

# Ultra League Penalty Guidelines

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## 1. Preface

This document provides Ultra League judges with the appropriate penalties and procedures for handling rule infractions. Its purpose is to ensure a fair, consistent, and enjoyable tournament experience for all participants.

## 2. Intention

The "Game Play Errors" and "Tournament Errors" sections of this document address infractions that are committed unintentionally. If the Head Judge determines that an infraction was committed intentionally to gain an advantage, it should be handled as 'Unsporting Conduct - Cheating'. The guiding philosophy of this document is to handle honest mistakes in a fair and educational manner, with no tolerance for cheating or severe unsporting conduct.

### **3. Procedures for handling infractions**

In the event of a violation of the game rules or competition, the judge will review the situation and restore it to its correct state. However, if it is difficult to restore it completely to its original state, the judge will use their discretion to restore it to its correct state as much as possible. Please refer to sections for "Framework" and "Practical Rulings" of this document.

### **4. Applying Penalties**

When issuing a penalty, a judge must explain the infraction, how the situation will be corrected, and the penalty issued. This explanation serves to educate the player and should include the potential consequences for a repeat offense. If the Head Judge chooses to upgrade or downgrade a penalty, they must inform the players of the standard penalty and their reason for deviating from these guidelines.

### **5. Applicable Penalties**

During the course of a tournament, a judge may issue the following penalties:

- **Warning**

A Warning is a formal record of a minor infraction. While a single Warning is not in itself significant, the accumulation of excessive Warnings may result in an investigation and potential player suspension by the Investigation Committee.

- **Game Loss**

A Game Loss is the forced forfeit of the current game. If issued between games, it applies to the next game. In a single-game match, this penalty is effectively a Match Loss, except in the case of a double Game Loss.

- **Match Loss**

A Match Loss is the forced forfeit of the current match. If issued between matches, this penalty applies to the player's next match. At their discretion, the Head Judge may apply a Match Loss to a player's next match if issuing it for the current match is not a sufficient penalty (e.g. if a player who is about to lose commits a major infraction).

- **Disqualification**

A Disqualification is the forced removal of a player from the tournament. That player's

current match is forfeit, and they are immediately dropped from the tournament. When a player is disqualified during a tournament, they become ineligible to receive any prizes not yet awarded, and the remaining prize structure shifts down as though that player did not exist in the standings. This penalty can only be issued by the Head Judge, who must collect statements from all parties involved and submit a report of the incident.

## 6. Repeat Offenses

When a player commits an identical infraction more than once in a single tournament, the penalty is upgraded according to the following progression:

Warning → Warning → Game Loss → Match Loss

For multi-day tournaments, a player's repeat offense count resets at the start of each day. This policy applies to the specific descriptive error itself, not the general category it falls under. For example, a 'redraw (mulligan) error' and 'insufficient shuffling' are both classified as 'Game Play Error-Procedural', but are treated as two distinct infractions when tracking repeat offenses.

- **Pre-emptively informing the player**

When issuing a penalty for a repeat offense, a judge is expected to inform the player of the more severe penalty they will receive if the same infraction is committed again.

▼ Examples:

- "This is your second Warning for a 'redraw error' in this tournament. Be advised that your next 'redraw error' will be upgraded to a Game Loss."
- "You are receiving a Game Loss for 'Drawing Extra Cards'. Be advised that your next 'drawing extra cards' infraction in this tournament will be upgraded to a Match Loss."

## 7. Upgrading or Downgrading Penalties

This document serves as a guideline. The Head Judge has the final authority to upgrade or downgrade penalties from the listed standard if they believe the situation warrants it. Discretion is particularly encouraged at casual events with new or junior players, where the focus should be on education. In these cases, a Head Judge may choose not to upgrade a

penalty for a repeated offense.

## 8. Tournament Levels

The handling of infractions and application of penalties are set according to the Tournament Level.

- Beginner Level: Meet-Ups.
- Casual Level: Challenge Matches, various Limited Tournaments, Authorized Tournaments, etc.
- Competitive Level: Galaxy Cups, Large Scale Authorized Tournaments, WCS related Tournaments, etc.

※ Note: The focus of Beginner Level events is to foster an environment where players can learn how to play the game and engage in positive social interaction. Unintentional mistakes (except for "Unsporting Conduct") should be handled with a Warning, with the Casual Level procedures as a guide.

## 9. Framework

### ◆ Game Play Errors

These are unintentional mistakes a player makes during a game that relate to the rules and mechanics of the game itself. These are violations of the UCG Comprehensive Rules. This section provides judges with the procedures for correcting these errors and issuing appropriate penalties.

#### ● Game Play Error - Procedural

This infraction occurs when a player fails to correctly perform a standard, technical game procedure. This is a mistake in a required physical action or sequence, such as redrawing at the start of a game or shuffling a deck. A minor procedural deviation that is immediately corrected and provides no potential for advantage is generally not considered an infraction.

##### ▼ Examples:

- Redraw Error: After declaring a redraw, a player shuffles their hand into their deck before drawing a new starting hand.

