

KONIVRER

COMPREHENSIVE TOURNAMENT RULES

Official Tournament Policy & Procedures
Incorporating Best Practices from All Major TCGs
Version 4.0 - Effective January 2025

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1. TOURNAMENT STRUCTURE AND FORMATS

1.1 Tournament Tiers (Adapted from Flesh and Blood)

KONIVRER tournaments are organized into four tiers based on competitive level and scope:

| Tier | Event Type | REL | Typical Size | Special Requirements |
|--------|------------------------|--------------|-----------------|-----------------------------|
| Tier 1 | Local Store Events | Casual | 8-32 players | GEM account required |
| Tier 2 | Regional Championships | Competitive | 32-128 players | Invitation or qualification |
| Tier 3 | National Championships | Professional | 128-512 players | Invitation only |
| Tier 4 | World Championships | Professional | 64-256 players | Qualification required |

1.2 Rules Enforcement Levels (REL)

Three enforcement levels ensure appropriate tournament atmosphere:

- Casual REL: Emphasis on education and enjoyment
- Competitive REL: Balance of education and tournament integrity
- Professional REL: Maximum emphasis on tournament integrity

1.3 Tournament Formats

KONIVRER supports multiple official formats:

| Category | Format | Description |
|-------------|------------------|---|
| Constructed | Standard | 60-card minimum, current rotation |
| Constructed | Extended | Larger card pool, 60-card minimum |
| Constructed | Legacy | All sets legal, restricted list applies |
| Limited | Sealed Deck | 6 booster packs, 40-card minimum |
| Limited | Booster Draft | Draft from packs, 40-card minimum |
| Special | Team Format | 3-player teams, coordinated play |
| Special | Two-Headed Giant | 2v2 shared life totals |

1.4 Age Divisions (Adapted from Pokemon TCG)

Age-appropriate divisions ensure fair competition:

| Division | Age Range | Match Format | Round Time | Special Rules |
|----------|------------|--------------|------------|-----------------------|
| Junior | Ages 6-10 | Best of 1 | 25 minutes | Simplified penalties |
| Senior | Ages 11-15 | Best of 3 | 50 minutes | Standard rules |
| Masters | Ages 16+ | Best of 3 | 50 minutes | Full tournament rules |

| | | | | |
|------|----------|-----------|------------|-----------------------|
| Open | All ages | Best of 3 | 50 minutes | Mixed division option |
|------|----------|-----------|------------|-----------------------|

2. PLAYER ELIGIBILITY AND REGISTRATION

2.1 General Eligibility Requirements

All players must meet the following requirements:

- Valid GEM (Game Event Manager) profile registration
- Age verification for appropriate division placement
- Agreement to abide by tournament rules and Code of Conduct
- Current membership in good standing (for premier events)
- Government-issued identification for Tier 3+ events

2.2 Ineligible Participants (Adapted from Flesh and Blood)

The following individuals are not eligible to participate:

- Currently banned individuals (all events)
- Currently suspended individuals (Tier 2+ events only)
- Individuals under 12 without guardian permission
- Tournament officials (Tier 2+ events)
- Individuals prohibited by local laws or venue management

2.3 Player Identification Systems

Multiple identification systems ensure accurate player tracking:

- GEM Profile: Unique Player ID for all KONIVRER events
- Bandai TCG+: Integration for cross-game compatibility
- DCI Number: Legacy support for established players
- Government ID: Required for premier events and age verification

2.4 Registration Process

Tournament registration follows these standardized steps:

- Online pre-registration preferred (closes 24 hours before event)
- On-site registration available until player meeting
- Entry fee payment required at registration
- Deck list submission deadline: 15 minutes before player meeting
- Photo identification verification for Tier 3+ events

3. DECK CONSTRUCTION REQUIREMENTS

3.1 Standard Format Construction

The primary competitive format for KONIVRER tournaments:

- Minimum 60 cards in main deck
- Maximum 4 copies of any single card (except basic lands)
- Optional sideboard of exactly 15 cards
- All cards must be from legal sets as determined by current rotation
- Banned and restricted list updated quarterly

