

Tournament Policy

Konami Digital Entertainment B.V. Yu-Gi-Oh! TCG World Championship 2023

This policy applies for Yu-Gi-Oh! TCG World Championship 2023 Only!

Effective: Aug 5th-6th, 2023 (2 Days)

I. Participation Eligibility

This tournament is an invite-only event. Participants (Duelists) who have not qualified may not participate in the Yu-Gi-Oh! TCG World Championship 2023 tournament.

Duelists participating in the Yu-Gi-Oh! TCG World Championship 2023 must submit a valid form of photo ID when registering for the tournament.

During this event, a unique Yu-Gi-Oh! TCG World Championship 2023 Forbidden & Limited List is applied. This List will **only** be used at the Yu-Gi-Oh! TCG World Championship 2023 tournament.

By participating in the Yu-Gi-Oh! TCG World Championship 2023, each Duelist agrees that they will abide by this Tournament Policy Document, Penalty Infractions, and Forbidden & Limited List.

Some Matches during the Yu-Gi-Oh! TCG World Championship 2023 will be recorded for our records. Videos of Matches will not be used to determine a Match result but may be used to check any irregularities that may have occurred.

Participants agree that all records of the tournament and all information written on the "Deck List" submitted during registration can be presented to the public by Konami Digital Entertainment Co. Ltd., and its affiliates and partners.

II. Special Rules

A. Card Protectors/Sleeves/Game Mat

Only Card Protectors/Sleeves handed out by KONAMI beginning on Thursday, August 3rd, 2023, may be used during this tournament.

All cards in a Duelist's Deck, including the Extra Deck and Side Deck, must be sleeved identically.

Duelists may use an additional clear sleeve along with the Card Protectors provided by KONAMI, if they wish to double-sleeve their Deck.

The additional clear sleeve must be clear on both sides, and can be used either inside or outside the Card Protector provided by KONAMI.

KONAMI will not provide clear sleeves, so if a Duelist wishes to double-sleeve their Deck they are responsible for providing the clear sleeves. The Duelist should have a judge inspect their additional clear sleeves prior to submitting their Deck for the event.

Only one card is permitted per sleeve/double sleeve.

Game Mats will be provided at each table. Only those Game Mats may be used.

Game Mats will have zones marked on them, so Duelists will not be permitted to use their own Field Center markers.

B. Conceding Games

Duelists may concede a Game in the interest of time. Duelists who wish to concede must call a Floor Judge to inform the Judge of the concession.

Duelists may concede Game 1, Game 2, and/or Game 3; however they may not choose to concede an entire Match during the World Championship.

Duelists will be required to follow a specific procedure if they wish to concede a Duel while featured on the Live Stream. This procedure will be explained to Duelists prior to the Live Stream Match.

C. Dropping from The Tournament

Duelists may **not** choose to drop from the World Championship. It is an honor to attend the World Championship, and Duelists are expected to represent their territories by completing the event.

D. Clothing

Duelists must ensure that all clothing worn during the tournament, including baseball caps, are non-branded.

During the tournament, Duelists must wear closed-toe shoes and long pants.

If a Duelist wants to wear a long sleeve shirt under their World's Jersey, the shirt must have plain sleeves.

III. Required Items

A. Mandatory Items

1. **A Main Deck consisting of a minimum of 40 cards and a maximum of 60 cards.**
 - a. Only 遊戯王 オフィシャルカードゲーム/TRADING CARD GAME cards can be used for Deck Construction.
2. **Deck List (a list of cards being used in the Deck, Extra Deck, and Side Deck)**
 - a. Duelists will submit their Deck and Deck Lists on Friday, August 4th, the specific time and place will be announced later.
 - b. Duelists must sleeve their Decks using the Card Protectors (sleeves) provided by KONAMI, prior to submitting their Decks.
 - c. Decks cannot be altered after they have been submitted.
 - d. Decks will **not** be returned to Duelists until the start of Day 1.
 - e. Deck checks will be performed randomly throughout the course of the tournament.
 - f. Duelists may be required to replace damaged copies of cards if the card is deemed by a tournament official to be marked.
3. **Writing Materials for tracking Life Point changes.**
 - a. Duelists **must** use pen and paper to track changes in Life Points. Duelists may use a calculator to assist their Life Point notes, but the record must be kept on paper.
 - b. Duelists may take notes only for the following: Changes in Life Points, tracking mandatory effects, and maintaining a proper Game state.
4. **“Randomized/Not Randomized” Deck indicator**
 - a. This will be provided to each Duelist along with their Deck at the start of Round 1.
 - b. Use of this card is covered under the (G) Dueling Procedures topic in the (IV) Tournament Rules section below.