- Insufficient Shuffling: At the start of the game, a player performs only a single overhand shuffle before presenting their deck to the opponent.
- Philosophy: These are common errors of habit that do not typically create a complex or broken game state. Therefore, the penalty is low and serves primarily as an educational reminder for players to be more careful with routine game actions.
- ▼ *Penalty (Competitive and Casual): Warning*

### ● Game Play Error - Minor

This infraction applies to minor and unintentional mistakes made during a game. It is used for situations where the infraction itself is easily fixed, and any damage to the game state is easily repaired by a judge without significant disruption.

- ▼ Examples:
  - Missed Trigger: A player forgets to resolve triggered effect when a character entered play.
  - Incorrect Resolution: A player resolves an effect that gives a character +2000 BP, but only places a +1000 BP marker on it.
  - Communication Error: When asked by an opponent, a player incorrectly states a public piece of information, such as the number of cards in their hand.
- Philosophy: The penalty for this infraction is minimal because the damage to the game state is easily repaired. Its purpose is primarily educational: to serve as a reminder for the player to be more careful, not to be punitive.
- ▼ *Penalty (Competitive and Casual): Warning*

### ● Game Play Error - Major

This infraction applies to significant and unintentional mistakes made during a game. It is used for situations where the infraction itself cannot be easily fixed and has caused an irreversible disruption to the game state.

- ▼ Examples:
  - Compromising a Deck: A player accidentally drops their opponent's deck during a shuffle, revealing the faces of a large number of cards.
  - Contamination of Private Zones: A player accidentally shuffles their hand into their deck, making it impossible to determine the correct contents of either zone.
- Philosophy: When an unintentional error makes the game impossible to continue fairly, the only remedy is to end that game. The Game Loss penalty is not a punishment for the error itself, but a procedural necessity to resolve a broken game state. Judges must be

certain that the game is truly beyond repair before issuing this penalty.

► *Penalty (Competitive and Casual): Game Loss*

### ● Game Play Error - Severe

This infraction applies to a rare and severe unintentional error that renders a player unable to continue or finish the current match. It is used for situations where the consequence of an error extends beyond the current game, preventing the player from participating in subsequent games.

▼ Examples:

- Deck Unplayability: A player spills a drink on their deck to the extent that the cards are physically damaged or considered marked, and they are unable to complete the current match.
  - Contamination of the Card Pool: In a Sealed format event, a player irreversibly mixes their deck with other cards in their personal collection, making it impossible to reconstruct their legal deck.
- Philosophy: This is a rare but severe situation. The Match Loss is not a punishment for malicious intent, but a procedural necessity. When a player, through their own unintentional error, is unfortunately unable to continue. This penalty formalizes that state.

► *Penalty (Competitive and Casual): Match Loss*

### ● Game Play Error - Looking at extra cards

This infraction occurs when a player accidentally sees the face of a card in a private zone (such as their deck) that they were not entitled to see. This is treated as a card being briefly revealed before being returned to its proper place.

▼ Examples:

- While drawing a card, a player accidentally flips over the next card on top of their deck, seeing its face.
  - While shuffling a deck, a card falls onto the table face-up.
  - A player resolves an effect that allows them to reveal top three cards of their library, but they accidentally reveal four cards instead.
- Philosophy: Seeing cards in a private zone provides a player with an advantage, as their future decisions can be influenced by information they are not supposed to have. While this information cannot be "unseen," the disruption is usually minor.

► *Penalty (Competitive and Casual): Warning*

## ● Game Play Error - Drawing extra cards

This infraction occurs when a player incorrectly puts one or more cards from their deck into their hand. A card is considered to have been "drawn" as soon as it has been combined with the cards already in the player's hand. This action is considered to damage the game state beyond repair.

### ▼ Examples:

- A player draws two cards during their turn's draw phase instead of one.
- A player resolves an effect that instructs them to draw two cards, but they draw three instead.
- **Philosophy:** The game state is considered damaged beyond repair if the incorrectly drawn card cannot be distinguished from the other cards in the player's hand. If the extra card can be identified with certainty (e.g. the player had an empty hand), this infraction is instead treated as 'Game Play Error - Looking at Extra Cards'. For a game state that is damaged beyond repair, at Competitive events, the penalty is a Game Loss. At Casual events, the philosophy is more forgiving, with an emphasis on player education and enjoyment. A judge will repair the game state to a reasonable condition that will allow the play to continue. The penalty is a Warning, reflecting this more relaxed and welcoming environment.
- **Penalty (Competitive): Game Loss**
- **Penalty (Casual): Warning**

## ● Game Play Error - Setting invalid cards

This infraction occurs when a player makes a procedural error during a "Set Scene/Character Card Phase" or "Level Up Phase". This covers both timing violations (performing an action when not permitted), and placing an invalid card onto the field.

### ▼ Examples:

- **Invalid Scene Card (Public Error):** The 'Next Player' sets a Scene card during the "Lead Player Set Scene Card Phase". Since this happens face-up, both players are responsible for recognizing it, and the subsequent card draw by the game rules is not treated as 'Drawing Extra Cards'.
- **Invalid Character Set (Hidden Error):** During the "Set Character Card Step", a player sets a level 4 character card that does not have a printed SINGLE BP value face down. This error is only revealed during the 'open phase'.
- **Invalid Level-Up (Hidden Error):** A player attempts to level up a level 1 character with a level 3 card placed face down. This error is also only revealed during the 'open phase'.