3.2 Alternative Format Construction

Special construction rules for different formats:

| Format | Main Deck | Side Deck | Copy Limit | Special Rules |
|-------------------|------------|-----------|------------|-------------------------------|
| Limited (Sealed) | 40 minimum | None | No limit | From sealed pool only |
| Limited (Draft) | 40 minimum | None | No limit | From drafted cards only |
| Team Format | 60 minimum | 15 cards | 4 copies | Shared card pool restrictions |
| Digimon Style | 50 cards | None | 4 copies | Includes Digi-Egg deck (0-5) |
| Dragon Ball Style | 50 cards | None | 4 copies | Includes Leader card |

3.3 Deck List Requirements (Comprehensive)

All tournament decks must be registered with complete deck lists:

- Card names must be written clearly and completely
- Quantities must be accurate and legible
- Main deck and sideboard must be clearly separated
- Player name, ID, and event information required
- Electronic submission preferred for Tier 2+ events
- Photo verification required for online events

3.4 Deck Verification Process (Adapted from Yu-Gi-Oh! and Digimon)

Comprehensive deck checking procedures:

- Random deck checks performed throughout tournament
- Judges may request deck verification at any time
- Players must present deck for counting and comparison
- Deck list errors result in penalties based on severity
- Intentional deck list falsification results in disqualification
- Card-pool registration required for limited events

4. TOURNAMENT PROCEDURES AND LOGISTICS

4.1 Round Structure and Timing

Standardized timing procedures across all formats:

| Division | Match Format | Round Time | Extra Turns | Online Extension |
|----------------|--------------|---------------|--------------|------------------|
| Junior | Best of 1 | 25 minutes | 3 turns each | +10 minutes |
| Senior/Masters | Best of 3 | 50 minutes | 5 turns each | +15 minutes |
| Top Cut | Best of 3 | No time limit | N/A | No time limit |
| Draft | Best of 3 | 50 minutes | 5 turns each | +15 minutes |
| Team Format | Best of 3 | 60 minutes | 5 turns each | +20 minutes |

4.2 Start-of-Game Procedure (Adapted from Flesh and Blood)

Standardized game start procedure:

1. Players verify opponent identity and deck legality
2. Determine first player randomly (dice roll, coin flip)
3. Players shuffle their decks thoroughly
4. Opponent may cut or shuffle deck
5. Players draw opening hands
6. Mulligan decisions made simultaneously
7. Game begins with first player's turn

4.3 End-of-Game Procedure

Proper game conclusion procedures:

- Determine game winner clearly
- Record life totals and game state
- Sideboarding time begins (if applicable)
- Report match results to tournament staff
- Complete match result slip accurately

4.4 Tournament Materials (Comprehensive)

Required and optional materials for tournament play:

Required Materials:

- Legal tournament deck in opaque sleeves
- Method for tracking life totals
- Writing implement for match slips
- Government-issued ID (Tier 3+ events)

Optional Materials:

- Playmat (recommended for card protection)
- Dice for random number generation

- Tokens for game effects
- Calculator for complex calculations

5. SWISS TOURNAMENT SYSTEM

5.1 Swiss System Overview

The Swiss system ensures all players compete in every round:

- Players paired against opponents with similar records
- No player elimination until top cut
- Number of rounds based on player count
- Tiebreakers determine final standings

5.2 Recommended Number of Swiss Rounds

Based on player count and tournament goals:

| Players | Swiss Rounds | Top Cut | Rationale |
|---------|--------------|-----------|--------------------------------|
| 4-8 | 3 rounds | Top 4 | Single elimination alternative |
| 9-16 | 4-5 rounds | Top 4-8 | Depends on format |
| 17-32 | 5 rounds | Top 8 | Standard regional size |
| 33-64 | 6 rounds | Top 8 | Large regional |
| 65-128 | 7 rounds | Top 8-16 | National qualifier |
| 129-256 | 8 rounds | Top 16 | Major championship |
| 257-512 | 9 rounds | Top 32 | World championship |
| 513+ | 10+ rounds | Top 32-64 | Massive events |

5.3 Pairing Procedures

Detailed pairing algorithms for fair competition:

Round 1 Pairings:

