

UVS Games Tournament Rules

Introduction

UVS Games aims to provide the best play experience to all those involved at Organized Play events. The UniVersus CCG Tournament Rules explains what is expected of Players, Judge Staff, Event Management, Spectators, etc.

The tournament rules exist to keep events of all levels of tournaments consistent so that attendees know what to expect at any UVS Games - UniVersus CCG Event. It is expected that everyone who attends an UVS Games event reads, understands and abides by all of the tournament rules.

Participants who violate the tournament rules and/or damage the integrity of any event may receive penalties from Tournament Officials, Judges or UVS Games representatives.

Updates to this document will be made on an “as needed basis”. Any changes will be announced publicly via social media, blog updates on our website and any other communication channel which UVS Games operates.

For any questions, please see the “Contact Us” section of this document for a list of contacts.

Tournament Roles and Responsibilities

Players

Players who wish to participate in a UniVersus CCG Sanctioned event are required to provide their legal First and Last name when presenting themselves at any tournament level. Players must also have a valid [UniVersus Games Network \(UGN\) Account](#).

By entering into any Official UniVersus CCG Sanctioned event, a Player gives consent to be:

- ❖ Featured in a filmed or streamed match for official purposes
- ❖ Recorded or filmed while in the venue for official purposes
- ❖ Photographed while in the venue for official purposes

Players may not register for multiple [UGN](#) accounts. A Player may be asked for proof of identity when registering for an official event.

Players must be in good standing in order to participate in UVS Games Organized Play Events. To verify if you're in good standing, Players will be able to consult a "Suspended Players List" on the UniVersus CCG official website.

Players are free to register for any type of UVS Games event; provided they meet the criteria of each event. For example, a Player needs to know if it's an invite only event, which format the event is, etc. When registering, a Player will be required to have a legal deck for that event and be required to complete a decklist sheet should the tournament organizer require it.

It is the responsibility of the Player to:

- ❖ Understand the rules set within this document
- ❖ To practice healthy sportsmanship with all Players
- ❖ To complete their digital decklist submissions within the times specified for the event they're participating in
- ❖ To clearly communicate with their opponents, judges and tournament officials
- ❖ To not conduct illegal activity
- ❖ By no means are Players allowed to intervene in another Player's match, however if the spectating Player sees an error in gameplay, they must inform a Judge of the situation and the Judge will intervene
- ❖ If there is an error in card interactions, it is the Player's right to call a judge to their table to rectify any possible mistakes if it is a repairable gamestate. In the event the situation is irreversible, a judge must proceed with the proper course of action outlined in the penalty guidelines
- ❖ Show up to their table in a timely manner

- ❖ Players are responsible for keeping track of their win/loss record and standings when they're posted. If there is a discrepancy, they must communicate with a Judge or Scorekeeper

Player Requirements

Convention Events

Some tournaments may be held at a convention center. These conventions may require an attendee badge in order to enter the venue. Please make sure to consult the tournament details of the event you're looking to participate in to see if a badge is required. In the event an attendee badge is required, it is the responsibility of the Player to acquire the correct badge which will admit them to the event.

Official Identification

Some events may require Players to verify their identity. In these instances, Players must provide a valid government issued ID as proof of identity. A valid government issued ID can be in the form of a Driver's License, Health Card, School ID Card, Government Issued ID, Passport and Birth Certificate (For Players under 18 years of age).

You may communicate with the Tournament Organizer in advance if you have any questions or concerns about providing identification.

Tournament Materials


Players are responsible for bringing a sleeved legal tournament deck to a constructed or sealed event. Sleeves must be opaque so that Players cannot see the back of the card.

A UniVersus CCG Tournament Legal Deck:

Players are responsible for bringing a legal deck based on the format using the guidelines below:

Standard Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Standard Legality Guidelines
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ No more than 4 copies of a card can be included between your main and sideboard
- ❖ Sideboard must contain exactly 0 or 10-cards
- ❖ All cards in a Player's deck and sideboard must share the same one symbol.

- Ex. All cards in a deck and sideboard must possess the  symbol.

Spotlight Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Spotlight Legality Guidelines using a singular IP for all decks in the event
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ No more than 4 copies of a card can be included between your main and sideboard
- ❖ Sideboard must contain exactly 0 or 10-cards
- ❖ All cards in a Player's deck and sideboard must share the same one symbol.

- Ex. All cards in a deck and sideboard must possess the  symbol.

Retro Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Retro Legality Guidelines using any product by UVS Games.
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ No more than 4 copies of a card can be included between your main and sideboard
- ❖ Sideboard must contain exactly 0 or 10-cards

UVS Games Preconstructed Decks:

- ❖ UVS Games Preconstructed Decks are legal under all circumstances for use in Standard Constructed Format and Retro Constructed Format as long as the deck's contents are unchanged from the original list.
- ❖ UVS Games Preconstructed Decks are legal under all circumstances for use in Spotlight Format where the IP matches the IP of the preconstructed deck. The deck's contents must remain unchanged from the original list.

Players must bring extra sleeves in the event some break throughout the tournament or they're requested to change them by a Judge or Tournament Official.

Players must bring a pen, paper, dice or any other items they might need while playing a game
Players are required to pay any admission fee or bring proof of pre-registration to the event they're participating in. Players may be requested to complete a digital copy of their decklist.

Players are expected to abide by all health and safety requirements set by the state or province the event is being held in along with any additional measure set by the Tournament Organizer. This may include (but not limited to), wearing a mask for the duration of the event.

Sleeves

A Player must use Opaque sleeves to cover the cards in their main deck provided they're all of equal length with identical sleeve backs. A Player may use a different sleeve for their starting Character and Sideboard. Additionally, a Player may use a protective sleeve or case for their starting Character.

