

Konami Digital Entertainment GmbH

Official TRADING CARD GAME Tournament Policy

Valid as of February 1, 2010

Every attendee at an event – player, judge, spectator, etc. – has specific responsibilities. Tournament Policy documents exist to explain what is required of tournament attendees, how they should prepare for the event, and what the event will be like. Tournament Policy documents help keep events consistent, so that attendees can always know what to expect regardless of where the tournament might be held.

Everyone who plans to attend a sanctioned Konami tournament is expected to read, understand, and adhere to all Tournament Policy and Penalty Guideline documents for the game that will be played.

Players should also read Policy Documents specific to the game they wish to play, as there will be more detailed information, as well as additional rules, relevant to that game provided in the game-specific document.

Specific events, such as SHONEN JUMP Championships and Regional Qualifiers, may have a standardized Tournament Operation Document. Any tournament-specific rules in these Operations Documents will supersede directions given in this policy document.

Remember that Tournament Policy documents are frequently updated. Attendees should always check for a more recent version of any document before attending an event.

Preparing To Play

Players

Who Can Compete In Sanctioned Events?

To participate in sanctioned KDE tournaments, you will need a Konami Player ID card with a COSSY barcode and number. If you do not have one, you can get one at the event. Take care of your ID card, as it cannot be replaced. Please note that Players at sanctioned KDE tournaments will be referred to by the Konami Player ID number and by first name and last name.

You also need to be in good standing, and not listed as suspended from Konami sanctioned events. To remain in good standing, you must adhere to all Player Responsibilities outlined in this and other official documents.

You must also meet any age or invitation requirements that may apply to selected tournaments, such as Dragon Duel events or National Championships.

Players in the following categories *may not compete* in Konami sanctioned events:

Any tournament official associated with an event cannot play in the event in which they are working. This includes, but is not limited to, the Judge Staff, Scorekeeper, and Tournament Organizer.

Players who have been suspended from Official Konami Tournaments may not play in sanctioned events. In addition, suspended players are prohibited from entering tournament venues.

Employees of Konami Corporation, its subsidiaries, and affiliates, cannot play in sanctioned events. There may be exceptions made to this rule, in the case of Bounty tournaments or other special events, which will be announced beforehand.

Employees of partner companies cannot play in sanctioned events. These include, but are not limited to, VIZ Media, LLC. and 4Kids Entertainment, Inc.

Player Responsibilities

Player ID (COSSY ID Number):

COSSY is the global player identification and ranking system used by KDE. You must register for a Konami Player ID card with COSSY barcode and number in order to play in a sanctioned event. Once you have your ID, you are responsible for keeping the ID card or COSSY barcode sticker available for presentation when registering for a tournament. The stickers you receive when you register are considered to be yours, and should not be used by anyone else for any purpose.

After receiving your card and COSSY barcode and number, you need to register your number online at <https://www.cossy.konami.net> Until you register your number with your personal data, your ranking cannot be tracked. (Please note you must use **https:** and not **http:**.)

You are also responsible for the maintenance of your own COSSY information. This includes keeping contact and address information up to date, as well as regularly reviewing your tournament history for accuracy. Note that Konami cannot recover your password or ID number if you lose or forget them – you alone can access your COSSY account.

You may register for only one Konami Player ID at a time. If the card or code is lost, that ID number cannot be replaced. You should consider keeping a photocopy, digital picture, or scan of your barcode, so that you can print out a new one in the future if necessary.

If you have questions about your COSSY ID that are not covered above, you should contact yugioh@konami-europe.net. Be very clear when asking your question, and provide your name and COSSY ID number.

Required Materials:

You must provide for your own needs during the tournament, so make sure to bring all required tournament supplies.

You should bring a legal Deck (to constructed events); as well as extra card sleeves, paper and pencils to track scores and fill out Result Slips, and any dice, coins, counters or tokens that your Deck requires. You may use a calculator to help keep track of score, but should keep a paper record as well to help resolve disputes.

In addition to tournament supplies, you should bring the appropriate entry fee, your Konami Player ID card and/or COSSY barcode sticker, and personal identification.

Personal Identification:

You should be prepared to produce personal identification if asked to do so by a tournament official. School ID cards, state ID cards, driver's licenses, passports and birth certificates are all valid forms of identification. You may contact the Tournament Organizer ahead of time if you have questions about providing identification.

Understand Rulings:

You should read and understand the latest version of the rulebook for the game you are playing, as well as look over rulings that apply to the cards you have included in your Deck. While there will be judges at a sanctioned tournament, you will have a more enjoyable tournament experience if you prepare yourself beforehand by knowing what your cards do, and how the game works.