- Random pairings within each age division
- Accelerated pairings option for large events
- Bye awarded to lowest-seeded player if odd numbers

Subsequent Round Pairings:

- Group players by match points (wins/losses)
- Within each group, pair by tiebreaker rankings
- Avoid repeat pairings when possible
- Balance color assignments (if applicable)

5.4 Tiebreaker System (Comprehensive)

Multi-level tiebreaker system for accurate rankings:

| Priority | Tiebreaker | Description | Used By |
|----------|----------------------|--------------------------------|--------------------|
| 1st | Match Points | Total wins in tournament | All TCGs |
| 2nd | Opponent Match Win % | Strength of opponents faced | MTG, Pokemon |
| 3rd | Game Win % | Percentage of games won | MTG, Pokemon |
| 4th | Opponent Game Win % | Opponents' game win percentage | MTG, Pokemon |
| 5th | Head-to-Head | Direct matchup results | Yu-Gi-Oh!, Digimon |
| 6th | Buchholz Score | Sum of opponents' scores | Flesh and Blood |
| 7th | Random | Final tiebreaker | All TCGs |

6. ELIMINATION TOURNAMENT PROCEDURES

6.1 Single Elimination Format

Top cut elimination procedures:

- Players seeded by Swiss standings
- Higher seed chooses play/draw in game 1
- Best-of-3 matches (except Junior division)
- No time limits in elimination rounds
- Winner advances, loser eliminated

6.2 Bracket Structure

Standard elimination bracket seeding:

- Top 8: 1v8, 2v7, 3v6, 4v5
- Top 16: Standard tournament bracket
- Top 32: Extended bracket with multiple rounds
- Byes awarded to higher seeds in uneven brackets

6.3 Elimination Tiebreakers

Final placement determination:

- Eliminated players ranked by Swiss standings
- Higher Swiss seed receives higher final rank
- Semifinal losers ranked 3rd and 4th by Swiss standings
- Prize distribution based on final elimination rank

7. GAME PLAY RULES AND TIMING

7.1 Priority and Timing Rules (Adapted from MTG)

KONIVRER uses a priority-based system for resolving game actions:

- Active player receives priority at start of each phase
- Players may respond to spells and abilities with priority
- Stack resolves in last-in, first-out order
- Both players must pass priority for phases to end
- State-based actions checked whenever player gains priority

7.2 Communication Standards (Comprehensive)

Clear communication requirements:

- Announce all game actions clearly and audibly
- Maintain accurate representation of game state
- Use official card names when referencing cards
- Ask for clarification when uncertain
- Provide honest answers to opponent's questions
- Announce changes to public game zones

7.3 Game State Management

Players must maintain clear and accurate game states:

- Keep life totals visible and accurate
- Clearly separate different zones (hand, field, graveyard)
- Announce changes to game state
- Allow opponent to verify game state when requested
- Maintain proper card positioning and orientation

7.4 Slow Play Policy (Adapted from Yu-Gi-Oh!)

Maintaining tournament pace:

- Players must make decisions within reasonable time
- Judges may issue slow play warnings for excessive delays
- Repeated slow play results in game losses
- Intentional stalling grounds for disqualification
- Complex game states allow additional thinking time

8. JUDGE CALLS AND DISPUTE RESOLUTION

8.1 When to Call a Judge

Players should call a judge in these situations:

- Rules questions or clarifications needed

- Disputes about game state or legal plays
- Suspected rule violations or cheating
- Time extensions needed due to judge calls
- Any situation requiring official intervention
- Deck check requests or irregularities

8.2 Judge Hierarchy and Authority

Tournament judge structure and responsibilities:

Head Judge:

- Final authority on all tournament decisions
- May overturn other judges' rulings
- Responsible for tournament integrity
- Issues disqualifications and serious penalties

Floor Judges:

- Handle routine rules questions and minor infractions
- Conduct deck checks and investigations
- Issue warnings and game losses
- Escalate complex situations to Head Judge

8.3 Appeal Process

Player rights and appeal procedures:

- Appeals must be made immediately after ruling
- Only Head Judge can overturn floor judge rulings
- Head Judge decisions are final
- Appeals do not stop tournament progression
- Players may request private discussion with judges

