DRAGON BALL Z TCG TOURNAMENT GUIDE

V 1.0 (5/29/2015)

Dragon Ball Z TCG Tournament Guide

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This document contains guidelines for DBZ TCG tournament play. All events sponsored by Panini America will be run in accordance with these tenets. It is the responsibility of every tournament organizer, judge, and tournament player to be familiar with both the Tournament Guide and the CRD.

V2.0 of the CRD is available here, as well as V1.1 of the rule book here. For any rulings inquiries, contact dbz@paniniamerica.net.

Event Types

Tournaments can have either a *casual* or *competitive* level of rules enforcement. It is the role of the tournament organizer to inform players of the event type. All events should have a copy of the CRD available for reference.

CASUAL

A more relaxed environment with an emphasis on attracting players of all experience levels. Leagues, open play, or weekly tournaments are all examples of Casual level events. Gameplay of this nature should have light rules enforcement, with an emphasis on learning. The format and prize support for these events is entirely up to the host, and no official judge is required. Local tournaments can receive Tournament Kits with promo cards by contacting dbz@paniniamerica.net.

> *Example - a mistake is made, such as inadvertently shuffling a card back into a Life Deck. The player would be warned, and the card would be returned to the discard pile.*

COMPETITIVE

A serious event, usually with a higher number of entrants. All tournaments sponsored by Panini America should be run in accordance with these guidelines. For large scale tournament support, contact op@paniniamerica.net to apply for a Convention Kit.

Local/Store Level Event - These are similar to casual tournaments, but maintain a high level of rules enforcement. Deck registration may be required, and a judge must be present. Judges may participate in the event if another judge is present to assist.

Regional Level Event - Strict enforcement of all rulings and play procedures. Official judges must be present, and they may not participate in the tournament. Deck registration is mandatory, and players are subject to random deck checks.

Championship Level Event - The highest level tournament, with a strict enforcement of all rulings and play procedures. Official judges must be present, and they may not participate in the tournament. Deck registration is mandatory, and players will undergo random deck checks.

Tournament Formats

Local and casual events may use a variety of different formats. Examples include single elimination tournaments, double elimination tournaments, round robin, sealed*, and so on. "Swiss" rounds are recommended as the default for local events. Competitive events sponsored by Panini America must use "Swiss" rounds, followed by a top cut to single elimination.

Note: Sealed Format features one Starter Deck supplemented by three booster packs. Players may use any MP and Mastery combination, and decks may use cards of any Name, Alignment, and Style.

Swiss - The Swiss system consists of several rounds of competition, with pairings determined by each player's performance and score. Rounds must be exactly *40 minutes*, and matches are determined by a "best of 1" single game.

For the first round, randomly determine the pairings. Each round after that, pair each player against an opponent with the same score. In some instances, a higher ranked player may need to pair down. Similarly, a tournament with an odd number of entrants will need to issue a BYE to the lowest ranked player. No player may receive more than one BYE in an event, and a first round BYE may be determined randomly.

Scoring - After each round, update each player's score based on the following outcomes:

Win: 3 points	Draw: 1 point	Loss: 0 points	BYE: 3 points

After the Swiss rounds are complete, the highest scoring players will advance to the top cut. Determine each player's total score, then finalize the rankings with the following tiebreakers:

Rankings Tiebreakers - (1) total score of the player > (2) total score of opponents defeated by the player > (3) total score of the opponents that defeated the player > (4) latest round of first defeat > (5) head to head outcome (if applicable)

Example - two players finish a tournament with a record of four wins, two losses, and one draw (4-2-1). They each have a total score of 13, so move on to Tiebreaker (2). Player A defeated four players, and their total score is 45. Player B defeated four players, with a total score of 39. Player A wins the tiebreaker over player B, and thus would be the higher ranked player. If Tiebreaker (2) had resulted in a tie, you would move on to Tiebreaker (3).

