

UDE Tournament Appendix

Appendix P: Tournament Penalty Guidelines

Valid until October 1, 2007

P-1 How to Use This Document

This Appendix P is used as an addition to the Upper Deck Entertainment (UDE) Tournament Policy and other UDE Tournament Appendices to help judges determine the appropriate penalty when a tournament rule is broken. This helps create fair and consistent tournaments for all players. The UDE Tournament Penalty Guidelines document contains information appropriate to all UDE trading card game tournaments.

P-2 Appendix P Version Information

- This version of Appendix P was updated on May 1, 2007.
- The next update for this document will be published before October 1, 2007.
- The most up-to-date version can be found at UDE.com/policy.
- Delete or destroy any older versions of this document to avoid confusion.

P-3 Reporting Penalties

When a judge issues a penalty to a player, the judge must report the penalty to the head judge and scorekeeper. Scorekeepers will enter the details of the penalty into the MANTIS tournament software so that it will be uploaded into the UDE database. The most effective way to remind a scorekeeper about a penalty is to write all of the details of the penalty on the back of the match result slip for the match in which the penalty was issued.

If MANTIS software is not being used to run the tournament, the head judge must complete a Penalty Reporting Form and fax or mail it to his or her local UDE tournament sanctioning office.

Penalties are tracked in the UDE database and the UDE Tournament Commissioner may contact players with several penalties.

The types of penalties include:

- Warning
- Game Loss
- Match Loss
- Disqualification (With or Without Prize)

P-4 Intention

The guiding principle for UDE events is that honest mistakes will be addressed in a fair, educational manner by the judging staff. Cheating or severe unsporting behavior will receive zero tolerance. With the exception of Unsporting Conduct penalties, the penalties listed in this document assume that the player committing the infraction did so *unintentionally*. If the head judge determines that the player is intentionally committing infractions to gain an unfair advantage in the game, the infraction should be considered Unsporting Conduct—Cheating, and the appropriate penalty should be applied.

P-5 Warning

Warnings are an official way to track minor infractions. The Warning penalty should always be followed by an explanation of the infraction, potential consequences for repeat offenses, and education of the player receiving the penalty. The purpose of the Warning penalty is to alert tournament officials of potential problems. Warnings are tracked in the official UDE database. While receiving a Warning penalty is not significant by itself, accumulating an excessive number of warnings can result in potential investigation and suspension of the player.

P-6 Game Loss

The Game Loss penalty is a forced forfeit of the current game. If a player is between games, the Game Loss penalty should be applied to his or her next game. The Game Loss penalty should always be followed by an explanation of the infraction, potential consequences for repeat offenses, and education of the player receiving the penalty. This penalty is only appropriate in matches where multiple games are played. In the event of a match consisting of a single game—for example, a match at most premier **Vs. System** TCG tournaments—the Game Loss penalty essentially becomes a Match Loss penalty, except in cases where a double Game Loss penalty is issued. In the event of a Game Loss penalty before players begin a match, which could occur with a decklist infraction, neither player is allowed to side deck prior to the first played game.

P-7 Match Loss

The Match Loss penalty is a forced forfeit of the current match. If a player is between matches, the Match Loss penalty should be applied to his or her next match. The Match Loss penalty should always be followed by an explanation of the infraction, potential consequences for repeat offenses, and education of the player receiving the penalty. The head judge may apply the Match Loss penalty to the next match if he or she believes that applying the penalty to the current match is not severe enough. For example, this is appropriate in cases where a player is about to lose a match and commits an Unsporting Conduct—Major infraction.

P-8 Disqualification

The Disqualification penalty is a forced removal of a player from the tournament. This penalty has two degrees of severity: with or without prize. In the event of a Disqualification with prize penalty, the player may still be eligible for tournament prizes after the event is over. In the event of a Disqualification without prize penalty, the player forfeits all prizes, with the prize structure shifting down as though the player did not exist in the standings. Only the official head judge may issue the Disqualification penalty, and as part of issuing such a penalty, he or she is required to collect statements from all parties involved, including him- or herself, on the infraction that caused the Disqualification penalty. A disqualification for accumulation of repeat infractions is always with prize.

