round following the cut have been posted or announced.

Players who have dropped may reenter a tournament at the discretion of the Head Judge. Players may not reenter a tournament after any cut has been made.

Players may not drop from a tournament in exchange for or influenced by the offer of any reward or incentive. Doing so will be considered Bribery (see section 5.2).

2.11 Taking Notes

Players are allowed to take written notes during a match and may refer to those notes while that match is in progress. At the beginning of a match, each player's note sheet must be empty and must remain visible throughout the match. Players do not have to explain or reveal notes to other players. Judges may ask to see a player's notes and/or request that the player explain his or her notes.

Players may not refer to other notes, including notes from previous matches, during games.

Between games, players may refer to a brief set of notes made before the match. They are not required to reveal these notes to their opponents. These notes must be removed from the play area before the beginning of the next game. Players taking excessive amounts of time reviewing notes may be subject to Slow Play penalties.

Artistic modifications to cards that indirectly provide minor strategic information are acceptable. The Head Judge is the final arbiter on what cards and notes are acceptable for a tournament.

2.12 Electronic Devices

Players may use electronic devices to do the following:

- Take and review notes (as outlined in section 2.11).
- Briefly answer personal calls not related to the game.

Players may not use electronic devices to access outside strategic sources (websites, forums, etc.) or communicate with others in order to receive outside assistance. Players taking excessive amounts of time using an electronic device may be subject to Slow Play penalties.

Players wishing to view information privately on electronic devices during matches must request permission from a judge.

The Head Judge of an event may further restrict or forbid the use of electronic devices during matches.

2.13 Video Coverage

Players may decline to appear on camera if they wish. Video commentators are considered spectators for the purpose of the tournament, but may talk during the match as long as they are out of earshot of the players being covered. They are responsible for behaving respectfully to all tournament participants during coverage.

Spectators are also permitted to record matches provided that they do so unobtrusively.

Because of the delays inherent in using video replay, judges are not permitted to use it to assist in making rulings during a match. Video replays may be used for investigative purposes at a later time.

2.14 Shields

Players may not change the relative order of their shields during a game. Shields must be easily differentiated from one another. This includes, but isn't limited to, the order they entered the shield zone, which shield has been looked at by a player, and any other differences between them. Players should always add new shields to the left of existing shields or always to the right of existing shields. They may not switch back and forth within a game.

3. Tournament Rules

3.1 Tiebreakers

- The following tiebreakers are used to determine how a player ranks in a tournament:
- Match points
- Opponents' match-win percentage
- Game-win percentage
- Opponents' game-win percentage

Definitions of these tiebreakers can be found in Appendix C.

3.2 Format and Ratings Categories

Wizards of the Coast sanctions the following formats:

Constructed Formats

- **Kaijudo** Standard
- **Kaijudo** Open

Limited Formats

- **Kaijudo** Sealed Deck
- **Kaijudo** Booster Draft

Wizards of the Coast maintains the following Kaijudo rating categories:

- Lifetime

Kaijudo rating combines points from the following tournament types:

- **Kaijudo** Tournaments
- **Kaijudo** Duel Days
- **Kaijudo** Master Challenges
- **Kaijudo** Championships

For each of those tournaments, players earn specific Points per match:

- 3 points for winning a match.
- 1 point for losing a match.
- Games that end in draws do not reward points to either player.

For complete information about **Kaijudo** Ratings, visit <http://www.kaijudo.com/events/>

3.3 Authorized Cards

Players may use any Authorized Game Cards from all **Kaijudo** products and promotional printings. Authorized Game Cards are cards that, unaltered, meet the following conditions:

- The card is genuine and published by Wizards of the Coast.
- The card has a standard **Kaijudo** back.
- The card is not damaged or modified in a way that might make it marked. See section 3.11 for rules about marked cards.

- The card is otherwise legal for the tournament as defined by the format.
- The card is a proxy issued by the Head Judge of a tournament. See section 3.4 for rules about proxies.

