

Shuffle Deck Gaming



Official TRADING CARD GAME Tournament Policy

In Effect as of Sep, 2022

The Tournament Policy documents exist to explain what is required of tournament attendees, players, judges, and spectators; how they should prepare for the event and what to expect at the event. Tournament Policy documents help to keep events consistent, so that attendees will always know what to expect at a SDG event.

Everyone who attends an official SDG tournament is expected to have read, understood, and adhered to all Tournament Policy and Penalty Guideline documents. Players should also read Policy Documents specific to the game they wish to play, as there will be more detailed information and additional rules which are relevant to that game provided in the game-specific document.

Specific events, such as the Edison Format / Goat Format Regional Qualifiers or National Championship, may have a standardized Tournament Operation Document. Any tournament-specific rules in these Operations Documents will supersede directions given in this policy document.

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1. Player Responsibilities

A. Player ID

You should be prepared to produce personal identification if asked to do so by a tournament official. School ID cards, state ID cards, driver's licenses, passports, and birth certificates are all valid forms of identification. You may contact the Tournament Organizer ahead of time if you have questions about providing identification.

B. Tournament Materials

You must bring a legal Deck (to constructed events); as well as extra card sleeves, paper and pencils to track scores and fill out result slips, and any dice, coins, counters or tokens that your Deck requires. You may use a calculator or other app to help keep track of score, but you should keep a paper record as well to help resolve disputes.

C. Understand Rulings

You should read and understand the latest version of the rulebook (goatformat.com and edisonformat.com) for the format you are playing, as well as look over rulings that apply to the cards you have included in your Deck. While there will be judges at a sanctioned tournament, you will have a better tournament experience if you prepare yourself beforehand by knowing what your cards do, and how the game works.

D. Unacceptable Behavior

Participants in all sanctioned SDG tournaments are expected to display good sportsmanship when interacting with other tournament attendees, players, judges, and staff. Rude language, disruptive or disrespectful behavior, inappropriate clothing, unwarranted accusations, and disregard for the safety of others or the condition of the venue will not be tolerated. You should read the Penalty Guideline document before attending an event, to better understand how you are expected to behave.

E. Communication

It is your responsibility to relay accurate information at all times. You should clearly communicate your actions during gameplay, and ask questions of your opponent or a tournament official if you are unsure about something. You are obligated to notify an opponent if he or she fails to follow any game rules, including effects he or she may be playing incorrectly.

2. Tournament Information

A. Tournament Tiers

There are three tiers of tournaments in SDG Organized Play:

- **Tier 1 – Local Tournaments:** Weekly events which will give the qualification to the National Championship Final thanks to the monthly ranking. Every Player gives 1 € to the Final Jackpot.
- **Tier 2 – Regional Qualifier:** Events which will give the qualification to the National Championship Final, one qualification every 5 players. Every Player gives 2 € to the Final Jackpot.
- **Tier 3 – National Championship Final:** Annual Event where you can win the total Final Jackpot. For qualified players only.

B. Sanctioning

Only Official SDG approved Tournament Organizers may sanction SDG Trading Card Game tournaments. Tournament Organizers must keep all tournament records for 6 months after a tournament's completion date, which includes keeping backup copies or printed copies of the tournament details. At least four players must compete in order for an event to be sanctioned.

C. Tournament Match Structure

A tournament can be organized as a single-elimination event or as an event using Swiss Rounds.

- **Single Elimination tournament** – This structure can be used only for side events. Half of the tournament's participants are eliminated after each round – the losing player is out of the tournament, while the winner goes on to the next round. This continues until only one player remains, who is then declared the winner.
- **Swiss Round tournament** – Players are paired off based on each player's win/loss record. Players are not eliminated when they lose a match during Swiss tournaments – instead, they will continue to be paired against players with similar records for all remaining rounds of the event. A player may choose to drop from a Swiss tournament at any time by either filling out the proper information on a match result slip or by notifying the official scorekeeper prior to the pairing of the following round.

