



LEGENDARY[®]

Upper Deck Tournament Policy: Appendix B

Tournament Penalty Guidelines for Legendary Deck Building Game

Introduction

This document is an appendix to the Upper Deck Tournament Policy (OTP) to help judges determine the appropriate penalty when a tournament or game rule is broken. This helps create fair and consistent tournaments for all players. This document contains information appropriate to all UD game tournaments.

The guiding principle for UD events is that honest mistakes will be addressed in a fair, educational manner by the judging staff. Cheating or severe unsporting behavior will receive zero tolerance. The penalties listed in this document assume that the player committing the infraction did so unintentionally. If a judge suspects that the player is intentionally committing infractions to gain an unfair advantage in the game, they should bring it to the attention of the Head Judge. In such a case, the infraction may be considered Cheating, and the appropriate penalty should be applied after an investigation.

Judges are present to help create and maintain the integrity of the event. As such a judge should intervene in a match anytime that they observe an error, they believe an error has occurred, or to prevent an out of game error from occurring.

This document is split into two different parts. Part one outlines penalty types and lists proper procedures to administer and report penalties. Part two lists infraction types and provides the appropriate penalties for those infractions.

PART 1 - PENALTY TYPES AND REPORTING

P100: Penalty Types

The Legendary Deck Building Game has four different penalties that are available for judges and the application of these penalties is based on the type of the infraction a player committed during that tournament.

The four types of penalties for the Legendary Deck Building Game are as follows:

- Warning
- Point Deduction
- Game Loss
- Disqualification

Judges may only use these penalties, and may not create or implement new ones.

P101: Warning

Warnings are an official way to track minor infractions. The purpose of the Warning penalty is to alert tournament officials and the player receiving the infraction of potential problems. Because Upper Deck uses warnings to track patterns and identify problematic players they are most useful if judges take the time to report the Warnings they issue.

A standard upgrade to a Warning is a Point Deduction.

P102: Point Deduction

A Point Deduction is given out when a player has committed an infraction which is not severe enough to forfeit an entire game or to be removed from the premises, but has a significant impact on the game. A Game Loss is appropriate for situations where a game cannot be salvaged due to the actions of the player receiving the penalty.

Depending on the severity and scope of the infraction, Point Deduction penalties can be assigned in one of three ways: 1 point deduction, 3 point deduction, or a 5 point deduction. If the player

continues to commit that same infraction, then upgrade the penalty to the next point tier (up until a 5 point deduction if the same infraction is committed after that). Any further upgrades after a 5 point deduction should most likely be a Game Loss.

The points deducted are to be subtracted from the player's Victory Pile score at the end of the round. Please note that in the event of an upgrade, add all points deducted for each occurrence of the infraction. For example, if a player has received a 1 point deduction and then later gets an upgraded 3 point deduction for committing the same infraction, then that means he has lost a total of 4 Victory Points for the round.

A standard upgrade to a Point Deduction is a Game Loss.

P103: Game Loss

This penalty is given for an infraction that has serious, profound, and irreversible repercussions on a game, but does not require the player to be removed from the tournament. Only a Head Judge may give out a Game Loss penalty, with the exception of a Game Loss tardiness penalty. If the Head Judge feels that applying the Game Loss penalty to the current round is not severe enough (the player commits the infraction as he is about to lose a Game, for example), they may apply the penalty for the upcoming round.

This penalty is given if the judge believes the infraction was unintentional (See Unsporting Conduct for exception). A Game Loss should always be followed by a brief education of the player, explaining why the penalty was handed out and that a further infraction can lead to an upgrade.

A player receiving a Game Loss penalty receives a score of ZERO for the round based on standings.

A standard upgrade to a Game Loss is a Disqualification.

P104: Disqualification

The disqualification penalty, or DQ, is a forced forfeit of the current match and the act of dropping a player from the tournament. This penalty has two degrees of severity: with or without prize. In the event of a DQ with prize, the player may still be eligible for tournament prizes after the event is over. In the event of a DQ without prize, the player forfeits all prizes, with the prize structure shifting down as though the player did not exist in the standings. A player that was disqualified without prizes may keep prizes already awarded to them prior to the DQ, but does not receive any further prizes. Only the official head judge may issue the disqualification penalty.