B. Items Required for Effect Resolution

If your Deck requires items for effect resolution, the Duelist is responsible for bringing those items.

- Coins that can be clearly distinguished between Heads and Tails - must not be weighted, marked, or otherwise modified.
- Dice with 6 sides - must not be weighted, marked, or otherwise modified.
- Tokens, counters, and Zone markers.
- Coins, dice, Tokens, and Zone markers must be either **official** Yu-Gi-Oh! products, or non-branded.

C. Optional Items

- An Extra Deck consisting of 15 or fewer “Fusion Monster Cards,” “Synchro Monster Cards,” “Link Monster Cards,” and/or “Xyz Monster Cards.”
- A Side Deck consisting of 15 or less cards. Duelists can include “Fusion Monster Cards,” “Synchro Monster Cards,” “Link Monster Cards,” and/or “Xyz Monster Cards” in their Side Deck.

D. Restricted Items

- Duelists may not use cell phones, smartphones, or smart watches during a Duel. This includes, but is not limited to, the use of cell phones or smartphones as a calculator or timer.
- NEURON will **not** be used in the World Championship tournament.
- Devices for card translation will be provided by KONAMI.
- Duelists may not use “デュエリスト・デバイス (DUELIST DEVICE)” in the World Championship tournament.
- If a Duelist uses a restricted item, they will be penalized, beginning with a Warning.

IV. Tournament Rules

A. Tournament Format

- Each round consists of one (1) Match (first Duelist to win/lose 2 out of 3 Duels).
- After the Swiss Rounds are complete, there will be a cut to the Top 8.
- Day 1 of the World Championship will consist of seven (7) rounds of Swiss tournament play plus the Quarter Final round – eight (8) rounds in total.
- Day 2 will consist of the remaining two (2) rounds of Single-Elimination play featuring the remaining Top 4 Duelists from Day 1.

B. Deck & Deck List

- Duelists may only use the Deck which they registered for the World Championship.
- Cards that are not listed on the submitted Deck List cannot be used.
- Cards switched from the Side Deck to Main Deck or vice versa must be returned to the original Deck prior to the beginning of each Match, as written on the Deck List.
- Duelists are not allowed to swap cards in their Main Deck from the Side Deck in the 1st Duel of a Round (Match).

C. Time Limit

- The Time Limit for each Swiss Round is 45 minutes.
- The Time Limit for the Semi-Finals is 55 minutes.
- The Championship Match does not have a time limit, but Duelists are expected to play at the proper pace and slow play penalties will be enforced as needed.
- This includes intervals between Duels (time used for Side Decking and shuffling), and the time that it takes a judge to make a ruling or for translators to translate Duelists' questions. (Depending on the situation, the Judge may opt to extend time, but this is not guaranteed.)
- Both Duelists are responsible for playing at an acceptable pace so that the Round ends before the Time Limit.

D. Slow Play

- **Duelists will be penalized for delaying the game. Duelists who repeatedly delay the game are subject to upgraded penalties.**
- Duelists who take excessive time to perform actions, or make repetitive actions, may receive penalties, even if the delay is unintentional. Penalties are given by a judge, usually beginning with a “Warning.”
- Duelists must inform a judge if they feel their opponent is causing a delay.
- This includes intervals between Duels (time used for Side Decking and shuffling), and the time taken by Duelists to ask questions, and time taken to resolve any issues. (Depending on the situation, the Head Judge may opt to extend time, but this is not guaranteed.)
- Both Duelists are responsible for playing at an acceptable pace so that the Round ends before the Time Limit.
- Slow Play penalties come with a minimum time extension of three (3) minutes, unless the Match is already in End of Match procedure.

E. End of Match Procedure - Swiss Rounds (DAY 1)

If the Match does not finish within the round time limit, the result will be decided by the following End-of-Match procedures:

Swiss Round End of Match procedures should follow these three (3) rules:

Rule #1: If time is called while Duelists are in the middle of a Game, the current Game must have a decision (Win, Loss, or Draw)

Rule #2: Once the current Game has concluded with a decision, determine the winner of the Match by determining the number of Game Wins (or Game Losses) each Duelist has for the current Match. The Duelist with the most Game Wins will win the Match.