Any cards that are not Authorized Game Cards are prohibited in all sanctioned tournaments.

Players may use otherwise-legal non-English and/or misprinted cards provided they are not using them to create an advantage through misleading text, art, or other features.

Artistic modifications are acceptable in sanctioned tournaments, provided that the modifications do not make the card art unrecognizable, contain substantial strategic advice, or contain offensive images. Artistic modifications may not obstruct or change the level or name of the card.

The Head Judge is the final authority on acceptable cards for a tournament.

3.4 Proxy Cards

A proxy card is used during competition to represent an Authorized Game Card that has been accidentally damaged or excessively worn in the current tournament as determined solely by the Head Judge. Proxy cards are not allowed as substitutes for cards that the owner has damaged intentionally or through negligence.

Players may not create their own proxy cards. Proxy cards may be created only by the Head Judge. When a judge creates a proxy card, it is included in the player's deck and must be denoted as a proxy card in a clear and conspicuous manner. The original card is kept nearby during the match and replaces the proxy card while in a public zone as long as it is recognizable. A proxy card is valid only for the duration of the tournament in which it was originally issued.

3.5 New Releases

Cards become tournament-legal for sanctioned tournaments on the day the product containing those cards is released. All promotional cards are legal on the date of the release of the promotional card.

3.6 Card Shuffling

Decks must be randomized at the start of every game and whenever an instruction requires it. Randomization is defined as bringing the deck to a state where no player can have any information regarding the order or position of cards in any portion of the deck. Pile shuffling alone is not sufficiently random.

Once the deck is randomized, it must be presented to an opponent. By this action, players state that their decks are legal and randomized. The opponent may then shuffle it additionally. Cards and sleeves must not be in danger of being damaged during this process. If the opponent does not believe the player made a reasonable effort to randomize his or her deck, the opponent must notify a judge. Players may request to have a judge shuffle their cards rather than the opponent; this request will be honored only at a judge's discretion.

If a player has had the opportunity to see any of the card faces of the deck being shuffled, the deck is no longer considered randomized and must be randomized again.

3.7 Sleeves

Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all sleeves must be identical and all cards in his or her deck must be placed in the sleeves in an identical manner. If the sleeves feature holograms or other similar markings, cards must be inserted into the sleeves so these markings appear only on the faces of the cards.

During a match, a player may request that a judge inspect an opponent's card sleeves. The judge may disallow the card sleeves if he or she believes they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. In the interest of efficiency, the judge may choose to delay any change of sleeves until the end of the match.

Premier tournaments impose additional restrictions on sleeves. Highly reflective backs are not allowed. Sleeves with hologram patterns across some or all of the sleeve front or back are not allowed. Sleeves with artwork on their backs may be subjected to additional scrutiny, especially if there is no solid border around the edges.

When using sleeves on double-faced cards, sleeves must be completely opaque.

The Head Judge is the final authority on what sleeves are allowed.

3.8 Marked Cards

Players are responsible for ensuring that their cards and/or card sleeves are not marked during the course of the tournament. A card or sleeve is considered marked if it's possible to identify the card without seeing its face due to markings, including scratches and discoloration.

If a player's cards are sleeved, the cards must be examined while in the sleeves to determine if they are marked.

Players should use care when sleeving their decks and should randomize their decks prior to sleeving them to reduce the possibility of cards becoming marked with a pattern. Players should also keep in mind that cards or sleeves may become worn and potentially marked through play during the course of a tournament.

The Head Judge has the authority to determine if a card in a player's deck is marked. Judges may request that a player remove his or her current sleeves or replace any of the deck's current sleeves immediately or before the next round.

If a player is required to replace a card in his or her deck and is unable to find a replacement, the head judge will issue a proxy for the card.

3.9 Hidden Information

Hidden information refers to information a player isn't allowed access to, such as the faces of cards in an opponent's hand.

