

# UDE Official Tournament Policy

*Valid until October 1, 2005*

## 1 How to Use This Document

The Upper Deck Entertainment (UDE) Tournament Policy is used to communicate rules and procedures that apply to all official tournament activities for UDE trading card games (TCGs), including the **Yu-Gi-Oh!** TCG, *Vs. System* TCGs and so on. These rules and procedures exist to ensure all players have a fair and fun tournament experience.

The main section of this policy document applies to all UDE games and should be universally followed for all games. Each appendix to this document applies to a different game and contains tournament policies that affect each specific game.

The following documents exist or are under development for future release:

**UDE Official Tournament Policy:** General rules that apply to all games

**Appendix A: Yu-Gi-Oh!**—specific tournament policies

**Appendix B:** *Vs. System*—specific tournament policies

**Appendix P:** Tournament Penalty Guidelines to assist judges

**Appendix Z:** Tournament Glossary – definition of frequently used terms

**Example:** Appendix A contains rules that apply only to **Yu-Gi-Oh!** TCG tournaments. Appendix B contains rules that only apply to *Vs. System* tournaments, which includes games that use the *Vs. System*, such as the Marvel and DC TCGs. Appendix P contains guidelines for enforcing penalties in all UDE official tournaments.

Additional appendices are in development for special areas such as scorekeeping, organizing an official tournament, judging tournaments, and running game demos.

## 2 UDE Official Tournament Policy (OTP)—Version Information

- This version of the Official Tournament Policy was updated on March 1, 2005.
- This document is valid until October 1, 2005
- The most up-to-date version can be found at [UDE.com/policy](http://UDE.com/policy).
- Delete or destroy any older versions of this document to avoid confusion.

### 3 Eligible Players in Official Tournaments

Most UDE tournaments are open to all players, without restrictions. Players may participate in as many tournaments as they wish, as frequently as they wish.

Some tournaments are age-restricted, which means only players of a certain age may participate. For example, the UDE Scholarship Series is restricted to players 17 and under.

Some tournaments, such as the UDE Pro Circuit, European Championship, or U.S. National Championship are invitation-only, which means only players who have earned an invitation may participate.

Tournament organizers cannot arbitrarily prohibit a player from participating in their tournaments unless they've engaged in acts of theft or vandalism, broken tournament site conduct rules, and so on.

The following people may *not* participate in official UDE tournaments:

- Any tournament official, including the judge staff, scorekeeper or tournament organizer of the tournament
- Players who have been suspended by UDE because of policy violations
- Employees of Upper Deck, Konami, Shonen-Jump, Marvel, D.C., and so on may not participate in tournaments for games managed by their companies. For example, Konami employees could not participate in **Yu-Gi-Oh!** tournaments.

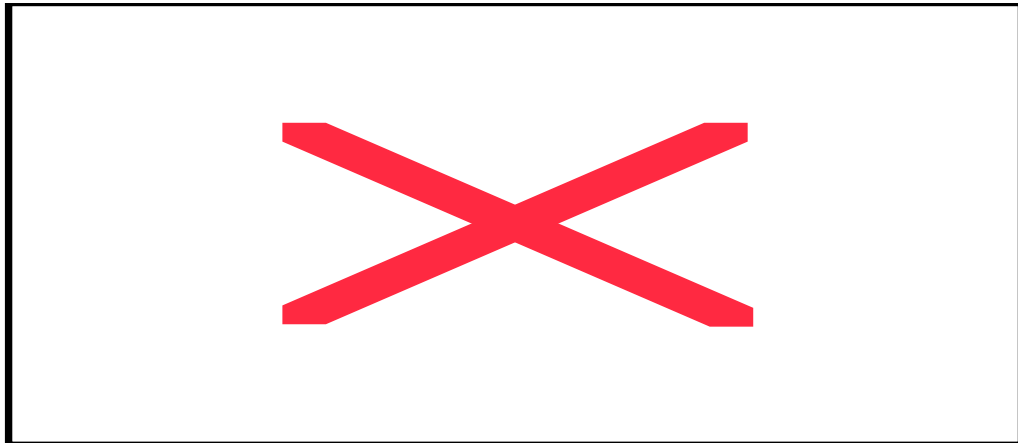
### 4 Required Tournament Materials

Players must bring the following materials to a tournament:

