

Tournament Policy

Konami Digital Entertainment, B.V.
Yu-Gi-Oh! TCG World Championship 2025

This policy applies to Yu-Gi-Oh! TCG World Championship 2025 Only!

Effective date: August 29th – 31st, 2025 (3 Days)

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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 2025 tournament.

During this event, a unique Yu-Gi-Oh! TCG World Championship 2025 Forbidden & Limited List is applied. This list will **only** be used at the Yu-Gi-Oh! TCG World Championship 2025 tournament.

By participating in the Yu-Gi-Oh! TCG World Championship 2025, 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 2025 will be recorded. Videos of Matches will not be used to determine a Match result but may be used to check any irregularities that may have occurred.

Duelists 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, B.V., and its affiliates and partners.

II. Special Rules

A. Card Sleeves and Game Mat

1. Only card sleeves handed out by KONAMI beginning on Thursday, August 28th, 2025, may be used during this tournament.
2. All cards in a Duelist’s Main Deck, Side Deck, and Extra Deck must be sleeved identically using either the Red or Blue Sleeves provided by KONAMI.
3. In addition to the red and blue sleeves, KONAMI will also provide larger clear sleeves. Duelists may use an additional clear sleeve along with the card sleeves provided by KONAMI if they wish to double-sleeve their Deck.
 - a. Duelists do not have to double-sleeves their Decks.
 - b. If a Duelist wishes to double-sleeve their Deck, they must use the clear sleeves provided by KONAMI.
4. Only one card is permitted per sleeve/double sleeve.
5. All the Duelist’s sleeved cards must be stored in the Card Case provided by KONAMI.
6. 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

1. 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.
2. Duelists may concede Game 1, Game 2, and/or Game 3. However, they may not choose to concede an entire Match during the Yu-Gi-Oh! TCG World Championship.

3. **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

1. Duelists may **not** choose to drop from the Yu-Gi-Oh! TCG World Championship 2025. It is an honor to attend the Yu-Gi-Oh! TCG World Championship 2025, and Duelists are expected to represent their territories by completing the event.

D. Clothing

1. Duelists will be provided a Yu-Gi-Oh! TCG World Championship 2025 jersey. All Duelists are required to wear this jersey during the tournament.
2. Duelists must ensure that all clothing worn during the tournament, including baseball caps, are non-branded.
3. During the tournament, Duelists must wear closed-toe shoes and long pants/trousers.
4. If a Duelist wants to wear a long sleeve shirt under their Yu-Gi-Oh! TCG World Championship 2025 jersey, the shirt must have plain, solid-colored sleeves (no words, designs or print on the sleeves).

III. Decks, Deck List, and Card Sleeves

A. Deck Construction

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
 - b. Main Deck must use the sleeves provided by KONAMI.
2. An Extra Deck consisting of 15 or fewer Fusion Monster Cards, Synchro Monster Cards, Xyz Monster Cards, and/or Link Monster Cards
 - a. Extra Decks, if used, must be sleeved in the sleeves provided by KONAMI.
3. A Side Deck consisting of 15 or fewer cards.
 - a. Duelists can include Fusion Monster Cards, Synchro Monster Cards, Xyz Monster Cards, and/or Link Monster Cards in their Side Deck in addition to cards normally found in the Main Deck, such as Normal Monster Cards, Spell Cards, and Trap Cards
 - b. Side Decks, if used, must be sleeved in the sleeves provided by KONAMI.

B. Card Use

1. 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”
2. Duelists from TCG territories may use OCG cards, and Duelists from OCG areas may use TCG cards.
 - a. If a Duelist chooses to use a foreign language card, they must know the effects of their own cards.
3. Duelists may not use proxy or counterfeit cards.
4. Duelists may not use cards or Card Sleeves with stickers.
5. All cards must be free of markings **on the front and the back of the card.**
 - a. This includes any cards with altered art, autographs, and so forth.

C. Deck Size

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

D. Deck List

1. **Deck List (a list of cards being used in the Deck, Extra Deck, and Side Deck)**
 - a. Deck Lists will be submitted using Yu-Gi-Oh! NEURON (NEURON)
 - b. All Duelists must ensure they are enrolled in Yu-Gi-Oh! TCG World Championship 2025 tournament on NEURON by Wednesday, August 27th by 19:00.