Players may double sleeve their decks. Some Players opt to do this to protect the condition of their cards. Historically some Players opt to use clear "perfect fit" sleeves as an inner sleeve and then a standard sized Opaque sleeve to go over the top. Another alternative is placing a card in a standard sized Opaque sleeve with a clear "Oversleeve" over the top.

The judge reserves the right to request the Player to change or remove their sleeves if a card is deemed distinguishable from other cards.

It is the Players responsibility to ensure that their cards do not get marked throughout a tournament such that it makes cards distinguishable. Penalties may be issued in the event that a distinguishable pattern can be identified. During official events, Judges will be on the lookout for these types of patterns. If an opponent recognizes a distinctive pattern which gives the Player an advantage while playing, a Judge may be requested to look into the situation.

Sleeves with a reflective pattern or holographic front are not allowed in official events.

Sleeves with artwork on the back (provided they're all the same and in the upright position and are not offensive) are allowed.

The Head Judge has the final say on what types of sleeves are not allowed in an official tournament.

Autographed Cards

Players may have autographed cards within their deck as long as it does not:

- Interfere with legibility of card text
- The back of the card is signed or marked
- Contain any gameplay notes

All markings on a card are subject to the Tournament Organizers discretion. If a Player wishes to use autographed cards, they must have in their possession replacement copies if a change is required.

Playmat

Although playmats are not required, it is highly recommended to use one while playing. If you choose to use a playmat, this must fit within the play space that has been provided to you. The Head Judge has final say-so on a playmat's legality and will adhere to the below guidelines when making such decisions. The playmat:

- ❖ Must be appropriate for all ages, and not contain any profane images or language
- ❖ During in-person streamed and/or recorded featured matches, Players will be provided with a feature match playmat
- ❖ Cannot contain any notes or means to confuse game state
- ❖ IP infringement can be enforced at any time to the discretion of the licensor and/or the Tournament Organizer
- ❖ The Head Judge has the final say

Failure to comply may result in the removal of the Player from the venue.

Dice and Counters

Players are allowed to use objects such as dice and counters to keep track of modifications to cards and other forms of public information. Dice must be unweighted. Counters and tokens must be items that cannot be confused with other game elements.

Note-Taking

Note taking is allowed in a UniVersus CCG Tournament under certain guidelines, which would consist of the following:

- ❖ Writing down an opponent's name, Character, who went first and winner of the game
- ❖ Record any changes in Character's health
- ❖ Recording names of cards revealed by an effect
- ❖ Players may use items such as Dice to remember triggered effects, modifications, once per turn triggers, etc.
- ❖ Writing down or using Dice to keep track of Speed and/or Damage modifiers
- ❖ Writing down the name specified from a card effect ex. *The Price For Peace*
- ❖ Noting down a change a cards zone from a low, mid or high
- ❖ Tracking of effects or actions necessary to maintain a legal Game State
- ❖ You may have a copy of your decklist to compare to when resetting your sideboard between matches

The above exceptions must be done in an efficient manner as to not slow down the progress of the game. Notes must be public information and accessible to both Players. **Notes must also be clear so that both Players can understand them.** Writing these types of notes in an attempt to mislead your opponent is cheating and will be handled by the Judge staff.

All other forms of Note Taking are not allowed. Here are some examples of Note Taking which are not allowed.

content

- ❖ Use of outside notes in a match, as an ex. What cards to remove during certain matchups
- ❖ Detailed list of the contents of your or your opponent's deck

- ❖ Generic reminders of effects or abilities currently in the match, as an ex. “Remember to First Form”

Sideboard

A Sideboard refers to cards in which a Player may switch cards with their main deck in between games before they've drawn their cards to help them with certain matchups. The sideboard must consist of 0 or 10 cards. Players are not allowed to Sideboard for Game 1 in a Match. When Sideboarding, Players must remove the same number of cards to which they've added to their deck. The cards which a Player adds to their deck should remain confidential until they're seen in the game being played.

A Player may swap their Main Deck Character(s) with a Character Card that is within their Main Deck or their Sideboard. Players must sideboard simultaneously.

Players are not allowed to look at or interact with their Sideboard while they're playing a game.

Player Communication

- ❖ Players must convey accurate information at all times to their opponent(s), Judges, Tournament Officials, etc
- ❖ Players must clearly communicate their actions throughout the turn. In the event a Player is unsure of a card interaction, they may request a Judge for clarification
- ❖ A Player is required to notify a Judge if an opponent fails to follow any of the UniVersus CCG Rules
- ❖ Players must ask permission from their opponent before touching their cards
- ❖ Players should request assistance from a Judge while the situation is occurring, not afterwards
- ❖ Failure to follow these guidelines may result in a penalty

Board Representation

- ❖ Players must clearly represent their current board state at all times
- ❖ Hiding cards is strictly prohibited. Example: Hiding a foundation under another foundation or having a single stack of foundations where one cannot distinguish the exact quantity
- ❖ A Player should be able to distinguish the exact number of cards in their card pool, Player's hands, momentum and stage at all times. A Player can request a count of an opponent's remaining cards in deck, discard, and removed from game zones at any time within reason, however, repeated requests for information could be considered as stalling and warrant judge intervention

- ❖ A Player's sideboard must be present and remain present during the course of an ongoing match
- ❖ Card sleeves should not blend in with a playmat

Match Procedures

The Match Procedures section determines the flow of a match that consists of a best of three.

Swiss Match Procedures

Both Players reveal characters, shuffle their decks, acknowledge their sideboard then proceed to determine who goes first. Players must determine who goes first through random means. The Player who wins the agreed upon method of choosing who goes first has the option to decide to go first or second.

If the time in round has yet to expire and a clear winner in a best of three is not determined, Players will proceed to the next games in the match. If after three games in a round there is not a clear winner for a best of three, the match is considered a draw. Additionally, if time expires for the round and there is not a clear winner, the match is considered a draw.