- Philosophy: This infraction occurs when a player makes a procedural error during a "Set Scene/Character Card Phase" or "Level Up Phase". This covers both timing violations (performing an action when not permitted), and placing an invalid card onto the field. These phases are a core part of the game. Mistakes made during these phases often require the judge repair the game state to a reasonable or playable condition, because a simple rewind is not always possible.

In the case of a public error (e.g. the Next player setting a scene card), subsequent actions—such as the optional card draw a player may take—can prevent a clean rewind. Since the error was visible, both players share responsibility, play will continue after the judge has repaired the game state to a reasonable condition.

In the case of a hidden error (e.g. an invalid level-up discovered in the Open Phase), a perfect rewind is impossible because decisions were made based on hidden, invalid information. Play will continue after the judge has repaired the game state to a playable condition, but this may result in a disadvantage for the player who made the error.

- ▼ *Penalty (Competitive and Casual): Warning*

## ● Game Play Error - Failure to maintain game state

This infraction occurs when a player fails to notice a rule violation made by their opponent in a timely manner. Both players are considered responsible for maintaining the game state at all times. It is never an infraction to not remind an opponent of their own beneficial triggered effects.

### ▼ Examples:

- An opponent resolves an effect to draw two cards but announces and draws three instead, and the error is not noticed until the end of the turn.
- An opponent sets a Level 4 card during their "Set Character Card Step", and this goes unnoticed for several turns.

- Philosophy: While the player who makes the initial error is responsible for their action, their opponent is also responsible for ensuring the game is played correctly. This infraction exists to encourage vigilance from both players. If a judge believes a player is intentionally allowing an error to persist for an advantage, the infraction should be elevated to Unsporting Conduct-Cheating. Because this infraction is about a failure to notice an error rather than committing one directly, and because fault can be shared, this penalty is never upgraded for repeat offenses.

- ▼ *Penalty (Competitive and Casual): Warning (no upgrade)*

## ◆ Tournament Errors

These are unintentional mistakes a player makes that relate to tournament procedures. These are violations of the UCG Floor Rules. This section provides judges with the procedures for handling these issues and issuing the appropriate penalties.

### ● Tournament Error - Decklist error

This infraction occurs when a player's submitted decklist is invalid, inaccurate, ambiguous, or does not match the physical deck being played.

Note: Cards with the same card number are considered the same for deck building purposes, regardless of alternate illustrations or branch numbers. If the discrepancy is only due to a player using a parallel version of a card listed, it is not an infraction.

- ▼ Examples:
  - A player's physical deck contains a different card than what is written on their decklist (e.g. the deck has 4 copies of "BP01-001", but the list has 4 copies of "BP01-002" instead).
  - A player's decklist contains a card that is not valid for the specific tournament format (e.g. a card from BP01, in a BP02 only tournament).
  - During a paper submission due to technical issues, a player's decklist has an incorrect number of cards (e.g. 49 instead of 50) or an invalid quantity of a card (e.g. five copies of BP01-001).
- Philosophy: An accurate and legal decklist is the primary method of ensuring a deck is not altered during a tournament. The standard procedure is to alter the decklist to match the legal deck the player is using. However, if the Head Judge believes the decklist represents the player's true intent, they may require the player to alter their deck instead.
- ▼ *Penalty (Competitive): Game Loss. Leniency may be shown for clerical errors that are obvious and unambiguous.*
- ▼ *Penalty (Casual): Warning*

### ● Tournament Error - Deck error

This infraction occurs when a player begins a game with a physical deck that is invalid for that specific game. This is most common when a player fails to switch decks correctly

between games in a multi-deck format, or starts a game with a deck with an incorrect number of cards.

▼Examples:

- A player starts Game 1 of a BO3 2-deck format match with their "Deck B" instead of the required "Deck A".
  - After winning Game 1 of a BO3 2-deck format match, a player presents "Deck A" again for Game 2, when they are required to switch decks.
  - A player's deck contains only 49 cards.
- Philosophy: Each game of a match must be played with a legal and correct deck to be considered fair. A Game Loss is applied if the error is discovered after the game has begun, as it is impossible to know if the invalid deck provided an advantage.
- ▼Penalty (*Competitive and Casual*): *Game Loss*

### ● Tournament Error - Marked cards - Minor

This infraction occurs when a player has one or a few marked cards in their deck, and there is no discernible pattern from which a player could gain an advantage. A card is considered "marked" if it can be distinguished from other cards in the deck without seeing its face (e.g. bent corners, worn sleeves). Judges should be mindful that almost all sleeves become slightly worn with play and should use discretion when evaluating this.

▼Examples:

- A single card has a bent corner from play.
  - Two or three sleeves are grimy or discolored from repeated shuffling.
- Philosophy: Sleeves and cards often become worn during play. As long as there is no pattern and the player is not attempting to take advantage of the situation, the focus is on correcting the issue to restore the integrity of the deck.
- ▼Penalty (*Competitive and Casual*): *Warning*

### ● Tournament Error - Marked cards - Major

This infraction occurs when a player has a significant number of marked cards in their deck, and these markings form a noticeable, unintentional pattern.

▼Examples:

- All of a player's character cards are in older, more worn sleeves than their scene cards.
- Multiple copies of a powerful, game-ending card have a similar bend or scuff mark on their sleeves.

