

UDE Tournament Appendix

Appendix A: Yu-Gi-Oh! TCG Policies

Valid until October 1, 2005

A-1 How to Use This Document

This Appendix A is used as an addition to the Upper Deck Entertainment (UDE) Tournament Policy. This appendix contains additional policies that specifically apply to **Yu-Gi-Oh!** Trading Card Game (TCG) tournaments, while the UDE Tournament Policy contains overall rules and procedures that apply to all UDE games.

A-2 Appendix A Version Information

- This version of Appendix A was updated on March 1, 2005.
- The next update for this document will be published before October 1, 2005
- The most up-to-date version can be found at UDE.com/policy.
- Destroy older versions of this document to avoid confusion.

A-3 Yu-Gi-Oh! Tournament Formats

There are four different tournament formats for **Yu-Gi-Oh!** TCG tournaments:

- **Traditional Constructed Deck Format**—Players bring their own decks that they have built following deck construction rules in this policy document. Traditional Constructed Deck Format has no forbidden cards and uses only the limited and semi-limited lists from sections A-21 and A-22.
- **Advanced Constructed Deck Format**— Players bring their own decks that they have built following deck construction rules in this policy document. Advanced Constructed Deck Format uses the forbidden, limited and semi-limited lists from sections A-23, A-24 and A-25.
- **Sealed Deck Format**—Players open several **Yu-Gi-Oh!** packs and build a deck from the cards they open.
- **Booster Draft Format**—Players open several **Yu-Gi-Oh!** packs and pass the packs around the table, picking cards to add to their decks.

A-4 **Yu-Gi-Oh! Tournament Rankings**

For each official **Yu-Gi-Oh!** TCG tournament, players can win matches to increase their UDE ratings. Each player's rating affects his or her worldwide ranking and allows players to their tournament performance to other players. Each player begins with a rating of 2500 in each rating category.

There are two rating categories for the **Yu-Gi-Oh!** TCG:

- **Sealed Pack Rating**—Includes the Sealed Deck and Booster Draft formats.
- **Constructed Deck Rating**—There is currently only one rating for both Constructed Deck formats. More may be added in the future.

In addition, each player has an Overall **Yu-Gi-Oh!** TCG Rating, which is the average of his or her Constructed Deck Rating and Sealed Pack Rating.

A-5 **Legal Cards: Overview**

Yu-Gi-Oh! cards become tournament-legal around the world at the same time. When a set becomes legal in North America, it also becomes legal in Latin America, Europe, Australia and other areas outside of Asia.

When using a card that is not in a local language, a local language version of the card or an accurate card translation must be available outside of the deck to show to any opponent. This will help ensure that both players understand exactly what the card does.

Japanese, Chinese, and Korean cards are not legal for tournaments. "Asian-English" cards are not legal for tournaments. The English "God" cards are not official **Yu-Gi-Oh!** TCG cards and are not legal for use in decks. They have no effect on games and cannot be summoned to the field.

A-6 Legality of Sets

Yu-Gi-Oh! TCG card sets become legal for tournament play at set dates. UDE will update this list regularly at ude.com/policy.

Yu-Gi-Oh! TCG promotional cards become legal upon release.

Currently Legal Sets: *Legend of Blue Eyes White Dragon*, Yugi and Kaiba Starter Decks, *Metal Raiders*, *Magic/Spell Ruler*, *Pharaoh's Servant*, Joey and Pegasus Starter Decks, *Labyrinth of Nightmare*, *Legacy of Darkness*, *Pharaonic Guardian*, *Magician's Force*, *Dark Crisis*, Yugi and Kaiba Evolution Decks, *Invasion of Chaos*, *Ancient Sanctuary*, *Soul of the Duelist*, *Dark Beginnings 1*, *Rise of Destiny*.

Promo Cards: TP1, TP2, TP3, TP4, TP5, MP1, DDS, EDS, SDD, FMR, DOR, JMP, BPT, DL1, DL2, DL3, DL4, DL5, IOC-SE, PCY, TFK, TSC, WC4, EP1, PCJ, PCY, PCK, ROD, DOD-002, DOD-003, MOV, WCS, HL1, CMC, DBT, SP1, WC5, DL6.