Avoid Unacceptable Behavior:

Participants in all sanctioned Konami tournaments should display good sportsmanship when interacting with other attendees. Rude language, disruptive or disrespectful behavior, inappropriate clothing, unwarranted accusations, and disregard for the safety of others or the condition of the venue will not be tolerated. You should read the Penalty Guideline document before attending an event, to better understand how you are expected to behave.

Attendees should never arrive at the event intoxicated, or become so during the event, as it is grounds for Disqualification.

Communicate Clearly with Opponents and Tournament Officials:

You are responsible for relaying accurate information. You should clearly communicate your actions during game play, and ask questions of your opponent or a tournament official if you are unsure about something.

Keep your hands and cards visible and above the table at all times.

You are obligated to notify an opponent if he or she fails to follow any game rules, including effects he or she may be playing incorrectly. Either player can call a judge to verify.

Preparing for the Event

Judges**Who Can Judge Sanctioned Events?**

In order to judge sanctioned Konami events, a person must obtain and register a Konami Player ID card and COSSY barcode and number.

Judges should possess a level of knowledge of rulings, game mechanics, event operations, and Tournament Policy and guidelines that is suitable for the event they wish to judge. Head judges and team leads should also possess the ability to organize and direct teams of floor judges.

While judges do not currently need to hold official Konami certification in order to judge an event, all judges are encouraged to take certification tests as they become available, and seek as much training and experience as possible. Certified judges are more respected, have better access to support, and more likely to be chosen to work prestigious events or be considered for sponsorships.

Current Konami online Certification Tests and basic information about KDE's Judge Program can be found here: <http://www.yugioh-card.com/en/judges/index.html>.

If you have questions about the judge program, you can email yugioh@konami-europe.net.

Judge Responsibilities

Judges are expected to be courteous, professional, and on-task while staffing a sanctioned event. While judging, judges should not engage in trading, long personal conversations, phone calls or other activities that would distract them from the tournament. Judges should avoid wearing their judge shirt when they are not judging an event.

Judges should respect the authority of their Head Judge and team lead, and should address other members of the tournament staff with respect. A judge's interaction with players should always be polite without compromising his or her authority, or the players' understanding of that authority.

Judges are required to adhere to the specific responsibilities assigned to them both on the floor, and as members of a specialized unit such as a deck check or pairings team, and be prepared to assist other judges in tasks as they are assigned.

Judges should constantly observe the tournament area and players, and maintain the tournament area by removing trash, pushing in chairs and straightening tables. Judges should actively walk the tournament floor and observe the matches, rather than waiting for a player to call for a judge.

If a player calls for a judge, the judge should approach the table, listen to the question, and provide a decision. If either player wishes to appeal the decision, the judge should notify the Head Judge immediately.

Judges are expected to seek out and complete certification tests to match their level of skill to the best of their ability, and should stay current with new rulings and new cards as they are released. Judges are also responsible for knowing the policy and guidelines documents for the games they wish to judge, and must keep themselves informed and well-versed in new documents as they are made available. Judges should actively seek out additional training, and are encouraged to assist their fellow judges to do the same.

It is of the utmost importance that judges remain neutral in all situations, and never favor one player over another.

Head Judge Additional Responsibilities

The Head Judge of an event holds some additional responsibilities. Since the Head Judge makes the final call for rulings or policy appeals, he or she requires superior knowledge of rulings and penalty guidelines. No other individual, not even the tournament organizer or a Konami employee can overturn a call made by the Head Judge.

The Head Judge should be physically present and available during the tournament, to deal with event issues and answer appeals promptly.

The Head Judge should be adequately prepared to make sure that proper guidelines are followed – it's better to employ notes or rulings resources, than to compromise the integrity of the tournament.

The Head Judge of larger events will have to divide the judge staff into appropriate teams, and should plan these teams as far in advance of the event as possible. The Head Judge should remain in contact with the rest of the judge staff to ensure that they are aware of their responsibilities and duties, both before and during the tournament.

The Head Judge should act as a mentor for the event's staff, and should carefully consider individual judges' strengths and weaknesses when building the staff list and assembling teams. Judges should also receive feedback and evaluation, consisting of compliments on their strengths and suggestions on how to improve further.

The Head Judge is responsible for most of the information distributed during a tournament. The Head Judge needs to stay in contact with the Scorekeeper to ensure the round data is being kept up to date, and that all judges

working at the event have been properly listed in the Tournament Software.

