

## DIGIMON CARD GAME 3-ON-3 BATTLE Tournament Rules

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# Tournament format

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This tournament uses the Bandai Organized Play Tournament Rules Manual. Be sure to read, understand and obey the rules in this manual.

The format for this tournament will be 3 on 3.

Players on each team will have 1 match with each battle team player, and teams with 2 or more victories will be the winners.

The tournament will use Swiss matches.

Each team will be given the numbers ①, ②, and ③ upon team registration. Because these numbers correspond to match pairing, please be sure to register before event check-in. Matches will be performed between the respective numbers on each team (① and ①, ② and ②, and ③ and ③).

Matches will start for all three people at the same time.

Matches against opponents will end once the matches have finished for all team members.

A team will be awarded 1 victory point when their team member has 2 or more victories.

Teams will compete for wins/losses, and the tournament will end once the stipulated number of matches have ended or there is 1 undefeated team.

The teams will be ranked according to the following standard. When multiple teams have the same ranking, their ranking will be determined by the next standard.

Ranking priority ①	Team points
Ranking priority ②	OMW% (the opponent match win percentage indicating the opponent's strength average)
Ranking priority ③	Average OMW% of the opponent team
Ranking priority ④	If the average is still exactly the same after factoring in the above three methods, the ranking will be decided by the staff using a random method.

\*Ranking priority ②: This standard assigns a rating based on the strength of the opponents faced. The ranking will be higher when the opponent team has a higher point average.

## *3 on 3 Tournament Warnings*

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If any of the following content is violated, a judge or tournament organizer may issue a penalty.

Up to 4 cards with the same number can be used. When a card is restricted to 1 copy, a team may use up to 1 of that card. When up to 50 of a card may be placed in a deck, a team may use up to 50 of that card.

Teams are to have 3 players.

Only the members on the application may participate in the tournament.

During a battle, only team members directly adjacent to each other may give each other advice or talk to one another.

\*Ex: Player 1 can give advice to Player 2, but not to Player 3. Player 2 can give advice to both Player 1 and Player 3.

Wristwatches may be used during a match. Only standard wristwatches may be used. Other devices (mobile phones, smartphones, smart watches, clocks, stopwatches, Vital Bracelets, etc.) may not be used. Medical devices such as hearing aids may be used.

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## *Time Limits*

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The time limit for each match is 25 minutes during Swiss draw matches. The following procedures will be used when a time limit is reached. A staff member will sound a buzzer when the time limit is reached. If a victory/loss has yet to be decided at this time, the game will end once the current action has completed. If this does not result in a victory/loss, the players will immediately stop the game and proceed as follows.

Swiss Rounds:

If a victory/loss has yet to be decided when the time limit has been reached, victory/loss will be decided using the following procedure. A judge will make the final call. Please do not put away your cards until the call has been made and you receive instructions from the judge.

Ranking priority 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)

Ranking priority 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)

Ranking priority 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)

Ranking priority 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)

Ranking priority ⑤: The winner/loser will be decided randomly using a method chosen by

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a judge.

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### Decks

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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. When a card is restricted to 1 copy, a team may use up to 1 of that card. When up to 50 of a card may be placed in a deck, a team may use up to 50 of that card.

Other than banned cards, all Digimon Card Game cards sold/distributed up to 1 week before the tournament may be used.

\*For details on banned cards and restricted cards, see here: [https://digimoncard.com/rule/restriction\\_card/](https://digimoncard.com/rule/restriction_card/)

Please bring enough tokens for your own use.

Please bring a memory gauge, memory markers, and a play sheet for your own use.

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### Sleeves

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Be sure to place your deck's cards and Digi-Egg cards in sleeves.

Use the same sleeves for all cards in your deck. In addition, all your Digi-Egg cards must similarly have the same sleeves. You may use one type of sleeve for your deck and another type for your Digi-Egg deck.

Up to 2 sleeves can be used for each card. When 2 sleeves are used together, one sleeve must be clear with nothing printed on it, and the other sleeve must be opaque (either type of sleeve may be used on the inside or the outside).

The following types of sleeves may not be used at this tournament.

- Sleeves with stickers/patterns that prevent the legibility of card information required for gameplay
- Sleeves with excessive deterioration or damage
- Sleeves with additional writing such as autographs or names
- Any other sleeves determined to be inappropriate by the tournament staff

If a judge decides that one of the aforementioned descriptions applies to your sleeves, you may be asked to remove or change them.

Placing 2 cards into 1 sleeve and actions that may cause infractions or confusion are prohibited, including using 2 of some sleeves but not others, etc.

Depending on the tournament, the tournament staff may require that specific sleeves are used.

## *Dropping out/forfeiting*

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A player may forfeit a match if both players agree. The forfeiting player immediately loses, and the opponent player will be the winner. However, forfeiting is not permitted during finals.

If you wish to withdraw from a tournament, inform a judge or staff member and follow their instructions. After withdrawal, a team will not be able to participate in further matches.