Upcoming dates for card set legality:

- *Flaming Eternity* becomes tournament legal on April 1, 2005
- *The Lost Millennium* becomes tournament legal on July 1, 2005
- *Dark Beginnings 2* (both reprinted and new cards) becomes tournament legal on release.
- *Cybernetic Revolution* becomes tournament legal on September 1, 2005

A-7 Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and are never allowed in any **Yu-Gi-Oh!** TCG tournament. Photocopied cards, sometimes called "proxies," are not allowed in tournaments and are considered fakes. It is illegal to buy or sell fake cards.

If a player finds fake or counterfeit cards, they should bring them to a parent or tournament official and never play with the cards. Players should be careful when buying cards or trading cards to ensure the cards they are getting are genuine cards made by UDE. If any player finds a fake card, he or she should send details to the UDE Fraud Investigation Team at fit@upperdeck.com. Visit ude.com/fraud for more information.

You can identify a fake card in several ways:

- Real cards will have a square hologram in the bottom-right corner of the card. The hologram has the Eye of Anubis logo and the words "**Yu-Gi-Oh!**" on it. Fake cards may be missing some of these elements.
- The corner hologram should be so thin that you cannot feel it if you run your finger across it. If you can feel the hologram, then the card may be fake and the sticker may have been glued on to the card.
- If the entire card, not just the picture, is foil or shiny, the card is fake.

- Real cards have the Konami logo on the upper-left corner of the back and have the **Yu-Gi-Oh!** Trading Card Game logo in the lower-right corner of the back.
- Fake cards may be printed on paper that is thinner or thicker than real cards. Fake cards may also be printed on paper that is shiny or feels like wax.
- Fake cards may have fuzzy text that is not professionally printed. They may also have colors that are different from those on real cards.
- Fake super rare or ultra rare cards will sometimes have a dull picture or the foil may be dull. Real cards will have a sharp picture.
- There is no such thing as a real Chinese **Yu-Gi-Oh!** card. They have never been printed except as fakes.
- People may offer cards that are fuzzy or have bad colors, saying that they are "rare, defective cards." Don't buy cards like this—they are probably fake.

A-8 Tournament Match Structure

In each round of a tournament, a player will be required to play one match against an opponent. Most matches are best two out of three games, which means the first player to win two games is the winner of the match. Games continue until one player wins two games. If two players have drawn a game and each player then wins a game, they will need to play additional games until one player wins two games in the match.

In some tournaments, players may only be required to play one game to determine the winner of a match. In this case, the first player to win a single game is declared the winner of the match. This one-game structure is only used on rare occasions where time is very limited, such as at the **Yu-Gi-Oh!** TCG Tournament Mall Tour.

When reporting match results, only the final winner of each match is recorded, not who won the individual games within the match. There are no draw matches in UDE tournaments, so there will always be a match winner.

A-9 Time Limits

The normal time length for a round is 40 minutes.

When building a Sealed Deck, players normally have 15 minutes to register the cards and build their decks after they receive their cards.

When playing in a Booster Draft tournament, players normally have 10 minutes to build and register their decks after the draft is complete.

Individual tournament organizers can change time limits for a tournament only if absolutely necessary and only if clearly announced before the tournament begins.

A-10 End of Match Procedure

When time is called at the end of a round, the current turn of each match still in progress is completed, and then play stops and the match winner is calculated using the following process:

- A player wins the match if he or she has more game wins than the opponent.
- If both players have an equal number of game wins, then the player with the most life points in the current game is the winner. If the life points are tied, continue playing until the players have a difference in life points.
- If both players have an equal number of game wins and are between games, then the next game should start and the match winner will be determined by the first change in life points.

Example: Time is called at the end of a match. Players are still in the middle of game one. Robert is at 2000 life points, and Kelly is at 3000 life points. Robert finishes the turn and manages to reduce Kelly's life points to 1000. Robert wins the game based on life points and wins the match because time was called during game one.

Example: In a different match, time is called during game two. David has already won game one. The current turn is completed, and neither player can win the game this turn. This game is considered unfinished, and David wins the match because he won game one.

Example: In a different match, time is called during game two. Abby won game one. Mark finishes his turn and manages to win game two. Abby and Mark are now tied, each having won a game. They start game three. Game three lasts until the first life point change. Eventually, Abby summons a Goblin Attack Force and attacks Mark, reducing his life points to 5700. Abby is now ahead on life points, so she is the winner of the game and subsequently the match.

Example: In a different match, time is called during game three. Michelle and Danny have each won a game in the match. Michelle finishes her turn and manages to tie their life points at 4000 each. They continue playing until the next life point change. Danny plays Poison of the Old Man and gains 1200 life points. He is now ahead on life points, so he is the winner of the game and subsequently the match.

