

TCG Union Arena
Sanctioned Tournament Floor Rules
Ver. 1.0__

This document provides a set of rules for conducting tournaments for the trading card game (TCG) Union Arena. There are two recognized Union Arena event types: official tournaments and sanctioned tournaments. Any tournament organized by Bandai Corporation is an official tournament. Any tournament organized with the approval of Bandai Corporation as a sanctioned tournament. The rules provided within this document are applicable to sanctioned tournament events. If tournament regulations for a particular event conflict with the rules provided within this document, those tournament regulations will take precedence.

Introduction

These Union Arena sanctioned tournament floor rules have been established to ensure that all persons participating in Union Arena events are able to enjoy the game in a relaxing environment. Ideally, all participants will strive to play by the rules and contribute to a successful event, so that everyone can have fun playing Union Arena regardless of whether they win or lose.

Contents

- Section 1: For Event Participants
- Section 2: For Players
- Section 3: For Spectators
- Section 4: Judges
- Section 5: Decks
- Section 6: AP Cards
- Section 7: Event Progression
- Section 8: End of Matches and Results
- Section 9: Withdrawing from a Tournament
- Section 10: Manipulation of Match Results Via Foul Play
- Section 11: Penalties

Section 1: For Event Participants

Participants in Union Arena events are expected to respect one another and show consideration for others at all times. Cheating and other improper conduct will not be tolerated.

Section 2: For Players

Players are expected to abide by the established rules and exercise good manners while playing fairly. Games will be more enjoyable for everyone if players remember to show one another a little consideration. Please be mindful of the following list of manners for gameplay.

- Greet your opponent before each match and offer them a courteous remark afterwards.
- Clearly announce all turn and phase transitions, cards and effects you are using, and life card selections during the match. Opponents should respond in confirmation.
- During the match, place each card so that your opponent, judges, and staff members can clearly determine its location and orientation (active or resting). When playing a card, present it so that the card is clearly recognizable.
- Remember to handle your opponent's cards with care and obtain permission first when you need to confirm details on your opponent's cards (including cards they reveal and cards on their field or in their sideline or removal area).
- Unless a card specifies otherwise, you cannot view cards in your opponent's hand or deck.
- Conduct that your opponent or other surrounding players might find disturbing is not permitted. (e.g., talking loudly, insulting remarks, intentionally slow play, etc.)
- If you must leave your seat during a match, first obtain permission from your opponent, as well as a judge or staff member.
- If a question or ambiguous situation arises during a match, seek clarification from a judge or staff member.
- If a question regarding a rule arises during a match, any player can ask for a judge or staff member for clarification. After doing so, all players must conform to the decision made by that judge or staff member.

Section 3: For Spectators

When observing a tournament, watch from a designated area in a well-mannered fashion to ensure that individual matches and the tournament as a whole are not interrupted.

Offering advice, commenting on a game in progress, or otherwise interfering with a match will not be tolerated. Failure to comply with these considerations may result in expulsion from the venue at a judge or staff member's discretion.

Section 4: Judges

Judges will enforce the established rules in cooperation with event participants and staff members to help ensure a smooth and impartial tournament outcome.

Judges are expected to set an example for players by keeping their interactions with them well-mannered.

When confirming player reports concerning game rule violations, judges will listen to both players before determining how to correct the situation so that gameplay can proceed.

In some cases when a rule violation has occurred and it is discovered after gameplay has progressed beyond it, gameplay may continue unchanged. Additionally, when judges observe a rule violation, including instances of cheating or suspected foul play, they may intervene, explain the violation, and take corrective action.

Section 5: Decks

■ Permitted Cards

Players will use only cards that are permitted by the tournament regulations for the tournament they are participating in. The use of counterfeit cards (including copied or handmade proxy cards) is not permitted in any type of tournament.

Use of a card may be disallowed at a judge's discretion if dents, stains, marks, warping, or other defects on that card's front, back, or sides allow it to be distinguished from the other cards in the same deck. Such cards can be used as long as the card is no longer distinguishable when sleeves are used.