D. Number of Rounds

The number of rounds played in a SDG sanctioned tournament is based on the total number of players enrolled in the event. If specific operations documents have been provided for an event, any round information set forth within that operations document will take precedence. Tournament Organizers may run events with no top cut, provided that information is advertised before the start of the event. The number of rounds and cut (if any) must be advertised before the start of the event and cannot be changed afterward. If a tournament operations document specifies that a Top Cut must be performed, TOs may not deviate from that document.

- 4–8 Players = 3 Rounds of Swiss followed by a cut to Top 2
- 9–16 Players = 4 Rounds of Swiss followed by a cut to Top 4
- 17–29 Players = 5 Rounds of Swiss followed by a cut to Top 4
- 30–64 Players = 6 Rounds of Swiss followed by a cut to Top 8
- 65 – 128 Players = 7 Rounds of Swiss followed by a cut to Top 8
- 129 – 256 Players = 8 Rounds of Swiss followed by a cut to Top 16
- 257 – 512 Players = 9 Rounds of Swiss followed by a cut to Top 16
- 513 – 1024 Players = 10 Rounds of Swiss followed by a cut to Top 32

- 1025 – 2050 Players = 11 Rounds of Swiss followed by a cut to Top 32
- 2051 or More Players = 12 Rounds of Swiss followed by a cut to Top 64

E. Publishing Tournament Information

SDG reserves the right to publish event information such as a player's Deck List, photographs, interviews, or video reproduction of any official Shuffle Deck Gaming tournament.

F. Reporting

It is a Tournament Organizer's responsibility to report sanctioned tournament details to Shuffle Deck Gaming via Google Form within three Days of the tournament's completion.

3. Tournament Rules

A. Sportsmanship

Players are expected to be respectful and behave in a polite manner towards all tournament attendees, players, judges, tournament officials, and spectators. Players who engage in unsporting conduct or behavior that endangers or detracts from the event, will be removed from the venue. Players should read the SDG Official Penalty Guidelines for a better understanding of acceptable behavior at tournaments.

B. Bribery & Collusion

The outcome of a match may not be influenced by any outside incentives or additional prizes/compensation. Offering or accepting a bribe is forbidden.

C. Random Outcome

Players may not randomly determine an outcome of a match, such as flipping a coin or rolling a die.

D. Tiebreakers

The following are the tiebreakers used to determine a player's ranking in the tournament:

- Match Wins
- Opponents' match-win
- Opponent's opponents' match-win

E. Note Taking

Note taking is not allowed in SDG sanctioned tournaments, with the following exceptions:

- Players in sanctioned Yu-Gi-Oh! TCG tournaments should keep a record of both players' Life Points for each game.
- Tracking of mandatory effect reminders.
- Tracking of public knowledge.
- Tracking of turns and turn counters.
- Tracking of opponent hand in case of cards that say "Look" in their text (e.g., Trap Dustshoot).



These notes should be taken quickly, so as not to disrupt the flow of the game.

F. Deck State Verification

In the case of cards that involve the removal and/or usage of cards from the Deck (e.g., "Nobleman of Crossout"), a player cannot request to see the opponent's Deck to verify the remaining copies. If there is suspicion of foul play, a judge call can be made to verify the legality of the action.

G. Game State

Players are responsible to accurately represent the game state at all times, and truthfully answer questions about any aspect of the game state that is considered to be public knowledge. Both players must indicate to one another all components of their Deck. Depending upon the game, this can include a Main Deck, Side Deck, and Extra Deck. Cards should be laid out according to the pattern established by a game's Game Mat. Players should not create their own layouts. All cards, including in-play cards, Decks, etc., should be kept in their appropriate areas. Scorekeeping for the game must be done

in view of both players. Keep your hands and cards visible and above the table at all times.

H. Sleeves

A player may choose to use plastic card sleeves to protect their cards during the course of a tournament. All sleeves must be identical in terms of color, wear, and design, and all cards must be placed into sleeves in the same direction and manner. Players may "double sleeve" their decks. At Competitive Level events, the quality of player's sleeves will be held to a higher standard. Any sleeves with noticeable patterns or wear may be subject to penalties. Sleeves with highly reflective backs are not allowed.

I. Shuffling

A player's Deck must be randomized by using an accepted shuffling method (riffle, pile, Hindu, etc.) and then cut. This must be done at the start of every game, and whenever a game mechanic requires the player to shuffle their Deck.