All attendees at a tournament may be considered to be players, and are subsequently subject to the same penalties and infractions. Therefore, attendees are not exempt from a Disqualification penalty. An attendee does not need to have been enrolled in a tournament in order to be disqualified from that tournament. The infraction does not need to have occurred inside the venue as long as it impacts upon or connects to a Sanctioned event.

Upper Deck reserves the right to suspend players from Upper Deck's Organized Play program for misbehavior not connected to a specific event.

A DQ with prize will always be the result of repeated upgraded infractions.

P200: Penalty Administering and Reporting

This section explains the process by which judges administer and report penalties. All penalties should always be followed by an explanation of the infraction, explanation of the penalty, potential consequences for repeat offenses of this infraction, and education of the player receiving the penalty.

P201: Reporting Penalties

When a judge issues a penalty to a player, the judge must report the penalty to the scorekeeper. Scorekeepers will enter the details of the penalty into the tournament software so that it will be uploaded into the Upper Deck database. The most effective way to communicate a penalty to a scorekeeper is to write a W for warning, PD for Point Deduction, GL for Game Loss, or DQ for Disqualification on the front of the result slip to the right of the player's name. In addition, a judge should write down all of the details of the penalty on the back of the match result slip for the match in which the penalty was issued. These details include the name of the player that received the penalty, the infraction committed, the penalty for that infraction, a brief explanation of what happened, and printed last name of the judge issuing the penalty.

In addition to reporting penalties to the scorekeeper, some head judges will request that certain infractions or penalties, such as game losses and higher are to be reported to them. Judges should check with the head judge regarding this policy at the start of the tournament. Head judges requesting such a high volume of penalties to be communicated to them must be careful, as to not significantly delay tournament operations.

A player may not avoid a penalty by dropping from the tournament or by conceding a game. While judges cannot stop the player from doing any of the above actions, they should communicate to the player that such actions have no impact on the penalty and still record the penalty.

Players may not waive penalties for their opponents.

P202: Additional Time

If the penalty investigation and administration interrupted the game for longer than one minute, the judge must add additional time to the round. Because of this, the judge should always note the tournament time when they become involved in a game. It is not a requirement that a player asks for additional time before it is granted.

P204: Repeat Offenses

Penalties for repeat offenses may be upgraded at the Head Judges discretion.

Most infractions, such as Slow Play, should be upgraded for repeat offenses during major events. There are exceptions to this noted in the affected individual penalty listings. Except for as noted in the specific penalty sections, if an upgrade is required, the penalty for each subsequent infraction should be upgraded as following the path below:

Warning → Point Deduction (all tiers) → Game Loss → Disqualification with prize

The quickest method to review for repeat offenses is to check with the player if they already have penalties recorded for similar infractions. Then once the match resumes, the judge should check with the scorekeeper. The scorekeeper will have up-to-date information regarding players' penalty histories for the tournament. In the case of conflicting information from the scorekeeper, the player should be investigated to see if they are guilty of an Unsporting Conduct infraction.

P205: Deviating From Standard Penalties

To deviate from the standard penalty is to assign a penalty that is not normally associated with the specific infraction. This document is a guide for the application of penalties. In extreme cases, only the head judge has the authority to deviate from standard penalties. Extreme cases are rare and may include situations that cannot be categorized into any existing infraction.

A judge's desire to educate the player, the judge's level, or the player's experience with tournaments, age or past history are not to be considered extreme cases. Judges should not deviate from standard penalties in these cases. When judges are explaining a penalty guide deviation to the players, judges should be very clear what the standard penalty is to the infraction

and why they are choosing a different penalty. Additional explanation is needed because there is a greater potential to appear biased in front of the players.

The specific deviations laid out in the infraction descriptions do not have to be extreme cases to apply.

Only the Head Judge has the authority to deviate from a penalty. If another judge believes that a deviation is appropriate, they must consult the head judge.