- c. Duelists will submit their Deck and Deck Lists on Thursday, August 28th.
 - i. This will take place in Hotel Briefing Room (-1 level) between 8:50 and 12:00.
 - ii. It is the Duelist's responsibility to ensure that all cards in their Deck are in unmarked condition. There is no guarantee that replacement cards will be available.
 - iii. During the Deck Check if any marked or otherwise unusable cards are found in the Duelist's Deck, the Duelist must replace them by Friday, August 29th at 17:00.
- d. Duelists must sleeve their Decks using the Card Sleeves provided by KONAMI, prior to submitting their Decks.
- e. If Duelists choose to double-sleeve their Deck, this must be done prior to submitting their Decks on Thursday and can only be done with the clear sleeves provided by KONAMI.
- f. Decks and Deck Lists cannot be altered after they have been submitted.
- g. Decks will **not** be returned to Duelists until the start of Day 1
- h. Deck Checks will be performed randomly throughout the course of the tournament.
- i. Duelists may be required to replace damaged copies of cards if the card is deemed by a tournament official to be marked.
- j. Duelists may be required to replace damaged sleeves if the sleeves are deemed by a tournament official to be marked.

E. Card Sleeves

- 1. Duelists may only use the card sleeves provided by KONAMI at the event.
- 2. Card sleeves must be used on all Decks, including the Extra Deck and Side Deck.
- 3. Duelists may not put anything in the card sleeves except the card they are using.
- 4. Duelists may use an additional clear sleeve provided by KONAMI if they wish to double-sleeve their Deck.
- 5. Only one card is permitted per sleeve/double sleeve.
- 6. Duelists must ensure that their card sleeves are always free of markings.
- 7. Duelists are responsible for maintaining the condition of their card sleeves during the tournament.
- 8. If you feel that your card sleeves may be deemed marked, please consult a judge.

IV. Required Items

A. Mandatory Items

- 1. Writing Materials for tracking Life Point changes.
- 2. Duelists **must** use pen and paper to track changes in Life Points
 - a. Duelists may use a calculator to assist their Life Point calculation, but the record must be kept on paper.
 - b. Duelist may also choose to use NEURON to track Life Point changes, but a record of Life Point changes must also be kept on paper.
 - 1. Please see **(D) Use of Yu-Gi-Oh! NEURON** section for details on approved use of NEURON.
- 3. Duelists may take notes only for the following:
 - a. Changes in Life Points
 - b. Tracking mandatory effects

- c. Maintaining a proper Game State

B. “Randomized/Not Randomized” Deck indicator

1. This will be provided to each Duelist along with their Deck at the start of Round 1
2. Use of this card is covered under **(G) Dueling Procedures in (IV) Tournament** Rules below.

C. Items Required for Effect Resolution

1. KONAMI will provide the following items, and Duelists may not use their own in place of the provided items.
 - a. Dice with 6 sides
 - b. Token cards
2. Duelist must have any additional items listed below that are required for effect resolution based on their Decks.
 - a. Coins that can be clearly distinguished between Heads and Tails: must not be weighted, marked, or otherwise modified.
 - b. Counters and Zone markers.
 - c. Any items used must be either Yu-Gi-Oh! branded, or non-branded.
 - d. If World Championship tournament materials are provided by KONAMI, Duelists are **required** to use them during the tournament.
 - e. Duelists are responsible for any tournament materials provided by KONAMI.