Between games of a match, Players may utilize their sideboard to side in and out cards into their deck. Players must express that they wish to sideboard before beginning the sideboard procedure. Character cards do not need to be revealed until both Players have confirmed sideboarding completion. Once a Player has confirmed that they are done sideboarding, they may no longer interact with their sideboard. Once sideboarding is completed by both Players, both Players reveal their characters and inform their opponent of how many total cards were sided out and reveal that there are still ten cards remaining in the sideboard.

Players have an allotted time of up to 3-minutes to sideboard between each game. Players must complete this in a timely manner and not take advantage of this time limit to slow down the pace of the game.

At the end of the match, Players must remove all the cards they added to their deck so that it matches the cards that were originally present in their decklist form.

Top Cut Match Procedures

Before a Top Cut match begins, both Players are authorized to view their opponent's decklist. Players may not take notes during this review process which will last 3 minutes.

Both Players reveal characters, shuffle their decks, acknowledge their sideboard then proceed to determine who goes first. During Top Cuts, the higher seeded Player determines who goes first and second.

Between games of a match, Players may utilize their sideboard to side in and out cards into their deck. Players must express that they wish to sideboard before beginning the sideboard procedure. Character cards do not need to be revealed until both Players have confirmed sideboarding completion. Once a Player has confirmed that they are done sideboarding, they may no longer interact with their sideboard. Once sideboarding is completed by both Players, both Players reveal their characters and inform their opponent of how many total cards were sided out and reveal that there are still ten cards remaining in the sideboard.

Players have an allotted time of up to 3-minutes to sideboard between each game. Players must complete this in a timely manner and not take advantage of this time limit to slow down the pace of the game.

At the end of the match, Players must remove all the cards they added to their deck so that it matches the cards that were originally present in their decklist form.

Ineligible Players

An ineligible Player is someone who has either violated the rules or a staff member involved in a tournament.

Suspended Player

A suspended Player is someone who has severely violated the rules whether through illegal activity or damaging the integrity of the tournament which leads to disqualification from the tournament. Any disqualification from an UVS Games official tournament will be reviewed by UVS Games officials. Judgment on the Players status will be made by UVS Games officials and updated to the Player in question in the event of suspension.

Anyone who is a suspended Player is not allowed to be on the premises which an UVS Games event is being held at.

The following are some examples of behavior which would may lead to a Player being suspended from UVS Games organized play events:

- ❖ Players who bribe their opponent(s), judges or tournament official
- ❖ Intentionally cheating, which is deemed malicious in nature
- ❖ Unsportsmanlike conduct which may harm attendees at an event
- ❖ Illegal activities

Event Staff

Higher level events, such as Provisional State Championships, Regionals, etc are higher tier events. Event staff such as Tournament Organizers, Judges, Event Staff and Scorekeeper are not allowed to play in these types of events.

If a Tournament Organizer or event staff wishes to participate in a higher level event, they may find an appropriate proxy to replace them. A suitable replacement is someone who's able to manage the event without the need to contact the original Tournament Organizer or event staff.

Judges

Head Judge

The Head Judge oversees the tournament, maintains the integrity of the event and manages the rest of the Judge staff. The Head Judge makes the final decision over any ruling disputes Players may have. If there is only one Judge on the staff for a tournament, that Judge assumes the role of the Head Judge. There can only be one Head Judge in an event. The Head Judge should provide feedback to the Judge Staff at the conclusion of the event on their rules, policy and personal development.

Only the Head Judge may disqualify a Player from an Official Tournament. The Head Judge must work with the Tournament Organizer on any possible disqualifications.

Judge

A Judge is responsible for monitoring the tournament floor during an event. A judge must be fair in their decisions and follow all tournament policies. Judges are to act in a professional and courteous manner. Judges are encouraged to promote good sportsmanship practices. A judge must respect the authority of the Head Judge. Judges should avoid communicating with Players outside of any judge calls.

The following is a list of some of the tasks to which a judge may perform over the course of tournament:

- ❖ To answer Players' ruling questions of the current situation given which a Player(s) may ask them and repair the gamestate (If possible)
 - A judge should answer questions related to game mechanics
 - The legality of the activation of a card effect in play
 - Card text
- ❖ Verify Player's decklists to ensure they abide by the rules of the event
- ❖ Complete a deck check throughout the tournament to ensure Player's decks match their decklist submitted for the tournament
- ❖ Judges are required to correct any violation of the rules of game play
- ❖ Verify match results
- ❖ Help run side events after a scorekeeper has given them the Player bracket

Judges are NOT allowed to:

- ❖ Coach Players on how to play their cards
- ❖ Give a biased ruling which helps their friend
- ❖ Give private knowledge to any Players

In the event Players do not agree on the current game state, a Judge must gather information from both Players and decide the best course of action based on all the variables.

Players have the right to appeal a Judge's ruling or policy decision. The appeal will go through the Head Judge. The Head Judge's decision will be final.

Judges must stay current with all rulings, new cards released, and any changes to the Policy Documents.

Tournament Organizer

A Tournament Organizer is the designated person who is responsible for all the logistics of running an event. A Tournament Organizer is responsible for:

- ❖ Acquiring a suitable venue space that can adequately accommodate the expected number of participants
- ❖ Ensuring all materials for running the event are available for running effective tournament operations (Tables, Chairs, Printers, Ink Cartridges, Paper, Pens, etc.)
- ❖ Ensuring information concerning the event are clearly advertised in advance to all possible attendees
- ❖ Ensuring good communication with all possible attendees
- ❖ Acquiring judge staff and event staff that is knowledgeable in running an UniVersus CCG tournament
- ❖ Reporting all event information in a timely manner to UVS Games
- ❖ The Tournament Organizer must abide by the guidelines set by UVS Games
- ❖ Ensuring all UGN events at any level are played in a sanctioned format utilizing all current Official Documentation and Legality at the time of the event. Exceptions to this rule can be granted only by UVS Games under limited circumstances and must be clearly communicated on the UGN Event description of any changes
- ❖ Ensuring all officially sanctioned webcam events will maintain a stream delay of at least 5 minutes to maintain the integrity of the game.