P206: Reverse Engineering of Penalties

Reverse engineering of penalties occurs when a judge first decides what type of penalty a player should receive and then tries to match an infraction based on the penalty. This creates an initial decision bias for a judge and is not fair to the players. Judges should never reverse engineer penalties. To avoid this, first determine what infraction occurred and then refer to the penalty guide for the appropriate penalty.

P207: "Rule-Sharking"

Penalty and Policy Guidelines are intended to educate the players and tournament officials on proper, expected behavior at events. These guidelines may not serve as a resource for players to attempt to take advantage of one another through "rule-sharking" or otherwise attempting to influence the decisions of tournament officials.

- ***"Rule-sharking" is defined as "using rules and policy in an attempt to gain an advantage, rather than to ensure fair and consistent gameplay."***

P208: Disqualification Reporting

As stated before, a player does not need to be currently enrolled in the tournament to be disqualified. If a spectator or someone on tournament premises commits an infraction that results

in a disqualification, they should be enrolled into the tournament and disqualified using procedures outlined below. Only the Head Judge can issue a Disqualification penalty.

Disqualifications with prize never require reporting to Upper Deck.

When reporting is required, if the head judge issues the disqualification without prize penalty to a player, the head judge must attempt to collect statements from all relevant parties (i.e. players, spectators, other judges, etc.) who were involved in the disqualification.

It is the Head Judge's responsibility to collect these written statements from those involved and send the statements to Upper Deck within 7 days of the event. Reports should be (preferably) scanned and emailed to Legendary_Events@upperdeck.com, or mailed to:

Upper Deck
Attn: Organized Play
2251 Rutherford Rd.
Carlsbad, CA 92008

PART 2 - INFRACTION TYPES

This section of the Penalty Guidelines document explains specific infractions and the appropriate penalties associated with those infractions. Most infractions are grouped into categories which may have additional explanations associated with them.

Each infraction will first explain the circumstances in which this infraction can occur, followed by any additional consideration for a judge when they are deciding which infraction to apply. Then additional instructions for the judge, such as fixes used for the infraction, are listed, followed by the penalties for both rules levels. Most infractions descriptions are followed with examples that briefly list the circumstances that lead to the infraction and the appropriate actions by the judges.

P300: Game Error (GE)

This category covers infractions involving general procedural errors a player might commit during the course of a game. Game errors happen during the course of game play. They are usually play errors that result in a game state that is not as it should be. Examples of this include but are not limited to: failing to properly follow the rules or game mechanics; arriving at an illegal game state by not catching a misplay from an earlier turn; not resolving a mandatory trigger for a card effect at the appropriate time.

In general, Game Error infractions usually involving an illegal game state will be the most common type of infraction players will commit during a major event. Whether or not a game state can be repaired can mean the difference between a Warning and a Point Deduction. If all players can provide clear information and a judge can determine a way to fix or rewind the game state, the game should be repaired as far as possible and play should resume.

If all players share fault in a single game state error that merits a Point Deduction, determine which player is most at fault, and award that player with the Point Deduction Penalty. The players less at fault should receive a Warning.

An irreparable game state should never result in restarting a Game.

All penalties in this section presume that the error was committed unintentionally. If the judge believes that the error was intentional, they should refer to the Cheating category of infractions.

All players are expected to maintain the rules of the game and share responsibility for any errors that occur when the errors involve public information. There are three sub-categories for Procedural Error: Minor, Major, and Strict. These indicate the severity of the infraction.

P301: GE – Minor (Warning)

This penalty is appropriate for minor infractions where the problem can be easily corrected.

Examples

- *All players forget to resolve a Mandatory Effect (the turn player plays **Here, Hold This For A Second**, which says "A Villain of your choice captures a Bystander" but forgets to have a Villain capture a Bystander) and the game state is repairable by a judge. Since all players are responsible for maintaining a proper game state, they all receive a Warning.*
- *A player accidentally changes the order of his Victory Pile by shuffling it.*
- *A player rushes his turn when spending his Recruit and/or Attack Points to the point the other players at the table have trouble following and accounting for his moves.*
- *A player, due to inexperience or nervousness, has a tendency to shuffle his deck underneath the table, out of sight from other players.*
- *A player miscounts the Attack Points he's generated, and proceeds to attack a Villain. At the end of the turn the error is caught, and since there was no major disruption to the game state, a Warning is given to all of the players.*

P302: GE – Major (Point Deduction)

This penalty is appropriate for major infractions that cause an irreversible disruption to the current game. The game state, while playable, is beyond repair so the penalty must be significant.