- Philosophy: Even if unintentional, a pattern of marked cards presents a high potential for a player to gain an advantage, which compromises the integrity of the game. The penalty is more severe to reflect this. A judge must always investigate to confirm the markings are not intentional.
- ▼ *Penalty (Competitive): Game Loss*
- ▼ *Penalty (Casual): Warning*

### ● Tournament Error - Slow play

This infraction occurs when a player takes longer than is reasonably required to complete game actions.

- ▼ Examples:
  - A player takes an excessive amount of time to decide on their actions at the start of their turn or during their level-up step
  - A player repeatedly checks the cards in their discard area without any significant change in the game state.
  - A player takes an excessive amount of time when shuffling their deck.
- Philosophy: All players have a responsibility to maintain a reasonable and efficient pace of play, regardless of the complexity of the game state. Determining what constitutes 'slow play' is subjective and depends on the context of the match. There is no fixed time limit for any single decision, as a player with many complex options is expected to take longer than a player with few. A judge must assess the situation to determine if a player's pace is appropriate. Often, a player is playing slowly without realizing it, and a simple verbal reminder is the only intervention needed. A formal Warning is issued if the behavior continues.
- ▼ *Penalty (Competitive and Casual): Warning*

### ● Tournament Error - Tardiness

This infraction occurs when a player is not present in their assigned seat at the start of a round.

- ▼ Examples:
  - A player is outside the event venue when pairings for the new round are posted, and is not in their seat when the round starts.
- Philosophy: Tournaments must run on a strict schedule. A player's absence delays their opponent and potentially the entire event. Penalties are based on clear time thresholds. Judges should clearly announce when the round is beginning.

▼ *Penalty: The penalty is based on the time elapsed since the round began:*

(Competitive): After 3 minutes: Game Loss. After 10 minutes: Match Loss

(Casual): After 3 minutes: Warning. After 10 minutes: Match Loss

## ● Tournament Error - Playing wrong player

This infraction occurs when a player begins a match against an opponent other than the one they were assigned. All players are responsible for verifying their opponent before a match begins.

▼ Examples:

• A player misreads the pairings and sits at the wrong table, beginning a match with the player seated there.

► Philosophy: This is a severe infraction as it disrupts two separate matches. The player who is not at the correct table is considered the primary cause of the error. Their penalty reflects both this disruption and their tardiness for their actual match; therefore, a separate penalty for Tardiness is not issued. The player in the correct seat has a lesser responsibility.

▼ *Penalty: When this is discovered, the judge will stop the incorrect match and direct the players to their correct opponents with appropriate time extensions. The penalties are assigned as follows:*

*For the player in the CORRECT seat (Competitive and Casual): Warning*

*For the player who is in the WRONG seat: The default penalty is a Match Loss. This may be downgraded by the Head Judge if the error is discovered within the first 10 minutes of the round to a Game Loss (Competitive) or a Warning (Casual).*

## ● Tournament Error - Outside Assistance

This infraction occurs when a player or spectator gives or seeks strategic advice or hidden information relevant to a match in progress. This includes seeking play advice from anyone (other than a judge) once a match has begun, or giving play advice to a player who is in a match.

▼ Examples:

• A spectator uses gestures to point out a play the player missed (e.g. a character's triggered effect).

• While in-between games of a match, a player texts a friend to ask for advice on how to play against their opponent's deck.

► Philosophy: Tournaments are a test of a player's individual skill, not their ability to follow external advice. Any strategic information from a source outside the game is considered

Outside Assistance. Spectators who violate this rule may be asked to leave the venue.

▼ *Penalty (Competitive): The default penalty is a Match Loss. This may be downgraded by the Head Judge to a Game Loss if the information gained was determined to be minor.*

▼ *Penalty (Casual): At Casual events, the focus is on education. The penalty is a Warning, and the judge will explain the rule to the player and any spectators involved.*

### ● Tournament Error - General Policy Violation

This infraction is a catch-all for unintentional violations of published tournament policies or floor rules that are not covered by another, more specific Tournament Error.

▼ Examples:

- Taking a photograph in the tournament venue where photography is not permitted.
- Bringing food or drink into a designated "no food or drink" play area.

► Philosophy: Tournament policies and floor rules are established to ensure the event is fair, safe, and runs smoothly for everyone. This infraction provides a simple, educational penalty for when these general rules are broken unintentionally.

▼ *Penalty (Competitive and Casual): Warning*

### ◆ Unsporting Conduct

These cover inappropriate, typically intentional, behavior that jeopardizes the integrity or welcoming environment of the tournament. While a fun and competitive atmosphere is encouraged, this must be balanced with protecting the safety and enjoyment of others.

Judges are expected to use their discretion to distinguish between competitive intensity and genuinely unsporting behavior that requires intervention.

Before issuing any infractions or penalties, a judge's priority is to de-escalate any tense situation. Once the situation is calm, the judge should inform the player why their conduct was disruptive, and the player is then expected to correct their behavior immediately.

### ● Unsporting Conduct - Cheating

Cheating is the most severe type of Unsporting Conduct during a tournament. This infraction occurs when a player intentionally violates game rules or tournament policies to gain an advantage. Before this penalty can be applied, the Head Judge must investigate and conclude that a rule was broken, and the player acted with intent to gain an advantage. If both criteria are not met, the infraction must be handled by a different infraction.