D. Use of Yu-Gi-Oh! NEURON

1. Yu-Gi-Oh! NEURON (NEURON) is a smartphone app released by KONAMI, containing several useful Duel functions. NEURON has an offline mode, which includes (but is not limited to) a Life Point application, a coin flip and dice roll application, camera search feature; and an online mode, which includes (but is not limited to) Yu-Gi-Oh! NEURON (TRADING CARD GAME CARD DATABASE) (CARD DATABASE) access, Forbidden and Limited List access, news and other announcements.
 - a. If either or both Duelists would like to use NEURON in their Match, both Duelists must agree to use of NEURON and then confirm this agreement with a Judge prior to the start of the Match.
 - b. Use of NEURON is optional.
 - c. Duelists choosing to use NEURON must have their phone or other smart device displaying NEURON, lying flat on the Game Mat in clear view of both Duelists.
 - d. Judges will verify that only the approved features are being used.
2. Duelists are responsible for providing their own power banks, charging cords, etc. if they wish to use their device for NEURON.
3. During a Match, Duelists must turn off NEURON’s sound effects and music.
4. Upon agreement from both Duelists, Duelists may use NEURON or call for a judge for card translations during the tournament.
5. NEURON may be used in either online or offline mode.

- a. When using NEURON, Duelists must keep their device in full view of their opponent so the opponent can confirm what actions are being taken on the smart device. Additionally, Duelists must disable notifications on their smart device during their Matches.
6. Only the following NEURON features are approved for use at the Yu-Gi-Oh! TCG World Championship 2025:
 - a. Dueling Calculator
 - b. Duel Log
 - c. Coin Flip and Dice Roll feature
 - d. Card Search
 - e. Camera Search
 - f. Notes (this feature may only be used for the specific examples listed in Section (3))

Writing Materials for tracking Life Point changes in (III) Required Items

E. Restricted Items

1. Any device with an internet connection must have that connection disabled, such as through airplane mode, during a Duel with the exception of NEURON.
2. Duelists may not use “デュエリスト・デバイス (DUELIST DEVICE)” in the Yu-Gi-Oh! TCG World Championship 2025
3. If a Duelist uses a restricted item, they will be penalized, beginning with a Warning.

V. Tournament Rules

A. Tournament Format

1. Each round consists of one (1) Match (first Duelist to win 2 Duels wins the Match).
2. After the Swiss Rounds are complete, there will be a cut to the Top 8.
3. Day 1 of the Yu-Gi-Oh! TCG World Championship 2025 will consist of seven (7) rounds of Swiss tournament play.
4. Day 2 will consist of the 3 Single Elimination Rounds (Quarter Finals, Semi Finals, and Championship Match) featuring the remaining Top 8 Duelists from Day 1.

B. Deck & Deck List

1. Duelists may only use the Deck which they registered for the Yu-Gi-Oh! TCG World Championship 2025.
2. Cards that are not listed on the submitted Deck List cannot be used.
3. Cards switched from the Side Deck to Main Deck or vice versa must be returned to the original Deck as written on the Deck List, prior to the beginning of each Match.
4. Duelists are not allowed to swap cards in their Main Deck from the Side Deck in the 1st Duel of a Match.

C. Time Limit

1. The Time Limit for each Swiss Round is 50 minutes.
2. The Top 8 Single Elimination Rounds do not have a time limit, but Duelists are still expected to play at a proper pace and Slow Play penalties will be enforced as needed.

3. 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.
 - a. Depending on the situation, the Judge may opt to extend time, but this is not guaranteed.
4. Both Duelists are responsible for playing at an acceptable pace so that the Round ends before the Time Limit, if there is a Time Limit.

D. Slow Play

1. **Duelists will be penalized for delaying the game.**
2. **Duelists who repeatedly delay the game are subject to upgraded penalties.**
3. Duelists who take excessive time to perform actions, or make repetitive actions, may receive penalties, even if the delay is unintentional.
4. Penalties are given by a judge, usually beginning with a Warning.
5. Duelists must inform a judge if they feel their opponent is causing a delay.
6. 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.
 - a. Depending on the situation, the Head Judge may opt to extend time, but this is not guaranteed.
7. Both Duelists are responsible for playing at an acceptable pace so that the Round ends before the Time Limit, if there is a Time Limit.
8. Slow Play penalties come with a minimum time extension of three (3) minutes.

E. End of Match Procedure - Swiss Rounds

1. If the Match does not finish within 50 minutes, the result will be a double loss.
 - a. A Match is considered finished when one of the Duelists has either won two Duels or lost 2 Duels.
 - b. If time expires and the Match has not finished it will be a double loss.
 - c. If the Duelists have completed 3 Duels without the Match finishing and there is time remaining in the Round, the Duelists will go into a 4th Duel.

