

# KONIVRER

## COMPREHENSIVE TOURNAMENT RULES

Official Tournament Policy & Procedures  
Incorporating Best Practices from Major TCGs  
Version 3.0 - Effective January 2025

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# 1. TOURNAMENT STRUCTURE AND FORMATS

## 1.1 Tournament Types

KONIVRER tournaments are organized into several categories based on competitive level and scope:

Tournament Level	Description	Typical Size
Local Store Events	Weekly casual tournaments at game stores	8-32 players
Regional Championships	Monthly competitive events covering geographic regions	32-128 players
National Championships	Annual country-wide competitions	128-512 players
World Championships	Global championship tournament	64-256 qualified players
Online Tournaments	Digital competitions via official platform	Unlimited

## 1.2 Swiss Tournament Format

Most KONIVRER tournaments use the Swiss system, adapted from successful implementations in Magic: The Gathering and Pokemon tournaments:

- Players are paired against opponents with similar records
- Number of rounds determined by player count (typically  $\log_2(\text{players}) + 2$ )
- No player elimination until top cut
- Tiebreakers used to determine final standings

## 1.3 Age Divisions (Adapted from Pokemon TCG)

To ensure fair competition across skill and experience levels:

Division	Age Range	Special Rules
Junior	Ages 6-10	Best of 1 games, 25-minute rounds
Senior	Ages 11-15	Best of 3 games, 50-minute rounds
Masters	Ages 16+	Best of 3 games, 50-minute rounds
Open	All ages	Mixed division for smaller events

## 1.4 Top Cut Elimination

After Swiss rounds, the top players advance to single-elimination playoffs:

- 8-31 players: Top 4 advance
- 32-127 players: Top 8 advance
- 128+ players: Top 16 advance
- Championship events may use Top 32 or larger cuts

# 2. PLAYER ELIGIBILITY AND REGISTRATION

## **2.1 General Eligibility**

All players must meet the following requirements:

- Valid tournament registration with accurate personal information
- Age verification for division placement
- Agreement to abide by tournament rules and Code of Conduct
- Current membership in good standing (for premier events)

## **2.2 Registration Process**

Tournament registration follows these 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

## **2.3 Player Responsibilities**

Each player is responsible for:

- Bringing a legal, properly sleeved deck
- Arriving on time for all rounds
- Maintaining accurate life totals and game state
- Following all tournament procedures and judge instructions
- Reporting match results promptly and accurately

# **3. DECK CONSTRUCTION REQUIREMENTS**

## **3.1 Standard Deck Format**

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

## **3.2 Deck List Requirements**

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

### 3.3 Deck Verification Process (Adapted from Yu-Gi-Oh! Policy)

Random deck checks will be performed throughout the tournament:

- Judges may request deck verification at any time
- Players must present their deck for counting and comparison
- Deck list errors result in penalties based on severity
- Intentional deck list falsification results in disqualification

### 3.4 Card Legality and Restrictions

- Only officially printed KONIVRER cards are legal
- Proxy cards are not permitted in sanctioned tournaments
- Cards must be in tournament-legal condition (no marked cards)
- Banned and restricted list updated quarterly

## 4. TOURNAMENT PROCEDURES

### 4.1 Round Structure and Timing

Tournament rounds follow standardized timing procedures:

Division	Match Format	Round Time	Extra Turns
Junior	Best of 1	25 minutes	3 turns each
Senior/Masters	Best of 3	50 minutes	5 turns each
Top Cut	Best of 3	No time limit	N/A

### 4.2 Pairing Procedures

Swiss pairings follow established algorithms:

- Round 1: Random pairings within each division
- Subsequent rounds: Pair players with similar records
- Avoid repeat pairings when possible
- Handle odd numbers with byes (awarded to lowest-ranked player)

### 4.3 Match Procedures

Each match follows standardized procedures:

- Players verify opponent identity and deck legality
- Determine first player randomly (dice roll, coin flip)
- Sideboarding allowed between games (time limit applies)
- Report results to tournament staff immediately after match

### 4.4 Slow Play Policy (Adapted from Yu-Gi-Oh! Tournament Policy)

To maintain tournament pace and fairness:

- 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 is grounds for disqualification

## **5. GAME PLAY RULES AND TIMING**

### **5.1 Priority and Timing Rules (Adapted from MTG Comprehensive Rules)**

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

- Active player receives priority at the start of each phase
- Players may respond to spells and abilities when they have priority
- The stack resolves in last-in, first-out order
- Both players must pass priority consecutively for phases to end

### **5.2 Communication Standards**

Clear communication is essential for fair play:

- Announce all game actions clearly
- Maintain accurate representation of game state
- Ask for clarification when uncertain
- Use official card names when referencing cards

### **5.3 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

## **6. JUDGE CALLS AND DISPUTE RESOLUTION**

### **6.1 When to Call a Judge**

Players should call a judge in the following 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

## 6.2 Judge Authority and Responsibilities

Tournament judges have the authority to:

- Make final rulings on rules questions
- Issue penalties for rule violations
- Investigate suspected cheating or misconduct
- Grant time extensions when appropriate
- Disqualify players for serious violations

## 6.3 Appeal Process

Players may appeal judge decisions under specific circumstances:

- Appeals must be made immediately after the ruling
- Only the head judge can overturn another judge's ruling
- Head judge decisions are final
- Appeals do not stop tournament progression

# 7. PENALTIES AND INFRACTIONS

## 7.1 Penalty Guidelines

KONIVRER uses a progressive penalty system based on infraction severity:

Infraction Level	First Offense	Second Offense	Third Offense
Minor (Procedural)	Warning	Game Loss	Match Loss
Major (Gameplay)	Game Loss	Match Loss	Disqualification
Severe (Cheating)	Disqualification	Tournament Ban	Permanent Ban

## 7.2 Common Infractions

Minor Infractions:

- Late arrival to round
- Failure to report match results
- Minor deck list errors
- Unsportsmanlike conduct

Major Infractions:

- Marked cards or sleeves
- Looking at extra cards
- Illegal deck construction
- Repeated slow play

Severe Infractions:

- Intentional cheating
- Bribery or collusion
- Aggressive or threatening behavior
- Falsifying tournament documents

## 8. PRIZE STRUCTURE AND ADVANCEMENT

### 8.1 Prize Distribution

Tournament prizes are distributed based on final standings:

Tournament Level	1st Place	2nd Place	3rd-4th Place	5th-8th Place
Local Store	Store Credit	Store Credit	Promo Cards	Participation
Regional	Trophy + Prizes	Prizes	Prizes	Promo Cards
National	Championship Title	Runner-up Title	Semifinalist	Quarterfinalist
World	World Champion	World Finalist	World Semifinalist	World Quarterfinalist

### 8.2 Championship Points and Advancement

Players earn championship points based on tournament performance:

- Points earned based on finish position and tournament level
- Seasonal point totals determine invitations to premier events
- Regional champions receive automatic World Championship invitations
- National champions receive travel awards and special recognition

## 9. SPECIAL TOURNAMENT FORMATS

### 9.1 Draft Format

Limited format using sealed booster packs:

- Players draft cards from booster packs in pods of 8
- Minimum 40-card decks constructed from drafted cards
- Basic lands provided by tournament organizer
- Swiss rounds followed by top cut elimination

### 9.2 Sealed Format

Each player receives a sealed pool of booster packs:

- Typically 6 booster packs per player
- 30-minute deck construction period
- Minimum 40-card deck from sealed pool only
- No sideboarding between games



## 9.3 Team Tournaments

Teams of 3 players compete together:

- Each team member plays a different opponent
- Team wins when majority of members win their matches
- Communication between team members restricted during matches
- Special deck construction rules may apply

# 10. ONLINE TOURNAMENT GUIDELINES

## 10.1 Platform Requirements

Online tournaments use the official KONIVRER digital platform:

- Stable internet connection required
- Updated client software mandatory
- Webcam verification may be required for premier events
- Voice chat prohibited during matches

## 10.2 Digital-Specific Rules

- Automatic timing enforcement prevents slow play
- Disconnections result in automatic time extensions
- Screen sharing may be required for deck verification
- Digital deck lists automatically validated

# 11. APPENDICES AND QUICK REFERENCE

## 11.1 Tournament Checklist for Players

Before the tournament:

- Register for the event
- Prepare legal deck with proper sleeves
- Complete and submit deck list
- Bring required identification
- Review current banned/restricted list

During the 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

## 11.2 Contact Information

For tournament-related inquiries:

- Tournament Operations: [tournaments@konivrer.com](mailto:tournaments@konivrer.com)
- Rules Questions: [rules@konivrer.com](mailto:rules@konivrer.com)
- Judge Program: [judges@konivrer.com](mailto:judges@konivrer.com)
- Appeals and Complaints: [appeals@konivrer.com](mailto:appeals@konivrer.com)

This document incorporates best practices from Magic: The Gathering, Pokemon TCG, and Yu-Gi-Oh! tournament policies, adapted for the KONIVRER competitive environment.

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