A-11 Side Decks

When playing in **Yu-Gi-Oh!** TCG tournaments, each player is allowed to bring a side deck to the tournament in addition to his or her regular deck. The side deck is only used for games after the first game of a match. Even if game one was not played because of a tournament penalty, players may still use their side decks for game two. At the beginning of a match, each player must revert his or her deck to its original state, undoing all changes that were made with the side deck during the previous match.

Before the start of each match, place your side deck face down on the table. Your opponent may count to ensure that your side deck contains fifteen cards. Players may not look at their side decks during a game unless a card effect specifically instructs them to do so.

When a player registers for a Constructed-format tournament, he or she may choose to register a side deck of exactly fifteen cards or not register a side deck at all.

Side decks must always be fifteen cards, no more, no less. If a player uses his or her side deck between games, he or she must exchange cards on a one-for-one basis so that the side deck always contains fifteen cards. A player has three minutes between games to use his or her side deck, shuffle, and present his or her deck to the opponent.

Deck construction rules apply to the deck and side deck combined. For example, if a player has Raigeki in his or her deck, he or she can't have it in the side deck because it's a limited card, meaning that only one total copy of the card is allowed between the deck and side deck.

A-12 Shuffling Facedown Cards

A player is not allowed to shuffle his or her facedown cards unless a game effect specifically instructs or allows him or her to do so. This includes both facedown monsters and facedown spell or trap cards. Players may shuffle their hands unless a card effect specifically prohibits it.

A-13 Shuffling Graveyard

A player is not allowed to shuffle or alter the order of his or her graveyard in any way. A player's graveyard is public information except in specific cases when a card effect, such as *Question*, prohibits a player from viewing his or her opponent's graveyard.

A-14 Search Effects

If a game effect instructs a player to search for a card in his or her deck or retrieve a card from the graveyard, and there are specific parameters on which card he or she may select (based on level stars, card type, ATK/DEF, and so on), that player is usually required to reveal the searched-for card to his or her opponent. The player must then shuffle his or her deck. Whenever a player reveals a card, he or she must show the entire card face to the opponent.

Example: *Shallow Grave* is activated. Each player must show his or her opponent the card that is chosen before it resolves, and then those cards are special summoned to the monster card zone in facedown defense position.

Example: When a player uses *Different Dimension Capsule*, he or she does not have to reveal the card to the opponent, since *Different Dimension Capsule* does not require the player to select a card based on any parameters, it just reads, "select a card from your deck."

A-15 Fusion Monster Deck Rules

When playing in **Yu-Gi-Oh!** TCG tournaments, each player is allowed to bring a Fusion monster deck to the tournament in addition to his or her regular deck. The fusion monster deck is limited to 20 different cards, although the player may have up to 3 copies of each of those 20 cards.

Before the start of the match, place your Fusion deck face down on the playfield. Please keep fusion monsters of the same name together in the fusion deck to assist in deck-checking.

A-16 Game Loops

In the event that a game enters a loop, the player controlling the loop demonstrates it once. He or she then chooses a number, and unless his or her opponent wants to stop the loop at any time to play something in the middle, the loop goes through the number of cycles chosen.

Example: Kevin has *Butterfly Dagger–Elma*, *Gearfried the Iron Knight*, and *Royal Magical Library* in play. He demonstrates the loop once, equipping *Butterfly Dagger–Elma* on *Gearfried the Iron Knight*, causing *Butterfly Dagger–Elma* to be sent to the graveyard and then sent to his hand. He also adds a spell counter on *Royal Magical Library* because he has played a spell card. He states that he wants to perform this loop 600 times and will draw his whole library, unless his opponent does anything. Robert has no effects to stop the loop, so Kevin is able to draw his whole deck.

A-17 Sealed Pack Formats

An interesting and fun way to play **Yu-Gi-Oh!** TCG is using a Sealed Pack format. These formats are called "Sealed Pack" because players open a limited amount of packs and build their decks with those cards. This requires a slightly different type of skill and allows players to experience playing different cards than they normally would in a Constructed format tournament.

There are many creative ways to play using sealed packs, but the following two formats can be used in official UDE tournaments:

Sealed Pack Formats:

- Sealed Deck
- Booster Draft

Both methods involve opening packs and choosing at least 20 of those cards to build a deck. The difference between the two formats is how the cards are chosen.