F. Dueling Procedures

1. Conduct each Duel following the procedure below:
 - a. Shake hands with the opponent.
 - b. Each Duelist reveals the number of cards in their Extra Deck and Side Deck.
2. Each Duelist must thoroughly randomize (shuffle) their Deck where the opponent can see.
 - a. Each Duelist will use the faro shuffling method.
 - i. This shuffling method will be demonstrated during the Duelist meeting.
 - b. Pile shuffling is **not allowed**.
 - c. A Duelist cannot look at, check, or order the cards when shuffling.
 - d. A Duelist cannot pre-sort their Deck (sorting Monsters/Spell/Trap, etc.) without fully randomizing the Deck afterwards.
 - e. After the Deck is thoroughly randomized, it must be presented to the opponent.
 - f. The opponent must randomize (shuffle) the Deck further and then return it to the original owner.
 - g. 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.

- h. No additional randomization may be done to the Deck after this point by the owner or the opponent.
- 3. **If a Duelist is resolving multiple search effects in a turn, they will not shuffle after each individual search effect.**
 - a. Instead, they will wait until all search effects are completed, and then shuffle their Deck.
 - b. To remove confusion about whether 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.
 - i. While the search effects are being carried out, the card should indicate "Not Randomized."
 - ii. After all searches are completed, the Deck should be randomized (shuffled) and the card turned to indicate that the Deck is now "Randomized."
 - c. 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.
 - d. If there is any question or concern about whether the Deck has been randomized, Duelists should call for a judge.
- 4. A judge will make the final randomization for all shuffling during the Top 8 on Day 2.
- 5. At the start of the Match, Duelists must roll a single die to determine who will go first.
 - a. The Duelist that rolls the higher number on the die will have the choice of going first or second.
 - b. This must be done before either Duelist draws cards for their starting hand.
- 6. Each Duelist draws five (5) cards from the top of their Deck as their starting hand.
 - a. Before drawing their opening hand, both Duelists must decide who will go first.
 - b. If the Duelists draw cards before deciding who will go first, the Duelist who won the die roll will automatically go first.
 - c. The Duelist who loses a Duel of a Match chooses to go first or second for the next Duel in the Match.
- 7. Each Duelist may use their Side Deck to exchange cards in their Main Deck or Extra Deck (Side-Decking) between Duels of a Match.
 - a. The number of cards in the Deck and Extra Deck **MUST** match the same total as it was before a Duelist Side-Decked.
 - b. 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.

G. Duelist Responsibilities

- 1. 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.
- 2. 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.
- 3. No disputes will be accepted after the Duel ends.
- 4. Both Duelists must pay attention to each other's actions during the Duel, as both Duelists are responsible for maintaining the game state.
- 5. Duelists are expected to perform their actions within a reasonable amount of time.
- 6. Duelists who take excessive amounts of time to make their plays may be subject to penalties.

H. Hygiene

1. This will be a livestreamed event, streamed globally, with each Duelist representing their country and region in front of hundreds of thousands of viewers from around the world. Duelists should be showered and appropriately groomed.
 - a. Neglecting to wash or put on clean clothes contributes to an unpleasant atmosphere at the event.
2. Duelists who neglect self-care to the point that they are negatively impacting the tournament may be asked to correct the issue to continue in the event.

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.

1. 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.
2. 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.
3. If either Duelist resolved an effect incorrectly, did not catch the mistake, and continued the Duel, the Duelists must call a judge.
 - a. 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.
4. If either Duelist does not agree with the judge's instructions, they should request to appeal to the Head Judge
5. The Head Judge will make the final decision on any rulings or policy issues during this tournament.
6. Once a Duel has ended, the Head Judge cannot accept any appeals or resolve any unreported disputes that occurred in that Duel.
7. Judges will answer questions within the hearing of both Duelists.
 - a. Translators will provide assistance when necessary.
 - b. Duelists should not hold a conversation about the game state with the translator, questions should be directed to the judge and then translations will be provided.
8. Judges will not give advice about gameplay.

