

## Digimon Card Game Special Multi-Region Match Rules

★This tournament is based off the Bandai Organized Play Tournament Rules Manual.

You must read, understand and obey the rules of this document. (For full Tournament Rules Manual, see [here](#).)

### General Information

- If an issue arises, stop playing immediately, call a judge, and abide by their rulings.
  - \*Note that proper rulings cannot be made after a battle is over.
  - \*A ruling by a judge is valid for that tournament, but afterward there may be changes to the ruling in the Official Rulebook, etc.
- Rulings by judges take priority during the tournament.
- If an infraction is observed, a penalty may be issued by a judge, including loss/disqualification.
- After a game is over, results will not be overturned even if the rules were improperly applied, except in the case of an infraction.
- Cards and sleeves with additional writing or markings on them (such as autographs or names) are not permitted.
- Copied cards or non-official Digimon Card Game cards are not permitted.
- **Please use 2 official sleeves for every 1 of your cards.**
- Actions that may cause infractions or confusion are prohibited, including placing 2 cards in 1 sleeve, not using 2 sleeves for every card, etc.
- Sleeves that harm legibility of required game information are prohibited, including stickers or patterns on sleeves.
- When using card sleeves, use the same sleeves and place all cards in your deck in the sleeves. Use sleeves with the specified colors for your deck and Digi-Egg deck.
- Decks will be checked before the tournament starts.
- You must immediately present your deck if requested by a judge or staff member.
- You can only use the 1 deck that was included in your application you made in advance for the tournament. You cannot exchange or alter your deck.
- If infractions, disrespectful behavior, or other disruptive behavior is observed at the tournament, you may be disqualified by a judge.
- Cards are prohibited when they have damage that obscures part of the card or when damage on the back side can be used to mark a card.

## Match Format and Time Limits

• A best-of-1 format will be used to determine the winner.

The time limit for tournament matches is 55 minutes plus 5 minutes overtime.

• The player who takes the first turn and the player who takes the second turn will be decided randomly using a method chosen by a judge.

A match proceeds as follows.

• The interval time between rounds (the time used for shuffling, etc.) and the time during rulings by judges after a request from a player also count towards the time limit.

• If the time limit is reached

• A judge will sound a buzzer, then 5 minutes of overtime will immediately start.

• The turn becomes Turn 0, and the player that was performing the current action starts play. The opponent's next turn becomes Turn 1, the turn after that becomes Turn 2, and the turn after that becomes Turn 3, until a total of 5 turns are reached.

• If the winner has not been determined when the extra turns end or the 5 minute overtime ends, the following procedure will be used to determine the winner.

- (1) The player with the most security cards remaining is the winner (if both players have the same number of security cards or both players have 3 or more cards, go to the next step)
- (2) The player with the most cards in their deck remaining is the winner (not counting Digi-Egg decks and not including tokens; if both players have the same number of cards in their deck, go to the next step)
- (3) The player with the most Digimon in their battle area is the winner (not counting Digimon levels or digivolution cards; 1 token in the battle area counts as 1 Digimon; if both players have the same number of cards in their battle areas, go to the next step)
- (4) The player with the most cards remaining in their hand is the winner (if both players have the same number of cards in their deck, go to the next step)
- (5) The last player who checked/trashed cards from their opponent's security area is the winner.

### • Dropping Out and Forfeiting

- Dropping out of a game is permitted. In such cases, that player will be considered the loser.
- Dropping out of a match is not permitted.