If both Duelists have the same number of Game Wins, or if time was called in between games of a Match when both Duelists had the same number of Game Wins, then the Match is a Draw.

Rule #3: If a win condition occurs during End of Match Procedures, that Duelist wins the current Game.

Keeping these three (3) rules in mind, please follow these instructions when proceeding to End of Match procedures:

1. **Continue with the current Phase of the Game. Once the Phase is over, stop the Game.**
2. Determine a Game Winner at this point, with the Duelist with the most Life Points winning the Game.
 - During Swiss Rounds, if both Duelists’ Life Points are the same, the Game is a Draw. Compare Game Wins with the Duelist with the most Game Wins winning the Match. If the Game Win totals are the same, the Match is a Draw.

Draws may only occur during the Swiss portion of a tournament and only during End of Match procedures.

Duelists may not choose to end a Match in a Draw. Intentionally choosing to end a Match in a Draw, playing in a manner designed to end the Match in a Draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.

F. End of Match Procedure - Single-Elimination (DAY 1 Quarter-Final, and Day 2 Semi-Final and Final)

If the Match does not finish within the round time limit, the result will be decided by the following End-of-Match procedures:

Single-Elimination End of Match procedures should follow these three (3) rules:

Rule #1: If time is called while Duelists are in the middle of a Game, the current Game must have a decision (Win, Loss, or Draw)

Rule #2: Once the current Game has concluded with a decision, determine the winner of the Match by determining the number of Game Wins (or Game Losses) each Duelist has for the current Match. The Duelist with the most Game Wins will win the Match.

If both Duelists have the same number of Game Wins, or if time is called in between Games of a Match while both Duelists have the same number of Game Wins, they will begin a new Duel with specific guidelines.

- Neither Duelist may use his or her Side Deck. If time was called in between Games of a Match and at least one Duelist has already accessed his or her Side Deck, then both Duelists may use their Side Deck.
- Duelists must use a random method (die roll, coin flip, etc.) to choose who will go first.
- The Duel will continue for a total of four (4) turns, two (2) turns for each Duelist, unless a Duelist manages to win the Duel before the four (4) turns have concluded.
 - A “turn” is defined as the start of the Draw Phase until the end of the End Phase for a single Duelist.
- Once the four (4) turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match.
- If both Duelists’ Life Points are the same after the four (4) turns are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.

Rule #3: If a win condition occurs during End of Match Procedures, that Duelist wins the current Game.

Keeping these three (3) rules in mind, please follow these instructions when proceeding to End of Match procedures:

- 1. Continue with the current Phase of the Game. Once the Phase is over, stop the game.**
2. Determine a Game Winner at this point, with the Duelist with the most Life Points winning the Game.

During Single-Elimination, **if both Duelists’ Life Points are the same at the end of the current Phase (Step 1 above), finish the current turn.** If both Duelists’ Life Points are the same at the end of the turn, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.

- **Match Draws cannot occur during Single-Elimination Rounds.**

G. Dueling Procedures

Conduct each Duel with the following procedures:

1. Shake hands with the opponent.
2. Each Duelist reveals the number of cards in their Extra Deck and Side Deck.
3. Each Duelist must thoroughly randomize (shuffle) their Deck where the opponent can see.
 - Each Duelist will use the overhand shuffling method.
 - A Duelist cannot look at, check, or order the cards when shuffling.
 - A Duelist cannot pre-sort their Deck (sorting Monsters/Spell/Trap, etc.) without fully randomizing the Deck afterwards.
 - After the Deck is thoroughly randomized, it must be presented to the opponent. The opponent must randomize (shuffle) the Deck further and then return it to the original owner.
 - The owner must then “cut” their Deck, then present it to the opponent who must “cut” the Deck again and then present it back to the original owner. No additional randomization may be done to the Deck after this point by the owner or the opponent.
4. **If a Duelist is resolving multiple search effects in a turn, they will not shuffle after each individual search effect.** Instead, they will wait until all search effects are completed, and then shuffle their Deck.
 - To remove confusion about whether or not the Deck is randomized, Duelists will be provided with a two-sided card which will indicate “Randomized” or “Not Randomized,” depending on which side is displayed. While the search effects are being carried out, the card should indicate “Not Randomized.” After all searches are completed, the Deck should be randomized (shuffled) and the card turned to indicate that the Deck is now “Randomized.”
 - This should be done prior to the resolution of any effect that requires the Duelist to draw from the Deck, or at the end of the turn.
 - If there is any question or concern about whether or not the Deck has been randomized, Duelists should call for a judge.
5. A judge will make the final randomization during the Quarter-Finals on Day 1, and the Semi-Finals and Championship Match on Day 2.
6. At the start of the Match, Duelists must roll a single die to determine who will go first. The Duelist that rolls the higher number on the die will have the choice of going first or second.
 - This must be done before either Duelist draws cards for your starting hand.
7. Each Duelist draws five (5) cards from the top of their Deck as their starting hand.
 - Before drawing their opening hand, Both Duelists must decide who will go first. If the Duelists draw cards before deciding who will go first, the Duelist who won the die roll will automatically go first.
 - The Duelist who loses a Duel of a Match chooses to go first or second for the next Duel in the Match.
8. Each Duelist may use their Side Deck to exchange cards in their Deck or Extra Deck (Side Decking) during intervals (time between Duels).
 - The number of cards in the Deck and Extra Deck **MUST** match the same total as it was before a Duelist Side-Decked. After a Duelist has finished Side-Decking, they must reveal and verify the totals for their Side Deck and Extra Deck cards to their opponent.

H. Duelist Responsibilities

- If Duelists have a question or concern about a ruling, policy, or any aspect of the tournament, they must call a judge and follow the judge's instructions.
- If either Duelist resolves a card effect incorrectly and continues with the Duel, Duelists should call a judge and follow the judge's instructions to properly address the situation. No disputes will be accepted after the Duel ends.
- Both Duelists must pay attention to each other's actions during the Duel, as both Duelists are responsible for maintaining the game state.
- Duelists are expected to perform their actions within a reasonable amount of time. Duelists who take excessive amounts of time to make their plays may be subject to penalties.

I. Hygiene

- Duelists are expected to be showered and appropriately groomed when they enter a tournament. Neglecting to wash or put on clean clothes contributes to an unpleasant atmosphere at the event, as the tournament can be crowded, and the day can be long.
- Duelists who neglect self-care to the point that they are negatively impacting the tournament may be asked to correct the issue in order to continue in the event.

V. Card Limits

A. Card Requirements

- All cards in the Deck must be “遊戯王 オフィシャルカードゲーム/Yu-Gi-Oh! TCG”
- Duelists from TCG territories may use OCG cards, and Duelists from OCG areas may use TCG cards.
 - If a Duelist chooses to use a foreign language card, they must know the effects of their own cards.
- Duelists may not use proxy or counterfeit cards.
- Duelists may not use cards or card protectors with stickers.
- All cards must be free of markings **on the front and the back**. This includes any cards with altered art, autographs, and so forth.

B. Deck Sizes

Deck	Size
Main Deck	Minimum of 40 Cards, maximum of 60 cards
Extra Deck	15 or less cards
Side Deck	15 or less cards

C. Card Protectors/Sleeves

- Duelists may only use the Card Protectors/Sleeves provided by KONAMI at the event.
- Card Protectors/Sleeves must be used on all Decks, including the Extra Deck and Side Deck.
- Duelists may not put anything in the Card Protectors/Sleeves except the card they are using.
- Duelists may use an additional clear sleeve if they wish to double-sleeve their Deck.
- Duelists are responsible for providing their own clear sleeves.
- Only one card per Card Protector/Sleeve is allowed.
- Duelists must ensure that their Card Protectors/Sleeves are free of markings at all times.
- Duelists are responsible for maintaining the condition of their Card Protectors/Sleeves during the tournament. If you feel that your sleeves are marked, please inform a judge.

VI. Duelist Conduct During the Tournament

A. The Role of the Judge

Judges are present to answer questions, monitor the Duels, and maintain fair and consistent tournament play.

- If a Duelist speaks a different language than their opponent, and there are concerns about a card ruling or procedure, they should immediately call for a judge and a translator.
- If a Duelist has a question about rulings or procedures during a Match, or finds differences in rulings, they should immediately call for a judge and follow the judge's instructions.
- If either Duelist resolved an effect incorrectly, did not catch the mistake, and continued the Duel, the Duelists must call a judge. The judge will make whatever corrections are possible. It will not always be possible to rewind the gameplay if it involves any card effect resolution or calculation of Life Points, and the judge may declare an accepted game state after which play will continue.
- If either Duelist does not agree with the judge's instructions, they should request to appeal to the Head Judge.
- The Head Judge will make the final decision on any rulings or policy issues during this tournament.
- Once a Duel has ended, the Head Judge cannot accept any appeals or resolve any unreported disputes that occurred in that Duel.
- Judges will answer questions within the hearing of both Duelists. Translators will provide assistance when necessary.
- Judges will not give advice about gameplay.