▼ Examples:

- Intentionally playing slowly to manipulate the match clock (stalling).
- Manipulating the order of cards a deck to gain an unfair advantage.
- Dishonestly answering questions from a judge during an investigation or altering a match result slip.
- Intentionally drawing extra cards or moving cards from the discard pile to the hand or deck.
- Philosophy: Cheating undermines the integrity of the event and the enjoyment of all other participants. There is no tolerance for this behavior. If a Head Judge's investigation determines that the criteria in the definition have been met, the infraction is 'Cheating', and the player must be disqualified.
- ▼ *Penalty (Competitive and Casual): Disqualification*

### ● Unsporting Conduct - Minor

This infraction occurs when a player's behavior is disruptive, offensive, or disrespectful, but does not rise to the level of harassment or threaten anyone's safety.

▼ Examples:

- A player uses profanity or offensive gestures.
- A player makes a minor, insulting comment to an opponent.
- A player impatiently and repeatedly tells their opponent to play faster, outside of a judge's instruction.
- Philosophy: All participants are expected to be respectful. While competitive banter is a part of many games, this infraction covers behavior that crosses the line into being genuinely offensive or disruptive. The Warning clearly communicates that the behavior is unacceptable. Repeat offenses will be met with a more severe penalty.
- ▼ *Penalty (Competitive and Casual): Warning*

### ● Unsporting Conduct - Major

This infraction occurs when a player's behavior is significantly disruptive, threatening, or damages the integrity of the match or tournament.

▼ Examples:

- A player engages in threatening or bullying behavior.
- A player uses slurs or engages in targeted, malicious harassment.
- A player offers a bribe or offers to roll dice to determine the winner of a match.
- Philosophy: The integrity of the tournament and the safety of its participants are

paramount. This behavior is a serious breach of the code of conduct. The penalty is a Match Loss to make it clear that such behavior has no place in the program.

▼*Penalty (Competitive and Casual): Match Loss*

### ● **Unsporting Conduct - Severe**

This infraction covers the most extreme forms of misconduct, especially those that involve physical aggression, theft, or create a dangerous environment for others.

▼**Examples:**

- A player engages in any form of physical violence or makes credible threats of violence.
- A player steals or intentionally damages another person's property.
- Philosophy: There is no tolerance for any behavior that threatens the physical safety of participants or involves illegal activity. A player committing such an act will be immediately removed from the tournament. Tournament officials may also involve venue security or local law enforcement.

▼*Penalty (Competitive and Casual): Disqualification*

## **10. Practical Rulings**

### ● **Game Play Error - Procedural**

▼*Penalty (Competitive and Casual): Warning*

- Redraw Error: After declaring a redraw, a player shuffles their hand into their deck before drawing a new starting hand.
  - Procedure: While the procedure is incorrect, the redraw is considered complete, and game play continues.

· Redraw Error: After declaring a redraw, the player returns all six cards from their hand to the bottom of their deck, then only draws five new cards from the top. The player only noticed this during the judgement phase of round 1.

    ▸ Procedure: This redraw procedure was incomplete, the player draws one additional card, and game play continues.

· Redraw Error: After performing a redraw, the player performs a second redraw.

    ▸ Procedure: While the redraw procedure is incorrect, the redraw is considered

complete, and game play continues.

• Insufficient Shuffling: At the start of the game, a player performs only a single overhand shuffle before presenting their deck to the opponent.

- Procedure: The player is instructed to re-shuffle their deck.

• Incorrect Gameplay Sequence: During the Next Player Set Character Card Step, after setting their character card, the Next Player proceeds to level up their characters, before the Turn Player does so.

- Procedure: The Next Player cannot "take back" the cards they have played. Their face-down level up cards remain in play, and the Turn Player proceeds with the Lead Player Level Up Step.

## ● Game Play Error - Minor

• *Penalty (Competitive and Casual): Warning*

• Missed Trigger: A player forgets to resolve triggered effect when a character entered play.

- Procedure: The missed trigger effect is resolved immediately, and all mandatory actions are performed. For all optional actions (you may), the player is determined to have chosen not to perform the action.

• Incorrect Resolution: A player resolves an effect that gives a character +2000 BP, but only places a +1000 BP marker on it.

- Procedure: The correct BP marker is placed on the character. Attempting to repair the game state would depend on when it was discovered.
- If the game is in the Judgement Phase, game play continues with the correct game state.
- If the game is in the End Phase or Start Phase, rewind to the last Judgement Phase.
- If the game is in the Draw Phase, players hold onto their drawn cards and rewind to the last Judgement Phase, and do not draw in the Draw Phase.
- If the game is in the Set Scene Card Phase and no scene card was placed, the Set Character Card Phase, or the Level Up Phase, players return all face-down set character cards and face-down level-up cards to their hand, hold onto their drawn cards and rewind to the last Judgement Phase, and do not draw in the Draw Phase.
- If a scene card was placed, or the game is in the Open Phase, the game state can no longer be rewind. Game play continues with the current game state.

· Communication Error: When asked by an opponent, a player incorrectly states a public piece of information, such as the number of cards in their hand.

► Procedure: The player is instructed to provide the correct information.

## ● Game Play Error - Major

▼ *Penalty (Competitive and Casual): Game Loss*

· Compromising a Deck: A player accidentally drops their opponent's deck during a shuffle, revealing the faces of a large number of cards.