In a Sealed Deck tournament, players open packs and build their decks with cards from those packs. In a Booster Draft tournament, players open packs, select a card from each, and pass the packs around the table, selecting one card from each pack until all the cards have been selected.

Players receive 15 minutes to build their decks once they receive their cards. If decklists are being used, then players should receive 20 minutes total, to ensure they can accurately record the contents of their decks onto their decklists.

A-18 Life Total Rule for Sealed Pack Tournaments

Players start with 8000 Life Points at the start of each game for sealed pack tournaments.

A-19 Sealed Deck Specific Rules

These rules apply in addition to the Sealed Pack rules in sections A-17 to A-18.

Each player opens three or more boosters and chooses at least 20 of those cards to make up a deck. Cards are not drafted or exchanged in any way. Any cards not used in the deck are considered part of the side deck.

Players may not trade cards with other players and may not add any cards from their personal collections. Only the cards opened in the boosters may be used to create the decks.

Sealed Deck is the easiest Sealed Pack tournament format to learn, since it does not involve drafting of any kind.

A-20 Yu-Gi-Oh! Booster Draft Specific Rules

These rules apply in addition to the Sealed Pack rules in section A-17 to A-18.

Each player starts with three or more sealed booster packs of cards. Players may use more than three packs as long as every player has the same number of packs. The tournament organizer will decide the number of packs used and which expansion the packs will come from. The packs may be from different expansions.

When playing in a draft tournament, players will be separated into "pods." Each draft pod will be 4 or more players seated around a table. A tournament official will pass out an equal number of packs to each player.

The following steps are taken to draft:

(a) Each player opens his or her first booster and second booster and combines them together. This will typically result in each player having eighteen total cards to pick from.

If two booster packs of the same expansion are involved in the draft, they should be opened together first. This will provide the best chance for players to choose cards that work well together. For example, if a player is drafting with two packs of *Pharaonic Guardian* and one pack of *Magician's Force*, he or she should open the two packs of *Pharaonic Guardian* first.

(b) Each player selects *two* cards and passes the rest of the cards to the player on the left. The two cards should be placed in a single, facedown pile in front of the player that selected them. This pile becomes the draft pile for the player.

(c) Once all players have picked their first two cards and passed the rest of the cards to the left, they pick up the next stack that was just passed to them. The next stack should have sixteen cards remaining to choose from. Players will take two cards from this pack and add them to the face down piles in front of them. There should now be four cards in each player's facedown pile and fourteen cards remaining to be passed to the player on the left.

(d) Once all players are done with their selections and the cards have been passed, each player then selects another two cards from the booster and places them in the facedown stack. Players continue picking two cards and passing the boosters until all of the cards have been drafted from the first two boosters.

(e) If players are drafting with three packs, they simply open the last pack and select two cards from it. If players are drafting with four (or more) packs, they open two packs and combine the cards, like they did in step (a) above.

(f) Once players have selected two cards and added them to the draft piles in front of them, they pass the rest of the booster to the right, this time.

(g) Drafting continues until there are no cards left in the booster. If only three boosters were used, then the last person to draft from the third pack will only receive one card.

Once the draft is finished, all players should have the same number of cards in their draft piles. If three packs of nine cards were used, then each player should have 27 cards to build his or her deck. When building a draft deck, players are not limited to a "maximum of three of any one card" rule and may use any number of the same card drafted.

Example: Kevin drafts 5 *Exodia the Forbidden One* cards. He may choose to play all of them in his draft deck.

A-21 Traditional Format Yu-Gi-Oh! Limited Card List

Powerful cards are restricted to one copy of each per deck and side deck combined. This list is updated several times a year and is only used for traditional format tournaments. The most updated list can be found at ude.com/policy.

The limited list as of April 1, 2005, is:

Black Luster Soldier - Envoy of the Beginning	Magical Scientist
Breaker the Magical Warrior	Makyura the Destructor
Butterfly Dagger – Elma	Mirage of Nightmare
Call of The Haunted	Mirror Force
Card Destruction	Monster Reborn
Ceasefire	Morphing Jar
Change of Heart	Mystical Space Typhoon
Chaos Emperor Dragon - Envoy of the End	Painful Choice
Confiscation	Pot of Greed
Cyber Jar	Premature Burial
D. D. Warrior Lady	Protector of the Sanctuary
Dark Hole	Raigeki
Dark Magician of Chaos	Reckless Greed
Deck Devastation Virus	Reflect Bounder
Delinquent Duo	Right Arm of the Forbidden One
Exiled Force	Right Leg of the Forbidden One
Exodia the Forbidden One	Ring of Destruction
Fiber Jar	Sacred Phoenix of Nephthys
Graceful Charity	Sangan
Harpie's Feather Duster	Sinister Serpent
Heavy Storm	Snatch Steal
Imperial Order	Swords of Revealing Light
Injection Fairy Lily	The Forceful Sentry
Jinzo	Torrential Tribute
Left Arm of the Forbidden One	Tribe-Infecting Virus
Left Leg of the Forbidden One	Twin-Headed Behemoth
Lightning Vortex	United We Stand