Throughout the match and pregame procedures, players are responsible for keeping their cards above the level of the playing surface and for making reasonable efforts to prevent hidden information from being revealed.

However, players may choose to reveal their hands or any other hidden information available only to them, unless specifically prohibited by the rules. Players must not actively attempt to gain information hidden from them.

3.10 Tapped Cards

If a card is tapped, it must be clearly turned approximately 90 degrees.

4. Communication

4.1 Player Communication

Communication between players is essential to the successful play of any game that involves hidden information. While bluffing may be an aspect of games, there needs to be clear lines as to what is and is not acceptable for players to say or otherwise represent. Officials and highly competitive players should understand the line between bluffing and fraud. This will confirm expectations of both sporting and competitive players during a game.

The philosophy of the DCI is that a player should have an advantage due to better understanding of the rules of a game, greater awareness of the interactions in the current game state, and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Regardless of anything else, players are expected to treat their opponents politely and with respect. Failure to do so may lead to Unsporting Conduct penalties.

There are three categories of information: free, derived, and private.

Free information is information to which all players are entitled access without contamination or omissions made by their opponents. If a player is ever unable or unwilling to provide free information to an opponent that has requested it, he or she should call a judge and explain the situation. Free information includes:

- Details of current game actions and past game actions that still affect the game state.
- The name of any visible card.
- The current state of any card and whether that card is tapped.
- The current part of the turn.
- The order that shields were put into the shield zone.

Derived information is information to which all players are entitled access, but opponents are not obliged to assist in determining and may require some skill or calculation to determine. Derived information includes:

- The current power, abilities, and/or other relevant information of a card in any zone.
- Game Rules, Tournament Policy, official information pertaining to the current tournament.

Private information is information to which players have access only if they are able to determine it from the current visual game state or their own record of previous game actions.

Any information that is not free or derived is automatically private information.

The following rules govern player communication:

- Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match.
- Players may not represent free or derived information incorrectly.
- Players must answer completely and honestly any specific questions pertaining to free information.

Judges are encouraged to help players in determining free information, but must avoid assisting players with derived information about the game state.

4.2 Out-of-Order Sequencing

Due to the complexity of accurately representing a game of **Kaijudo**, it is acceptable for players to engage in a block of actions that, while technically in an incorrect order, arrive at a legal and clearly understood game state once they are complete. All actions taken must be legal if they were executed in the correct order.

4.3 Triggered Abilities

Players are expected to remember their own triggered abilities; intentionally ignoring one is Cheating. Players are not required to point out the existence of triggered abilities on their opponent's cards, though they may do so within a turn if they wish.

Triggered abilities are considered to be forgotten by their controller once they have taken an action past the point where the triggered ability would have an observable impact on the game.

5. Tournament Violations

5.1 Cheating

Cheating will not be tolerated. The Head Judge reviews all cheating allegations, and if he or she believes that a player has cheated, he or she will issue the appropriate penalty based on the Infraction Procedure Guide. All disqualifications are subject to DCI review and further penalties may be assessed.

5.2 Collusion and Bribery

The decision to drop, concede, or agree to an intentional draw cannot be made in exchange for or influenced by the offer of any reward or incentive. Making such an offer is prohibited. Unless the player receiving such an offer calls for a judge immediately, both players will be penalized in the same manner.

Players are allowed to share prizes they have not yet received in the current tournament as they wish and may agree as such before or during their match, as long as any such sharing does not occur in exchange for any game or match result or the dropping of a player from the tournament. As an exception, players in the announced last round of the single-elimination portion of a tournament may agree to divide tournament prizes as they wish. In that case, one of the players at each table must agree to drop from the tournament. Players are then awarded prizes according to their resulting ranking. Such an agreement may never include a concession or an intentional draw.

The result of a match or game may not be randomly or arbitrarily determined through any means other than the normal progress of the game in play. Examples include (but are not limited to) rolling a die, flipping a coin, arm wrestling, or playing any other game.