P-9 Disqualification Reporting

In the unlikely event that the head judge disqualifies a player, the head judge must attempt to collect statements from all relevant parties who were involved in the disqualification.

As part of submitting his or her statement, the head judge must include his or her name and UDE number, the event name, the event date, the event sanctioning number, the name of the player receiving the penalty, and that player's UDE number. The head judge should also include all relevant details surrounding the penalty, including decklists, player background information, and details of all communication with players, spectators, and judges involved. This correspondence may either be emailed to judge@upperdeck.com with the subject line "Disqualification Report for Tournament Commissioner," or mailed to the following address:

Upper Deck Entertainment
Attn: Tournament Commissioner
5909 Sea Otter Place
Carlsbad, CA 92010

P-10 Repeat Offenses

If a player commits multiple infractions of the same type during the course of a game or, where appropriate, during the course of a tournament, the penalty for each subsequent infraction should be upgraded to the next step.

Examples:

- A player receives a warning for a procedural error in his current game. Later in the same game, the same player commits the same procedural error. His second Procedural Error—Minor infraction should be upgraded to a Game Loss penalty.
- A player receives a warning for excessive swearing during a match. The same player swears excessively in his next match. His second Unsporting Conduct—Minor infraction should be upgraded to a Game Loss penalty.

P-11 Upgrading or Downgrading Penalties

This document is to be used as a guideline for the application of penalties. In extreme cases, the head judge has the authority to upgrade or downgrade penalties as he or she deems appropriate. When judging a tournament with junior or new players, the head judge may allow penalties to be repeated without upgrading them, or may be a little more lenient for truly unintentional infractions.

P-12 Procedural Error Penalties

This group of penalties encompasses general procedural errors that a player may commit during the course of a game as well as some specific common penalties.

P-13 Procedural Error—Minor (Penalty: Warning)

This penalty is appropriate for a minor, unintentional, and easily fixable infraction that a player commits during the course of a tournament. The damage to the game state is easily repaired, so the penalty is minimal in all cases. This is an appropriate penalty to use when a player unintentionally plays a card incorrectly and causes a minor game disruption.

Examples:

- A player in a **Yu-Gi-Oh!** TCG tournament forgets to place her Fusion deck in the appropriate area and keeps it with her side deck.
- A player in a **Vs. System** TCG tournament recruits a character with a recruit cost of 6 on turn 6 without first playing his sixth resource.
- Both players in a **Vs. System** TCG tournament fail to resolve a mandatory triggered power during a game.
- A player in a **World of Warcraft** TCG tournament attempts to play Trophy Kill on an ally whose cost is only 3.
- A player playing the **Yu-Gi-Oh!** TCG activates a trap card while Jinzo (which prevents trap cards from being activated) is face up in play.
- A player accidentally shuffles his graveyard or face-down cards in a **Yu-Gi-Oh!** TCG match.
- A player incorrectly registers the card pool she opened prior to a deck swap at a Sealed Deck tournament.

P-14 Procedural Error—Major (Penalty: Game Loss)

This penalty is appropriate for an unintentional infraction that a player commits that causes an irreversible disruption of the game state. The game state is beyond repair, so the penalty is more severe than the one for a minor procedural error. This is an appropriate penalty to use when a player unintentionally plays a card incorrectly and causes a major game disruption. In one-game matches, where this penalty essentially becomes a match loss, judges should make sure that the game state is truly irreparable before issuing this penalty.

Examples:

- A player shuffles his hand and graveyard into his deck as part of resolving the effects of Fiber Jar in a **Yu-Gi-Oh!** TCG game while his opponent has Necrovalley in play, which negates Fiber Jar's effects.

