



## Upper Deck Official Tournament Policy

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## Introduction

The Upper Deck Tournament Policy (“Policy”) is used to communicate rules and procedures that apply to all official tournaments hosted or sponsored by The Upper Deck Company (“Upper Deck”), including Upper Deck card games, deck building games (“DBGs”) and board games, including, but not limited to:

- **Legendary**
- **Legendary Encounters**
- **Vs. System 2PCG**
- **Bring Out Yer Dead**
- **Keepers of the Questar**

The purpose of this Policy is to allow all entrants in Upper Deck tournaments to have a fair and fun tournament experience.

This Policy applies to all tournaments hosted or sponsored by Upper Deck that use or incorporate Upper Deck card games, DBGs, and/or board games. Each exhibit incorporated and referenced herein applies to the respective Upper Deck game and related tournament and related rules.

## Eligible Players in Official Tournaments

Unless otherwise stated, tournaments are open and offered to persons who are legal residents of the fifty (50) United States of America (“USA”), including Washington D.C., but excluding Puerto Rico and Rhode Island, who are at least eighteen (18) years old or the age of majority in the entrant’s jurisdiction by or before the expiration of the respective tournament registration period (“Entrants”). Entrants must also meet the eligibility requirements of the respective tournament rules. Officers, directors, employees, representatives and agents of UDC, its affiliates, tournament officials, the tournament organizer, suspended Entrants, UDC’s third party licensors including, without limitation, Blizzard, The Overwatch League, National Hockey League Players’ Association, National Hockey League (“NHL”) Enterprises, L.P. and its related entities, National Hockey League Teams, National Hockey League Alumni Association, American Hockey League, Professional Hockey Players’ Association, Canadian Hockey League, Euroleague, Hockey Canada, National Basketball Association, National Basketball Players’ Association, Think450, Canadian Football League, Canadian Football League Players’ Association, University Of North Carolina, Hockey Hall of Fame, 20th Century, Marvel, Disney, Pressman, Miramax, and All-Elite Wrestling, (collectively “Licensors”), authorized third party distributors, Upper Deck Certified Diamond Dealers, and retailers, and their respective immediate families (i.e., parent, child, sibling or spouse) and/or household members (whether related or not) and any other persons or entities associated with this Tournament are ineligible to enter or win. Void where prohibited by law. There are no restrictions regarding the number of tournaments an Entrant may participate in.

Tournament organizers shall not, in Upper Deck’s sole discretion, arbitrarily prohibit an Entrant from participating in a tournament unless the Entrant has engaged in acts of theft or vandalism, violated tournament site conduct rules, this Policy, or other tournament policies.

## Required Tournament Materials

Entrants must have the following materials on their person at the beginning of the tournament in order to participate:

- For tournaments in which an Entrant brings a pre-constructed card deck (“Constructed Tournament”), a deck that follows all deck construction rules located in the rule book included with each game.
- Valid government-issued photo identification to present when registering for a tournament.
- Refer to the respective tournament rules for additional tournament materials, if any.

### **Player Responsibilities**

All Entrants must abide by the following rules regarding Entrant’s conduct and responsibilities prior to, during, and after a tournament:

- Read, accept and follow the most current and applicable rules and releases for the applicable tournament, and all Upper Deck tournament policies.
- Follow any judge’s and/or tournament official’s instructions.
- Act in a sportsmanlike and respectful manner at all times, as determined in Upper Deck’s sole discretion.
- Act responsibly, respectfully, and professionally while at, or near, the tournament site, as determined in Upper Deck’s sole discretion.
- Clearly communicate each move made during game play.
- Keep their hands and cards above the table during matches.
- Respectfully notify an opponent or tournament judge if an Entrant fails to follow any tournament rules or incorrectly tracks game score or life totals during a match, regardless of who the error benefits.
- Avoid talking to any spectators during a match.
- Refrain from the use of any swearing, offensive, insulting, discriminatory, or inappropriate language, demeanor, or gestures including, without limitation, to all Entrants, judges, officials, tournament organizers, and spectators.
- Refrain from wearing or the use of inappropriate or offensive clothing or accessories.
- Refrain from insulting opponents or opponents’ strategies or play skills.

Upper Deck reserves the right to remove, restrict, prohibit and/or ban an Entrant from participating in any part or all of a tournament for any violation of the Player Responsibilities herein or this Policy.