■ Sleeves

Players will use sleeves that are permitted by the tournament regulations for the tournament they are playing in. All of the cards in a deck must be inserted into matching sleeves, one card per a sleeve, with the same card orientation.

Use of a sleeve may be disallowed at a judge's discretion if dents, stains, marks, warping, or other defects on that sleeve's front, back, or sides allow it to be distinguished from the other sleeves in the same deck.

A single card may have up to two sleeves covering it. In that case, cover all the cards with the same number of sleeves, and insert all the cards and their sleeves in the same order and orientation. Use of a sleeve may be disallowed at a judge's discretion if it significantly restricts the ability to identify the contents of the card within.

Use opaque-backed sleeves. When using two sleeves per a card, either the inner sleeve or the outer sleeve must have an opaque back, and the second set of sleeves may be either opaque or clear.

During tournaments, players must switch their card sleeves to something more appropriate if a judge determines that their current sleeves are unusable. (Note that some tournament organizers require that specific card sleeves be used during their tournaments.)

Section 6: AP Cards

■ Permitted AP Cards

Players will use AP cards that are permitted by the tournament regulations for the tournament they are playing in. The use of counterfeit cards (including copied or handmade proxy cards) is not permitted in any type of tournament.

■ Sleeves

You must cover your three AP cards with sleeves that do not match your deck, or you can choose not to use sleeves on them.

A single card may have up to two sleeves covering it. Use of a sleeve may be disallowed at a judge's discretion if it significantly restricts the ability to identify the contents of the card within. AP cards may also be sleeved in plastic top loaders.

During tournaments, if a judge determines that their current sleeves or top loaders are unusable (e.g., because they significantly restrict card visibility),

players may choose to switch their AP card sleeves or top loaders to something more appropriate or to play without them. (Note that some tournament organizers require that specific AP card sleeves be used during their tournaments.)

Section 7: Event Progression

I. Shuffling

When shuffling a deck, the order of the cards in that deck is randomly mixed up sufficiently enough that neither player can determine the order. Decks must be thoroughly shuffled at the start of each game as well as during games when a player is instructed to shuffle their deck. Players will be severely penalized if they are caught manipulating their decks inappropriately while shuffling. (Penalties are described in Section 11.)

■ Shuffling Your Deck

Either shuffle your deck or cut it (by placing it on the table and dividing it into smaller stacks then recombining them) until you are content that the deck's order has been sufficiently randomized. This action must be performed in view of your opponent and completed within an appropriate amount of time, and you must take care not to damage any of the cards or view their contents.

After shuffling, allow your opponent to cut or shuffle your deck to confirm it is ready. This confirmation step should require a minimal amount of time, and it is not necessary provided that both players agree to skip it.

After your opponent has finished cutting or shuffling your deck, you cannot cut or shuffle it again.

When playing remotely and neither player is able to handle their opponent's deck, confirm your own deck is ready in place of your opponent by cutting it one last time after shuffling.

■ Cutting Your Deck for Your Opponent

When cutting your own deck in place of your opponent after shuffling, confirm the procedure you will use with your opponent. As with a normal confirmation cut, this step should require a minimal amount of time.

The following is an example procedure when cutting for your opponent:

1. The player who shuffled divides their deck into three stacks with roughly the same number of cards in each stack.
2. Their opponent chooses what order the stacks are recombined in.

3. The player places one stack on top of another in the order instructed by their opponent.

■ Judge Shuffling

A judge is permitted to shuffle a player's deck when they are dealing with a game rule violation. After they finish shuffling, the player cannot cut or shuffle it again.

II. Time Limits

When establishing time limits for sanctioned tournaments, 30 minutes for each match is recommended.

If time limits are established for individual matches and a game fails to end within that established time, the steps below should be followed to determine an outcome.

1. The player with the most life is the winner.
(If life is equal, go to step 2.)
2. The player with the most cards remaining in their deck is the winner.
(If decks are equal, go to step 3.)
3. The player who wins one round of rock paper scissors is the winner.

When an event is scheduled to end at an established time, but that scheduled time arrives and a winner has not yet been determined, the contest may be declared invalid, with neither player winning.

Section 8: End of Matches and Results

Match endings and results are determined in accordance with the regulations established for the tournament.