Event Manager

A Tournament Organizer may delegate their tasks to a suitable Event Manager. A suitable Event Manager is defined as someone who can handle the tasks of a Tournament Organizer, but not require their assistance in doing so. If the TO is not on the premises, the Event Manager must maintain the responsibilities of the TO and ensure that all items that need to be fulfilled by the TO are completed.

Scorekeeper

A Scorekeeper is the event staff responsible running the tournament software of the event. The Scorekeeper generates the pairings, match slips, standings and other records throughout the event. The Scorekeeper must be aware of the most accurate versions of the UGN application.

Spectators

A Spectator is anyone who's present at the event but isn't participating as a Player in the event. Spectating an event is a privilege not a right for tournament attendees. When a spectator is watching a match, it's important that they remain neutral and do not give any indication of any information to the Players in question. Their presence must not disrupt the event in any way. Failure to do so may mean expulsion from the venue.

- ❖ Spectators must not communicate with Players while they are engaged in match
- ❖ If a spectator sees an error in game play, they must inform a Judge and not intervene with the match themselves
- ❖ Spectators must not clog the flow of traffic in the aisles, they must be prepared to move to allow tournament officials to complete their tasks
- ❖ Spectators must not distract Players or assist Players in any form. If a Judge or Tournament Official requests the spectator to move, they must abide

Media

There are many individuals in the gaming world who love to provide fan content for social media, or any forms of reporting. Members of the media who wish to attend an officially sanctioned event, must abide by the following policies:

- ❖ Contact the Tournament Organizer ahead of time of the event
- ❖ Media representatives must be prepared to show evidence of their association or news outlet
- ❖ Members of the Media must know the applicable laws concerning privacy and adhere to those policies
- ❖ Any member approved for Media to cover an event agrees to provide, as well as assume liability for all their equipment and employees
- ❖ Members of the Media must abide by the same rules as the Spectators
- ❖ Members of the Media are required to obtain their own written releases from impacted participants at the event

Tournament Information

Health and Safety Requirements

Players are expected to abide by all health and safety requirements set by the state or province the event is being held in along with any additional measure set by the Tournament Organizer. Some of these additional measures include (but not limited to):

- ❖ Maintaining personal hygiene is important for creating a pleasant and respectful environment for everyone participating in the tournament. Please arrive and remain clean throughout the event to ensure everyone enjoys a comfortable experience. Failing to adhere to basic hygiene expectations may result in organizers discretely requesting you to address the issue before continued participation
- ❖ The safety and well-being of all participants is our top priority. Individuals may not bring any items into the tournament venue that are prohibited by law in their area (local, state, or federal). In addition, unlawful items/transactions, weapons of any kind, and substance drugs (whether or not they are legal on a local, state, and/or federal level), and anything prohibited by the venue's safety policy are not allowed at sanctioned events. Individuals who bring any such items to a tournament venue can incur penalties up to and including suspension from Organized Play
- ❖ Wearing a mask for the duration of an event (Upon request)
- ❖ Hand sanitizer being readily available to everyone at an event (Upon request)
- ❖ Provide a negative antigen COVID test (Upon request)
- ❖ Players may be asked to not touch their opponents cards. In instances where a Player would normally be able to touch a Players card(s), they must request their opponent to either read out the card or dictate where they'd like their opponent to cut their deck (Upon request)

Tournament Level

- ❖ Level 1: Casual - This includes weekly sanctioned local tournaments, sealed events, and pre-release events
- ❖ Level 2: Competitive - This includes Provisional Store Championship and other LGS hosted events such as approved Specialty events.
- ❖ Level 3: Professional - This includes Regional License Exam, Pro Hero Nationals
- ❖ Level 4: World Championship - Hero League Championship

Level 1 events are a casual level event run at the local level. These types of events are an entry level tournament meant to ease Players into a more structured and competitive environment. The rules are to be enforced, however Tournament Organizers and Judges may be a little more lenient in their judgment for resolving any situations which may arise. Although having a Judge

is not required, it is recommended to have one. A Tournament Organizer or Event Staff should be knowledgeable in the UniVersus CCG so that they can help Players throughout an event.

Level 2 events consist of competitive play events. Judges are not required but encouraged.

Level 3 and 4 are the highest level of competition which enforce all of the ruling and policies set by UVS Games. Judges are required at this level of event.

Approved Specialty Events may deviate from the normal tournament rules and formats. All Specialty Events with tournament modifications must be made clear for players during time of registering for an event.

Types of Tournaments

There are various types of tournaments which a Tournament Organizer may sanction for. Below are the types of events which can be run:

Tournament Format	Definition
Constructed	Players must bring a UVS tournament legal deck to play in a constructed tournament. Rules for legal deck and deck building can be found in the Official Rules Reference. Sideboards may be included for decks playing in Best of 3
Limited - Sealed	Each Player is provided with six booster packs. Players then open their booster packs and use them to construct a 40 card minimum deck plus character card. Symbol restrictions are ignored; a Player may play any card from the provided booster packs regardless of their chosen character's symbols. Play is then considered as normal with the following exceptions: During play, if a Player runs out of cards in their deck and cycle they remove 5 cards instead of 10.
Limited - Draft	Each Player is provided with six booster packs. Players will open a single pack of cards, select one to keep and pass the remaining cards. This will continue until all cards from a single pack have been drafted. The Players would then open their second pack and repeat this process going in the opposite direction as the previous pack. Players will continue this cycle until all six booster packs have been drafted. Upon opening a booster pack, Players are required to remove the character card from the pack and place it face down in addition to their first draft pick. All Players should pass packs at the same time when all Players have drafted their card. Decks must consist of a minimum of 40 cards plus character. If you are unable to reach a 40 card minimum, you may use any unusable cards backwards in your deck as a Blank foundation with a Difficulty of 3, Control of 4 and can not be used to block. Each card in a Player's deck must match at least one symbol from their chosen character; unlike Constructed, they do not need