### **Tournament Organizer Responsibilities**

A tournament organizer is the person responsible for ensuring the tournament is arranged properly before, during, and after all tournaments

In some instances, the tournament organizer may also be the head judge or a floor judge. A tournament organizer may never play in a tournament for which he/she/they is the tournament organizer. Please refer to the respective tournament penalty guides for additional information regarding the tournament organizer’s role and responsibilities.

## Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and expressly prohibited in all tournaments. Photocopied cards—also known as "proxies"—are prohibited in tournaments and deemed fakes. If an Entrant finds fake or counterfeit cards, he/she/they should promptly notify a tournament official and email the informational details of such card(s) to [QA@upperdeck.com](mailto:QA@upperdeck.com).

## Marked Cards

Entrants are solely responsible to ensure their cards are in good condition and do not have markings that would allow the cards to be identified from the back of the card(s). Entrants are responsible to evaluate their cards after every round and replace, at the Entrant's cost, cards that are worn or marked.

Entrants may not apply decorations to a card that may obscure a portion of the card's image or text. This includes, without limitation, significant art modification or art replacement.

## Card Sleeves

Various card sleeves are permitted to be used during tournaments, provided such sleeves comply with the following requirements:

- All sleeves on the deck must be identical.
- The sleeves do not obstruct the view of the card face.
- Cards may not be double-sleeved.

Cards sleeves are required for all tournaments. All sleeves utilized must be from the same manufacturer, be the same color, have the same length, and have the same amount of reasonable wear, in Upper Deck's sole discretion. Players should replace sleeves frequently to avoid worn or marked sleeves. Large plastic top-loading card protectors may not be used in tournaments, as they disrupt the flow of play.

A card sleeve is considered an extension of the card. If a sleeve is marked, the whole card will be considered marked, and will result in a tournament penalty.

## Ruling Appeals

If an Entrant believes a floor judge made an incorrect ruling, such Entrant may appeal the ruling to the official head tournament judge. The head judge's ruling decision is final and cannot be appealed.

## No Match Draws

Match draws are not permitted in a tournament, including, without limitation, unintentional and intentional draws. Individual games may still end in a draw, but matches may never end in a draw. It is possible for a match to end in a mutual loss if both Entrants receive simultaneous match loss penalties, in which case both Entrants would receive a loss for the match. Please refer to the respective tournament rules for additional information regarding match draws, if applicable.

## Shuffling

Entrants are expected to shuffle carefully. Entrants must shuffle in a manner such that they cannot see the

bottom of the deck while shuffling. Entrants must take reasonable efforts to prevent any damage to cards while shuffling Entrant's opponent's deck. Please refer to the respective tournament rules for additional information regarding shuffling.

Each Entrant is responsible to ensure that Entrant's deck is thoroughly randomized before presenting it to an opponent at the start of any game. Entrants are encouraged to implement several different shuffling methods, such as pile shuffling and riffle shuffling to randomize a deck.

Once an Entrant thoroughly randomizes his/her/their deck, he/she/they must present it to the Entrant's opponent. The opponent may either shuffle the deck for at least ten seconds to further randomize it, or make one cut. If the opponent shuffles the Entrant's deck, then each Entrant--first the Entrant and then the Entrant's opponent-- must cut the deck. If the opponent chooses to only cut the Entrant's deck, without previously shuffling the deck, then the deck is deemed randomized and no additional shuffling or cutting is required.

Presenting a deck to an opponent implicitly states an Entrant thoroughly randomized his/her/their deck. Entrants may not pre-set or sort his/her/their decks in any specific order before shuffling. Stacking a deck or illegally manipulating the order of the cards while shuffling is deemed a violation of this Policy.

Entrants are expected to shuffle quickly. Entrants are limited to a maximum of thirty (30) consecutive seconds of shuffling during a game and two (2) consecutive minutes of shuffling between games.

### **Determining Who Plays First**

Before the start of the first game in a match, a random method is used to determine who chooses which Entrant plays first. In a best-of-three match, the Entrant who lost the previous game decides who will play first in the next game.

If the previous game was a draw, the Entrant who chose in the previous game decides who will play first in the next game. If an Entrant is issued a game loss prior to the first game in a match, that Entrant chooses who plays first in the next game.