- A player uses Grennan Stormspeaker's power to deal 3 damage to one of her opponent's characters and heal one of her allies on her opponents turn. That prevents the ally from being destroyed from combat damage. Later that turn, she uses the healed ally to draw a card.

P-15 Procedural Error—Severe (Penalty: Match Loss)

This penalty is appropriate for an unintentional infraction that causes a player to be unable to finish the remainder of the match.

Example:

- A player spills water on a significant portion of her deck, ruining the cards and making her unable to finish the remainder of the match.
- A player loses his deck between matches, but does not discover this until the round has been paired.

P-16 Procedural Error—Tardiness (Penalty: Game Loss/Match Loss)

This penalty is appropriate when a player is not in his or her seat after the appropriate amount of time has passed at the start of a match. A Game Loss penalty should be given three minutes into the match, and a Match Loss penalty ten minutes into the match.

P-17 Procedural Error—Playing the Wrong Opponent (Penalty: Match Loss)

This penalty is appropriate when a player fails to identify correctly his or her table number in the pairings, causing him or her to play an incorrect opponent. It is the responsibility of all players to verify that they are playing their correct opponents. This is a severe infraction that is usually discovered later in the round, allowing for a limited number of solutions. The head judge may reduce this penalty to a game loss if the error is discovered less than ten minutes into the round.

Example:

- A player misreads the pairings display and sits at the wrong table. The error is not caught until the round is almost over.

P-18 Procedural Error—Slow Play (Penalty: Warning)

This penalty is appropriate when a player unintentionally causes a minor delay of the game. Players are responsible for playing at an efficient pace regardless of the complexity of the situation in the game or the number of decisions that have to be made.

Examples:

- A player is excessively slow while deciding to keep her initial hand in a **World of Warcraft** TCG game.

- A player takes more than the three allowed minutes to access his side deck in a **Yu-Gi-Oh!** TCG match.
- A player is excessively slow while considering attacks in a **Vs. System** TCG game.

P-19 Deck Error Penalties

This group of penalties covers infractions associated with registering incorrect contents on a decklist or playing with an illegal deck. If a deck error is discovered before the start of round 1, it is acceptable to correct the player's decklist without a penalty prior to the start of the round.

P-20 Deck Error—Illegal Decklist (Penalty: Game Loss)

This penalty applies to infractions that involve the use of decklists, where the actual contents of the player's deck are legal but the decklist shows an illegal deck, or the decklist does not match the contents of the deck. It is appropriate to fix the decklist to match the contents of the player's deck when this discrepancy is discovered. This penalty also applies to games that use side decks.

Example:

- A player's decklist shows two copies of Jinzo, a Limited card, in a **Yu-Gi-Oh!** TCG tournament. Her actual deck contains only one copy of Jinzo and meets all other requirements for a legal deck. The judge issues a Game Loss penalty and removes the extra Jinzo from the deck registration sheet.
- A player registers 38 cards in his deck in a **Yu-Gi-Oh!** TCG tournament. His actual deck contains 40 cards. The judge issues a Game Loss penalty and adds the two missing cards from the deck to the deck registration sheet.
- A player registers four copies of Cleave on her deck registration sheet for a **World of Warcraft** TCG tournament. Her deck contains no Cleaves but does contain four copies of Mocking Blow that are not listed on the deck registration sheet. The judge issues a Game Loss penalty and changes the deck registration sheet to match the deck.
- A player registers a deck with eleven cards in the side deck in a **World of Warcraft** TCG tournament. The player's actual side deck contains ten cards. The judge issues a Game Loss penalty and corrects the deck registration sheet to match the side deck.
- A player in a Sealed Deck event accidentally registers a card on his deck registration sheet that he is not playing. The judge issues a Game Loss penalty and corrects the deck registration sheet to match the deck.

P-21 Deck Error—Illegal Deck (Penalty: Game Loss)

This penalty applies to infractions that involve presenting an illegal deck during a tournament. It is usually appropriate to fix the deck to match the contents of the deck registration sheet. If the deck registration sheet is also illegal, it is appropriate to fix the deck by making it legal first and then fix the deck registration sheet to match the deck. This penalty also applies to games that use side decks.