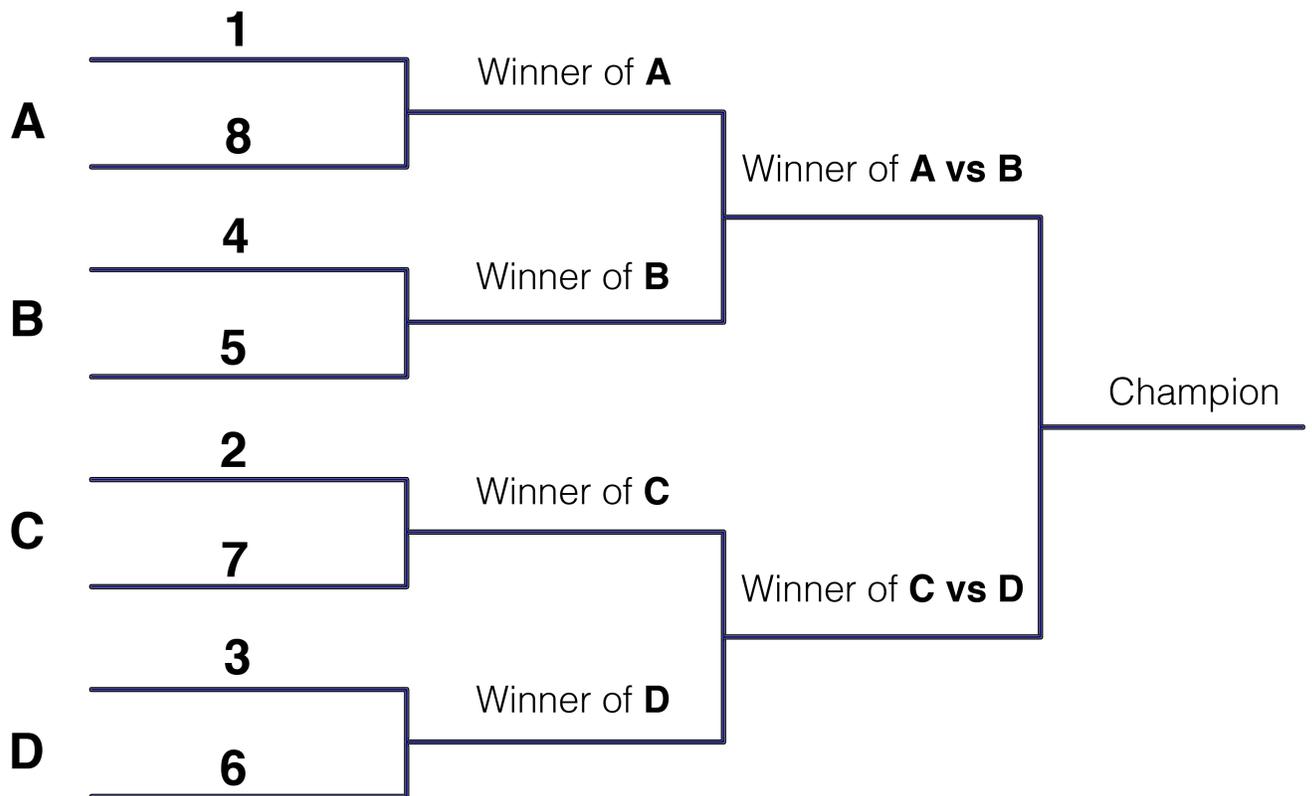The number of rounds and the size of the top cut is determined by the amount of entrants:

Players	Rounds	Top Cut
8	3	0
9-16	4	4
17-32	5	8
33-64	6	8
65-127	7	16
128-255	8	16
256+	9	32

Top Cut - After finalizing the rankings, announce which players qualified for the top cut. The top cut is a single elimination format, with 40 minute "best of 1" rounds. The final match is determined by a "best of 3" series, with no time limit.

Note: Championship Level events use "best of 3" throughout the entire top cut, and the final match has no time limit.

Pair top cut matches by seeding the highest ranked player against the lowest, then the next highest remaining player against the lowest remaining, and so on. Pairings continue in a bracketed advancement, and they are not reseeded after each round.

Example - In a top cut of eight players: 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5.

1

Winner of **A**

A　　**8**

Winner of **A vs B**

4

Winner of **B**

B　　**5**

Champion

2

Winner of **C**

C　　**7**

Winner of **C vs D**

3

Winner of **D**

D　　**6**

Tournament Rules

GAMEPLAY

Start Procedure - Each game, randomly determine which player takes the first turn. Players must thoroughly randomize their decks with sufficient shuffling, and any time a deck is shuffled it must be presented to the opponent to cut (or shuffled by a judge, upon request). Gameplay continues under normal rules, and players may call the judge for clarifications.