Examples

- *A player recruits a hero with the **Wall-Crawl** keyword but forgets to recruit to the top of his deck, and instead places it in the discard pile. After drawing 6 cards at the end of his turn the error is discovered. A random card is taken from the player's hand, and that card is placed on top of the offending player's deck. The card with **Wall-Crawl** is then placed in the offending player's hand. It is the player's first offense, so he will receive a Point Deduction penalty of 3 points for the infraction.*
- *A player forgets to draw a card from the Villain Deck at the beginning of her turn, and proceeds with the rest of her turn like normal. It is only at the end of her turn that the entire table notices a Villain was not drawn at the beginning. The judge has the player draw a Villain card and put it into play. After some investigation, it is determined that this player committed this same infraction before, so she receives a Point Deduction penalty of 5 points (an upgrade) while the rest of the players receive a Point Deduction penalty of 1 point.*
- *At the beginning of a player's turn, a Villain escapes the city. All the players forget to KO an appropriate Hero from the HQ and the error is not caught until two turns later. In the previous two turns, Heroes have been recruited from the HQ so the previously correct game state has been lost. The judge instructs the offending player to choose a Hero to KO to create a new and legal game state. All players at the table are given a Point Deduction penalty of 3 points.*

P303: GE –Strict (Game Loss)

This penalty is appropriate for infractions that cause a player to be unable to finish their game in the current round.

Examples

- *A player spills water on her deck and damages her cards, which makes it impossible to finish the current game.*
- *A player, in a fit of excitement, accidentally knocks his cards on to the floor. While picking up his deck he realizes he is missing two cards, and after searching everywhere, he cannot find them. Since he is missing critical game elements like the cards in his deck, he cannot finish the game.*

P400: Tardiness (T)

This category covers infractions that prevent a player from beginning their match within the specified time frame allowed by the tournament. There are 2 sub-categories for Tardiness: **Major** and **Strict**; which indicate the severity of the infraction. Tardiness penalties should never be upgraded after repeat infractions.

If a player is not in his seat and ready to play when the round begins, a judge should be notified and will then instruct the players on when they should start, even if the table is still missing one or more players. The judge shall not make any modifications to the game's setup (like altering the Villain Deck) and play continues as normal, so the missing player's turn is essentially skipped. If the missing player would gain any Wounds through other card effects, it should be placed at the empty seat for the player to add to his discard pile upon arriving. The player, if he or she shows up, would begin playing their game with their starting 12 cards plus any gained Wounds and joins the game the next time his or her seat comes up in the play order.

P401: T – Minor (Warning)

This penalty is appropriate when a player is not in their seat after three minutes but before 10 minutes have passed from the beginning of the round. A player must be in their seat and ready to begin the round within this three-minute window.

Examples

- *A player is not in his seat within three minutes into the round.*
- *A player sat at the wrong table and played the wrong opponents, and the mistake was caught after the three minute mark in the round, but before the 10 minute mark into the round.*

P402: T – Strict: (Game Loss)

This penalty is appropriate when a player is not in their seat after 10 minutes have passed since the beginning of the round. A player should be in their seat and ready to begin the round at this time.

Examples

- *A player is not in his seat within 10 minutes into the round.*
- *A player sat at the wrong table and played the wrong opponents, and the mistake was caught after the 10 minute mark into the round.*

P500 Card & Deck Errors (CDE)

This category covers infractions associated with drawing cards from the Deck outside of when a player is allowed to do so. It also covers those situations where the game state is damaged due to interaction with the deck itself (usually due to improper shuffling, or inappropriate game elements being mistakenly shuffled into the deck). There are two sub-categories for Card & Deck Errors: **Minor** and **Major**; which indicate the severity of the infraction.