Players may not reach an agreement in conjunction with other matches. Players can make use of information regarding match or game scores of other tables. However, players are not allowed to leave their seats during their match or go to great lengths to obtain this information.

Players in the single-elimination rounds of a tournament offering only cash and/or unopened product as prizes may, with the permission of the Tournament Organizer, agree to split the prizes evenly. The players may end the tournament at that point, or continue to play. All players still in the tournament must agree to the arrangement.

Example: Before the semifinals of a tournament in which first place gets 12 booster packs, second place gets 8 booster packs and third and fourth place get 4 booster packs each begins, the players may get permission from the Tournament Organizer to end the tournament, with each player receiving 7 booster packs.

5.3 Wagering

Tournament participants, tournament officials, and spectators may not wager, ante, or bet on any portion (including the outcome) of a tournament, match, or game.

5.4 Unsporting Conduct

Unsporting conduct will not be tolerated at any time. Tournament participants must behave in a polite and respectful manner. Unsporting conduct includes, but is not limited to:

- Using profanity
- Acting in a threatening manner
- Arguing with, acting belligerently toward, or harassing tournament officials, players or spectators
- Failure to follow the instructions of a tournament official

All incidents of Unsporting Conduct are subject to further DCI review.

5.5 Slow Play

Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified for the tournament. Players must maintain a pace to allow the match to be finished in the announced time limit. Stalling is not acceptable. Players may ask a judge to watch their game for slow play; such a request will be granted if feasible.

6. Rules for Constructed Formats

6.1 Deck Construction Restrictions

Constructed decks must contain a minimum of 40 cards. There is no maximum deck size.

A deck may contain no more than 3 of any individual card based on its English name.

A card may only be used in a particular format if the card is from a set that is legal in that format or has the same name as a card from a set that is legal in that format.

Cards retired in a specific format may not be used in decks for that format. Cards restricted in a specific format may only have one copy in a deck.

6.2 Kaijudo Standard

The following card sets are permitted in **Kaijudo** Standard tournaments. For reference, note the set number on the card and in parenthesis below:

- *Clash of the Duel Masters Boosters* (7CLA)
 - *Clash of the Duel Masters "Psychic Assault" Competitive Deck*
 - *Clash of the Duel Masters "Skycrusher's Might" Competitive Deck*
- *Shattered Alliances Boosters* (9SHA)
 - *Shattered Alliances "Solar Eclipse" Competitive Deck*
- *Invasion Earth Boosters* (10INV)
 - *Invasion Earth "Choten's Army" Competitive Deck*
- *Booster Brawl™* (11BBR)
- *The 5 Mystics Boosters* (12MYS)
- *Quest for the Gauntlet Boosters* (13GAU) (effective May 30, 2014)
 - *Quest for the Gauntlet "Evolution Swarm" Master Challenge Deck* (effective May 30, 2014)
- *Elite Series: Horde Onslaught* (14ONS) (effective July 18, 2014)

Promo cards are permitted in **Kaijudo** Standard tournaments on or after the date they are released.

Promo cards from year two (with a collector number that includes the set Y2PRM) are legal in **Kaijudo** Standard:

- P1: Memory Swarm
- P2: Wild Sky Sword
- P3: Fault-Line Dragon
- P4: Grybolos the Gatherer
- P5: Saracon, Storm Dynamo
- P6: Sprout
- P7: Magris the Magnetizer
- P8: Veil Stalker
- P9: Ba'kaar Frostwing
- P10: Necrose, Nightmare Bloom
- P11: Cyber Walker Kaylee
- P12: Forgotten Chief
- P13: Skraven, Draconic Reaper
- P14: Enslaved Flametropus
- P15: Shaman of the Vigil
- P16: Ember Titan
- P17: Gilded Archon
- P18: Snow Fort
- P19: Fullmetal Lemon
- P20: Reckoning
- P21: Wavebreaker Shaman
- P22: Cyber Seer
- P23: Ravenous Detrivore

Promo cards released after Ravenous Detrivore are legal in **Kaijudo** Standard so long as their associated set number is also legal. For example, 13PRM promo cards are legal in **Kaijudo** Standard as long as 13GAU (Quest for the Gauntlet) is legal in **Kaijudo** Standard.