	<p>to all share the same symbol. Play is then considered as normal with the following exceptions: During play, if a Player runs out of cards in their deck and cycle they remove 5 cards instead of 10.</p> <p>Should a Player refuse to pass a pack's contents for any reason, the Player will be dropped immediately from the tournament and forfeit any and all prizing. The Player is authorized to keep all cards they drafted up until that point and any remaining unopened packs.</p>
Teams	<p>Teams is a format prefix that can be added to any legal tournament format. Teams adds that Players form a team of 3 Players and play best of 3 matches against another team of 3 Players. Teams may not share any character cards between their individual Player decks. For Teams match procedures, all Players will reveal their starting characters simultaneously. The teams will then determine which Players will face off by randomly determining which team gets first pick of pairings. A team is identified as a winner by having the majority of their team win their matches. If there is not a clear winner amongst both teams, it is considered a draw. Once the matches are in progress, Players on the same team may not assist one another with gameplay decisions.</p> <p>For Teams Constructed, Players cannot have more than two playsets of a card amongst all three team members.</p> <p>Discussion between team members is authorized, however a player may not directly play for or coach plays to another teammate. Discussions cannot stall matches.</p>

Online Tournament

Tournament Organizers may distribute additional rules when running online events provided they've received approval from UVS Games. Online events must respect all of the rules and regulations set by UVS Games. All officially sanctioned webcam events will maintain a stream delay of at least 5 minutes to maintain the integrity of the game. Non-sanctioned webcam events should strive to follow this rule if possible.

Tournament Structure

A Tournament Organizer has a choice to run events either Swiss Rounds or Single Elimination Structure or a combination of both types of tournaments. For Level 2, 3 and 4 tournaments, a Swiss Round + Top Cut Single Elimination Playoff is required.

Tournament Structure	Description
Single Elimination	A Player is removed from the tournament the moment they lose a match. The winner of each round proceeds until there is only 1

	winner remaining in the tournament.
Swiss Round	The number of rounds are determined based on the number of Players registered in the tournament. Players play each round even if they've lost until the maximum numbers of rounds have been reached. Players may drop from the tournament at any point throughout the tournament
Swiss Round + Top Cut Single Elimination	This is a combination of both the Swiss Round and Single Elimination System. We commence with the Swiss Round portion of the tournament. At the conclusion of the rounds, the Top Cut Players will play against each other in a single elimination tournament until there is only 1 winner that remains.
Mixed Format Tournament (Draft) + Top Cut Single Elimination	The number of rounds are determined based on the number of Players registered in the tournament. Prior to the last 3 rounds of swiss constructed, a cut will eliminate all but the top 32 players who will move to the Draft phase of the event. The 32 players will be divided into 4 pods of 8 players, based on placement. Players will draft, build and register their decks. Players will play 3 rounds of swiss using their drafted decks amongst the individuals in their draft pods. The player's record of the combined Swiss Constructed and Swiss Draft will determine who qualifies for the Top Cut Single Elimination.

Match Structure

A match is defined as a set of games required to win a round of a tournament. A Tournament Organizer may alter the number of games to win a round provided they've made this clear in the event details.

For Level 2, 3 and 4 tournaments, Tournament Organizers should use the best-of-three (BO3) match format. This should be used for the Swiss Rounds and Top Cut Single Elimination Playoff. For Level 1 tournaments a Tournament Organizer may choose between a best-of-one (BO1) format.

Match Structure

BO3 Format

Number of games required to win the match: 2

Match Time: 60 Mins

End of Round Procedure: Player who went second has the final turn of play or 10 minutes elapses, whichever comes first. When time in overtime is called, Players may continue play until the current form resolves.

Top Cut Match Structure

Number of games required to win the match: 2

Match Time: 90 Mins + End of Match Procedures

Top Cut End of Match Procedures: When time is called in a Top Cut match, players will take the following actions:

1. Allow the current form to resolve. If after resolution a player is up a game (In a best of 3) they are declared the winner of the match. Otherwise, proceed to the next step.
2. The active turn player is considered to be on "Turn 0". Once this turn ends, the opposing player will start "Turn 1". If after "Turn 3" a winner is not determined, proceed to the next step.
3. Following the resolution of "Turn 3" a Pause Condition will take place. The player with the higher health percentage based on current health compared to current max health will win the match. If there is a tie in health percentages, proceed to the next step.
4. Players are now considered to be in "Sudden Death". The first player to lose health for any reason loses the match.

Top Cut Finals Structure

Number of games required to win the match: 2

Match Time: Unlimited

BO1 Format

Number of games required to win the match: 1

Match Time: 30 Mins

End of Round Procedure: Player who went second has the final turn of play or 10 minutes elapses, whichever comes first

Top Cut Decklists

Players will be provided their opponents decklist or have the ability to look through their opponent's deck and sideboard prior to their match.

Number of Rounds

The number of Swiss Rounds is based on the number of Players that are registered in the tournament before round 1 pairings are posted. Level 1 events do not require a Top Cut Playoff, however a Tournament Organizer may have one if they've announced this in advance. For Level 2, 3 and 4 tournaments, a Tournament Organizer may not deviate from the below structure. Tournament Organizers must follow the tournament guidelines given to them by UVS Games when structuring their events.