The Head Judge is responsible for giving opening announcements for the further instruction of the players at an event, as well as communicating the start and end times of each round clearly to all players and judges.

Tournament Organizers

Who Can Organize and Host Sanctioned Events?

Sanctioned events are run at Official Tournament Stores or at venues chosen by approved Tournament Organizers.

Criteria must be met in order to run sanctioned events. Those interested in becoming a Tournament Organizer for a specific event can request more information by emailing yugioh@konami-europe.net.

Tournament Organizer Responsibilities

A Tournament Organizer is the person responsible for arranging and running the tournament. Anyone seeking to organize a sanctioned event should procure a venue that can safely accommodate the expected number of attendees. Venues should be safe, clean, and in compliance with all applicable building and fire codes.

Other Event Participants

Spectators

Spectating at an event is a privilege, not a right, for tournament attendees. It is a spectator's duty to remain neutral while observing game play, and to make sure their presence does not disrupt the event.

Spectators should not speak to or communicate with players who are currently engaged in a match, in any way. However, if a spectator notices any violation of game play rules or Tournament Policy, he or she should alert a tournament official immediately.

Spectators should be prepared to move, if their presence blocks judge access, throughways, fire exits, or any other paths identified by tournament staff. Spectators should also be prepared to move if their presence is distracting to any of the players. If a judge or tournament official instructs a spectator to move, he or she must comply.

Media

Members of the media who wish to attend any sanctioned event to create written, photographic, audio, or video content must contact the Tournament Organizer and KDE in advance of the event. Media representatives should be prepared to provide evidence of their association with a news outlet or reputable entity in the gaming industry if asked.

All pictures, player data, decklists and so forth from any event are considered property of KDE.

Any member of the media approved to cover an event agrees to provide, as well as assume liability, for all of his or her own equipment and employees. Guests from the media should always demonstrate the utmost respect for both event participants and event staff, and are expected to defer to tournament officials and KDE employees.

Members of the media are required to obtain their own written releases from players and/or spectators.

Members of the media may contact KDE by emailing yugioh@konami-europe.net.

Tournaments and Organized Play

Tournament Sanctioning

Only Official Konami Tournament Stores and approved Tournament Organizers may sanction Konami Trading Card Game tournaments. A Tournament Organizer must register for an official tournament with KDE no later than one day prior to the day of the tournament before it becomes a sanctioned tournament. Tournament Organizers must keep all tournament records for 6 months after a tournament's completion date, which includes keeping backup copies or printed copies of the tournament details.

At least four players must compete in order for a pre-approved event to be sanctioned.

Tournament Types

A tournament can be organized with either Single Elimination rounds, Swiss Rounds, or (if COSSY is used to administer the event) with Round-Robin play.

In a Single Elimination tournament, half of the tournament is eliminated after each round – the losing player is out of the tournament, while the winner goes on to the next round. This continues until only one player remains, who is declared the winner.

Swiss Round tournaments pair off the players based on each player's win/loss record. Players are not eliminated when they lose a match during Swiss tournaments – instead, they will continue to be paired against players with similar records for all remaining rounds of the event. A player may choose to drop from a Swiss tournament at any time by either filling out the proper information on a match result slip or by notifying the official Scorekeeper *prior* to the pairing of the following round.

Determining the Number of Rounds for a Swiss Event

The number of rounds played in a Konami sanctioned tournament is based on the total number of players enrolled in the event. **If specific Operations Documents have been provided for an event, any round information set forth within that Operations Document will take precedence.**

- 4 – 8 Players = 3 Rounds of Swiss followed by a cut to Top 2.
- 9 – 16 Players = 4 Rounds of Swiss followed by a cut to Top 4.
- 17 – 32 Players = 5 Rounds of Swiss followed by a cut to Top 8.
- 33 – 64 Players = 6 Rounds of Swiss followed by a cut to Top 8.
- 65 – 128 Players = 7 Rounds of Swiss followed by a cut to Top 8.
- 129 – 256 Players = 8 Rounds of Swiss followed by a cut to Top 8.
- 257 – 512 Players = 9 Rounds of Swiss followed by a cut to Top 16.
- 513 – 1024 Players = 10 Rounds of Swiss followed by a cut to Top 16.
- 1025 – 2050 Players = 11 Rounds of Swiss followed by a cut to Top 32.
- 2051 or More Players = 12 Rounds of Swiss followed by a cut to Top 32.

Event Information

KDE reserves the right to publish event information such as a player's Deck List, photographs, interviews or video reproduction of any official Konami Trading Card Game tournament.

