



Upper Deck Official Tournament Policy

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Introduction

The Upper Deck (UD) Tournament Policy is used to communicate rules and procedures that apply to all official tournament activities for UD card games, deck building games (DBGs) and board games, including but not limited to:

- **Legendary**
- **Legendary Encounters**
- **Vs. System 2PCG**
- **Bring Out Yer Dead**
- **Firefly: Shiny Dice**

These rules and procedures exist to ensure that all players will have a fair and fun tournament experience.

The main section of this policy document applies to all UD games and should be universally followed for all games. Each appendix to this document applies to a different game and contains tournament policies that affect each specific game.

The following documents exist:

- **UD Official Tournament Policy:** General rules that apply to all games.
- **Appendix A: Penalty guide** – Tournament penalty guide to floor judges
- **Appendix B: Legendary-specific** tournament policies and penalties

Eligible Players in Official Tournaments

Most UD tournaments are open to all players, without restriction. Players may participate in as many tournaments as they wish, as frequently as they wish. Tournament organizers cannot arbitrarily prohibit a player from participating in their tournaments unless the player has engaged in acts of theft or vandalism, broken tournament site conduct rules, violated other tournament policies, and so on.

People who meet the following criteria may *not* participate in official UD tournaments:

- Any tournament official, including the judge staff, scorekeeper, or tournament organizer of the tournament.
- Players who have been suspended by UD because of policy violations. Further, players suspended

by UD because of policy violations are not allowed on tournament premises at premier events.

- Employees and contractors of Upper Deck, and other individuals, who have prior knowledge of card sets. Events such as bounty tournaments that are advertised as tournament play against Upper Deck employees are an exception to this rule.
- Employees of partner companies and licensors that have prior knowledge of the card sets may not participate in tournaments for games managed by their companies.

Example

Upper Deck employees that have prior knowledge of card sets, such as a licensing manager, may not participate in **Vs. System 2PCG** tournaments.

Example

An Upper Deck employee that does not have prior knowledge of card sets, such as an accountant, may participate in **Legendary Deck Building Game** tournaments.

Required Tournament Materials

Players must bring the following materials to a tournament:

- For Constructed tournaments, a deck that follows all deck construction rules.
- A pen or pencil, to fill out match result slips.
- Valid photo identification to present when registering for a tournament.

Player Responsibilities

UD players have the following responsibilities, whether they are currently involved in a tournament or not:

- Know and follow the most current and applicable rules for the game they are playing, and UD tournament policies.
- Follow instructions of any judge or tournament official.
- Act in a sporting and respectful manner at all times.
- Act responsibly and professionally while at, or near, the tournament site.
- Clearly communicate each move that they make during game play.
- Keep their hands and cards above the table during matches.
- Notify an opponent if he or she fails to follow any game rules or incorrectly tracks game score or

life totals during a match, regardless of whom the error benefits.

- Avoid talking to any spectators during a match.
- Avoid swearing or using inappropriate language or gestures.
- Avoid wearing inappropriate or offensive clothing.
- Avoid making offensive comments to any player or official.
- Avoid insulting opponents or opponents' strategies and play skills.

Floor Judge Responsibilities

A floor judge aids the head judge in creating a fair and professional tournament environment. A judge may not play in the same tournament that he or she is currently judging.

A floor judge must follow all of the responsibilities of a player (Section 5). A floor judge has the following additional responsibilities:

- Maintain an expert level of knowledge of all game and tournament rules.
- Arrive at the tournament site at least 45 minutes before the first round begins.
- Observe the tournament area and players at all times.
- Act in a mature, responsible manner at all times.
- Perform deck checks quickly and accurately (if applicable).
- Dress in professional attire that clearly marks him or her as a judge. (Black pants and judge shirt).
- Wear judges clothing at all time when judging.
- Avoid wearing judge clothing when not judging a tournament.
- Avoid playing games, trading cards, or participating in other inappropriate activities that would distract him or her from the tournament in any way or appear unprofessional in any way.
- Avoid showing favoritism to any player or team.
- Quickly and efficiently resolve any rules errors that he or she witnesses.
- Notify the head judge immediately if a player appeals a ruling.
- Assist the head judge and tournament officials to run a smooth tournament.
- Ensure that all tournament warnings are reported to the scorekeeper.
- Ensure that match results are verified by both players and reported quickly.

Head Judge Responsibilities

A head judge is the final authority at a tournament. No other person, not even the tournament organizer,

can overturn the ruling of the head judge. The head judge issues rulings, keeps the tournament running, and manages the entire judging staff. The head judge may not play in the same tournament that he or she is currently judging.

A head judge must follow all of the appropriate listed responsibilities of a player (Section 5) and a floor judge (Section 6). A head judge has the following additional responsibilities:

- Be physically present and available throughout the tournament.
- Ensure all match results are submitted as soon as the round is finished.
- Ensure the scorekeeper prepares the next round pairings quickly.
- Ensure the start and end of a round are clearly and efficiently communicated to all players and judges.
- Ensure match result slips are handed out quickly and efficiently.
- Be available to moderate rulings which players have appealed.
- Ensure all judges are properly listed, if MANTIS software is being used.
- Ensure floor judges are aware of their responsibilities and duties.
- Be physically present and available throughout the tournament.

Tournament Organizer Responsibilities

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

The official tournament organizer may also be the head judge or a floor judge. A tournament organizer may never play in a tournament for which he or she is the official organizer.

A tournament organizer has the following responsibilities:

- Ensure the tournament site is reserved in advance.
- Ensure the site is equipped with tables, chairs, tablecloths, microphones, speakers, banners, table numbers, paper cutters, and all other necessary materials.
- Ensure scorekeeping equipment is available, including a fast printer, paper, a computer, a time clock, the latest version of MANTIS software, and so on.
- Ensure there is adequate room and seating for all players.
- Ensure that the tournament officials and judges are dressed appropriately for a UD Sanctioned Tournament.