► Principle: Due to their mistake, the player now has information on what cards are in their opponent's deck. This provides the player with a significant unfair strategic knowledge, allowing them to make decisions on information they are not supposed to have. Even if the deck is re-shuffled, the player cannot "un-see" that information. They will know what their opponent is likely (or not likely) to draw for the rest of the game. As this knowledge fundamentally breaks the fairness of the game, the game state is beyond repair, and a game loss is issued.

· Contamination of Private Zones: A player accidentally shuffles their hand into their deck, making it impossible to determine the correct contents of either zone.

► Principle: Because it's impossible to rebuild either the player's hand deck to a legal and correct state, the game state is beyond repair, and a game loss is issued.

## ● Game Play Error - Severe

▼ *Penalty (Competitive and Casual): Match Loss*

· Deck Unplayability: A player spills a drink on their deck to the extent that the cards are physically damaged or considered marked, and they are unable to complete the current match.

· Contamination of the Card Pool: In a Sealed format event, a player irreversibly mixes their deck with other cards in their personal collection, making it impossible to reconstruct their legal deck.

► Principle: The player, through their own unintentional error, is no longer able to present a legal and functional deck for any subsequent games in the match. The Match Loss is a procedural necessity because the match physically cannot continue. If the player is able to recover before the start of the next round, they may continue. If not, they are dropped from the tournament.

## ● Game Play Error - Looking at extra cards

- ▼ *Penalty (Competitive and Casual): Warning*
- While drawing a card, a player accidentally flips over the next card on top of their deck, seeing its face.
- While shuffling a deck, a card falls onto the table face-up.
- A player resolves an effect that allows them to reveal top three cards of their library, but they accidentally reveal four cards instead.
  - Procedure: The card is revealed to both players, and returned to its proper place.

## ● Game Play Error - Drawing extra cards

- ▼ *Penalty (Competitive): Game Loss*
- ▼ *Penalty (Casual): Warning*
- A player draws two cards during their turn's draw phase instead of one.
- A player resolves an effect that instructs them to draw two cards, but they draw three instead.
  - Principle: When the incorrectly drawn card cannot be distinguished from the other cards in the player's hand, the game's integrity is compromised, and the game state is beyond repair. At a Competitive event, a game loss is issued.
  - Procedure (casual):  
Pick one random card from the player's hand, reveal it to both players, and place it at the bottom of their deck.

## ● Game Play Error - Setting invalid cards

- ▼ *Penalty (Competitive and Casual): Warning*
- Invalid Level-Up (Hidden Error): During the Open Phase, it is revealed that the player performed an invalid level-up, having stacked a level 3 card on top of a level 1 character.
  - Procedure:
    - ▷ If it is possible to rewind the game state:
      - If the Next Player performed an invalid level-up, that invalid card is returned to their hand.
      - If the Turn Player performed an invalid level up, that invalid card is returned to their hand. Then, with the Turn Player's other cards remaining face-up in play on the field, rewind the game to the start of the Next Player Level Up Step (The Next Player returns

their level-up cards from that step to their hand, and replays their Level Up Step)

▷ If it is not possible to rewind the game state:

‣ The invalid card is removed from the game, and game play continues.

• Invalid Character Set (Hidden Error): During the Open Phase, it is revealed that the player set an invalid card, having set a level 4 character card that does not have a printed SINGLE BP value.

‣ Procedure:

▷ If it is possible to rewind the game state:

‣ The invalid card is returned to the player's hand. Then, that player reveals their hand to their opponent,

‣ If there is one or more legal card that can be set from the player's hand, the opponent chooses one card from among them to set.

‣ If there is no legal card that can be set from the player's hand, but the player performed one or more level-up during their Level Up Step this turn, the opponent chooses one legal card from among them to set. Then, follow the basis for 'Invalid Level Up'.

‣ If there is no legal card that can be set from the player's hand, or from level-up the player performed during their Level Up Step this turn, as per game rules, the player loses the game. This is not a Game Loss Penalty.

▷ If it is not possible to rewind the game state:

The invalid card is removed from the game. Then, that player reveals their hand to their opponent,

‣ If there is one or more legal card that can be set from the player's hand, the opponent chooses one card from among them to set.

‣ If there is no legal card that can be set from the player's hand, as per game rules, the player loses the game. This is not a Game Loss Penalty.

• Invalid Scene Card (Public Error): The 'Next Player' sets a Scene card during the "Lead Player Set Scene Card Phase".

• Invalid Scene Card (Public Error): During round 2, the player sets a scene card with round 5.

‣ Procedure:

▷ If it is possible to rewind the game state:

‣ If the player drew a card, as per game rules, after setting the scene card, that card draw is rewound using the "drawing extra cards (casual)" procedure.

- ▷ The invalid scene card is returned to the player's hand.
- ▷ If a previous scene card was sent to the discard area, it is returned to the scene area.
- ▷ If it is not possible to rewind the game state (e.g. the invalid card resulted in resolved effects, and a clean rewind cannot be performed):
  - ▷ The invalid card is removed from the game, and game play continues.

## ● Tournament Error - Decklist error

▼ *Penalty (Competitive): Game Loss. Leniency may be shown for clerical errors that are obvious and unambiguous.*

▼ *Penalty (Casual): Warning*

· The player's deck and decklist do not match.