9. PENALTIES AND INFRACTIONS

9.1 Penalty Philosophy

KONIVRER uses a progressive penalty system:

- Education-focused at Casual REL
- Balanced approach at Competitive REL
- Strict enforcement at Professional REL
- Penalties escalate with repeated infractions

9.2 Penalty Guidelines Matrix

Comprehensive penalty structure:

| Infraction Category | First Offense | Second Offense | Third Offense | Severe Cases |
|---------------------|-------------------|----------------|------------------|------------------|
| Procedural Error | Warning | Warning | Game Loss | Match Loss |
| Deck/Decklist Error | Warning/Game Loss | Game Loss | Match Loss | Disqualification |
| Tardiness | Warning | Game Loss | Match Loss | Drop from event |
| Communication Error | Warning | Warning | Game Loss | Match Loss |
| Marked Cards | Warning | Game Loss | Match Loss | Disqualification |
| Unsporting Conduct | Warning | Game Loss | Disqualification | Suspension |
| Cheating | Disqualification | Suspension | Permanent Ban | Legal Action |

9.3 Specific Infractions (Comprehensive)

Game Play Errors:

- Looking at extra cards
- Drawing extra cards
- Missed triggers and abilities
- Illegal game actions

Tournament Errors:

- Late arrival to matches
- Failure to report results
- Deck list errors and omissions
- Incorrect number of cards in deck

Unsporting Conduct:

- Minor unsporting behavior
- Major unsporting behavior
- Improperly determining winner
- Bribery and wagering

Serious Infractions:

- Intentional cheating
- Aggressive behavior
- Theft of tournament materials
- Bringing prohibited items

10. PRIZE STRUCTURE AND ADVANCEMENT

10.1 Prize Distribution by Tournament Tier

| Tournament Tier | 1st Place | 2nd Place | 3rd-4th | 5th-8th | Participation |
|-----------------|--------------|--------------|-------------|-------------|---------------------|
| Tier 1 (Local) | Store Credit | Store Credit | Promo Cards | Promo Cards | Participation Prize |

| | | | | | |
|-------------------|--------------------|-----------------|--------------------|-----------------------|---------------------|
| Tier 2 (Regional) | Trophy + Prizes | Prizes | Prizes | Promo Cards | Championship Points |
| Tier 3 (National) | Championship Title | Runner-up Title | Semifinalist | Quarterfinalist | Invitation Credits |
| Tier 4 (World) | World Champion | World Finalist | World Semifinalist | World Quarterfinalist | World Competitor |

10.2 Championship Points System

Points earned based on tournament performance and tier:

- Tier 1 events: 1-4 points based on finish
- Tier 2 events: 5-20 points based on finish
- Tier 3 events: 25-100 points based on finish
- Tier 4 events: 150-500 points based on finish
- Seasonal totals determine premier event invitations

10.3 Advancement and Qualification

Pathways to premier events:

- Regional champions receive automatic National invitations
- Top championship point earners receive invitations
- National champions receive World Championship invitations
- Special qualifier events provide additional pathways

11. SPECIAL TOURNAMENT FORMATS

11.1 Limited Formats

Sealed Deck Format:

- Each player receives 6 booster packs
- 30-minute deck construction period
- Minimum 40-card deck from sealed pool only
- Basic lands provided by tournament organizer
- No sideboarding between games

Booster Draft Format:

- Players draft cards from booster packs in pods of 8
- Three packs drafted per player
- Pick 1, pass remaining cards to next player
- Minimum 40-card decks from drafted cards
- 30-minute deck construction after draft

11.2 Team Formats

Team Tournament (3-Player Teams):

- Each team member plays different opponent

- Team wins when majority of members win matches
- Limited communication between team members during matches
- Shared deck construction restrictions may apply

Two-Headed Giant (2v2):

- Teams of 2 players share life total (30 life)
- Teammates sit next to each other
- Shared turns with both players acting
- Open communication between teammates

11.3 Specialty Formats

Learn-to-Play Format:

- Simplified rules for new players
- Preconstructed decks provided
- Judge assistance encouraged
- Focus on education over competition