B. Duelist Conduct During the Trip

Duelists competing in the Yu-Gi-Oh! World Championship 2025 are representing themselves, their home countries and the entire Yu-Gi-Oh! community.

1. Duelists must always behave appropriately, even during hours when the tournament is not in session.
2. Duelists at the Yu-Gi-Oh! World Championship 2025 will be held to the highest standards of personal integrity, courtesy, and sportsmanship.
3. 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 and content creators, with guests, and with all others.
4. Duelists shall not engage in any activity or practice that would bring the Duelist or the Yu-Gi-Oh! TCG World Championship 2025 into public disrepute.
5. 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.
6. 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.

1. Duelists must clearly communicate each Phase, Step, action, and resolution to their opponent.
2. Duelists must ask their opponent for clarification if an action is not clear.
3. Duelists must follow the rules of the venue.
4. Duelists may not eat or drink during play. Duelists may not keep food or beverages on the tables.
5. If a Duelist needs to leave their seat (restroom, etc.), they must first get permission from the judge.
6. Duelists may not touch their opponent's cards without their permission.
7. Duelists must ensure a smooth and fair Duel progression. Duelists may not delay the game by continuously checking the contents of a Graveyard, the content of their hand, Life Points, etc.
8. 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.
9. After each completion of a Match, 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.
10. During the Duel, both Duelists must ensure that they agree upon all effect and game state resolutions before proceeding with the Duel.
11. Duelists may not misrepresent their Life Points or the number of cards in their hand.
12. Duelists may not manipulate a card to be drawn from either their own Deck or their opponent's Deck.
13. Duelists may not place a card on the field or move a card on the field without letting their opponent know.
14. Duelists may not intentionally hide, either with their body or with an object, any card that is on the field or in their hand.
15. Duelists may not shuffle or change the order of the cards in either Duelist's Graveyard
16. Duelists may not check their cards in their Side Deck while the Duel is in progress.
17. Duelists may not ask either a judge or Head Judge to penalize their opponent.
18. 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.
19. Duelists may not offer information, nor ask or answer questions about information, that is considered Private Knowledge.
20. 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.
21. 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.
22. Duelists may not use cellphones, smartphones, smart watches, or other devices during a Duel unless that device has its internet connection disabled or is being used for NEURON and is on the table in clear view of both Duelists and the Judges.
23. Duelists may not end a Match in a manner that does not follow the correct End of Match procedure.
24. Duelists must always be sure to keep track of Life Points on paper for both Duelists.

25. When a Duelist leaves their seat, they must make sure they do not leave anything behind.
26. Duelists must behave themselves appropriately as a Yu-Gi-Oh! World Championship Duelist – they must be courteous, maintain fair Duels, and play at a reasonable pace.
27. Duels cannot end in any way except through rulings or card effects; or by **approved** concession.

D. Post-Match Use of Livestream Footage

1. Errors involving misplays or Life Point discrepancies discovered by reviewing footage after a Match has concluded will not alter the outcome of the Match.
2. 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, Procedural Errors, etc. will begin with a Warning.

If the Head Judge determines an infraction was intentional, the penalty is a Disqualification.

1. **Warning**

- a. A Warning is to notify the Duelist that the action is a violation.
- b. A Warning will be recorded officially.
- c. If a Duelist repeats an infraction, the penalty can be upgraded.

2. **Game Loss**

- a. If this penalty is applied, that Duelist will lose the current Duel.
- b. If this penalty is applied between Duels, it is applied to the next Duel.
- c. A Game Loss will be recorded officially.
- d. If a Duelist repeats an infraction, the penalty can be upgraded.

3. **Match Loss**

- a. If this penalty is applied, the Duelist will lose the current Match.
- b. If this penalty is applied between Matches or it is likely that the Duelist will lose the Match, it can be applied to the next Match at the discretion of the Head Judge.
- c. A Match Loss will be recorded officially.
- d. If a Duelist repeats an infraction, the penalty can be upgraded.

4. **Disqualification with Prize**

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

5. **Disqualification Without Prize**

- a. If this penalty is applied, the Duelist will lose the current Match and will be removed from the tournament.
- b. The Duelist will not receive any awards/prizes that have yet to be awarded.
- c. 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 Unsporting Conduct - 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

This category covers infractions associated with registering incorrect contents on a Deck List or playing with an illegal Deck.