Mage Power
Witch of the Black Forest

Magic Cylinder
Yata-Garasu

A-22 Traditional Format Yu-Gi-Oh! Semi-Limited Card List

Strong cards are restricted to *two* copies of each per deck and side deck combined. This list is updated several times a year and is only used for traditional format tournaments. The most updated list can be found at ude.com/policy.

The semi-limited list as of April 1, 2005, is:

Abyss Soldier
Creature Swap
Dark Scorpion - Chick the Yellow
Emergency Provisions
Good Goblin Housekeeping
Gravity Bind
Last Turn
Level Limit – Area B

Manticore of Darkness
Marauding Captain
Night Assailant
Nobleman of Crossout
Reinforcement of the Army
Upstart Goblin
Vampire Lord

A-23 Advanced Format Yu-Gi-Oh! Forbidden Card List

Very powerful cards are forbidden in Advanced Format tournament play that uses the Forbidden List. A player may not use these cards in his or her deck or side deck. This list is updated several times a year and is only used for advanced format tournaments. The most updated list can be found at ude.com/policy.

The forbidden list as of April 1, 2005 is:

Butterfly Dagger – Elma
Change of Heart
Chaos Emperor Dragon - Envoy of the End
Confiscation
Dark Hole
Fiber Jar
Harpie's Feather Duster
Imperial Order
Magical Scientist

Makyura the Destructor
Mirage of Nightmare
Monster Reborn
Painful Choice
Raigeki
The Forceful Sentry
Witch of the Black Forest
Yata-Garasu

A-24 Advanced Format Yu-Gi-Oh! Limited Card List

Powerful cards are restricted to one copy of each per deck and side deck combined. This list is updated several times a year and is only used for advanced format tournaments. The most updated list can be found at ude.com/policy.

The limited list as of April 1, 2005 is:

Black Luster Soldier - Envoy of the Beginning	Mirror Force
Breaker the Magical Warrior	Morphing Jar
Call of The Haunted	Mystical Space Typhoon
Card Destruction	Pot of Greed
Ceasefire	Premature Burial
Cyber Jar	Protector of the Sanctuary
D. D. Warrior Lady	Reckless Greed
Dark Magician of Chaos	Reflect Bounder
Deck Devastation Virus	Right Arm of the Forbidden One
Delinquent Duo	Right Leg of the Forbidden One
Exiled Force	Ring of Destruction
Exodia the Forbidden One	Sacred Phoenix of Nephthys
Graceful Charity	Sangan
Heavy Storm	Sinister Serpent
Injection Fairy Lily	Snatch Steal
Jinzo	Swords of Revealing Light
Left Arm of the Forbidden One	Torrential Tribute
Left Leg of the Forbidden One	Tribe-Infecting Virus
Lightning Vortex	Twin-Headed Behemoth
Mage Power	United We Stand
Magic Cylinder	

A-25 Advanced Format Yu-Gi-Oh! Semi-Limited Card List

Strong cards are restricted to *two* copies of each per deck and side deck combined. This list is updated several times a year and is only used for advanced format tournaments. The most updated list can be found at ude.com/policy.

The semi-limited list as of April 1, 2005, is:

Abyss Soldier	Manticore of Darkness
Creature Swap	Marauding Captain
Dark Scorpion - Chick the Yellow	Night Assailant
Emergency Provisions	Nobleman of Crossout
Good Goblin Housekeeping	Reinforcement of the Army
Gravity Bind	Upstart Goblin
Last Turn	Vampire Lord
Level Limit - Area B	

A-26 Contact Information

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

For general questions regarding UDE programs, please email ude@upperdeck.com

For local inquiries:

- Oceania: australia@upperdeck.com
- Europe: tournaments@upperdeck.nl
- Latin America: preguntas@upperdeck.com

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

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