Each player must thoroughly randomize (shuffle) their Deck where the opponent can see.

- A player cannot check or order the cards when shuffling.
- A player cannot pre-sort their Deck (sorting Monsters/Spell/Trap, etc.).

After the Deck is thoroughly randomized, it must be presented to the opponent.

- The opponent can randomize (shuffle) the Deck further and then return it to the original owner. The owner can then "cut" their Deck. If they do, they must present it to the opponent who may "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 presenting your Deck to your opponent, you agree that you have sufficiently randomized your Deck.

J. Marked Cards

A card is considered to be marked if it can be identified without seeing the front of the card. This includes warping, discoloration, and water-marks, or if the cards are sleeved, sleeves with identifying marks or other unique characteristics that separate it from other cards in the Deck.

If players are using sleeves to protect their cards, they should take extra precautions to ensure that their sleeves do not become marked during the course of a tournament. The Head Judge may require a player to re-sleeve their Deck should they feel that the sleeves are marked.

The Head Judge may require a player to replace a marked card(s) during the course of a tournament. If the player cannot replace the card(s) before their next match begins, appropriate tardiness penalties at three minutes and ten minutes will begin to apply, as the player no longer has a Deck that matches their registered Deck list.

If they cannot replace the card(s), or choose not to replace the card by the 10-minute mark in the match, they will be marked as a no-show and dropped from the tournament. If the player does not wish to drop from the tournament, they must notify the scorekeeper.

K. Proxy Cards

Proxies (cards used to represent a different card) are not allowed in sanctioned events. Photocopies, cards that have been relabeled, etc. are considered "proxies" and cannot be used in your Deck in a sanctioned tournament.

L. OCG Cards

Korean or Japanese cards are allowed in sanctioned events.

M. Hobby League and Rush Duel Cards

Hobby League and Rush Duel cards are not allowed in Main Deck or Side Deck but only in Extra/Fusion Deck.

N. SDG Exclusive Cards

Shuffle Deck Gaming exclusive cards are allowed in sanctioned events.

O. Concessions

A player may concede a game at any time.

4. Tournament Infractions

A. Slow Play

This category covers infractions associated with the pace of a player's game. Players are expected to play at a reasonable speed, regardless of the complexity of the game situation. Stalling is never acceptable.

B. Cheating

SDG holds a zero-tolerance policy towards cheating. If a player is discovered to have cheated in an event, the Head Judge will issue a disqualification and will send their report to the SDG Penalty Committee. The SDG Penalty Committee will then review the incident and determine if any additional penalties are required.

C. Unsporting Conduct

Players who engage in unsporting conduct or behavior that endangers or detracts from the event, will be removed from the venue and be subject to additional penalties.

D. Prohibited Items

Attendees may not bring any items into the tournament venue that are prohibited by law in their area. Attendees who bring any such items to a tournament venue will incur penalties, including disqualification and removal from the event, and risk suspension from Organized Play.

E. Impersonation of SDG Employees or Representatives

Persons who falsely present themselves as employees or representatives of SDG will incur penalties including suspension from participation in Organized Play.

F. Suspension

The previous points (4.A, 4.B, 4.C, 4.D, 4.E) may lead to a Player to be disqualified or suspended. Players who have been disqualified from an event are subject to review by the SDG Penalty Committee, to determine if further penalties will be assigned.

Disqualified players are responsible for filling out a disqualification form at the event, which provides them with the opportunity to tell their side of the story.

Disqualification reports will also be collected from the Head Judge, and any opponents, spectators, or other tournament officials who were involved or witness to the incident.

Authors of disqualification reports may be contacted by SDG for further detail or clarification about the incident.

Disqualification reports will be reviewed by the SDG Penalty Committee, and the player(s) will be contacted with the committee's findings.

In some instances, no further action will be considered necessary.

In others, the player(s) may receive a suspension from SDG's Organized Play program.

Suspended players will be notified of their suspension and the date on which they may apply for reinstatement into the Organized Play program.

A suspended player may not participate in or attend any sanctioned SDG Organized Play event, until such a time as he or she has been reinstated as a player in good standing.



Players with questions about their status may email info@shuffledeckgaming.com for more information.