- For Constructed tournaments, players must bring a deck that follows all deck construction rules
- A pen or pencil, to fill out match result slips
- A method to track game scores and status (a calculator, life counter, pen and paper, or another reliable tracking method)
- A copy of his or her personal nine-digit UDE membership number
- Identification to present when registering for a tournament

## 5 UDE Membership Numbers

Local tournament organizers assign UDE membership numbers. Players will receive a new UDE membership card the first time they participate in a tournament using the new tournament system. Getting a new number is as easy as filling out a membership card. The tournament organizer will send the registration information back to UDE. Bellow is an example of a UDE membership card.



Players should always bring a copy of their UDE number to any tournaments that they attend. If a player does not have a nine-digit UDE membership number, the tournament organizer will provide one for the player, at no charge.

Players who have membership numbers from the old system (from fall 2003 or earlier) must register for numbers assigned under the new system. All of the new numbers are nine digits and are normally represented in the following format: xxx-xxx-xxx.

Players are allowed to have only one UDE membership number that is used for all UDE games. The number that is used for **Yu-Gi-Oh!** TCG tournaments will also be used for *Vs. System* tournaments and any other official UDE tournament.

Players must ensure that they do not accidentally or intentionally receive multiple UDE membership numbers. If a player discovers that he or she has two UDE numbers on file, he or she should email [ude@upperdeck.com](mailto:ude@upperdeck.com) immediately.

## 6 Player Responsibilities

UDE players are expected to do the following things, whether they are currently involved in a tournament or not:

- Know and follow the most current and applicable TCG rules and UDE tournament policies
- Follow instructions of any judge or tournament official
- Ensure they only register for one UDE membership number
- Act in a sporting and respectful manner at all times
- Act responsibly and professionally in, or near, the tournament site
- Communicate very clearly each move that they make during game play
- Keep their hands and cards above the table during matches
- Notify an opponent if he or she fails to follow any game rules or incorrectly tracks game score or life totals during a match, regardless of whom the error benefits
- Avoid talking to any spectators during a match
- Avoid swearing or using inappropriate language or gestures
- Avoid wearing inappropriate or offensive clothing
- Avoid making offensive comments to any player or official
- Avoid insulting opponents or opponents' strategies, play skills, and so on
- Maintain accurate birth date and contact information for their UDE membership account
- Maintain an accurate tournament rating. If a player notices anything unusual or incorrect in his or her rating, he or she must email [ude@upperdeck.com](mailto:ude@upperdeck.com) immediately.

## 7 Assistant Judge Responsibilities

An assistant judge aids the head judge in creating a fair and professional tournament environment. A judge may not play in the same tournament that he or she is currently judging.

An assistant judge must follow all of the responsibilities of a player (section 6), plus has the following additional responsibilities:

- Maintain an expert level of knowledge of game and tournament rules
- Arrive at a tournament site 30 minutes before the first round begins
- Observe the tournament area and players at all times
- Act in a mature, responsible manner at all times
- Perform deck checks in a fast and accurate manner
- Dress in professional attire that clearly marks him or her as a judge
- Avoid wearing judge clothing when not judging a tournament
- Avoid playing games, trading of cards, or participating in other inappropriate activities that would distract the judge in any way from the tournament or appear unprofessional
- Avoid showing favoritism to any player or team
- Quickly and efficiently resolve any rules errors that they witness
- Notify the head judge immediately if a player appeals a ruling
- Assist the head judge and tournament officials to run a smooth tournament
- Ensure that they've been entered into the list of judges when the tournament organizer is using MANTIS tournament software
- Ensure that all tournament warnings are reported to the scorekeeper
- Ensure that all match results are verified by both players and reported quickly

## **8 Head Judge Responsibilities**

A head judge is the final authority at a tournament. No other person, not even the tournament organizer, can overturn the ruling of the head judge. The head judge issues rulings, keeps the tournament running, and manages the entire judging staff. The head judge may not play in the same tournament that he or she is currently judging.