There are no cards restricted or retired in **Kaijudo** Standard.

6.3 Kaijudo Open

Kaijudo Open decks may consist of cards from all **Kaijudo** card sets and all special sets, supplements, and promotional printings released by Wizards of the Coast.

Cards from expansions and special sets (like *Booster Brawl*) are legal in the Open format on the date of release of the expansion or special set.

All promotional cards are legal in the Open format on the date of the release of the promotional card.

There are no cards retired in **Kaijudo** Open.

The following card(s) are restricted in **Kaijudo** Open:

- Bottle of Wishes

7. Rules for Limited Formats

7.1 Deck Construction Restrictions

Limited decks must contain a minimum of thirty cards. There is no maximum deck size.

Players are not restricted to three of any one card in Limited tournament play.

All rules in Section 7 apply to Limited formats that use 14-card boosters.

7.2 Card Pool Use

The card pool consists of each card a player opens or drafts in a Limited tournament. Players participating in Limited tournaments may freely change the composition of their decks between matches (but not games) by exchanging cards from their deck for other cards in their card pool without being required to return their deck to its original composition before their next match. Players must ensure their deck has at least the minimum 30 cards after making any modifications.

7.3 Card Use in Limited Tournaments

Cards must be received directly from tournament officials. This product must be new and previously unopened. **Kaijudo** Championship events may have had boosters opened in order to stamp them. Each player must be given exactly the same quantity and type of product as all other players participating in the tournament. For example, if one player receives three *Quest for the Gauntlet* boosters for a booster draft, all other players must also receive three *Quest for the Gauntlet* boosters.

Wizards of the Coast recommends that 5 14-card boosters per player are used for individual format Sealed Deck tournaments and 3 14-card boosters per player are used for individual Booster Draft tournaments. For the recommended product mix for the current block, refer to Appendix D.

If the Tournament Organizer allows players to provide their own product, that product must be pooled with the rest of the product for the tournament and randomly distributed.

Players may use only the cards they receive or draft provided by the Tournament Organizer. Players may ask a judge for permission to replace a card with another version of the same card.

7.4 Abnormal Product

Neither Wizards of the Coast nor the Tournament Organizer guarantee any specific distribution of card rarities or frequency in a particular booster pack. If a player receives an unconventional distribution of rarities or frequencies in a particular booster pack, he or she must call a judge. The final decision to replace or allow the atypical product is at the discretion of the Head Judge and the Tournament Organizer.

7.5 Sealed Deck Swap

In Sealed Deck tournaments, the Head Judge may require players to perform a deck swap prior to deck construction. Players receive unopened product and register the contents on decklists. Tournament officials then collect the recorded card pools and redistribute them randomly. A player may randomly receive the product he or she registered. The Head Judge should require players to sort the cards they register according to some criteria (e.g. by color and then alphabetically) to assist the player receiving the pool.

7.6 Draft Pod Assembly

For Booster Draft tournaments, players assemble into random drafting circles (called pods) of roughly equal size at the direction of the Head Judge. Tournament officials then distribute identical sets of booster packs to each player.

Players within a pod may play only against other players within that pod. In non-premier tournaments, the Tournament Organizer may elect to lift this restriction. This must be announced before the tournament starts.

Players may not communicate in any way with, or reveal hidden information to, other individuals during a draft, apart from tournament officials. This applies as soon as the draft pod pairings are posted and lasts until players hand in their decklists.