Note: It is not an infraction if a player's decklist lists card BP01-007 and their deck contains the parallel version UR(01/02) BP01-007. Cards with the same card number are considered the same for deck building purposes.

▷ Principle: The decklist is the most important tool for preventing players from altering their decks between rounds to gain an advantage against specific opponents. It ensures a level playing field for everyone. An error on the list, even if accidental, compromises this purpose. Submitting a correct decklist is a fundamental responsibility. A Game Loss emphasizes the seriousness of this responsibility, but it is not so harsh that it ends a player's entire match for what is effectively a clerical mistake. It allows the player to fix the error and continue the tournament fairly.

If a decklist error is discovered before the first round has started, the decklist is fixed with no penalty issued.

Cards with the same card number are considered the same for deck building purposes, regardless of alternate illustrations or branch numbers. If the discrepancy is only due to a player using a parallel version of a card listed, it is not an infraction.

▷ Procedure: When a player's decklist does not match their deck, first, determine if the deck is legal. If it is, update the decklist to match the deck. If the deck is not legal, proceed with "Tournament Error - Deck Error".

## ● Tournament Error - Deck error

▼ *Penalty (Competitive and Casual): Game Loss*

▼Examples:

- A player starts Game 1 of a BO3 2-deck format match with their "Deck B" instead of the required "Deck A".
- After winning Game 1 of a BO3 2-deck format match, a player presents "Deck A" again for Game 2, when they are required to switch decks.
- A player's deck contains only 49 cards.

► Principle: From the very first card drawn, the game was played with an invalid component—whether it was the wrong number of cards or the wrong deck entirely (in a 2-deck format). It is impossible to determine if the error provided an advantage, and to what extent. The integrity of that game is compromised, and the game state is beyond repair, and a game loss is issued.

► Procedure: When a player's deck is invalid, first, check the decklist. If the decklist is legal, the deck must be restored to match the decklist. If both the deck and the decklist are invalid, first, fix the deck so that it is legal, then update the decklist to match the now legal deck.

If a deck error is self-reported before a game begins, and the deck can be fixed immediately, the penalty is downgraded to a Warning.

## ●Tournament Error - Marked cards - Minor / Major

*Minor: ▼Penalty (Competitive and Casual): Warning*

*Major: ▼Penalty (Competitive): Game Loss, (Casual) Warning.*

Minor:

- A single card has a bent corner from play.
- Two or three sleeves are grimy or discolored from repeated shuffling.

Major:

- All of a player's character cards are in older, more worn sleeves than their scene cards.
- Multiple copies of a powerful, game-ending card have a similar bend or scuff mark on their sleeves.

► Principle: The difference in penalties between 'Marked Cards - Minor' and 'Marked Cards - Major' comes down to one key factor: the potential to gain a meaningful advantage through a discernible pattern. When only one or a few cards are marked with no pattern, the potential to gain an advantage is low. The focus is on fixing the equipment (replacing the sleeve), and the penalty is a Warning to remind the player to maintain their cards. When there is a pattern to the markings, the potential for advantage becomes substantial. Although unintentional, a pattern provides a

consistent, game-altering advantage and the integrity of the game is fundamentally compromised. In this case, the penalty is a game loss and the player must fix the equipment before the next game begins.

► Procedure: The marked sleeve/card(s) are replaced. This is done immediately if doing so will not cause any delay to the current match. Otherwise, it must be done before the next game begins. No time extensions are given for a game loss, and the player must complete all replacements and be ready to start their next game within 8 minutes.

## ●Tournament Error - Slow play

### ▼*Penalty (Competitive and Casual): Warning*

- A player takes an excessive amount of time to decide on their actions at the start of their turn or during their level-up step
- A player repeatedly checks the cards in their discard area without any significant change in the game state.
- A player takes an excessive amount of time when shuffling their deck.

► Principle: All players have a responsibility to maintain a reasonable and efficient pace of play, regardless of the complexity of the game state. The match clock is a shared resource, and playing too slowly unfairly disadvantages an opponent. A judge's role is to ensure the pace of play is reasonable for the current game state, while recognizing that what constitutes 'slow' is a subjective assessment.

► Procedure: An investigation for slow play usually begins when a judge observes it while passing a table or, more commonly, when a player calls a judge to the table. Players are strongly encouraged to call a judge early if they believe their opponent is playing too slowly.

► Observe the match, and assess the game's complexity and each player's pace. Based on this observation, the judge will determine if the pace of play is in fact unreasonable.

► If the judge determines the pace is too slow, their first action should be a simple verbal instruction. Avoid interrupting the player's thought process, and wait for a natural pause in the game. Deliver a brief and clear instruction, such as, "I need you to make your decisions in a more timely manner."

► Continue to observe the match, to determine if the player's pace of play has improved to a reasonable level.

► If the judge determines the player's pace remains too slow, they should pause the

match, issue a 'Tournament Error - Slow Play' infraction with a Warning, and the table is given an appropriate time extension to compensate for the lost time.

► If at any point the judge believes a player is stalling (intentionally slow playing to manipulate the time limit), they must immediately notify the next higher judge in the event's judge structure (Floor Judge → Team Leader → Head Judge), and investigate for 'Unsporting Conduct - Cheating'.