A head judge must follow all of the appropriate listed responsibilities of a player (section 6) and an assistant judge (section 7), plus has the following additional responsibilities:

- Be physically present and available throughout the tournament
- Ensure all match results are submitted as soon as the round is finished
- Ensure the scorekeeper prepares the next round pairings quickly
- Ensure the start and end of a round are clearly and efficiently communicated
- Ensure match result slips are handed out quickly and efficiently
- Be available to moderate rulings which players have appealed
- Ensure all judges are properly listed if MANTIS software is being used
- Ensure assistant judges are aware of their responsibilities and duties

## **9 Tournament Organizer Responsibilities**

A tournament organizer is the person responsible for ensuring the tournament is arranged properly before, during, and after tournament activities.

The official tournament organizer may also be the head judge or an assistant judge. A tournament organizer may never play in a tournament for which he or she is the official organizer.

A tournament organizer has the following responsibilities:

- Ensure the tournament is officially sanctioned in advance with UDE
- Ensure the tournament is reported quickly after the tournament is completed
- Ensure enough UDE membership cards are available for new players who may attend the tournament and return all completed UDE membership cards to Upper Deck within one week.
- Ensure all new players show identification when registering for UDE membership cards to verify their ages and identities
- Ensure the tournament site is reserved in advance
- Ensure the site is equipped with all necessary tables, chairs, tablecloths, microphones, speakers, banners, table numbers, paper cutters, and so on.
- Ensure scorekeeping equipment is available, including a fast printer, paper, a computer, a time clock, the latest version of MANTIS software, and so on
- Ensure there is adequate room and seating for all players
- Ensure judges are fairly compensated for their judging services
- Ensure all prizes and tournament rules are clearly advertised before the tournament
- Ensure players have a safe, clean, well-ventilated tournament environment

## **10 Spectator and Press Responsibilities**

Spectators and press have responsibilities while in a tournament area:

- Act in a sporting and respectful manner at all times
- Act responsibly and professionally at, or near, the tournament site
- Follow the instructions of any judge or tournament official
- Notify a tournament official immediately if a player is observed failing to follow any game rules or incorrectly tracking game score or life totals during a match, regardless of whom the error benefits
- Avoid standing close to tables or crowding walkways
- Avoid talking to any players during a match or speaking loudly close to a match
- Avoid swearing or using inappropriate language or gestures
- Avoid wearing inappropriate attire
- Avoid making offensive comments to any player or official

## **11 Marked Cards**

Players must ensure that their cards are in good condition and do not have markings that would allow them to be identified from the back of the card. Players should check their cards after every round and replace cards that are worn or marked.

Players may not apply decorations to a card that obscure a significant portion of the card's image or text. This includes significant art modification or art replacement.

## **12 Card Sleeves**

Card sleeves are permitted in tournaments as long as all of the sleeves on the deck are identical in every way. If a player chooses to use sleeves, they must be from the same manufacturer, be the same color, have the same length, and have the same amount of wear. Players should replace sleeves frequently to avoid worn or marked sleeves.

Before sleeving their cards, players should always shuffle their deck and shuffle the pack of card sleeves. This will help prevent noticeable patterns in the event the sleeves have any kind of factory markings.

All sleeves must be in clean condition and be unmarked. A card sleeve is considered an extension of the card. If a sleeve is marked, the whole card will be considered marked, which will result in a tournament penalty.

## **13 Ruling Appeals**

If a player believes that an assistant judge has made an incorrect ruling, he or she has an option to appeal to the official head judge of the tournament. The head judge's ruling decision is always final. Nobody, not even the tournament organizer, may overrule a decision made by the head judge.