P501: CDE - Minor (Warning)

This penalty is appropriate when a player has drawn cards from their deck when not allowed to do so, and the cards can be clearly identified by all players or logically identified by a judge. This penalty also applies to situations in which cards are accidentally revealed. The cards should be shown to all players and then returned to their original areas, in their original order.

Examples

- *A player accidentally draws a card when not allowed to do so but does not add the card to her hand.*
- *A player accidentally draws a card and adds it to his hand. A judge is able to logically identify which card was drawn due to effects that have already been played.*
- *A player accidentally knocks over cards from the top of her Deck.*

P502: CDE - Major (Point Deduction)

This penalty is appropriate when a player has unintentionally drawn cards from their deck when not allowed to do so, and the cards cannot be clearly identified by both players or logically identified by a judge. Drawing extra cards when not allowed to do so damages the game state and must carry a heavier penalty. A judge should always attempt to recreate the situation to logically determine which card(s) were drawn. If the judge and/or both players are not completely sure which card(s) were drawn, this penalty applies. Also, this penalty applies when players have not sufficiently randomized their deck when game mechanics instruct them to do so. Since Legendary is a deck building game, the integrity of the game state depends on the

players shuffling and randomizing their decks to the best of their ability, and therefore the penalty for improper randomization is usually more serious than a warning.

Examples

- *A player draws his six cards at the end of his turn, and sees a copy of a Sentinel in his hand. The Sentinel belongs in the Victory Pile and the player realizes that at some point he has shuffled his Victory Pile and Discard Pile together by accident when forming his deck. The judge has the player remove all the Victory Pile cards out of the deck and tells the player to reshuffle his deck and draw a new card to replace the Sentinel that shouldn't have been in his hand in the first place. The player receives a Point Deduction Penalty of 3 points.*
- *When shuffling his Discard Pile in order to make a new deck, a player simply cuts his Discard Pile and places his "new" deck on the table and draws six cards. The judge instructs the player to put his hand of six cards back and to thoroughly shuffle his cards using a combination of pile shuffling and riffle shuffling. The player receives a Point Deduction Penalty of 3 points.*
- *A player accidentally draws an extra card when she wasn't supposed to and adds it to her hand, with no way to correctly identify which card was added. While this game state is broken, a new and legal "accepted" game state can be salvaged by having the judge randomly take one card from the player's hand, revealing it to the entire table, and then placing it on top of the deck. The player receives a Point Deduction Penalty of 3 points.*

P600: Slow Play (SP)

This category covers infractions associated with the pace of a player's game. Players are expected to play at a reasonable speed, regardless of the complexity of the game situation, and should not waste time during a game. Slow Play infractions are always administered as a **Point Deduction Penalty - 1 Point** at first, and then upgraded as appropriate if the infraction is repeated. Slow play is presumed to be unintentional.

P601: SP -Major (Point Deduction - 1 Point)

This penalty is appropriate when a player unintentionally plays slowly, causing a minor delay in the Game. It is a player's responsibility to play at a reasonable pace, regardless of how complex a situation may be. Slow play can severely affect the efficiency of managing and operating an event by placing an unnecessary pressure on tournament officials who are trying to keep the tournament moving from round to round. It is for this reason Slow Play is considered to be a Major Infraction, and therefore carries a higher penalty than a warning. Slow play infractions that continue throughout an event should be upgraded.

A time extension of at least three minutes should be given following a Slow Play warning.

Examples

- *A player is excessively slow when counting (and recounting) his Recruit Points and/or Attack Points.*
- *A player, after generating Attack Points, stares at the board for an excessive amount of time before committing to an action.*
- *A player, on his turn, is constantly and needlessly asking all the other players for their current Victory Point total before committing to an action.*
- *A player uses up an unreasonable amount of time checking his Discard Pile and/or Victory Pile.*
- *After generating Recruit Points, a player takes an excessive amount of time recruiting a hero from the HQ.*

P700: Unsporting Conduct (UC)

This category covers infractions associated with inappropriate behavior from a player during an event. Unsporting Conduct infractions are considered to be intentional. It is important for players to understand what kinds of behavior are not appropriate at an event, and for judges to use common sense when investigating the infraction and administering a penalty. While Upper Deck encourages players to have fun at an event, they are expected to withhold from engaging in behavior that may be offensive or that may ruin the integrity of the event. There are 4 sub-categories for Unsporting Conduct: **Minor**, **Major**, **Severe**, and **Cheating**; which indicate the severity of the infraction.