### ● Tournament Error - Tardiness

► *Penalty: The penalty is based on the time elapsed since the round began:*

(Competitive): After 3 minutes: Game Loss. After 10 minutes: Match Loss

(Casual): After 3 minutes: Warning. After 10 minutes: Match Loss

► Procedure: When a warning is issued, the table is given an appropriate time extension. No time extensions are given for a game loss.

### ● Tournament Error - Playing wrong player

► *Penalty:*

*For the player in the CORRECT seat (Competitive and Casual): Warning*

*For the player who is in the WRONG seat: The default penalty is a Match Loss. This may be downgraded by the Head Judge if the error is discovered within the first 10 minutes of the round to a Game Loss (Competitive) or a Warning (Casual).*

► Procedure: When this is discovered, the judge will stop the incorrect match and direct the players to their correct opponents. When a warning is issued, the table is given an appropriate time extension. No time extensions are given for a game loss.

### ● Tournament Error - Outside Assistance

► *Penalty (Competitive): The default penalty is a Match Loss. This may be downgraded by the Head Judge to a Game Loss if the information gained was determined to be minor.*

► *Penalty (Casual): At Casual events, the focus is on education. The penalty is a Warning, and the judge will explain the rule to the player and any spectators involved.*

· A spectator uses gestures to point out a play the player missed.

· While in-between games of a match, a player texts a friend to ask for advice on how to play against their opponent's deck.

► Principle: (Requesting Advice) By actively seeking outside help, the player is breaking a fundamental principle of the tournament—that it is a test of their own skill.

As a result, for competitive events, the penalty for this action is severe.

► Principle: (Giving Advice) Any person at a tournament, whether a player or spectator, has a responsibility to not interfere with ongoing matches. By giving advice, they are inserting themselves into a game where they do not belong and are actively damaging the integrity of the competition for the players involved, and undermines the fairness of the tournament. As a result, for competitive events, the penalty for this action is severe.

► Procedure: Explain to the player the infraction, and issue the appropriate penalty. (Additional Note) A player is not penalized for receiving advice they did not ask for. They cannot be held responsible for the rule violation of a spectator or another player. However, a player who receives unsolicited advice, must call a judge immediately and report what happened. Failing to do so is an infraction, and would be subject to penalties.

## ● Tournament Error - General Policy Violation

### ▼ Penalty (Competitive and Casual): Warning

· Taking a photograph in the tournament venue where photography is not permitted.

· Taking notes during a game, in violation of tournament policy.

· Bringing food or drink into a designated "no food or drink" play area.

► Principle: These violations are typically errors of ignorance, not malice, and they do not directly affect the game being played. The penalty is therefore educational, not punitive.

► Procedure: Politely get the player's attention and inform them of the policy they are violating, and instruct the player to comply. If the player is uncooperative, argumentative, or if the judge suspects the action was intentional or done to gain an advantage, they should pause the match and immediately escalate the situation to their Team Leader or the Head Judge.

## ● Unsporting Conduct - Minor / Major / Severe / Cheating

### Minor: ▼ Penalty (Competitive and Casual): Warning

Major: ▼ Penalty (Competitive and Casual): Match Loss

Severe / Cheating: ▼ Penalty (Competitive and Casual): Disqualification

► Principles: All four Unsporting Conduct infractions are closely related, and follow a similar investigation path. The primary difference is how a judge determines the severity of the behavior, which then dictates the final infraction and penalty. When

addressing an Unsporting Conduct situation, judges should keep the following in mind.

- Safety First: The primary goal of a judge is to ensure the safety and well-being of all participants. De-escalation is the first priority.
  - Thorough Investigation: Penalties for Unsporting Conduct are serious. All rulings must be based on a careful and impartial investigation.
  - Second Judge: For any infraction beyond UC - Minor, a second judge must be involved in the investigation.
  - Head Judge Authority: The Head Judge must confirm before issuing a Match Loss Penalty. Only the Head Judge can issue a Disqualification penalty.
- Procedure:
    - De-escalate and Assess: The initial judge's first action is to pause the match, ensure the situation is calm, and make a quick assessment of the potential severity of the conduct.
    - UC-Minor: If the judge believes the infraction is clearly a UC-Minor (e.g. a simple rude comment, minor profanity), they may handle it on their own. The judge will conduct a brief investigation, and issue the appropriate penalty.
    - UC-Major or higher: If the situation is potentially more serious (Major/Severe/Cheating), the initial judge must immediately notify the next higher judge in the event's judge structure, who will act as the second judge for the investigation (Floor Judge → Team Leader → Head Judge).
    - Investigate: The initial judge conducts the investigation by privately interviewing the players and any relevant witnesses. The second judge oversees this process, providing guidance and ensuring it is thorough and impartial. Questions should be neutral and fact-finding (e.g. "Tell me what happened from your perspective.").
    - Determine and Consult: After gathering the facts, the initial Judge makes a determination of the infraction and the appropriate penalty. They must then privately consult with the second judge to review the findings and confirm the ruling. All rulings that may result in a Match Loss or Disqualification require final confirmation from the Head Judge.
    - Apply the Penalty: The initial judge delivers the confirmed ruling to the player(s). Rulings that result in a Disqualification are the sole exception and must be delivered by the Head Judge.
    - Document: For any Disqualification penalty, the Head Judge must collect written statements and submit a disqualification report to Tsuburaya Productions.