## **14 No Match Draws**

Match draws do not exist and are not permitted in official UDE tournaments. This includes both unintentional and intentional draws. Individual games may still end in a draw, but matches may never end in a draw. It is possible for a match to end in a mutual loss if both players receive simultaneous match loss penalties, in which case both players would receive a loss for the match. Refer to the appropriate appendix for each game to determine a match winner when time is called and the match is unfinished.

## 15 Shuffling

To guarantee fairness, each player must ensure that his or her deck is thoroughly randomized before presenting it to an opponent at the start of any game. Players are encouraged to mix several different shuffling methods, such as pile shuffling and riffle shuffling, as they randomize their decks. Once a player thoroughly randomizes his or her deck, he or she must present it to the opponent, and the opponent must shuffle the deck for at least ten seconds to further randomize it. Presenting your deck to your opponent implicitly states that you have thoroughly randomized your deck. Players may not pre-set or sort their decks in any specific order before shuffling. Stacking a deck or illegally manipulating the order of the cards during shuffling is considered cheating.

Players are expected to shuffle quickly. Players are limited to 30 seconds of shuffling during a game and two minutes of shuffling between games.

Players are expected to shuffle carefully. Players must shuffle in a manner such that they cannot see the bottom of the deck while shuffling. Players must ensure that no cards are damaged while shuffling their opponent's deck.

## 16 Challenge Value

Every tournament has a Challenge Value, abbreviated as C-Value. The C-Value of a tournament is an approximate difficulty measurement of the tournament relative to other types of tournament. A player has more potential to rapidly change his or her UDE rating at tournaments with higher C-Value. A World Championship tournament will have the highest possible C-Value, and a smaller, local tournament will have the lowest possible C-Value.

<b>C-Value</b>	<b>Tournament Type</b>
10	Official Sanctioned UDE Tournament, Sneak Preview Tournament
20	City Championship, State Championship, Comic Book Challenge
30	Regional Championship, Pro Circuit Qualifier
40	National Championship or \$10,000 Championship
50	World Championship or Pro Circuit Tournament

The C-Value of a tournament is modified by the certification level of the head judge. A skilled head judge can increase the C-Value of a tournament, which may help players who want to increase their UDE ratings by winning matches at the tournament.

The C-Value is increased by one for each level of specialization that the head judge has in Player Management and the Game Rules specialization that matches the game that was used at the tournament. Only the certification of the head judge affects the C-Value of a tournament. Scorekeeper, Tournament Organizer and Demo Team specializations do not affect the C-Value of a tournament.

**Example:** A judge with level 2 in Player Management, level 1 in *Vs. System* Rules Knowledge, and level 3 in **Yu-Gi-Oh!** Rules Knowledge would add a total of 5 (2+3) to the C-Value of any **Yu-Gi-Oh!** TCG tournament for which he or she was the head judge. The same judge would only add a total of 3 (2+1) to a *Vs. System* tournament for which he or she was the head judge.

## 17 Ratings and Rankings

Players signing up for a UDE number will automatically receive a rating of 2500. As players participate in tournaments, their ratings will either increase or decrease. A player's rating is calculated with a formula that takes into account his or her current rating, the opponent's current rating, and the C-Value of the tournament.

**Example:** Carl is playing in a 10 C-Value tournament and has a rating of 2500. Jasmine, his opponent, has a rating of 2500. Jasmine wins the round. Jasmine's rating will increase to 2505, and her opponent's rating will decrease to 2495.

Player ranking is calculated based on each player's rating compared to the ratings of players in the area for which the rankings are being determined. Rankings can be as general as "worldwide", or as local as "city".

**Example:** Collin has a 3100 rating. He is ranked first in his city and first in his state. He is ranked tenth in his country because nine people in his country have a rating higher than his, and he is ranked 30th in the world because 29 people in the world have a rating higher than his.

The difference between rating and ranking is important. A player's rating is an exact number that starts at 2500 and increases or decreases as he or she plays. A player's ranking is his or her position relative to other players. The person with the highest rating will be ranked first in the world, the second-highest rating will be ranked second in the world, and so on.