Players added after registration closes will be considered as late entries. This addition of Players will not have an impact on the number of rounds in the tournament. Additionally, if players drop after the tournament starts, it will have no impact on the number of rounds.

Number of Players	Number of Swiss Rounds	Players Qualifying for Top Cut Playoff
4 - 8	3 Rounds	None
9 - 16	4 Rounds	Top 4
17 - 32	5 Rounds	Top 4
33 - 64	6 Rounds	Top 8
65 - 128	7 Rounds	Top 8
129 - 256	8 Rounds	Top 16
257 - 512	9 Rounds	Top 16
513 - 1024	10 Rounds	Top 32

Scores, Standings and Tie Breakers

Each match uses a tie-breaker system to determine how Players will be ranked at the end of each round. There are three components when calculating the standings in a tournament: Points earned in a round, opponent's match win percentage and your game win percentage. The Tie Breakers must be prioritized and calculated in the following order:

Match Points, Opponent Match Win Percentage and Game Win Percentage.

Note: All these placement metrics exist in the UGN Application. An organizer must confirm the default settings to reflect the order described above.

Scores based on win/loss/draw

Match Outcome	Points Awarded
Win a Match	3 Points
Lose a Match	0 Points
Draw a Match	1 Point
Bye	3 Points

Opponents Match Win Percentage: The sum of all Player's opponents' match win percentages, divided by the number of opponents the Player has played. Opponents can have a minimum of 33% match win percentage.

Game Win %: The percentage of all games of a match that were recorded as a win. This is a minimum of 33%.

Conceding A Match

Conceding is defined as a player forfeiting a match and allowing the opponent to claim the victory with a match result of 2-0. If a player wishes to concede, they must inform a judge of their intent prior to reporting match results. Should a player concede before 10 minutes has elapsed in the round, that player will be treated as a no-show for that round. Being a no-show for two or more rounds will result in the player being dropped from a tournament. At the Tournament Organizer's discretion, players may be ineligible for prizing after being dropped.

Intentional Draw

Players are allowed to intentionally draw a game before the start of any gameplay during their Swiss Round match provided there is no form of compensation exchanged. Players are not allowed to intentionally draw in a single elimination or Top Cuts of a tournament because a clear winner is required. An intentional draw will result in both Players receiving 1 point. If a table wishes to Intentionally draw, they must inform a judge of their intent prior to reporting match results.

Dropping From an Event

Throughout the course of an event, some Players want to opt out of the tournament. This term is defined as dropping from the tournament. If a Player decides to drop after the next round's pairings are posted, that Player may concede the round and drop from the tournament. When dropping from the tournament, they must choose to do so through the UGN application.

The Player who wishes to drop must do so themselves. Nobody else can drop them from the tournament. Once a Player decides to drop, they cannot be re-added to the event they were just in.

Determining Who Wins a Game

There are a few ways a Player may win a game. One of the ways a Player wins a game is to bring a Rival's Character's health down to 0. Another way to win the game is if their Rival decks out.

Players are not allowed to determine a game or match win via random means. Some examples of what's not allowed is rolling a die to determine who wins the game.

Simultaneous Games Loss

If an effect or ability when activated would result in a simultaneous game loss at time of resolution, the Player that used the effect or ability would be determined as the loser of the current game.

End of Round Procedures

End of Round Procedures is the term given when the round timer has concluded. Players will have 10 minutes of overtime to conclude their match. The Player who went second during the game will have the final turn. When time in overtime is called, Players may continue play until the current form resolves. The match winner is whoever has the most wins after 3 games. If there is no clear winner after three games, the match is reported as a draw.

Tournament Penalties

Determining an Infraction

A Judge should never apply a penalty then determine the infraction. A Judge must first investigate the situation, then determine the infraction and finally apply the penalty.

A Judge must listen to both Players when determining an infraction in the event that the Player's have different stories. The Players must truthfully answer any questions that the Judge may have. If there is an error in the game-state, there are many factors a Judge must consider when issuing a penalty. A Judge must verify if the situation for the Judge call is repairable or irreparable. Once a decision has been made by a Judge, they must explain why they've made their judgment to both Players.

Not every situation that occurs is appropriate for public knowledge. If a Judge deems that the situation to be handled privately, they will station a Judge at the table to keep an eye on the Player's belongings and take the Player in question to a private area. This is to be respected by fellow Players, spectators and any uninvolved Judges. The head Judges the decision is final.

Just like questions about card rulings, Players have the right to appeal to the Head Judge when they are involved in a tournament policy issue. The Head Judge's decision is final.

Repairable Game-State

A repairable game-state is defined as minor errors in game-play where a Judge may rewind the game-state to the moment before the error in gameplay occurred. This "rewind" generally doesn't give Players additional information on cards that are supposed to be private knowledge.

Irreparable Game-State

This is a severe error in gameplay in which a Judge is unable to rewind the gamestate to the point where the error occurred. This often occurs when a few turns have progressed or a few cards have been played that now give Players additional information which may change the way they would play their turn.

Issuing a Time Extension

Any Judge call that lasts longer than 2-minutes requires that the match be given the same time that was taken to answer the call. This is called a time extension. When a Judge approaches a ruling, they're required to take note of the time to which they answer the Judge call.

In the event of issuing a time extension, a Judge must note this down.

Apply Infraction

Once an infraction has been identified, the Judge will ask the Player if they have received any other penalties for the same infraction. This is to help determine if the penalty may require an upgrade or if any additional investigations may need to take place. Players are expected to be honest when answering a Judge. Lying to a Judge is against tournament policy and this may cause a Judge to issue a severe infraction.

In the event a penalty was given, a Judge will issue the penalty as follows: [Player's Name] - [Infraction] - [Penalty Given] - [Brief Description of Infraction] - [Judge'sName]

Types of Penalties

There are 5 types of Penalties. Judges may only use these penalties and cannot create or implement new ones. In the case of "Game Loss", "Match Loss" or "Disqualification", only the Head Judge can issue those penalties (Outside of a tardiness or decklist error). Furthermore, only the Head Judge may upgrade and downgrade penalties.