B. Duelist Conduct During the Trip

Duelists competing in the Yu-Gi-Oh! TCG World Championship 2023 are representing themselves, their home countries and the entire Yu-Gi-Oh! community.

- Duelists must always behave appropriately, even during hours when the tournament is not in session.
- Duelists at the Yu-Gi-Oh! TCG World Championship 2023 will be held to the highest standards of personal integrity, courtesy, and sportsmanship. Duelists are required to behave in a professional and sportsmanlike manner in their interactions for the full duration of their stay (both during the tournament, and their leisure time) with other competitors, with Tournament organizers and staff, with members of the media, with spectators and guests, and with fans.
- Failure to follow these requirements may result in penalties up to and including disqualification, even if the misconduct in question occurs when the tournament is not in session.
- Duelists should speak with their KONAMI representatives or official chaperones if they have questions or concerns about what is or is not appropriate conduct.

C. Duelist Conduct During the Tournament

Duelists who violate terms of conduct are subject to penalties, as determined by a judge.

- Duelists must clearly communicate each Phase, Step, action, and resolution to their opponent.
- Duelists must ask their opponent for clarification if an action is not clear.
- Duelists must follow the rules of the venue.
- Duelists may not eat or drink during play. Duelists may not keep food or beverages on the tables.
- If a Duelist needs to leave their seat (restroom, etc.), they must first get permission from the judge.
- Duelists may not touch the opponent's cards without their permission.
- Duelists must ensure a smooth and fair Duel progression. Duelists may not delay the game by continuously checking the contents of Graveyard, the hand, Life Points, etc.
- Duelists must be courteous to their opponent at all times. Duelists may not take any actions that could be deemed offensive by the opponent or the tournament staff.
- After each Duel, Duelists must reset their Main Deck to be ready for the next round. They also need to verify the count and content of their Main, Side, and Extra Decks to ensure there are no missing cards.
- During the Duel, both Duelists must ensure that they agree upon all effect and game state resolutions before proceeding with the Duel.
- Duelists may not misrepresent their Life Points or the number of cards in their hand.
- Duelists may not manipulate a card to be drawn from either their own Deck or their opponent's Deck.
- Duelists may not place a card on the field or move a card on the field without letting their opponent know.
- Duelists may not intentionally hide, either with their body or with an object, any card that is on the field or in their hand.
- Duelists may not shuffle or change the order of the cards in either Duelist's Graveyard. Duelists may not check their cards in their Side Deck while the Duel is in progress.
- Duelists may not ask either a judge or Head Judge to penalize their opponent.

- Duelists may not Duel in a manner that may cause a misunderstanding (such as by placing multiple Spell/Trap cards on top of each other, placing the cards in their hand in a way to make them appear to be on the field, etc.).
- Duelists may not offer information, nor ask or answer questions about information, that is considered Private Knowledge.
- Duelists must place all cards in the correct position, facing the correct way on the field. (Duelists may not switch the position of the Graveyard and Deck, or place a card not in Defense Position sideways on the field, etc.).
- Duelists must not shift the positions of cards once they have been placed on the field. Duelists are responsible for knowing where cards have been placed, and ensuring they remain in the proper zones.
- Duelists may not use cellphones, smartphones, smart watches, or other devices during a Duel.
- Duelists may not end a Match in a manner that does not follow the correct End of Match procedure.
- Duelists must be sure to keep track of Life Points **on paper** for both Duelists at all times.
- When a Duelist leaves their seat, they must make sure they do not leave anything behind.
- Duelists must behave themselves appropriately as a World Championship Duelist – they must be courteous, maintain fair Duels, and play at a reasonable pace.
- Duels cannot end in any way except through rulings or card effects; or by **approved** concession.

D. Post-Match Use of Live Stream Footage

- Errors involving misplays or life point discrepancies discovered by reviewing footage after a Match has concluded will not alter the outcome of the Match.
- Video evidence may be used to determine if cheating has occurred, even after the Match has concluded. If it is determined that a Duelist has cheated, they will be disqualified without prize.