Player rankings are used for invitations to various invitation-only championship tournaments, such as the UDE Pro Circuit or National Championships. To check your rating and ranking, visit [www.ude.com](http://www.ude.com).

## 18 Experience Points and Player Level

For each official sanctioned UDE tournament in which a player participates, he or she receives UDE experience points that help towards increasing his or her player level. Special rewards will periodically be offered by UDE for players of certain levels.

A player level measures how much a person has participated in official tournaments. Over the course of several years, a player could earn a maximum player level of 20.

Each player has a player level for each game and an overall player level that combines all games. A player earns 1 experience point for every official tournament in which he or she participates. Unlike a UDE rating, UDE experience points only increase—they never decrease.

As a player's total experience points increase, their overall UDE player level increases, and their player level for each game increases. There is no restriction to how quickly a player may "level up" using this system. Only official sanctioned tournaments that have been correctly reported to UDE count towards a player's level.

Experience Points	Player Level	Experience Points	Player Level
0	0	125–149	11
1–4	1	150–174	12
5–9	2	175–199	13
10–14	3	200–249	14
15–19	4	250–299	15
20–29	5	300–399	16
30–44	6	400–499	17
45–59	7	500–749	18
60–74	8	750–999	19
75–99	9	1000+	20
100–124	10		

**Example:** Stephanie has played in 48 official **Yu-Gi-Oh!** TCG tournaments and 32 official *Vs. System* tournaments. Her **Yu-Gi-Oh!** TCG player level is now 7, and her *Vs. System* level is now 6. Her overall UDE player level is 9.

To check your experience points and player level, visit [www.ude.com](http://www.ude.com).

## 19 Game Concession

Players may concede a game or match at any time provided that the concession does not involve compensation in exchange for a concession. Players may not offer their opponents any type of compensation or bribe in exchange for a concession.

## 20 Tie Breaker System MANTIS 1.0

During the course of a swiss tournament players will often accumulate the same number of wins. To accurately rank players in the tournament three tiebreakers will be used in the following order. This tiebreaker system is used by MANTIS 1.0 and MANTIS 1.1

- Tiebreaker Bonus #1 – Defeats

Tiebreaker one represents the performance of players that defeated you during the tournament. Players losing to stronger opponents will be ranked higher within the tournament. The formula to calculate the number is: total match wins accumulated by the opponents that defeated you during the tournament.

**Example:** Scott has five wins and two losses. Scott's first tiebreaker is three. This means that one of the opponents that defeated Scott won two matches and the other opponent won one match.

- Tiebreaker Bonus #2 – Victories

Tiebreaker two represents the performance of players in the tournament who were defeated by you. Players winning against stronger opponents will be ranked higher within the tournament. The formula to calculate the number is: total match wins accumulated by the opponents that you defeated during the tournament.

**Example:** Jeff has seven wins and zero losses. Jeff's second tiebreaker is 20. This means that all the opponents that Jeff defeated accumulated 20 total match wins among them.

- Tiebreaker Bonus #3 – Timing

Tiebreaker three represents the importance of the rounds you lost in. Players losing in later rounds will be ranked higher within the tournament. The formula to calculate this number is the sum of the squares of the rounds that you lost in.

**Example:** Jake has five wins and two losses. Jake's third tie breaker is 61. This means that Jake lost in round 5 and in round 6.

## 21 Tie Breaker System MANTIS 2.0

During the course of a Swiss tournament players will often accumulate the same number of wins. To accurately rank player in the tournament, three tiebreakers will be used in the following order. A tiebreaker may be a positive or a negative number. This tiebreaker system will be used by MANTIS 2.0

- Tiebreaker Bonus #1 – win/loss sum

Tiebreaker one represents the performance of players that you played over the course of the tournament. Players that played against stronger opponents will be ranked higher within the tournament. The formula to calculate the number is: total the number of points each opponent contributes. Opponents contribute +1 point for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to the player's first tiebreaker.

