

Ultraman Card Game Floor Rules Ver. 1.5

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**The most up-to-date version of this document can be found at*

<https://ultraman-cardgame.com/page/us/rules>

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1. Preface

The Ultraman Card Game Floor Rules are established to ensure fairness in games and tournaments, allowing players and spectators to sincerely enjoy the events. These rules are intended to serve as a foundation for communication between organizers and participants, so that everyone at the event can have an enjoyable experience. Procedures for handling rules infractions can be found in the Ultra League Penalty Guidelines document.

2. To Players and Spectators

At Ultraman Card Game events, participants are invited to engage with imagination, mutual respect, and a spirit of encouragement, creating tournaments where everyone can acknowledge, improve, and grow together.

3. Etiquette for Matches and Tournaments

▼ Etiquette for Tournaments

Participants are expected to follow rules and basic etiquette, treating others respectfully and maintaining a fair and courteous attitude so that everyone can enjoy their matches. Please follow the instructions of the organizers and observe any rules established by the

venue and surrounding areas.

▼ Player Name

Player names that violate public order or good morals or that cause offense to others are not permitted. If the organizer deems a player name inappropriate, you must change it.

▼ Etiquette for Matches

When playing the Ultraman Card Game, players should observe the following etiquette:

- Before the match, cheer together with "Ultra League! Buddy Go!" to wish each other well. After the match, perform a cross-touch to show respect and commend each other's efforts.

- Do not use any item that violates public order or good morals. If the organizer deems an item inappropriate, you may be required to replace or stop using it.

- Only your deck, writing materials needed for match reporting, and standard accessories for the game may be placed on the table during a match. The use of any item may be disallowed if a judge deems that it may interfere with the match.

(All other items should be securely stored in your personal bag or elsewhere.)

- Devices such as smartphones with the official tournament app 'ULTRA LEAGUE' installed may be placed on the table. However, do not make phone calls, send messages, or use other apps during the match. Avoid any behavior that may appear suspicious to judges or staff members, and follow any specific regulations set for that event.

- Clearly declare effects and actions during a match, and ensure your opponent responds appropriately. Maintain clear communication with each other throughout the game.

- Handle your opponent's cards with care. If you need to check an opponent's card, always ask for their permission first.

- Unless directed by a card effect, do not look at the contents of your opponent's hand or deck.

- Avoid any behavior that may make your opponent uncomfortable, such as misleading or deceptive comments, attempts to manipulate their decisions, suspicious conduct, or disrespectful actions.

- If you need to leave your seat during a match, inform your opponent, call a judge or staff member, and obtain permission from both before leaving. If you have questions about the rules or witness behavior that may violate the floor rules, call for a judge. Players must follow the decisions made by judges or staff members.

4. To Spectators

When spectating games during a tournament, please follow proper etiquette and watch from the designated areas to avoid disrupting matches or tournament operations. Do not make comments, give advice, or interfere in any way with the games. Spectators must also follow the instructions of judges and staff members. Avoid actions such as shouting or making careless remarks, as they may influence the game. If such behavior impacts the game, penalties may be applied even to spectators. Additionally, taking photographs or making recordings is prohibited unless official permission is obtained.

5. About Judges

Judges are responsible for ensuring that tournaments are conducted fairly and smoothly. Players must follow the instructions of judges. If questions about the game rules or violations of the floor rules disrupt the match, do not attempt to resolve the issue among players. Instead, call a judge for a ruling. If an incorrect action is determined under the game rules, the judge will verify the situation by hearing from both players. They will then make a ruling to ensure proper gameplay and restore the correct game state. However, if an incorrect action is discovered after gameplay has progressed from an invalid state, the situation will not be reversed, and the match will continue as it is. Judges have the authority to intervene in games to identify and correct rule errors, address unfair behavior, or act on suspected misconduct. During the tournament, rulings and decisions made by judges are final and take precedence over all other considerations for that event.

6. Game Preparation

To participate in a tournament, each player must prepare the required number of decks in accordance with the regulations specified for that tournament. Deck contents cannot be changed during the tournament.

Please refer to the "Building a Deck" section in the Comprehensive Rules.