If an error that would result in an illegal Deck or Deck List is caught prior to the start of the first round, it is acceptable (at the Head Judge's discretion) to correct the Duelist's Deck List without applying a penalty.

1. The Deck does not match the Deck List
 - a. Game Loss
 - i. If the Deck List is legal, the Deck is made to match the Deck List
 - ii. If the Deck is legal, but the Deck List is not legal, the Deck List is made to match the Deck.
2. During the tournament, it is determined that a Duelist's Main Deck has fewer than 40 cards.
 - a. Game Loss
 - i. If the Deck List is legal, but the Deck does not match the Deck List, the Deck is made to match the Deck List
 - ii. If the Deck List is illegal, the Duelist must add cards from their Side Deck to their Main Deck until the Main Deck has 40 cards, and the Deck List must be adjusted to match the Deck.
3. During the tournament, it is determined that a Duelist is using a Main Deck, Extra Deck, or Side Deck with more cards than are allowed.
 - a. Game Loss
 - i. The Duelist must remove the extra cards to make the Deck legal.
 - ii. The Deck List must be adjusted to match the Deck.
4. During the tournament, it is determined that a Duelist has 4 or more cards with the same name in the Deck (including Side Deck)
 - a. Game Loss
 - i. The Duelist must remove the illegal card(s)
 - ii. If the card(s) was removed from the Main Deck, the Duelist must add a replacement card(s) from their Side Deck if removing the illegal card(s) results in the Main Deck having fewer than 40 cards.
 - iii. If, after removing the illegal card(s) the Main Deck contains at least 40 cards, no cards are moved from the Side Deck to the Main Deck
 - iv. The Deck List must be adjusted to match the Deck.
5. During the tournament, it is determined that a Duelist has cards that cannot be used are included in the Deck (including Side Deck)
 - a. Game Loss
 - i. The Duelist must remove the illegal card(s)

- ii. If the card(s) was removed from the Main Deck, the Duelist must add a replacement card(s) from their Side Deck if removing the illegal card(s) results in the Main Deck having fewer than 40 cards.
 - iii. If, after removing the improper card(s) the Main Deck contains at least 40 cards, no cards are moved from the Side Deck to the Main Deck
 - iv. The Deck List must be adjusted to match the Deck.
- 6. During the tournament, it is determined that a Duelist has more Forbidden, Limited, or Semi-Limited Cards in the Deck, including the Side Deck, than allowed.
 - a. Game Loss
 - i. The Duelist must remove the illegal card(s)
 - ii. If the card(s) was removed from the Main Deck, the Duelist must add a replacement card(s) from their Side Deck if removing the illegal card(s) results in the Main Deck having fewer than 40 cards.
 - iii. If, after removing the illegal card(s) the Main Deck contains at least 40 cards, no cards are moved from the Side Deck to the Main Deck
 - iv. The Deck List must be adjusted to match the Deck.
- 7. During the tournament, it is determined that the contents of the Deck List and the actual Main Deck, Side Deck, and/or Extra Deck are not the same.
 - a. Game Loss
 - i. The Duelist must return the Deck to how it was listed on Deck List

F. Procedural Errors

- 1. Resolving an effect incorrectly (unintentionally)
 - a. Warning
 - i. When possible, a judge will correct the Game State to the point when the infraction occurred, and Duelists will then resume play.
 - ii. If the game state cannot be corrected, it will be declared an accepted game state and continue as-is.
 - iii. Duelists who make an excessive amount of incorrect plays may receive an upgraded penalty at the discretion of the Head Judge.
- 2. Placing an object on the Dueling Field that is unnecessary for the Duel.
 - a. Warning
 - i. Remove the item from the Dueling Field and continue play.
- 3. Using a device with an internet connection during a Duel, for a purpose other than NEURON.
 - a. Warning
 - i. Duelist must disable the internet connection on the device.