7.7 Booster Draft Procedures

All players must open and draft the same type of booster at the same time. Players open their first booster pack and count the cards face down, removing any non-game cards. Players who receive an erroneous number of cards at any time must immediately notify a judge. Players choose one card from their current booster pack and then pass the remaining cards face down to the player on their left until all cards are drafted. Once a player has removed a card from the pack and put it on top of his or her single, front face-down drafted pile, it is considered selected and may not be returned to the pack.

Players may not reveal the front face of their card selections or the contents of their current packs to other participants in the draft and must make a reasonable effort to keep that information from the sight of other players. Players are not permitted to reveal hidden information of any kind to other participants in the draft regarding their own picks or what they want others to pick.

Players may not look at their drafted cards between or during picks at premier events. At non-premier events, players are allowed to review their drafted cards between or during picks as long as they are holding no other cards at the same time. The Head Judge may choose to disallow this provided he or she announces it before the first draft. Between boosters there is a review period in which players may review their picks.

After the first pack is drafted and the review period completed, players open the next pack and draft in the same fashion, except that the direction of drafting is reversed—it now proceeds to the right. This process is repeated, reversing the direction of drafting for each booster pack until all cards in all booster packs are drafted.

If a player is unable or unwilling to continue drafting, but wishes to remain in the tournament, he or she is suspended from drafting. For the remainder of the draft, a tournament official randomly makes picks instead of the suspended player.

8. Sanctioning

8.1 Participation Minimums

Sanctioned **Kaijudo** tournaments require a minimum of four (4) players. If the participation minimum is not met, the tournament is no longer DCI-sanctioned and will not provide rating points. If participation minimums are not met for any DCI-sanctioned **Kaijudo** tournament, the Tournament Organizer should report the tournament to the DCI as “Did Not Occur.”

8.2 Number of Rounds

Tournaments require a minimum of two rounds to be sanctioned. If the minimum number of rounds is not met, the tournament is no longer DCI-sanctioned and will not provide rating points. If the minimum number of rounds is not met for any DCI-sanctioned **Kaijudo** tournament, the Tournament Organizer should report the tournament to the DCI as “Did Not Occur.”

The number of rounds should be announced at or before the beginning of the first round; once announced, it should not be changed. A variable number of rounds can be announced instead, with specific criteria for ending the tournament. For example, a tournament with 20 players can be announced as five rounds unless only one player has four match wins after four rounds.

The recommended number of rounds for Swiss tournaments can be found in Appendix E.

8.3 Invitation-Only Tournaments

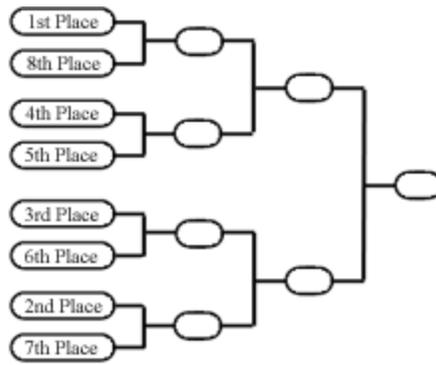
Invitation-only tournaments have additional qualification criteria for player participation. The invitation list for Premier tournaments is defined in the **Kaijudo** Premier Event Invitation Policy. Tournament Organizers may hold and sanction invitation-only non-Premier tournaments normally, as long as they offer a sufficient number of qualifying tournaments in advance to ensure that all players have a chance to qualify.

8.4 Pairing Algorithm

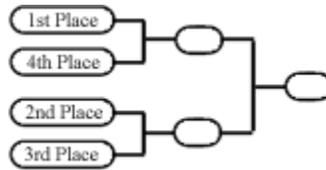
Unless otherwise announced, tournaments are assumed to follow the Swiss pairing algorithm. Some tournaments may proceed to single-elimination playoff rounds between the top 2, 4, or 8 (or other number) players after the Swiss rounds are over.

For tournaments that have a single-elimination playoff, the recommended pairing method is to pair the playoff players by the final Swiss standings.