**Example:** After 4 rounds Scott has played against 3 opponents and had one bye. Scott's 4th round opponent has 4 wins and 0 losses, contributing +4 to Scott's tiebreaker points. Scott's 3rd round opponent has 2 wins and 2 losses, contributing 0 to Scott's tiebreaker points. Scott's 2nd round opponent has 0 wins and 4 losses, contributing -3 to Scott's tiebreaker points, because each single opponent may never contribute less than -3 points to Scott's tiebreaker. Scott had a bye during the first round contributing 0 to Scott's tiebreaker points. To determine Scott's first tie breaker he would add up all of the point contributions – +4 for round 4 opponent, 0 for round 3 opponent, -3 for round 2 opponent, 0 for a bye – for a total of +1.

- Tiebreaker Bonus #2 – 1st tiebreaker sum

Tiebreaker two represents the performance of the opponents that all of your opponents played. Players that played against opponents who consistently played against stronger opponents through out the tournament will be ranked higher. The formula to calculate the number is: the sum of tiebreaker #1 for all opponents that the player played.

**Example:** After 5 rounds Jeff played against 5 opponents. Jeff's 1st round opponent's tiebreaker #1 is +3. Jeff's 2nd round opponent's tiebreaker #1 is -2. Jeff's 3rd round opponent's tiebreaker #1 is +5. Jeff's 4th round opponent's tiebreaker #1 is 0. Jeff's 5th round opponent's tiebreaker #1 is +4. To determine Jeff's second tie breaker he would add up all tiebreaker #1 values from all of his opponents – +3 for round 1 opponent, -2 for round 2 opponent, +5 for round 3 opponent, 0 for round 4 opponent, +4 for round 5 opponent – for a total of +10.

- Tiebreaker Bonus #3 – Timing

Tiebreaker three represents the importance of the rounds you lost in. Players losing in later rounds will be ranked higher within the tournament. The formula to calculate this number is the sum of the squares of the rounds that you lost in.

**Example:** Jake has five wins and two losses. Jake's third tie breaker is 61. This means that Jake lost in round 5 and in round 6.

## 22 UDE Certification Program

As a service to judges and tournament organizers, UDE offers a robust certification program. The program measures the many abilities of judges, tournament organizers, scorekeepers, rules experts, and demo team personnel. For each area of specialization, a person is graded on a level of zero to five. Zero represents someone who has not passed a test in that area of specialization, while five represents the most skilled and experienced a person could be in an area of specialization. Players may advance in many areas of specialization.

To earn level one in an area of specialization, a candidate must complete an online exam and score a passing grade, which is typically 80 percent. To earn higher levels of specialization, a candidate must pass a written test administered by a higher-level judge or UDE official. As a candidate progresses in level, the exams are progressively harder and require more practical experience and observation.

There are no fees associated with taking a certification test, although advancing to higher levels in a certification will inevitably require significant travel to larger tournaments. There is no specific compensation for becoming certified in a specialization. The specialization is merely a reflection of the skill and proficiency of a person. Tournament organizers will often compensate skilled individuals for assisting with a tournament as judges, rules experts, or scorekeepers.

If the head judge of a tournament has the appropriate level of certification, he or she will add to the C-Value of a tournament as described in section 17. For more information about the UDE certification program, visit [ude.com/judge](http://ude.com/judge).

## **23 MANTIS Tournament Software**

To assist tournament organizers, UDE publishes MANTIS tournament software. The software is updated regularly; the latest version with operating instructions is available at [ude.com/mantis](http://ude.com/mantis).

Tournament organizers should ensure they have the latest version of MANTIS for their tournaments. MANTIS may be installed on laptop or desktop computers. Organizers should ensure they have the latest updates to their Windows software (including the .NET framework installed) in order to run their tournaments as smoothly as possible. If you have any suggestions or bug reports regarding MANTIS software, please email [ude@upperdeck.com](mailto:ude@upperdeck.com).

Tournament organizers must use MANTIS if they want their judging staff to receive judge credit for judging at the tournament. Organizers should ensure that all judges are correctly entered into the MANTIS software in order for them to receive credit.

## **24 Wagering**

Players and tournament officials may not wager on outcomes of any matches in official UDE sanctioned tournaments.