VII. Penalties and Infractions

A. Applying Penalties

This policy document serves as a guide with examples of infractions and penalties. Judges will take individual circumstances into consideration when assessing penalties, and the Head Judge may downgrade or upgrade penalties accordingly.

Not every example of every infraction is covered below. If a Duelist repeats the same infraction, the Head Judge may upgrade the penalty.

B. Types of Penalties

These are the penalties that can be incurred in a tournament, for various infractions.

Please keep in mind that penalties for unintentional infractions such as Slow Play, excessive shuffling, etc. will begin with a Warning.

a. Warning

- A Warning is to notify the Duelist that the action is a violation.
- A Warning will be recorded officially.
- If a judge believes that an act was intentional, the penalty can be upgraded appropriately.

b. Game Loss

- If this penalty is applied, that Duelist will lose the current Duel.
- If this penalty is applied between Duels, it is applied to the next Duel.
- A Game Loss will be recorded officially.
- If a judge believes that an act was intentional, the penalty can be upgraded appropriately.

c. Match Loss

- If this penalty is applied, the Duelist will lose the current Match.
- If this penalty is applied between Matches or it is likely that the player will lose the Match, it can be applied to the next Match at the discretion of the Head Judge.
- A Match Loss will be recorded officially.
- If a judge believes that an act was intentional, the penalty can be upgraded appropriately.

d. Disqualification with Prize

- If this penalty is applied, the Duelist will lose the current Match and will be removed from the tournament.
- Any prizes the player has earned will still be awarded.
- Disqualification with Prize results from upgraded penalties.
- A Disqualification will be recorded officially.

e. Disqualification Without Prize

- If this penalty is applied, the Duelist will lose the current Match and will be removed from the tournament.
- The Duelist will not receive any awards/prizes that have yet to be awarded.
- This penalty will be recorded officially.

C. Types of Infractions

Infractions are presumed to be unintentional, except in the case of Unsporting Conduct – Cheating or Severe.

If a judge believes an infraction is intentional, the penalty will be upgraded appropriately.

If a Duelist repeats an infraction over the course of the tournament, the penalty may be upgraded.

D. Deck and Deck List Errors

- The Deck is less than 40 cards.
 - o Game Loss: The Duelist must return the proper card to the Deck and make it 40.
- Using a Main Deck, Extra Deck, or Side Deck with more cards than are allowed.
 - o Game Loss: The Duelist must remove the extra cards to make the Deck legal.
- There are more than 4 cards with the same name in the Deck (including Side Deck)
 - o Game Loss: The Duelist must remove the improper card(s) and add the correct card(s) from their Side Deck.
- Cards that cannot be used are included in the Deck (including Side Deck)
 - o Game Loss: The Duelist must remove the improper card(s) and add the correct card(s) from their Side Deck.
- There are more “Forbidden Cards” or “Limited/Semi-Limited Cards” in the Deck (including Side Deck) than allowed.
 - o Game Loss: The Duelist must remove the improper card(s) and add the correct card(s) from their Side Deck.
- Contents of the Deck List and the actual Main Deck, Side Deck, and Extra Deck are not the same.
 - o Game Loss: The Duelist must return the Deck to how it was listed on Deck List.

E. Procedural Errors

- Resolving an effect incorrectly (unintentionally)
 - o Warning: When possible, a judge will correct the game state to the point when the infraction occurred, and Duelists will then resume play. If the game state cannot be corrected, it will be declared an accepted game state, and continue as is. The card just used will be sent to the Graveyard. (In this case, effect activation or resolution will not occur by the card that was sent to the Graveyard.) Duelists who make an excessive amount of incorrect plays may receive an upgraded penalty at the discretion of the Head Judge.
- Placing an object on the Dueling Field that is unnecessary for the Duel.
 - o Warning: Remove the item from the Dueling Field and continue play.
- Using cell phones, smartphones or smart watches during a Duel (Duelists may not use cell phones, smartphones, or smart watches as calculators or timers).
 - o Warning: Duelist must put the device away.