For an 8-player playoff, the 1st place player plays the 8th place player, the 2nd place player plays the 7th place player, the 3rd place player plays the 6th place player, and the 4th place player plays the 5th place player. The winners of the 1st/8th place and 4th/5th place matches play each other in the next round of the playoff. The winners of the 2nd/7th place and 3rd/6th place matches play each other in the next round of the playoff. The remaining players play in the last round of the playoff.

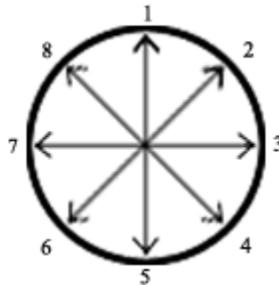


For a 4-player playoff, the 1st place player plays the 4th place player, and the 2nd place player plays the 3rd place player. The remaining players play in the last round of the playoff.



For Limited tournaments that have a single-elimination booster draft playoffs, it is recommend that only an 8-player playoff is run using the following the method described below.

Use a random method to seat players around the draft table and conduct the draft.



After the draft has concluded, the player in seat 1 plays the player in seat 5, the player in seat 2 plays the player in seat 6, the player in seat 3 plays the player in seat 7, and the player in seat 4 plays the player in seat 8. The winners of the seat 1/5 and the 3/7 matches play each other in the next round of the playoff. The winners of the seat 2/6 and the seat 4/8 matches play each other in the next round of the playoff. The remaining players play in the last round of the playoff.



For Premier tournaments, the playoff options above are required, not optional.

Premier tournaments include the following events: **Kaijudo** Master Challenge and **Kaijudo** Championship.

Appendix A—Changes From Previous Versions

May 30, 2014:

Section 1.4: Updated participation eligibility

Section 3.2: Updated formats and ratings information

Section 3.7: Updated rules for sleeves

Section 5.2: Removed outdated example

Section 6: Added rules for Kaijudo Standard and Open

Section 6.2: Added rules for Kaijudo Standard, Added set and promo card legality

Section 6.3: Added rules for Kaijudo Open, Updated retired and restricted list

Section 7: Added rules for Draft, Added new sections: 7.3-7.7

Section 8: Renamed “Sanctioning” from section 7, Added pairing guides and seating explanation for drafts

Appendix B: Updated time limits for constructed and limited events, Updated time limits for single-elimination playoffs,
Added draft timing

Appendix D: Updated recommended product mix for Gauntlet

Appendix E: Updated Swiss rounds table

Appendix B—Time Limits

The required minimum time limit for any match is 40 minutes.

The following time limits are **recommended** for each round of a tournament:

- Constructed and Limited tournaments —50 minutes
- Single-elimination playoff matches—No time limit

The following additional time limits are **recommended** for Limited tournaments:

- Sealed Deck—20 minutes for deck registration (if a deck swap is occurring) and 30 minutes for deck construction
- Draft—30 minutes for deck registration and construction

The Head Judge of the tournament is the final authority on time limits for a tournament. However, any deviation from these recommendations must be announced prior to and during tournament registration.

Kaijudo Premier Tournaments may have different time limits. These time limits can be found in the tournament or tournament series fact sheet.

In timed rounds, players must wait for the officially tracked time to begin before starting their match.

Booster Draft Timing

Individual booster drafts have the following recommended time limits for each pick:

Cards remaining in pack	Time allotted
14 cards	40 seconds
13 cards	35 seconds
12 cards	30 seconds
11 cards	25 seconds
10 cards	25 seconds
9 cards	20 seconds
8 cards	20 seconds
7 cards	15 seconds
6 cards	10 seconds
5 cards	10 seconds
4 cards	5 seconds
3 cards	5 seconds
2 cards	5 seconds
1 card	N/A

The time for review after the first booster pack is 30 seconds. Each subsequent review period increases by 15 seconds.

Appendix C—Tiebreaker Explanation

Match Points

Players earn 3 match points for each match win, 0 points for each match loss and 1 match point for each match ending in a draw. Players receiving byes are considered to have won the match.