Ultimate Pit Fight (Multiplayer):

- 4-8 players in single game
- Last player standing wins
- Special multiplayer rules apply
- Casual REL enforcement only

12. ONLINE TOURNAMENT GUIDELINES

12.1 Platform Requirements

Technical requirements for online play:

- Stable internet connection (minimum 10 Mbps)
- HD webcam (1080p recommended, 720p minimum)
- Clear microphone for communication
- Updated client software mandatory
- Dedicated playing space with proper lighting

12.2 Online-Specific Rules

Special considerations for digital tournaments:

- All cards must remain visible on camera
- Shuffling must be performed on camera
- Hand must be held to prevent information leaks
- Disconnections result in automatic time extensions
- Screen sharing may be required for deck verification

12.3 Online Tournament Software

Recommended platforms for online events:

- Discord: Voice/video communication and organization
- TCG Meister: Tournament management and pairings
- Bandai TCG+: Card database and rules reference
- Official KONIVRER client: Digital play platform

12.4 Online Deck Registration

Enhanced verification for online events:

- Photo submission of physical deck required
- Electronic deck list submission mandatory
- Random deck checks via video call
- Timestamp verification for deck photos

13. ACCESSIBILITY AND ACCOMMODATIONS

13.1 General Accessibility Policy

KONIVRER is committed to inclusive tournament play:

- Reasonable accommodations provided upon request
- Advance notice preferred but not required
- Accommodations must not provide competitive advantage
- Tournament integrity maintained in all cases

13.2 Common Accommodations

Frequently provided accommodations include:

- Extended time for players with disabilities
- Alternative seating arrangements
- Assistance with card manipulation
- Large print materials when available
- Interpreter services for hearing impaired

13.3 Accommodation Request Process

How to request tournament accommodations:

- Contact tournament organizer before event
- Provide documentation if requested
- Discuss specific needs and solutions
- Confirm arrangements before tournament day

14. COVERAGE AND MEDIA GUIDELINES

14.1 Tournament Coverage

Media coverage enhances tournament experience:

- Live streaming of feature matches
- Commentary and analysis provided
- Player interviews and profiles
- Social media updates and highlights

14.2 Player Rights and Privacy

Protecting player privacy during coverage:

- Players may decline feature match coverage
- Deck lists remain private until authorized
- Personal information protected
- Players control their image usage

14.3 Coverage Team Responsibilities

Coverage team obligations:

- Maintain professional conduct
- Respect player privacy and concentration
- Follow tournament rules and procedures
- Coordinate with tournament staff

15. APPENDICES AND QUICK REFERENCE

15.1 Tournament Checklist for Players

Pre-Tournament Preparation:

- Register for the event and pay entry fee
- Prepare legal deck with proper sleeves
- Complete and submit deck list
- Bring required identification
- Review current banned/restricted list
- Prepare life tracking materials

During Tournament:

- Arrive on time for each round
- Verify opponent and deck before each match
- Maintain accurate game state
- Call judge when needed

- Report match results promptly
- Follow all tournament procedures

15.2 Judge Quick Reference

Common penalty guidelines:

- Warning: Education and documentation
- Game Loss: Significant advantage gained
- Match Loss: Repeated or serious infractions
- Disqualification: Cheating or serious misconduct

15.3 Contact Information

For tournament-related inquiries:

- Tournament Operations: tournaments@konivrer.com
- Rules Questions: rules@konivrer.com
- Judge Program: judges@konivrer.com
- Appeals and Complaints: appeals@konivrer.com
- Accessibility Requests: accessibility@konivrer.com
- Media and Coverage: media@konivrer.com

15.4 Document History

Version history and updates:

- Version 4.0 (January 2025): Comprehensive TCG integration
- Version 3.0 (December 2024): Major policy updates
- Version 2.0 (June 2024): Online tournament support
- Version 1.0 (January 2024): Initial release

This comprehensive document incorporates best practices and policies from Magic: The Gathering, Pokemon TCG, Yu-Gi-Oh!, Flesh and Blood, Digimon Card Game, Dragon Ball Super Card Game, and One Piece Card Game, adapted for the KONIVRER competitive environment.