F. Drawing Extra Cards

- 1. Drawing Extra Cards (unintentionally)
 - a. If the judge deems that the extra card(s) were drawn and identified before being combined with the hand or mixed with other cards
 - i. Warning
 - 1. The extra card(s) are shuffled back into the Deck.
 - b. If a judge determines that the extra card(s) drawn is combined with the hand or mixed in with other cards but can be easily identified by both Duelists and/or a judge, the Game State is reparable.
 - i. Warning
 - 1. The extra card(s) are shuffled back into the Deck.

- c. If a judge determines that 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.
 - i. Game Loss
- 2. Looking at Extra Cards (unintentionally)
 - a. Warning
 - i. Reveal the card(s) and return the viewed card(s) to the original place.
 - ii. If the card was drawn from the Deck, it is placed back on top of the Deck, and the Deck is not shuffled.
- 3. Revealing a card that is not considered Public Knowledge, such as a card in your hand or your Deck, not based on tournament rules or card effect.
 - a. Warning
 - i. Return the revealed card(s) to the original place.

G. Tardiness

- 1. Failing to sit at the assigned seat at the designated time.
 - a. Warning
- 2. Failing to sit at the assigned seat after 3 minutes from the designated time.
 - a. Game Loss
- 3. Failing to sit at the assigned seat after 6 minutes from the designated time.
 - a. Match Loss

H. Marked Cards

- 1. Having markings of **any** kind on the front and/or back of cards and/or Card Sleeves, including autographs, etc.
- 2. Using marked Cards or Card Sleeves.
- 3. Putting anything in the Card Sleeves except the card the Duelist will be using.
 - a. Warning, Game Loss, or Match Loss.
 - b. The penalty will depend upon the number or pattern to any Marked Cards.
- 4. Putting any mark on Cards or Card Sleeves during play.
 - a. Warning
 - i. Change the Card Sleeves to make the cards indistinguishable.
- 5. Marks on Card Sleeves with no pattern.
 - a. Warning
 - i. Change the Card Sleeves to make the cards indistinguishable.

I. Slow Play

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

J. Unsporting Conduct

- 1. Rushing or abusing the opponent
 - a. Warning
 - i. If this infraction affected the result of the Match, the penalty may be upgraded.

- ii. If the abuse is considered severe, the penalty may be upgraded.
- 2. Receiving advice from another Duelist or spectator during a Duel.
 - a. Warning
 - b. If this infraction affected the result of the Match, the penalty may be upgraded.
- 3. Talking with other Duelists or people not involved in the Match.
 - a. Warning
 - b. If this infraction affected the result of the Match, the penalty may be upgraded.
- 4. Spectators or supporters of a Duelist rushing or abusing the opponent.
 - a. Warning
 - b. Infractions by the Duelist's supporters are considered to be done by the Duelist as well.
 - c. If this infraction affected the result of the Match, the penalty may be upgraded.
 - d. People not involved in the Match 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.

- 1. Giving a false Duel or Match result.
 - a. Disqualification without Prize
- 2. Looking at the opponent's cards or a Duelist's own cards on purpose during shuffling and cutting
 - a. Disqualification without Prize
- 3. Intentionally drawing extra cards
 - a. Disqualification without Prize
- 4. Intentionally lying about card text or effect
 - a. Disqualification without Prize
- 5. Intentionally lying about Life Points, the number of cards in hand, etc.
 - a. Disqualification without Prize
- 6. Intentionally playing slowly
 - a. Disqualification without Prize
- 7. Stacking or manipulating the contents of a Duelist's Deck and/or an opponent's Deck
 - a. Disqualification without Prize
- 8. Hiding any cards on the field or a Duelist's hand intentionally, by using objects or part of the body
 - a. Disqualification without Prize
- 9. Intentionally conceding a Match
 - a. Disqualification without Prize
- 10. Choosing to end a Match in a Draw
 - a. Both Duelists will be disqualified without Prize
- 11. Deciding the result (including a Draw) without Dueling (by using a random method, etc.).
 - a. Both Duelists will be disqualified without Prize
- 12. Deciding the game result by Bribery
 - a. 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 your KONAMI representative questions 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 Yu-Gi-Oh! World Championship Duelist at this year's Yu-Gi-Oh! TCG World Championship 2025!