Examples:

- A player enters a **World of Warcraft** TCG tournament with five of the same non-unlimited card between his main and side decks. The legal limit is four of the same non-unlimited card. The judge issues a Game Loss penalty. The player must replace one of the illegal cards in the main deck or side deck with a legal card and then correct the deck registration sheet to match the main deck and side deck.
- A player registers 40 cards on her **Yu-Gi-Oh!** TCG deck registration sheet but presents a 39-card deck. The judge issues a Game Loss penalty, and the player must make her deck match her legal deck registration sheet.
- A player registers 39 cards on his **Yu-Gi-Oh!** TCG deck registration sheet and presents a 39-card deck. The judge issues a Game Loss penalty, and the player adds a legal card to the deck and corrects the deck registration sheet to match the corrected deck.
- A player enters a **World of Warcraft** TCG tournament with eleven cards in her side deck and on her deck registration sheet. The judge issues a Game Loss penalty, and the player must remove a card from her side deck and then correct the deck registration sheet to match the corrected side deck.

P-22 Deck Error—Failure to De-Side Deck (Penalty: Game Loss)

This penalty applies to infractions where, prior to the first game of a new match, a player fails to return his or her deck and side deck to the original configuration as indicated on his or her deck registration sheet. It is appropriate to fix the player's deck and side deck to match the deck registration sheet.

P-23 Drawing Cards Penalties

This group of penalties deals with procedural errors that are specific to drawing cards.

P-24 Drawing Cards—Looking at Extra Cards (Penalty: Warning)

The following penalty applies to infractions committed while revealing cards either accidentally or due to a game effect. The cards should be revealed to both players and returned to their appropriate areas.

Examples:

- A player completes the quest Zapped Giants in a **World of Warcraft** TCG game and reveals four cards instead of three. The extra revealed card should be placed back on top of the deck.
- A player resolves Cyber Jar in a **Yu-Gi-Oh!** TCG game and reveals six cards instead of five.

P-25 Drawing Cards—Drawing Extra Cards (Penalty: Game Loss)

A player is considered to have drawn a card once that card is combined with the rest of his or her hand. Drawing extra cards damages the game state beyond repair, and as such, carries a severe penalty. If a tournament official can logically determine which extra card or cards were drawn, the game state should be repaired and the penalty should be downgraded to Looking at Extra Cards.

Examples:

- A player draws four cards instead of three during the resolution of Graceful Charity in a **Yu-Gi-Oh!** TCG game.
- A player in a **World of Warcraft** TCG tournament plays Life Tap and draws three cards instead of two.

P-26 Marked Cards Penalties

This group of penalties deals with marked cards and sleeves. A card or a sleeve is considered marked if it's easily distinguishable from others in the same deck. This includes bent cards, cards with distinctive markings, and sleeves that are dirty, worn, or damaged. In some situations, a judge may ask a player to re-sleeve any number of cards in dirty, worn, or damaged sleeves.

P-27 Marked Cards—Minor (Penalty: Warning)

The following penalty applies when a player has one or very few cards with different markings, without any significant pattern. It is appropriate to require the player to re-sleeve the cards that have marked sleeves or replace the marked cards if no sleeves are being used.

Examples:

- A player has three card sleeves with noticeable thumbnail marks. All three appear to be different. It is appropriate to ask the player to re-sleeve the three marked cards.
- A player's sleeves appear to have a factory defect where the cards are many different lengths. There appears to be no pattern to the defect.
- All of a player's card sleeves are dirty and worn, with no significant pattern.

P-28 Marked Cards—Major (Penalty: Match Loss)

The following penalty applies when a player has a significant number of cards marked and it appears that there is an *unintentional* but noticeable pattern among them. Although this infraction assumes accidental marking, having significant markings can give players an advantage in tournaments and therefore requires a relatively strict penalty. It is appropriate to investigate further to make sure that the player did not do this intentionally. Intentionally marking cards is Unsporting Conduct—Cheating and requires immediate disqualification.