A player's record is 6–2–0 (Wins–Losses–Draws). That player has 18 match points ($6*3, 2*0, 0*1$).

A player's record is 4–2–2. That player has 14 match points ($4*3, 2*0, 2*1$).

Game Points

Game points are similar to match points in that players earn 3 game points for each game they win and 1 point for each game that ends in a draw, and 0 points for any game lost. Unfinished games are considered draws. Unplayed games are worth 0 points.

A player wins a match 2–0–0, so she earns 6 game points and her opponent receives 0 game points from the match.

A player wins a match 2–1–0, so she earns 6 game points and her opponent earns 3 game points from the match.

A player wins a match 2–0–1, so he earns 7 game points and his opponent earns 1 game point from the match.

Match-win percentage

A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds (generally, 3 times the number of rounds played). If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect low performances have when calculating and comparing opponents' match-win percentage.

Examples:

These three players competed in an 8-round tournament, although only the first player completed all rounds.

Tournament Record	Match Points	Rounds Played	Match-win Percentage
5-2-1	16	8	$16/(8*3) = 0.667$
1-3-0, then withdraws	3	4	$3/(4*3) = 0.25$, so 0.33 is used.
3-2-0, including a first-round bye, then withdraws	9	5	$9/(5*3) = 0.60$ Game-win percentage

Similar to the match-win percentage, a player's game-win percentage is the total number of game points he or she earned divided by the total game points possible (generally, 3 times the number of games played). Again, use 0.33 if the actual game-win percentage is lower than that.

These two players competed in a four-round tournament:

Game Record by Match	Game Points	Games Played	Game-win Percentage
Round 1: 2 wins (6 game points)	21	10	$21/(3*10) = 0.70$
Round 2: 2 wins and 1 loss (6 game points)			
Round 3: 1 win and 2 losses (3 game points)			

Round 4: 2 wins (6 game points)

Game Record by Match	Game Points	Games Played	Game-win Percentage
Round 1: 1 win and 2 losses (3 game points)	9	11	$9/(3*11) = 0.27$, so
Round 2: 1 win and 2 losses (3 game points)			0.33 is used.
Round 3: 2 losses (0 game points)			
Round 4: 1 win and 2 losses (3 game points)			

Opponents' match-win percentage

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

Examples:

A player's record in an eight-round tournament is 6–2–0. Her opponents' match records were: 4–4–0, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so her opponents' match-win percentage is:

This player's opponents' match-win percentage is 0.62.

Another player's record at the same tournament was 6–2–0. His opponents' records were: bye, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so his opponents' match-win percentage is:

With the individual match-win percentages added together, this equation becomes:

This player's opponents' match-win percentage is 0.63.

Opponents' game-win percentages

Similar to opponents' match-win percentage, a player's opponents' game-win percentage is simply the average game-win percentage of all of that player's opponents. And, as with opponents' match-win percentage, each opponent has a minimum game-win percentage of 0.33.

Byes

When a player is assigned a bye for a round, he or she is considered to have won the match 2–0.

Thus, that player earns 3 match points and 6 game points. A player's byes are ignored when computing his or her opponents' match-win and opponents' game-win percentages.

Appendix D— Recommended Booster Mix for Limited Tournaments

For *Quest for the Gauntlet*, the recommended booster mix for Limited tournaments is:

- **Kaijudo** Sealed Deck – 5 *Quest for the Gauntlet* (per player)
- **Kaijudo** Booster Draft – 3 *Quest for the Gauntlet* (per player)

Appendix E—Recommended Number of Rounds in Swiss Tournaments

The following number of Swiss rounds is often required for Premier tournaments. It may be used at the Tournament Organizer's discretion for non-Premier tournaments. It is included here for reference only.

Players	Rounds
4	2
5-8	3
9-16	4
17-32	5
33-64	6
65-128	7
129-226	8
227-409	9
410+	10

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