End Procedure - When the time limit for the round expires, notify all remaining matches. Finish the current turn, then play two extra turns. If a player has not won by the end of the extra turns, the match is declared a draw. In the event of an elimination matchup, a draw cannot be declared - use the following tiebreakers:

Tiebreakers - (1) the player with the most cards remaining in his or her Life Deck is the winner, (2) the player with the highest number of non-Dragon Ball cards remaining in his or her Life Deck is the winner, (3) the player with the highest MP Level is the winner (if tied, highest anger level), (4) the player that controls the most Dragon Balls is the winner, (5) the player that has the MP with the highest number of MP stages above zero is the winner, (6) the player that has the MP with the highest current Power Level is the winner.

DECK CONSTRUCTION

Eligible Cards - Any DBZ TCG card printed by Panini America is legal for tournament play, including promotional cards. At Regional Level and Championship Level events, new releases are not eligible for tournament play until seven days after their official launch. Cards with gold titles are direct reprints from the DBZ CCG (2000-2006), and the original version of the card may be used in tournament play. Refer to the CRD for a complete list of gold titled cards.

Card Condition - All cards in the Life Deck must be covered by opaque protective sleeves. Sleeves must be clean and unmarked, with no discernible difference between any cards.

Deck Registration - In events that require deck registration, there are penalties for an incorrect deck list (see below).

PLAYER CONDUCT

"Intentional Draws" - Players may not intentionally end a match in a draw, and doing so is considered collusion (see penalties below).

Note Taking - Each game, players may use a <u>blank</u> sheet of paper to take notes in a timely fashion.

Spectating - Participants in the event may spectate matches in the playing area, unless requested otherwise. Spectators may never interfere in another player's game, and any player interfering in a match will be disqualified. Spectators that notice an error in gameplay may notify a judge in a manner that does not draw any attention. Top cut matches may be spectated by anyone, and are subject to video streaming.

Infractions - Players in the event are expected to act with a reasonable level of courtesy and honor. The tournament organizer or judge may issue *warnings* for certain infractions. Repeated *warnings* or other actions can cause a player to become *disqualified*.

Warning

• Missing a mandatory effect (both players are responsible for making sure all mandatory effects take place)
• Misrepresentation of information (a game loss may be issued in egregious cases of deceitful intent)
• Slow play - there will be a zero tolerance policy for any attempts to manipulate timed tiebreakers. This includes things like excessive note taking, spending an unreasonable length of time on small decisions, etc.
• Taking an inaccurate amount of damage or accidentally revealing a card
• Any other minor error that has minimal impact on the outcome of the game

Warnings are formally recorded by the judge. Being warned three times (or twice for the same error) in a single game is a match loss, and receiving multiple warnings may warrant disqualification.

Disqualification

Cheating	If a judge determines a player has cheated, that player is disqualified and forfeits all prizes.
Collusion	This includes things like agreeing to intentionally draw a match, or any form of bribery/influence that causes a player to intentionally lose (or drop from the tournament).
Unsporting Behavior	Throwing cards, causing a disturbance, use of profanity, threats, general belligerence, failure to follow instructions of judge/tournament organizer, etc.
Kibitzing	Any form of communication that impedes on a match in progress, including advice or rulings.
Repeated Warnings	Receiving an excessive amount of warnings may be grounds for disqualification at the discretion of the judge.
Improper Deck Registration*	A deck registration list with less than 56 cards results in disqualification from the event.

***Deck Checks** - Deck checks may be performed at random during the Swiss rounds, and some events might require mandatory deck checks for the top cut. When a list has been chosen for a deck check, do not inform the player until immediately before the round begins. Upon completion of the deck check, award the chosen players with an appropriate time extension to finish the round.

If a player's deck does not contain the exact 60 cards on the deck registration list, that player receives a game loss. In the case of substantially advantageous differences, disqualification may be issued at the judge's discretion. If a player's deck list is improperly registered with 56 or less cards, that player is disqualified.

If a deck (and the registered list) contains 57-59 cards, a game loss is issued and the deck may be rectified. The player must fill the open slots by choosing one legal Styled card that is not already included in the deck list, and then adding the appropriate number of copies.

If a deck (and the registered list) contains 61-63 cards, a game loss is issued and the extra cards are removed from the list by random selection. If a player's deck list is improperly registered with 63 or more cards, that player is disqualified.