Caution

A Caution is meant to be utilized instead of a Warning and is meant to be used as a teaching tool for new or inexperienced Players. When giving a caution, all other Judges should be notified to ensure Players are being properly taught the rules so that they could avoid these issues in the future. Cautions are given when the infraction is a minor and / or unintentional one. A Judge does not need to log a caution. However repeated errors of the same caution may be upgraded to a warning.

Warning

Warnings are given out when a Player commits a minor error in gameplay where the outcome becomes favorable for a Player based on the current game state. Warnings may also be issued to Players whose actions slow down the progression of the event. Warnings are given when the infraction is a minor and unintentional one. After issuing a warning the Judge that did so should explain why the penalty was given and clarify that further infractions can lead to a Game Loss.

Game Loss

A game loss is a severe penalty which results in a Player losing a game in their match. For a game loss to be issued, there must have been an unfair advantage gained through the sequence of plays which resulted from a major error in the game state. For example, a game loss is issued in situations where a game state is irreparable as well as tardiness or decklist errors.

After the Game Loss is issued during a game, the Player forfeits the current game. If a Game Loss is given out in between Games of a Match the Player concedes the upcoming Game. If the penalty is given out before a Match, the Player forfeits the first game of the upcoming match.

When a Game Loss is issued before a match, the Player involved cannot use their side deck prior to the beginning of the first played game. If a Game Loss is issued during an in an ongoing game, Players may use their side decks prior to the next game. Game losses are given when the Judge believes the infraction was unintentional. After the penalty has been issued, it is the responsibility of the Sensei to educate and explain to the Player why the Game Loss was issued and that further infractions could lead to a Match Loss.

Match Loss

A Match loss is given when a Player's infraction seriously impacts the game but does not require the Player to be disqualified from the tournament. If the Head Judge rules that the infraction is serious enough to an additional penalty, the Judge may apply a penalty for the upcoming round.

This penalty is given if the Head Judge believes the infraction was unintentional. After this penalty has been issued it is important that the Judge educats the Player on why the penalty was received and what the Player could do to avoid any further obstruction of the rules. A Match Loss may also be upgraded into a Disqualification if obstructions continue without correction.

The most common match losses issued are tardiness penalties.

Disqualification

Disqualifications are given only for the most severe infractions that require a Player to be removed from the tournament or the venue. A Disqualification is usually given when a Player intentionally breaks tournament rules and damages the integrity of the tournament or as an upgrade from previous penalties. A Player who is disqualified from the tournament does not receive participation items or prizes. Disqualifications are submitted to UVS Games for review.

Infractions

When a Player violates a tournament rule it's called an "Infraction." There are five different types of infractions. It is the responsibility of the Judge to determine which infraction to apply for a given situation. Below is a definition of the different types of infractions which can be assigned to Player's who violate the rules.

Procedural Error

A Procedural Error (PE) is defined as an error in maintaining a game state. It is the responsibility of both Players to maintain the game state throughout the course of a game/match.

Procedural Error - Caution

A "Caution" is intended to educate newer Players and may be given for first infractions before giving a "Warning" penalty. A Caution may only be used at a Level 1 tournament setting. A Judge should explain the reason for the caution. This error in game state is often easy to correct. Cautions do not need to be recorded.

Procedural Error - Warning

This penalty is more commonly used in a Level 2, 3 and 4 setting. This is used when there's an error in game state. It is often a repairable game state with little impact on the current game.

- ❖ A Player(s) uses a card when a floating effect prohibits them from doing so
- ❖ A Player(s) accidentally changes the order of the cards in their discard pile
- ❖ A Player(s) plays a card into their card pool and attempts to take it back
- ❖ A Player(s) neglects to keep track of their Health
- ❖ Forgetting to add a card that was supposed to be added to their hand from a mandatory effect

Procedural Error - Gameloss

This penalty is appropriate for major infractions that cause an irreversible disruption to the current game. The game state cannot be repaired, so the penalty results in a game loss.

- ❖ A Player(s) shuffles their hand into the deck by accident
- ❖ A Player forgets to pass a check when attempting to block and only catches this a few turns later, after they realize that if that block would have failed, they would have lost the rest of their health

Procedural Error - Match Loss

This penalty is rarely given out, however this infraction is given when a Player is prevented from finishing the current match.

- ❖ A Player(s) damages the cards such that the card is no longer sleeve legal and unable to obtain a replacement within a suitable amount of time
- ❖ A Player(s) misplaces their registered deck in between matches and doesn't notify anyone until after the rounds have already been paired

Tardiness

The Tardiness infraction is given out only when a Player fails to arrive at their table to play their match in a timely manner.

Tardiness - Game Loss

This penalty is appropriate when a Player does not present themselves and is not seated within the first 5-minutes of the round. A Player is responsible to present themselves to the correct table which they're supposed to play at. Any Judge may provide these penalties without requiring the authorization of the head judge.

Tardiness - Match Loss

This penalty is appropriate when a Player does not present themselves and is not seated within the first 10-minutes of the round. A Player is responsible to present themselves to the correct table which they're supposed to play at. Any Judge may provide these penalties without requiring the authorization of the head judge.

Decklist Error

This infraction is often associated when a Player has incorrectly filled out their decklist registration, has provided a deck which doesn't match their decklist or when an adjustment due to cards being lost or damaged in a tournament.

Decklist Error - Warning

A warning for a decklist violation is given out under a few instances. If a Player realizes there's a decklist error on their end, they must report it to a Judge or Tournament Official. If the error is caught before the tournament has begun, this is considered to be a warning and corrections to the deck must be made right away. If an error is believed to give an advantage, the penalty may be upgraded.