F. Drawing Extra Cards

- Drawing Extra Cards (unintentionally)
 - o Warning: If the judge deems that the extra card(s) were drawn and identified before being combined with the hand or mixed with other cards. The extra card(s) are shuffled back into the Deck.
 - o Warning: If the extra card(s) drawn is combined with the hand or mixed in with other cards and can be easily identified by both Duelists and/ or a judge, the Game State is repairable.
 - o Game Loss: If the extra card(s) drawn is combined with the hand or mixed in with other cards and cannot be identified by the opponent or a judge, the Game State is irreparable.
- Looking at Extra Cards (unintentionally)
 - o Warning: Reveal the card(s) and return the viewed card(s) to the original place. (If the card was drawn from the Deck, it is placed back on top of the Deck, the Deck is not shuffled.)
- Revealing a card that is not considered public information, such as a card in your hand or your Deck, not based on tournament rules or card effect.
 - o Warning: Return the revealed card(s) to the original place.

G. Tardiness

- Failing to sit at the assigned seat at the designated time.
 - o Warning
- Failing to sit at the assigned seat after **three (3)** minutes from the designated time.
 - o Game Loss
- Failing to sit at the assigned seat after **six (6)** minutes from the designated time.
 - o Match Loss

H. Marked Cards

- Having markings of any kind on the front and/or back of cards and/or Card Protectors/Sleeves, including autographs, etc.
- Using marked Cards or Card Protector/Sleeves.
- Putting anything in the Card Protectors/Sleeves except the card the Duelist will be using.
 - o Warning/Game Loss/Match Loss: Depending upon the number or pattern to any Marked Cards.
- Putting any mark on Cards or Card Protector/Sleeves during play.
 - o Warning: Change the Card Protectors/Sleeves to make the cards indistinguishable.
- Marks on Card Protector/Sleeves with no pattern
 - o Warning: Change the Card Protectors/Sleeves to make the cards indistinguishable.

I. Slow Play

- Taking an excessive amount of time to make a play
 - o Warning: If this violation affected the results of the Match, the penalty may be upgraded.
If slow play is repeated, the penalty may be upgraded.

J. Unsporting Conduct

- Rushing or abusing the opponent.
 - o Warning: If this infraction affected the result of the Match, the penalty may be upgraded.
 - o If the abuse is considered severe, the penalty may be upgraded.
- Receiving advice from another Duelist or spectator during a Duel
 - o Warning: If this infraction affected the result of the Match, the penalty may be upgraded.
- Talking with other Duelists or spectators.
 - o Warning: If this infraction affected the result of the Match, the penalty may be upgraded.
- Spectators or supporters of a Duelist rushing or abusing the opponent.
 - o Warning: Infractions by the Duelist's supporters are considered to be done by the Duelist as well. If this infraction affected the result of the Match, the penalty may be upgraded.
 - o Spectators who appear to be interfering with the game will be removed from the tournament area.

K. Unsporting Conduct – Cheating

The list below is not considered comprehensive, but a list of examples of behavior considered to be cheating:

- Giving a false Duel or Match result.
 - o Disqualification without Prize
- Looking at the opponent's cards or a Duelist's own cards on purpose during shuffling and cutting.
 - o Disqualification without Prize
- Intentionally drawing extra cards.
 - o Disqualification without Prize
- Intentionally lying about card text or effect.
 - o Disqualification without Prize
- Intentionally lying about Life Points, the number of cards in hand, etc.
 - o Disqualification without Prize
- Intentionally playing slowly.
 - o Disqualification without Prize
- Stacking or manipulating the contents of a Duelist's Deck and/or an opponent's Deck.
 - o Disqualification without Prize
- Hiding any cards on the field or a Duelist's hand intentionally, by using objects or part of the body.
 - o Disqualification without Prize
- Intentionally conceding a Match.
 - o Disqualification without Prize
- Choosing to end a Match in a Draw.
 - o Both Duelists will be disqualified without Prize
- Deciding the result (including a Draw) without Dueling (by rock-paper-scissors, etc.).
 - o Both Duelists will be disqualified without Prize
- Deciding the game result by Bribery
 - o Both Duelists will be disqualified without Prize

VIII. Duelist Understanding of Rules and Policy

Read through your packet and all of the information sent to you, and do not hesitate to ask questions to your KONAMI representative if you are unsure about any part of the event.

If you have any questions about rules, policy, or any aspect of the tournament prior to the tournament, please speak to your KONAMI representative.

If you have any questions about rules, policy, or any aspect of the tournament while it is in session, please speak to a judge.

We hope you enjoy your experience as a World Champion Duelist at this year's Yu-Gi-Oh! TCG World Championship tournament!