P701: UC - Minor (Warning)

This penalty is appropriate when a player commits a minor intentional infraction.

Examples

- *A player leaves trash behind on his table after a Game.*
- *A player eats or drinks at a table during a Game.*
- *A player swears or uses inappropriate or offensive gestures during a tournament.*
- *A player insults a player, spectator, or tournament official.*
- *A player fails to follow the instructions of a tournament official.*
- *A player attempts to "rule-shark" his opponent (defined in P207).*

P702: UC - Major (Game Loss)

This penalty is appropriate when a player commits a major intentional infraction. If the judge feels that applying the Game Loss penalty to the current round is not severe enough (the player who commits the infraction is in between rounds, for example), then the judge may apply the penalty for the upcoming round.

Examples

- *A player uses profanity towards a tournament official.*

- *A player refuses to sign or rips up a Game Result Slip.*
- *A player appeals a ruling and continues to argue with the head judge despite the fact the player was instructed to continue with the game.*

P703: UC - Severe (Disqualification)

This penalty is appropriate when a player commits a severe intentional infraction. The Head Judge must collect statements from the player and all parties involved describing in detail the incident leading to the penalty.

Examples

- *A player writes on or otherwise damages or defaces tournament or venue property.*
- *A player throws over a chair in anger after losing a Game.*
- *A player makes a racial or sexual slur against another player, spectator, or tournament official.*
- *A player physically or verbally assaults or threatens another individual.*
- *A player steals while on tournament site.*
- *A player attends an event while intoxicated or under the influence of any substance.*

P704 UC- Cheating: (Disqualification)

This penalty is appropriate when a player is caught cheating at an event. This is the most severe penalty a Head Judge can give. Upper Deck shows no tolerance towards cheating and takes this infraction very seriously. Cheating includes, but is not limited to, intentionally misrepresenting the game state, rules, or tournament policies. It also includes reporting inaccurate information or lying to tournament officials. **Bribery and collusion are considered to be cheating.**

As stated previously, a person who is not currently enrolled in a tournament is **not** exempt from the Disqualification penalty. If the infraction warrants a Disqualification, the Head Judge may opt to enroll that player specifically for the purposes of Disqualification – this is useful if a severe infraction is committed by a spectator or someone else who was not originally enrolled in the tournament. A player who has already dropped may also be reinserted into the tournament, in order to be disqualified.

Examples

- *A player intentionally draws an extra card from his deck while his opponent is not looking.*
- *A player intentionally conceals part of her plays in an attempt to influence the opponents' game play decisions.*
- *A player intentionally withholds information on how a card works to trick the opponents into revealing additional information, in order to gain an unfair advantage.*
- *A player deliberately lies to a judge or tournament official.*
- *A player attempts to force a game to go into "End of Round Procedure" by deliberately stalling and slowing the pace of his plays.*
- *A player intentionally marks a card or cards in their Deck.*
- *A player offers their opponents cash or any compensation in exchange for the win.*
- *A player accepts a bribe in exchange for a concession, deliberately losing a Game, falsifying a Game Result Slip, misrepresenting the game state, etc.*
- *A spectator deliberately sends signals to a player during a Match, to convey information about the opponent's cards. Judges will need to investigate before deciding if the player to whom the signal is sent is also cheating.*
- *A player deliberately enters a tournament using a name that is not their own.*
- *A player falsifies a Match Result Slip.*
- *A player alters the results of the Match after the Match has officially concluded.*

Version Information

- This version of the Legendary Penalty Guidelines was last updated on September 15, 2015
- Delete or destroy any older versions of this document to avoid confusion