## Decks

- A deck must have exactly 50 cards, and a Digi-Egg deck may have up to 5 cards. Up to 4 cards with the same number can be used (excluding certain cards).
- **You must use official memory markers and playmats. Please bring enough tokens for your own use.**

### Player Behavior

- After shuffling your deck, it must be presented to your opponent to be either cut (divided up into multiple piles and stacked back in their chosen order) or shuffled. No additional shuffling or randomization is allowed after this.
- You cannot refuse a shuffling request from your opponent.
- Examples of shuffling requests:
  - “Please shuffle my cards until I tell you to stop.”
  - “Please divide my cards into 4 to 8 piles and put them back in the order I specify.”
  - “Please divide my deck into two piles, then move X cards from the top to the bottom.”
- If you have any questions on the rules during a battle or want to settle a dispute, immediately raise your hand and call a judge, then abide by their ruling.
- Note that proper rulings cannot be made after a battle is over.
- A ruling by a judge is valid for that tournament, but afterward there may be changes to the ruling in the Official Rulebook, etc.
- You will be subject to a penalty if you alter the order of the cards in your deck before shuffling it or during the time between games.
- When cards are trashed from your deck during a game, trash them one at a time so that your opponent can tell which cards are being trashed.
- Eating and drinking are prohibited during the tournament.
- Smoking is prohibited during the tournament.
- You must obtain permission from staff before taking a bathroom break during a game.
- If you feel sick or ill, please notify staff immediately.
- No matter the reason, you may be disqualified if you are absent from the game for more than 5 minutes.
- Turn off all mobile devices or switch them to silent mode.
- You may be disqualified if you use a mobile device or answer a call during a game.
- In order to avoid confusion, put away any cards that will not be used during the tournament.
- Always hold the cards in your hand above the table so that your opponent can see how many cards you have.
- Follow the instruction manual for your camera if any adjustments are needed to its settings.

### Slow play

- Make efforts to ensure that each game proceeds as smoothly as possible.
- If you take too long considering an action, a judge may issue a penalty based on slow play.
- Approximately 2 minutes is the limit until slow play is considered, at the discretion of the judge.
- If you believe that your opponent is taking too long, call a judge.
- Even if you do not exceed 2 minutes, repeated instances of taking too long may be considered slow play.
- A warning will be issued if a judge determines that slow play has occurred.
- If you do not abide by a judge or staff after the warning is issued, you will be disqualified.
- Examples of slow play
  - ▪ Stopping play (taking too long considering an action, etc.)
  - ▪ Combinations of gameplay actions that do not move the game forward (repeatedly checking the cards in your trash or deck, repeating loop actions that do not affect the game, etc.)
  - ▪ Overly slow gameplay
  - ▪ Intentionally causing disruption in electronic communication

### Card Legality

The following cards are permitted in the Special Multi-Region Match. All other cards are prohibited.

- **BT1 through BT8**
- **ST1 through ST10**
- **P-001 through P-040 and P-047 through P-064**

\*Alt-art versions of the above numbers are permitted.

Prohibited cards: BT9 through BT13, ST11 through ST14, EX1 through EX4, RB1, P-041 through P-046, and P-055 through P-069,

- Banned cards are prohibited.
- Note that restricted cards may be used, but you can only include a certain number of restricted cards in your deck.
- For details on banned cards and restricted cards, see here. Note that the cards banned/restricted as of February 1, 2023 are applicable to this tournament.
  - BT2-047 Argomon
  - BT3-103 Hidden Potential Discovered!
  - BT6-015 SaviorHuckmon
  - BT6-100 Reinforcing Memory Boost!

BT7-072 Eyesmon  
(Banned) BT5-109 Mega Digimon Fusion!

- If your deck is in violation of the tournament rules, you will be disqualified immediately (previous wins may also be disqualified).

#### Other Important Notes

- If infractions such as fraud or lying about one's age are discovered, you may be refused entry into the tournament.
- If you make any changes for this tournament, they may not be accepted. Please check your application content carefully before submission.
- Spectators cannot enter the tournament space.
- Event content may change or may be canceled without prior notification. In addition, the event may be canceled in the event of an accident or disaster.
- This tournament is limited to players who are capable of playing the Digimon Card Game unassisted.
- Each participant in this tournament must be the same person who made the respective application. Identification may be checked when participating in the tournament.
- Participants in this tournament must submit their deck recipe by the required date.
- Players may be photographed or videotaped while participating in the event.
- The matches on the day of the tournament are planned for streaming on YouTube.
- Pictures/videos taken at the event may be later used in Digimon Card Game commercials, promotional materials, websites, magazines, flyers, etc.