Examples:

- All of the ally cards in a player's **World of Warcraft** TCG deck have sleeves with a noticeable factory marking. All of his quest card sleeves are normal.
- All of the monster cards in a player's **Yu-Gi-Oh!** TCG deck have a slight inward bend, while the trap cards are all perfectly flat.

P-29 Unsporting Conduct Penalties

This group of penalties deals with inappropriate behavior that a player may exhibit during a tournament. This group of penalties covers intentional infractions. It's important to allow players to have fun and enjoy themselves, but that must be balanced with the need to protect others against truly offensive behavior that will jeopardize their tournament activity. This is an area where judges must use their common sense to determine when to allow natural behavior to occur and when to step in and moderate a situation.

P-30 Unsporting Conduct—Minor (Penalty: Warning)

Players are expected to behave in a sporting and professional manner toward other players, spectators, and tournament officials. This penalty is appropriate for minor violations of the tournament rules.

Depending on the audience of the tournament, the head judge may wish to be more or less lenient when it comes to swearing. At a junior event, penalties should be enforced for swearing, but at an event with all adults, the judge has freedom to enforce penalties based on the age of the players present.

Examples:

- A player leaves scraps of paper or food on his table after a match.
- A player swears during a tournament in the tournament area.
- A player uses inappropriate or offensive gestures.
- A player insults her opponent.
- A player does not follow a tournament official's instructions.

P-31 Unsporting Conduct—Major (Penalty: Match Loss)

Players are expected to behave in a sporting and professional manner toward other players, spectators, and tournament officials. This penalty is appropriate for major violations of the tournament rules.

Examples:

- A player uses profanity to argue with the head judge about a ruling.
- A player throws his deck in frustration after losing a match.
- A player refuses to sign or rips up a match result slip.

P-32 Unsporting Conduct—Severe (Penalty: Disqualification without Prize)

Players are expected to behave in a sporting and professional manner toward other players, spectators, and tournament officials. This penalty is appropriate for extreme violations of the tournament rules. A statement must be sent to the address given at the beginning of this document outlining the incident leading to this penalty.

Examples:

- A player writes on tablecloths or defaces the tournament area.
- A player physically assaults another player.
- A player verbally threatens a judge.
- A player steals while at a tournament site.
- A player intentionally causes damage to the tournament site or someone else's belongings.

P-33 Unsporting Conduct—Cheating (Penalty: Disqualification without Prize)

Cheating is the highest display of unsporting conduct a player can exhibit during a tournament. Cheating includes, but is not limited to, *intentionally* misrepresenting the game state, rules, or policies; reporting inaccurate information to tournament officials; and bribery. A statement must be sent to the address given at the beginning of this document outlining the incident leading to this penalty.

Examples:

- A player offers booster packs to her opponent in exchange for conceding the final round.
- A player purposely draws an extra card and attempts to conceal it.
- A player intentionally reports to a tournament official that he won a round after losing the round.
- In a **World of Warcraft** TCG game, a player intentionally marks four of her key ability cards so that she can predict when they will be drawn.
- A player lies to tournament officials.
- A player who won the first game of the match purposely plays slowly in order to stall for time and wait for the round to end.
- A player in the **World of Warcraft** TCG deliberately switches a face-down resource with a card in her hand.
- A player in the **Yu-Gi-Oh!** TCG pre-sets his deck while side decking and does not sufficiently randomize his deck before presenting it to his opponent.

P-34 Contact Information

For the most recent information about tournament policies and for other language versions of this document, please visit ude.com/policy.

For general questions regarding UDE programs, please email:

Asia: asia@upperdeck.com

Australia: australia@upperdeck.com

Europe: tournaments@upperdeck.nl

Latin America: preguntas@upperdeck.com

United States: ude@upperdeck.com

For specific judge certification questions, please email judge@upperdeck.com.

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