▼ Tournaments Requiring Decklists

- Tournaments that require players to submit a decklist, a player's deck must match the contents of their registered decklist. If they do not match, it is a tournament-violation.
- After submitting their decklist, a player may make changes to it during that tournament's registration period, by informing a judge or staff member, and submitting an updated decklist. A player may not make changes to their decklist after the first match has started.

▼ Deck Construction for 2-Deck Format

- In 2-Deck Best-of-Three (BO3) format tournaments, each player must prepare two

separate decks.

- Each deck must consist of exactly 50 cards (for a total of 100 cards across both decks).
- Players must prepare the required number of physical copies for each card. The same card cannot be shared between decks.
- Each individual deck must contain exactly 50 cards. Having "51 or more" or "49 or fewer" cards in a single deck is a gameplay-violation.
- Across both decks, you may include no more than 4 copies of any card with the same card number.

(For example, if you include 3 copies of "BP01-001" in Deck A, you may include at most 1 copy of "BP01-001" in Deck B.)

However, if a card's printed text directly contradicts these Floor Rules, the card's text takes precedence.

7. Rules for 2-Deck Format Matches

- In the first game of each match, players must use their designated Deck A.
- Once a player wins a game using a deck, that deck cannot be used again for the rest of the match.

8. Legal cards

In tournaments, players must use cards that comply with the rules set for each tournament. Counterfeit or fake cards are illegal and never allowed in tournaments. Copies of cards or homemade substitutes, often referred to as "proxies," are not allowed in tournaments and considered to be fake. Cards with significant damage, markings, or warping on the back or sides that make them distinguishable from other cards in the same deck may be deemed unusable at the judge's discretion. Likewise, cards with severe stains, damage, or writing on the front that obscures game-related information may also be prohibited at the judge's discretion.

Decks must be constructed using only cards with card numbers that have been sold or distributed in the country or region where the tournament is being held. All cards in a deck must be in the same language. However, for regional tournaments in countries where products are officially released in multiple languages, mixed-language decks may be permitted. However, this may be subject to change based on the regulations specified for that event.

9. Sleeves

Participants must use sleeves that comply with the regulations specified for each

tournament. Sleeves must be opaque and of the same type and design. Sleeves that allow any card to be identified by viewing the deck from the back or sides are prohibited. Sleeves should not reflect the card surface and must have a single-colored border around the edges. Double-sleeving is allowed, but triple-sleeving or more is prohibited. Inside the sleeve, only the card being used and the additional sleeve for double-sleeving are permitted, and all cards must face the same orientation. Judges have the authority to prohibit the use of sleeves if they determine that the sleeves interfere with proper gameplay or tournament operations. If sleeves are deemed unsuitable, the player may either replace them with appropriate sleeves or compete without sleeves, provided the cards in the deck have no noticeable marks or damage. Additionally, in formats that use two or more decks, it is recommended that players use different sleeves for each deck to ensure opponents and judges can clearly differentiate between them.

10. Game and Match Procedures

Every match must have a winner. However, this may be subject to change based on the regulations specified for that event.

▼ Start-of-Game Procedure

For game 1, players play Rock-Paper-Scissors, and the winner chooses if they will be the "Lead Player" or the "Next Player" for the first turn.

From game 2 onwards, the player who lost the previous game chooses if they will be the "Lead Player" or the "Next Player" for the first turn.

▼ End-of-Game Procedure

When time is called while a game is in progress, the current turn is completed, and (if required) one additional turn is played.

If the game remains unfinished, the game winner is determined using the following process:

- Count the number of battle wins in the battle area for each player. The player with more battle wins is the game winner.
- If both players have an equal number of battle wins, the player who won the most recent battle is the game winner.
- If both players have an equal number of battle wins and the most recent battle was a tie, the Lead player is the game winner.

▼ End-of-Match Procedure

When time is called while a game is in progress, if the Start Phase of the first turn has already

ended, apply the end-of-game procedure (described above). If the Start Phase of the first turn has not yet ended, the current game is considered unfinished with no winner.

Then, the match winner is determined using the following process:

- a) The player with more game wins in the match is the match winner.
- b) If both players have an equal number of game wins (ie: 1-1), count the total number of battle wins across all games in the match. The player with more battle wins is the match winner.
- c) If both players have an equal number of game wins and battle wins, the winner of the most recent game is the match winner.