## **25 Prize Splits**

Players in the finals of a single elimination tournament may agree to split prizes that would normally be awarded to first and second place in any way, provided that the negotiation of a prize split is done in a presence of a tournament official. Players may not offer additional product, cash or other incentives that are not officially part of the first and second prize pool during a prize split. Players may not concede in exchange for prizes. Players have the option to drop before the finals of a single elimination tournament, after prize negotiations, in order to preserve their rating.

## **26 Event Information and Promotion**

UDE reserves the right to publish event information such as the contents of a player's deck, photographs, interviews, or video reproductions of any official UDE tournament at any time for any reason. Tournament organizers also are permitted to publish this information after the completion of a tournament.

## 27 Minimum Number of Players

A minimum of four players is required for official UDE tournaments. This applies to all games and all individual formats.

For team formats, a minimum of four teams is required for official tournaments.

## 28 Number of Rounds and Single Elimination Cut

The number of Swiss rounds in a tournament and the cut for single elimination rounds is determined by the total number of players enrolled. Single game matches use a different table than three game matches to determine the total number of rounds as well as the single elimination rounds cut. Tournament Organizers may slightly adjust the number of rounds but only if they clearly announce this prior to the start of the tournament.

<b>Three game match rounds and cut</b>			<b>One game match rounds and cut</b>		
4-8	–	3 rounds (top 2)	4-8	–	4 rounds (top 2)
9-16	–	4 rounds (top 4)	9-16	–	5 rounds (top 4)
17-32	–	5 rounds (top 8)	17-22	–	6 rounds (top 8)
33-64	–	6 rounds (top 8)	23-36	–	7 rounds (top 8)
65-128	–	7 rounds (top 8)	37-52	–	8 rounds (top 8)
129-256	–	8 rounds (top 8)	53-94	–	9 rounds (top 8)
257-512	–	9 rounds (top 8)	95-152	–	10 rounds (top 8)
513-1024	–	10 rounds (top 8)	153-256	–	11 rounds (top 8)
1024+	–	11 rounds (top 8)	257-440	–	12 rounds (top 8)
			441+	–	13 rounds (top 8)

## 29 Official Tournament Sanctioning

Anyone with a level 1 certification in the tournament organizer specialization may apply to sanction an official tournament. Organizers may apply for tournament sanctioning using email, fax, regular mail, or the web.

Tournament organizers must keep all records of an official tournament for six months after the tournament is complete. This includes keeping backups of all computer files or hard copies of printed files. The records will be used in the event that an error is found in a player's tournament history.

Tournament Organizer should direct inquiries to the UDE Tournament Sanctioning Coordinator at [TO@upperdeck.com](mailto:TO@upperdeck.com).

### **30 Reporting Tournaments**

Tournaments are usually reported by uploading the results through MANTIS tournament software.

If a tournament organizer does not have internet access, they may report their tournaments by faxing the regional UDE office. A detailed cover sheet must be included for faxed tournaments to be processed.

Tournaments may also be reported by mailing the physical tournament records to the regional UDE office. This should include all match results, the master player list, the judge list and all details of the tournament time and location.

Tournaments must be reported within 7 days of the tournament date, otherwise they will be considered late. Tournament organizers who report tournaments late may lose their privilege to sanction tournaments.

### **31 Document Updates**

UDE reserves the right to modify content in any official UDE document with or without notice. Players and tournament officials are responsible for knowing and following the most current UDE tournament rules and policies.

### **32 Contact Information**

For the most recent information about tournament policies and for other language versions of the document, please visit [ude.com/policy](http://ude.com/policy).

For general questions regarding UDE programs, please email [ude@upperdeck.com](mailto:ude@upperdeck.com).

#### **For Local Inquiries:**

Australia: [australia@upperdeck.com](mailto:australia@upperdeck.com)

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North America: [ude@upperdeck.com](mailto:ude@upperdeck.com)

For specific judge certification questions, please email [judge@upperdeck.com](mailto:judge@upperdeck.com).