If an Entrant does not explicitly choose which Entrant plays first prior to drawing his/her/their hand, such Entrant will play first.

### **Determining a Random Card in a Multiplayer Game**

In a multiplayer game such as Legendary, when a card, rule, policy or penalty states that a card must be randomly chosen from an Entrant's hand, if it cannot be unanimously agreed upon by all Entrants at the table by whom the random card is chosen, the Entrant(s) whose turn it will be after the affected Entrant(s) be the one to choose the random card.

### **Player Records and Tiebreakers**

In swiss-style tournaments, Entrants will compete over a number of rounds to secure the best win/loss record. The number of rounds is dependent upon the total number of Entrants. Entrants with similar records will play each other in the subsequent rounds whereby Entrants with the highest total win/loss standings ("Top Cut") will be eligible to move on to subsequent rounds. If, at the end of the Tournament, multiple Entrants maintain the same win/loss record, tiebreakers will be used to determine how an Entrant ranks in a tournament. The

tiebreakers are determined by comparing the Entrants' total wins/losses to their opponents', as well as their wins/losses of their opponent's opponents, if necessary.

### **Game Concession**

Entrants may concede a game or match at any time, provided that the concession does not involve compensation or other consideration in exchange for the concession. Entrants may not offer their opponents any type of compensation or consideration in exchange for a concession.

### **Time Expiration**

Vs. System 2PCG – There must be a clear and definitive winner at the end of each tournament round. If there is no winner at the end of the allotted time for a particular tournament round, the Entrant currently involved in game play must complete his/her/their turn. After the current turn is completed, one (1) additional turn is played (“Additional Turn”). If a winner cannot be determined after the Additional Turn, the Entrant with the least number of cumulative wounds across all of his/her/their main characters, as determined by the Tournament Organizer, will be declared the winner of the round. In the event the Tournament Organizer cannot make such determination, such Entrants will continue play for an additional two (2) turns (“Second Additional Turns”). Such Entrants will continue repeating the aforementioned process until a winner is determined by the Tournament Organizer.

Legendary – There must be a clear and definitive ranking of the participating Entrants in the game at the end of each tournament round. At the end of the allotted time for a particular tournament round, each Entrant currently involved in the game with fewer turns than any other Entrant in the game will be given an additional turn, in standard turn order, to ensure each Entrant in the game has the same number of turns. After all turns are completed, Victory Points are tallied to determine the ranking order of the Entrants in the game. In the event of a tie, the following tie breakers are used in descending order between the tied Entrants.

1. The Entrant with the most defeated Mastermind Tactics
2. The Entrant with the most defeated Villains, not including Henchmen Villains
3. The Entrant with the most defeated Henchmen Villains
4. The Entrant with the most rescued Bystanders
5. The Entrant with the least cards in their deck

### **Note taking**

During play, Entrants may take any notes they wish regarding the game in progress and may refer to those notes as they wish. Note-taking must not interfere with the flow of play, and no additional time will be allocated for an Entrant to take notes. All notes taken by Entrants are deemed public information and must be made available to both players.

Entrants may not give or receive assistance, advice, or hints in any form, either written or verbal, from anyone not directly involved in game participation, including, without limitation, spectators, and other Entrants. Tournament judges may not coach Entrants during the tournament and can only participate in a tournament administrator role. This also includes notes written prior to the match, either by the Entrant or someone else.

### **Wagering and Random Outcome**

Entrants and tournament officials may not wager on the outcome of any matches in any tournaments. Entrants' skills and abilities determine the outcome of the tournament and individual matches within the tournament. Each tournament, individual match, and component thereof constitutes a game of skill. Match outcomes cannot be determined by any element of chance. Entrants must either play or concede individual matches to determine the outcome of the respective match.

### **Event Information and Promotion**

Please refer to the respective tournament rules for information regarding event information and promotion.

### **Minimum Number of Players**

A minimum of four (4) Entrants is required for tournaments. This applies to all games and all individual formats.

### **Contact Information**

For general questions regarding Upper Deck programs, please email [OP@upperdeck.com](mailto:OP@upperdeck.com)

### **Version Information**

- This version of the Official Tournament Policy was updated on June 14, 2022. Upper Deck reserves the right to amend this Policy at any time.