Reporting Tournaments

It is a Tournament Organizer's responsibility to report sanctioned tournament details to Konami via COSSY or Tournament Software export within 1 week of the tournament's completion. Late results inconvenience the players, and may damage a Tournament Organizer's standing with Konami.

Event Reporting

Tournament Organizers should email tournament results to us-tournamentsupport@konami.com. A Tournament Organizer must report tournament results within seven days after the event to remain in good standing.

If you have any additional questions, please email: yugioh@konami-europe.net.

During the Tournament

Sportsmanship:

Players are expected to behave towards all tournament attendees – other players, judges, tournament officials, spectators, etc. in a respectful and sporting manner. Players who engage in unsporting conduct or behavior that endangers or detracts from the event, may be removed from the venue. Players should read the KDE Official Penalty Guidelines for a better understanding of acceptable behavior at tournaments.

Random Outcome

Players may not randomly determine an outcome of a match, such as flipping a coin or rolling a die to see who will walk away with the win.

Wagering

Players and tournament officials may not wager or bet on the outcome of any matches or games in an official Konami Trading Card Game Tournament.

Note Taking

Note taking is **not** allowed in KDE sanctioned tournaments, with the following exception:

Players in sanctioned Yu-Gi-Oh! TCG tournaments should keep a record of both players' Life Points for each game. These notes should be taken quickly, so as not to disrupt the flow of the game.

Notes may **not** be brought into a match.

Notes are **always** considered to be public information.

Representing The Game State

Players are responsible to accurately represent the game state at all times, and truthfully answer questions about any aspect of the game state that is considered to be public knowledge.

Both players must indicate to one another all components of their Deck. Depending upon the game, this can include a Main Deck, Side Deck, and Extra Deck, and so forth. All such components must be indicated and acknowledged by both players. .

Cards should be laid out according to the pattern established by a game's Game Mat. Players should not create their own layouts.

All cards, including in-play cards, Decks, etc., should be kept in their appropriate areas.

If a player requires tokens or counters, the player should use a sufficient quantity of tokens or counters to accurately represent each game effect. Players should never use any object (including cards) for a token or counter if it could be mistaken for another game element.

Scorekeeping for the game should be done in view of both players.

Concession

A player may concede a game at any time, provided he or she has not been offered or has accepted any sort of compensation for doing so. Players who concede in exchange for cash, prizes, or other incentives are guilty of Bribery and Collusion, which are against Tournament Policy.

Prize Splits

Players in the finals of a single-elimination tournament (including the playoff rounds of a Swiss tournament) may agree on a split of the prizes that would be normally be awarded to the 1st and 2nd place finisher. The prizes may be divided in any way the players like, provided both the initial offer and all negotiations are done in the presence of the Head Judge. Players may not offer additional product, cash or other incentives that are not part of the official tournament prizes for 1st and 2nd place. A player may drop from an event prior to the finals after a prize split, in order to preserve their tournament rating.

Players may not opt for a prize split at a National, Continental, or World Championship Tournament. These events must play out to determine a winner.

Buying, Selling, and Trading Cards

Players should familiarize themselves with the rules on buying, selling, and trading at each venue. Many venues do not allow attendees to buy and sell from one another, and attendees who violate this policy can incur a penalty.

Predatory trading practices (targeting inexperienced or young players for extremely unbalanced trades) are not tolerated. Attendees who engage in this activity can incur a penalty.

Penalty Information

Penalty Guidelines

All attendees at an event are responsible for knowing Konami's Penalty Guidelines, in addition to Tournament Policy. The Penalty Guidelines provide an explanation of the different kinds of tournament infractions, and the penalties assigned to them – a solid understanding of this document will help make players aware of what is expected of them at an event.

Player Suspension

Players who have been Disqualified from an event are subject to review, to determine if further penalties will be assigned. Disqualified players are responsible for filling out a Disqualification Form at the event, which provides them with the opportunity to tell their side of the story. Disqualification reports will also be collected from the Head Judge, and any opponents, spectators, or other tournament officials who were involved or witness to the

incident. Authors of Disqualification reports may be contacted by KDE for further detail or clarification about the incident.

Disqualification reports will be reviewed by the KDE Penalty Committee, and players will be contacted with the committee's findings. In some instances, no further action will be considered necessary. In others, the player may receive the additional penalty of being suspended from KDE's Organized Play program.

Suspended players will be notified of their suspension and the date on which they may apply for reinstatement into the Organized Play program.

A suspended player may not participate in or attend any sanctioned KDE Organized Play event, until such a time as he or she has been reinstated as a player in good standing. Players with questions about their status may email yugioh@konami-europe.net for more information.