Examples:

- Time is called at the end of Game 2, and before the Start Phase of Game 3 ends. Both players have one game win each: Player A won Game 1 with a 3–0 battle wins score, while Player B won Game 2 with a 3–2 score. Since game wins are tied 1–1, total battle wins are compared. Player A has 5, and Player B has 3. Player A wins the match.
- Game 1 ends with Player A winning 3–0. Time is called during Game 2, and after an extra turn is played, Player B wins 3–0. Both players have one game win each, and the same number of total battle wins (3–3). In this case, Player B wins the match, as they won the most recent game.

▼ Wins Outside of Judgement Phase Battles

- If a game is won by any means other than battles in the Judgement Phase, the winner is considered to have won the game with a 5–0 battle wins score.

11. Precautions During Tournaments and Games

▼ Shuffling

When shuffling the deck at the start of a game or when instructed by a judge to reshuffle, players must shuffle their decks in a manner visible to both players and ensure the deck is sufficiently randomized. Actions that could be perceived as suspicious, such as deliberately stacking specific cards before shuffling, may result in penalties. After shuffling their deck, players must offer it to their opponent to cut or reshuffle as confirmation that the deck has been properly randomized. This process may be simplified if both players mutually agree. It is recommended that players use a combination of multiple shuffling methods, including those listed below or other techniques, to achieve effective randomization. When shuffling for confirmation or cutting, it is not necessary to use multiple shuffling methods in combination.

*Examples of Shuffling Methods

- Deal Shuffle

A shuffling method where cards are dealt into multiple piles, one card at a time, and then combined randomly into a single pile.

This shuffle is recommended once before the start of a game, as it allows you to check the number of cards in the deck and the condition of the sleeves. However, do not stack specific cards before performing this shuffle, as it may result in those cards being evenly distributed throughout the deck.

- Faro Shuffle

A shuffling method where the deck is divided into two piles, and the cards are interleaved and pushed together. Repeating this process multiple times can effectively randomize the deck in a short period. As a precaution, ensure that the top and bottom cards of the deck are not left in the same position by slightly shifting them during the shuffle. Additionally, avoid looking at the card faces while performing this shuffle by turning your face away from the deck.

- Hindu Shuffle

A shuffling method where small groups of cards are taken from the deck and placed back on top repeatedly. This process is repeated several times and then performed in multiple sets. It is important to note that this shuffle alone does not sufficiently randomize the deck. Therefore, it is recommended to use this shuffle in combination with another shuffling method.

▼ Hand Position

Players must keep their hand of cards above the playing surface, such as the game table. Moving the hand holding the cards below the table may lead to misunderstandings or concerns about fair play.

▼ Excessive Contact with Cards in Non-Hand Zones

Repeatedly handling cards in the discard area, such as picking them up and putting them back down, may create misunderstandings or concerns about fair play. It is best to limit such actions to what is necessary.

▼ Slow Play

Taking excessive time to think or engaging in inefficient gameplay that significantly wastes

match time may result in penalties from a judge. If a player feels their opponent is doing so, they should promptly call a judge to assess the situation.

▼ Match Results

Players must not determine match results by any means outside of gameplay, such as consulting with their opponent to agree on the outcome. During the tournament, players are expected to give their full effort in every match to determine the winner and loser. Additionally, if false reporting of match results is discovered, penalties such as rank demotion or cancellation of participation records may be applied, even after the tournament has ended.

▼ Withdrawal During the Tournament

Players are allowed to withdraw from a tournament. Players who wish to withdraw during the tournament must inform a judge or staff member and obtain permission.

▼ Ultra Leaguer Points

Players may be awarded Ultra Leaguer Points in the "ULTRA LEAGUE" app based on their participation and performance in official or authorized events and tournaments. Participants who achieve high rankings in cumulative point totals over a specified period may earn the right to participate in world championships or receive other benefits. Details will be provided in official announcements or the tournament regulations for such events.

12. Infractions and Penalties

If a player or spectator fails to comply with the Ultraman Card Game Floor Rules, Ultraman Card Game Comprehensive Rules, or the tournament regulations specified for an event, judges or staff members may apply penalties within their authority. Additionally, if a player continues to commit violations after being penalized, more severe penalties may be applied. Players and spectators should take care to avoid situations that would result in a penalty. Procedures for handling rules infractions can be found in the Ultra League Penalty Guidelines document.

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