The result of a match cannot be overturned after it has been entered into a result reporting form or confirmed by a judge.

Section 9: Withdrawing from a Tournament

A player wanting to withdraw from a tournament in progress must inform a judge or staff member and receive permission. A player who withdraws after opponents have been announced but before games have started is considered to have first forfeited their match before withdrawing.

If a player withdraws, they cannot receive consolation prizes or other commemorative merchandise.

Section 10: Manipulation of Match Results Via Foul Play

Regardless of the tournament type, a player is not allowed to determine a game's outcome by discussing it with their opponent or otherwise falsify the results of a match. Players will be severely penalized if they unfairly manipulate the outcome of a match. (Penalties are described in Section 11.)

Section 11: Penalties

A judge or staff member may impose a penalty by their own authority if a player fails to conform to what is written in the regulations for the tournament being played as well as this Union Arena Sanctioned Tournament Floor Rules document and the official rules manual. Penalty severity will be decided by the judge or staff member, and it will be based on the circumstances and severity of the rule violation, along with the level of the event or tournament being played. Additional rule violations after a penalty has been imposed may result in severer penalties.

Penalty Types and Their Application

Examples accompanying the following penalties ① through ④ are provided simply to illustrate how they might be applied. Lighter (or heavier) penalties for the same violation may be imposed at a judge or staff member's discretion.

① Caution

This penalty remains on a player's record for the duration of the event. It is imposed when a game rule violation has been committed and the violation is severe enough that the game cannot be completely returned to its original state despite the judge's best efforts to correct it. Repeated cautions may result in the player receiving a warning.

Example violations:

- Mistakenly drawing too many cards.

In this situation, the judge will choose a number of cards equal to the excess amount at random from the cards drawn, return them to the deck, then shuffle it.

- Asking for a spectator's assistance during a game.
- Receiving verbal communication from a spectator during a game, or receiving information from a spectator about a game in progress via hand motions or some other communication method.

② Warning

This penalty remains on a player's record for the duration of the event. It is imposed for violations that are not severe enough to warrant a forfeit or a disqualification. Repeated warnings may result in the player receiving a forfeit or a disqualification.

Example violations:

- Continuing to play slowly in an effort to prevent a game from completing within the established time limit.

If a judge is notified of such an attempt by a player, they will observe how slowly the player in question is playing and respond appropriately.

- Repeating actions during play that introduce no change to the present game state. (e.g., playing nothing but meaningless cards one after another, checking the sideline, repeating a loop of actions that don't change the game state, etc.)
- Giving incorrect information to an opponent.
- Insulting an opponent or attempting to provoke them.

③ Forfeit

Imposed in response to cases where the violation was malicious or in situations where the nature of the violation prevents the game from continuing. The game immediately ends when a forfeit penalty is imposed.

Only the tournament organizer or a judge given permission by the organizer may impose a forfeit penalty.

Example violations:

- Not fulfilling deck construction requirements (50 card deck, same source material code, up to 4 cards with the same card number, and no more than 4 cards for each trigger type for certain triggers).
- Using banned or restricted cards, or sleeves that are in violation of the tournament's regulations.
- Changing a deck's contents when deck substitutions are not allowed.

④ Disqualification

Imposed in response to cases where the violation is exceptionally malicious, actions are taken that have a negative impact on the entire event, or extremely poor sportsmanship is exhibited. When a player receives a disqualification penalty,

they lose any match currently in progress and are restricted from taking part in any further matches. They will be ineligible to receive prizes for their performance prior to the disqualification.

It is also possible for a spectator to receive a disqualification penalty, in which case they are expelled from the venue.

Example violations:

- Colluding with an opponent to unfairly manipulate a match or its outcome. In this situation, the colluding opponent would also be disqualified.
- Gambling, bribery, or stealing event merchandise.
- Intentionally attempting to view information which has not been revealed to the player, such as an opponent's hand or deck, in order to gain an unfair advantage.
- Intentionally committing an act of foul play, such as acquiring cards or AP cards in excess of the correct amount.

Note: During official tournaments, disqualification from future events is an additional penalty that may be applied.