- Ensure judges are fairly compensated for their judging services.
- Determine all prize payouts and tournament entry fees in advance.
- Ensure all prize payouts, tournament entry fees, tournament start times and tournament rules are clearly advertised before the tournament begins.
- Ensure players have a safe, clean, and well-ventilated tournament environment.

Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and never allowed in tournaments. Photocopied cards—sometimes called "proxies"—are not allowed in tournaments and are considered to be fakes. It is illegal to buy or sell fake cards. If a player finds fake or counterfeit cards, he or she should bring them to a tournament official. He or she should also send details to UD at QA@upperdeck.com.

Marked Cards

Players must ensure that their cards are in good condition and do not have markings that would allow the cards to be identified from looking at the backs of the cards. Players should check their cards after every round and replace cards that are worn or marked.

Players may not apply decorations to a card that obscure a significant portion of the card's image or text. This includes significant art modification or art replacement.

Card Sleeves

All types of card sleeves are permitted in tournaments, with the following exceptions:

- All of the sleeves on the deck must be identical in every way.
- The sleeves must not obstruct the view of the card face in any way.
- Each card may only be in one sleeve (cards may not be double-sleeved) .

Cards sleeves are required for official UD tournaments. The sleeves must be from the same manufacturer, be the same color, have the same length, and have the same amount of wear. 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.

All sleeves must be in clean condition and be unmarked. A card sleeve is considered an extension of the

card. If a sleeve is marked, the whole card will be considered marked, which will result in a tournament penalty.

Ruling Appeals

If a player believes that a floor judge has made an incorrect ruling, he or she has the option to appeal to the official head judge of the tournament. The head judge's ruling decision cannot be appealed. Nobody, not even the tournament organizer, may overrule a decision made by the head judge.

No Match Draws

Match draws do not exist and are not permitted in official UD tournaments. This includes both 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 players receive simultaneous match loss penalties, in which case both players would receive a loss for the match. Refer to the appropriate appendix for each game to find out how to determine a match winner when time is called and the match is unfinished.

Shuffling

To guarantee fairness, each player must ensure that his or her deck is thoroughly randomized before presenting it to an opponent at the start of any game. Players are encouraged to mix several different shuffling methods, such as pile shuffling and riffle shuffling, as they randomize their decks.

Once a player thoroughly randomizes his or her deck, he or she must present it to the opponent. The opponent may either shuffle the deck for at least ten seconds to further randomize it, or to make one cut. If the opponent shuffles the player's deck, then each of the players, first the player and then the opponent, must cut the deck. If the opponent chooses to just cut, without shuffling, then the deck is randomized and the players may not perform any additional shuffling or cutting.

Presenting your deck to your opponent implicitly states that you have thoroughly randomized your deck. Players may not pre-set or sort their decks in any specific order before shuffling. Stacking a deck or illegally manipulating the order of the cards while shuffling is considered cheating.

Players are expected to shuffle quickly. Players are limited to 30 seconds of shuffling during a game and

two minutes of shuffling between games.

Players are expected to shuffle carefully. Players must shuffle in a manner such that they cannot see the bottom of the deck while shuffling. Players must ensure that no cards are damaged while shuffling their opponent's deck.

(See each game specific Appendix for additional shuffling rules)

Determining Who Plays First

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

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

Players that do not explicitly choose which player plays first prior to drawing their hand are assumed to have chosen themselves to 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 a player's hand, if it cannot be unanimously agreed upon by all participants at the table by whom the random card is chosen, the player(s) whose turn it will be after the affected player(s) be the one to choose the random card.

Example: *Players A, B, C and D are playing a game of *Legendary*, and their turns progress in that order. Due to a card effect, Player A must discard a random card. If a method for choosing the random card cannot be determined unanimously by the players at the table, Player B shall be the one to choose the random card from Player A's hand.*

Example: *Players A, B, C and D are playing a game of *Legendary*, and their turns progress in that order. Due to a card effect, all players must discard a random card. If a method for choosing the random card cannot be determined unanimously by the players at the table, Player B shall be the one to choose the*

random card from Player A's hand, Player C shall choose the card from Player B's hand, Player D shall choose the card from Player C's hand and Player A shall choose the card from Player D's hand.

Game Concession

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

Note taking

During play, players 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 normal flow of play, and no additional time will be allocated for it. Notes are public information to both players.

Players are not allowed to give or receive assistance from anyone not directly involved in the game. This includes advice or hints from other players or spectators who are not involved with the game. This also includes notes written prior to the match, either by the player or someone else.

Prize Splitting

Players may decide to split the prizes of a tournament final equally, but this is only permitted among players who are participating in the championship (final) match of the tournament. All prize split discussions and an agreement must take place in the presence of the head judge and must occur prior to the championship match commencing. Any prize split must be unanimously agreed upon by all players in the championship match. Prize splits are not permitted for any match prior to the finals.

Wagering and Random Outcome

Players and tournament officials may not wager on the outcome of any matches in official UD sanctioned tournaments.

Players may not randomly determine an outcome of a match.

Event Information and Promotion

UD reserves the right to publish event information, such as the contents of a player's deck, photographs, interviews, or video reproductions of any official UD tournament, at any time for any reason. Tournament organizers are also permitted to publish this information after the completion of a tournament.

Minimum Number of Players

A minimum of four players is required for official UD tournaments. This applies to all games and all individual formats.

Contact Information

For general questions regarding UD programs, please email Legendary_Events@upperdeck.com.

Version Information

- This version of the Official Tournament Policy was updated on September 15, 2015.
- Delete or destroy any older versions of this document to avoid confusion.