



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 trading card games (“TCGs”), deck building games (“DBGs”) and board games, including, but not limited to:

- **Legendary**
- **Legendary Encounters**
- **Bring Out Yer Dead**
- **Keepers of the Questar**
- **Dungeon Draft**
- **Neopets Battledome TCG**
- **Rush of Ikor**

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, TCGs, 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.
- For TCG’s, all entrants must have a deck list submitted to the tournament organizer before the scheduled start of the tournament.
- 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, dice, 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.

Marked Cards

Entrants are solely responsible for ensuring 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 replacing, at the Entrant's cost, cards that are worn or marked.

Promotional Jumbo Cards will be considered marked cards, as the size and the dimensions of the cards make them distinguishable from one another.

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 for each deck. Games that have multiple deck pools separate from each other may be sleeved with different colored sleeves to avoid confusion between decks.
- The sleeves do not obstruct the view of the card face.
- Thickness from card to card must be uniform and indistinguishable from each other
- Cards may be double-sleeved but must be of reasonable thickness to shuffle.
- Sleeves cannot display offensive material on the artwork or text of the sleeve.

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.

Rush Infusion Filler

Due to the use of infusions in Rush of Ikorr cards vary in thickness. For tournament play all cards must be **indistinguishable** from each other while in the main deck. Since not all cards have infusions, Clear infusion fillers will be provided at tournaments to put into sleeves for any card without an infusion. All entrants must have fillers in their deck or no infusions to maintain equal card thickness in the deck.

Dice Regulation

Dice are subject to checks at the same time as deck checks. Dice are inspected for flaws and distinguishable marks. Any dice that is considered unusable must be replaced by the user.

Rules Regarding 6- Sided Dice

Dice are to be cubed, six sided with no structural marks or flaws. The weight of the dice must be evenly distributed. Dice must have numbers to distinguish numbers 1-6. Game related symbols may be substitutions for numbers on dice. Dice can be no larger than 25mm and no smaller than 8mm. Only acrylic dice are allowed. Wooden and Metal dice are prohibited from being used as a method of randomization and can only be used to track damage counters.

Users must have all dice of the same shape and size as each other. Dices that are not of similar shape or size cannot be rolled in the same hand roll. A set of 10 dice must be able to fit in the users' hands. If the user is unable to reasonably roll a set of 10 dice at a time, they will be considered unusable.

Any use of unregulated dice that is used in a dice roll will result in a tournament penalty.

Ruling Appeals

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

Shuffling

Entrants are expected to shuffle carefully. Entrants must shuffle in such a manner 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 for ensuring 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 to further randomize it, or make one cut. 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. As

well that the deck is legal and ready for tournament play. If an illegal deck is presented, then a game or match loss may be issued.. 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.

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.

The entrant(s) going first are denoted as the first entrant(s) and the entrant(s) going second are denoted as the second entrant(s).

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.

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

The following procedures will be followed at the end of time in round at the time of writing. For the most up to date rulings on time expiration procedures please refer to the game rules for your respective game.

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

Trading Card Games:

Neopets - At the end of the allotted time during a tournament, entrants will compare their number of rounds won, the entrant with the most rounds won will win the match. If they are tied then the match will go to turns. Each entrant will have two turns to determine the winner of the game. Turns will go on a 0-1-2-3 Format with the entrant whose turn it was at the end of time being turn 0. If a player wins the round during turns, they will be determined the winner. If neither entrant wins a round by the end of turn 3 the entrants will compare their Neopet's Hit points. The entrant with the higher Hit points will determine the winner. If still tied, the match will end in a draw.

Rush of Ikorr - At the end of the allotted time during a tournament, both teams will compare their current amount of Ikorr in their Secured Ikorr pile. The team with the most Ikorr will be determined the winner of the match. If tied the match will result in a tie.

In the event of a match going into time during top cut a tie cannot occur. For each TCG the end of match procedures will be:

Neopets - Top cut follows the same end of match procedures as non-top cut matches until after comparing life. If both entrants' Neopets have the same amount of hit points the entrants will continue to play. The first entrant to have the first instance of a higher Hit point total will determine the winner.

Rush of Ikorr – For top cut at the end of the allotted time during a tournament, the teams will go to turns.

The number of turns will be determined based upon which team went first at the start of the game to maintain the same number of turns played in a game. The teams whose turn it was when time was called will be turn 0. If time is called during the first entrants' turn: Play 1 additional turn, 0-1. If time is called during second entrants' turn: Play 2 additional turns, 0-1-2.

The team at the end of the turn with the most Ikorr in their secured Ikorr pile will be determined the winner. If tied and a winner is still not determined the entrants will continue play. The first team to have more Ikorr in their Secured Ikorr pile will be determined the winner.

Communication

During a match each team may communicate amongst themselves under the following conditions:

No entrant may leave their seat in order to communicate. Communication does not greatly slow down the pace of the game. Teammates may offer advice and direction but cannot describe or announce private information, such as the context of one's hand. Teammates' communication amongst themselves is private knowledge. Game actions must be declared and loud enough for all entrants in the match to hear. Verbal declaration of game actions will hold precedence over physical moving of game pieces.

Note taking

Notes taken may only be done on one notepad per team. A team's notes are private information. Writing notes or passing of notes amongst the team must not disrupt the pace of game play immensely. No additional time will be allocated for an entrant to take notes. Recording of the games score is highly recommended and is public knowledge. Written notes of the score will take precedence over any digital score keeping done by entrants. Judges are privileged to look at the team notepad to make judge calls.

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.

Rush Lead Role

The Lead Role is a unique role for multiplayer Rush of Ikorr. In Rush 3v3 Format the lead will always be the player in the B seat. The B seat will be between the A & C seats. In Rush 2v2 Format the lead will be determined before the tourney as a part of registration and cannot be changed during the tourney. The player in the Lead role will dictate the ordering of cards/effects onto the stack when applicable. The entrant has final say over their decisions based on their cards they control and possess regardless of leads/teammates' decisions.

Committed to Action

Entrants cannot take back actions once committed to them. Entrants are committed to an action once private information is revealed and the card is physically released by the entrant. If only the card was revealed but not released. The entrant will receive a penalty for revealing private information but not be forced to commit to playing the card. Once a card is revealed to the opposing team and released it is considered a committed action and cannot be taken back. Illegal activations of a card or effect will not be corrected by choosing a new legal target. Instead, the game state will be reversed to the last legal game state.

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 outside of the game. 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

Version Information

- This version of the Official Tournament Policy was updated on July 27, 2026. Upper Deck reserves the right to amend this Policy at any time.