

■ Overview

These basic floor rules seek to explain some of the more important points among the various rules and regulations pertaining to tournaments. Fighters are advised to read and understand these contents before taking part in tournaments. For those who seek even further rulings, kindly refer to the “Comprehensive Floor Rules”.

■ What are Floor Rules?

Floor rules are regulations to ensure that tournaments are held in a just manner. For all the participants, let's strive to cooperate, and create a satisfying tournament environment for everyone.

Section 1 Responsibility of a fighter

- Play fairly
Bear in mind to play fairly, and respond to your opponent in a polite manner in order create a satisfying environment. On top of that, listen carefully to staff announcements.
- Do not perform actions which you are not supposed to
Do not break the rules or perform any illegal actions. Also, do not say or perform any actions that may hurt other people.
- Bring along your deck and stationery
Do not forget to bring along your deck and stationery items when participating in a tournament. On top of that, do take note to count the number of cards in your deck and check if there are marks or dirt on your sleeves beforehand.
- Maintain good communication
A fight does not only involve one person. Maintain a good line of communication with your opponent, and enjoy the fight. Declare clearly, and move cards with the acknowledgment of your opponent.
- Consult the judges if you are in doubt
During a fight, if there are ruling questions, or if both fighters cannot agree on an issue, raise your hands and call for a judge. Follow the judge's decision and proceed with the game.

Section 2 Cards and sleeves

- Use the proper cards
You may only use actual cards sold and distributed by Bushiroad. Counterfeit cards cannot be used.
- Use the proper sleeves
Sleeves that make a card distinguishable from the back or from the sides cannot be used. On top of that, sleeves which hide vital information on the front of the card (such as text and icons) cannot be used.
- Place the cards in the proper positions
During a fight, place the cards in such a way that the cards will not be mixed with cards from other areas. On top of that do not hold the cards in your hand below the edge of the table, and do not hide the cards in your hand from your opponent.

Section 3 Shuffle

When shuffling, keep them in your opponent's view, and ensure that the sequence is completely randomized.

To “randomize” means to “make the cards indistinguishable from any other cards”.

“The next card after this card is that card, right?”
(E.g. Continuous tripper units in Vanguard.)
“That card is always nicely spaced out.”
(E.g. Climax cards are evenly distributed in Wei β Schwarz)
“The card at the bottom of the deck is not that card, right?”
(E.g. A controlled shuffle in Chaos TCG which does not send the partner card to the bottom of the deck.)

If such cases are anticipated, then it will not be regarded as randomized. Shuffle thoroughly and ensure that it has been randomized.

Sample steps for a proper shuffle

- ① A few times of Overhand shuffle (where small groups of cards are moved to the top of the deck).
- ② A few times of Pile shuffle (where cards are dealt out into number of piles, then put on top of each other) or Indian shuffle (split the cards into 2 stacks, and slot one stack into the other lengthwise).
- ③ A few times of Overhand shuffle again.

After shuffling, as a form of confirmation, allow your opponent to cut or shuffle your deck as well.

If you feel that your opponent has not shuffled sufficiently, you may request that your opponent shuffle again, or refer to the judge for his or her confirmation.

Section 4 Types of tournaments

These are the 3 main tournament types often held by Bushiroad. If the results of fighters are the same, and there is a need to determine the standings (e.g. top players or entry into next leg of the tournament), fighters will be ranked according to the results against opponents which they have faced.

• Swiss Draw

A tournament type where everyone participates. Pairings for the first round will be done randomly. From the second round onwards, fighters will be paired with other fighters with the same or similar results.

• Double Elimination

A tournament type where the winner stays on. The rounds will continue until the fighter with no loss and the fighters with 1 loss remain.

• Single Elimination (Tournament)

A tournament type where only the winners remain.

Section 5 Points to take note during a fight

During a fight, it is unavoidable that fighters are nervous or too engrossed in the game which results in careless mistakes. Let's take a look at some examples of the common mistakes in this section. Bear these examples in mind, reduce the number of mistakes, and have a satisfying fight.

In the event that these mistakes occur, and the fight cannot continue, stop playing immediately and call for a judge for further instructions.

① Missed the timing to play AUTO abilities

Always check the timings and conditions when your own card abilities will activate. On top of that, check the abilities of your opponent as well, and both players should try not to forget about the said abilities.

② Do not look at the cards you are not supposed to like cards in the deck

Take note not to look at card information which are not supposed to be revealed, like accidentally flipping open the top card of the deck you are supposed to.

③ Do not draw more cards than you are supposed to

Take note not to draw more cards than is written on the abilities, for example drawing three cards instead of "draw two cards". By drawing many cards at the same time, it will not be possible to distinguish the number of cards drawn. Therefore, draw one card at a time with your opponent's acknowledgement.

④ Do not contemplate your actions more than necessary

During an important part of the fight, if a fighter contemplates too much, confirms the same point continuously, and takes longer than usual, it will be regarded as slow play. Both fighters should take note, and aim to finish the fight within the time allocated.

⑤ Do not over shuffle the cards in your hand

Some players have the habit of hand-shuffling (changing the order of cards in hand). Once a fighter is nervous or too engrossed in the game, the fighter may hand shuffle more than usual, or exert more strength than usual in hand-shuffling.

By slapping or rubbing the cards together during hand-shuffling, it is possible to damage the cards or sleeves, and render them distinguishable which are against the rules. On top of that, it may distract or intimidate the opponent, and makes the fight less enjoyable, so these actions should be avoided.

⑥ Watch your manners after the fight as well

Bear in mind not to shout in victory and forget about your opponent if you win the game, or ignore your opponent's greetings if you lose the game.

At the end of the game, thank your opponent for the game, shake hands with your opponent, and respect your opponent in victory or defeat, and enjoy the fights together!!

《Updates》

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