Other instances where a Decklist Error warning would be issued is:

- ❖ A Player has marked three copies of a card but meant to write four copies prior to Round 1 beginning
- ❖ A Player presents their deck at the beginning of a round to their opponent and realizes that they left a side deck card in their main deck before drawing their cards to begin the game
- ❖ If a Player uses a card which is deemed to be a counterfeit. The Player must replace the card within a reasonable amount of time so that a warning may be issued

Decklist Error - Game Loss

A Game Loss is given when a Player has presented an illegal deck to their opponent and they've begun the match. The following are examples where a Player will receive a Game Loss:

- ❖ A Player may also receive a Game Loss for registering an illegal Decklist and the error is not caught before the start of Round 1.
- ❖ If a Player has registered a proper deck, but the contents are different than the list provided. In this instance, the Player must play with the Decklist which they've submitted for the tournament. If this is not corrected, the Player may receive additional penalties
- ❖ If a Player is unable to obtain the required cards to match their decklist, they must take cards from their Side Deck until their deck becomes legal for the format which they're playing in (resulting in the forfeiture of the use of their Side Deck)
- ❖ A Player who is unable to present their corrected deck in a timely manner may receive a Tardiness Penalty

Drawing Extra Cards

Drawing Extra Cards is a penalty given when a Player has drawn additional cards from their deck which they weren't allowed to do so. There are two possible infractions which may be issued in this instance.

Drawing Extra Cards - Warning

When a Player draws extra cards, a Judge may be asked to assist with the situation. In the event that a Player draws an Extra Card, the Rival may look at the infraction-committing Player's hand and select a card to be removed from the game. In this instance, a Judge will issue a warning. Repeated offenses may result in an upgraded penalty.

If a Judge deems that a Player intentionally Drew Extra Cards, the penalty will be upgraded to a Match Loss or possibly a Cheating Disqualification infraction.

Cards removed in this manner are not considered part of the "removed from game pile".

Marked Cards

A card or sleeve is considered to be marked when it is distinguishable from all other cards in the deck and give an advantage to the Player. It is a Player's responsibility to ensure that all their cards remain unmarked through an event.

Marked Cards - Warning

A Judge may issue a warning to a Player whose deck contains one or more cards which are marked and with no distinguishable pattern. It is the Player's responsibility to have replacement sleeves available if the need arises to change them. Failure to do so may result in additional penalties. A card which is damaged and is distinguishable through the sleeve may also be considered a marked card. A Player may be requested to change the card at a given time if it is deemed necessary.

Marked Cards - Game Loss

This penalty is issued when there are multiple cards in a Player's deck which are deemed marked and the Judge is able see a noticeable pattern. A Judge must inform the Head Judge of any penalties issued for Marked Cards. If the need arises, further investigation may be required to discern if the Marked Cards was done intentionally. It is the responsibility of the Player to ensure their cards are kept in good condition.

Slow Play

Slow playing is a term where a Player isn't playing the game at a reasonable pace to give themselves an advantage with the round timer. Regardless of the complexity of a situation, Players are expected to know how their cards interact in a given game state.

Slow Play - Warning

A Judge may issue a Slow Play Warning to a Player who's unintentionally slowing down the progress of the game. A Judge has the right to issue a time extension if they deem it necessary. Some examples of Slow Playing is:

- ❖ A Player verifies the Discard Pile multiple times before making a decision
- ❖ A Player takes an excessive amount of time shuffling their deck once they've gone through it
- ❖ A Player has one card which they can play and takes an excessive amount of time to make a decision

Unsporting Conduct

Unsporting Conduct is when a Player acts in a disruptive, negative or offensive manner that affects the integrity and safety of the event. Unsporting Conduct Infractions are always deemed as intentional behavior during an event.

Unsporting Conduct - Warning

The following are some examples when a Judge may apply a Warning Penalty:

- ❖ A Player uses offensive gestures or language during an event
- ❖ A Player insults someone attending an event
- ❖ A Player tries to "Rule Shark" their opponent to give them an unfair advantage
- ❖ A Player who is uses offensive sleeves or playmat
- ❖ A Player throws their deck or possessions because they lost a match
- ❖ A Player pushes another Player while they're moving through a crowd
- ❖ A Player reports a match incorrectly
- ❖ A Player(s) fail to notify a Judge during an Intentional Draw or Concede

Unsporting Conduct - Game Loss/Match Loss

Match Losses are issued for Unsporting Conduct when a Player makes an Attendee feel threatened, scared, harassed or unsafe. Some examples where a Player may receive a Game Loss are:

- ❖ A Player throws their deck

- ❖ A Player kicks their chair after they completed their game
- ❖ A Player unintentionally communicates with another Player

Unsporting Conduct - Disqualification

Disqualifications are the most severe infraction to be issued to a Player. The Head Judge and Tournament Organizer are involved in all instances in which a Disqualification occurs. The following are some examples which are grounds for Disqualification:

- ❖ A Player makes a racial or sexual remark towards another person
- ❖ A Player(s) intentionally deface or damages the tournament venue
- ❖ A Player uses physical violence against another person
- ❖ A Player Steals the belongings of another person
- ❖ Threatens to hurt someone
- ❖ A Player harrasses another Player whether in person or through social media
- ❖ Takes a picture of a Player for malicious purposes

Cheating - Disqualification

A Player that receives the infraction for Cheating is someone that intentionally breaks the Tournament Rules. Under no circumstances with UVS Games tolerate cheating at any kind in their events. A Player who's Disqualified from the tournament will be asked to leave the venue and will not receive participation items or prizes. Here are some of the examples of cheating:

- ❖ Intentionally misrepresenting the game state, rules or tournament policy
- ❖ Lying to a Tournament Official
- ❖ Reporting inaccurate information
- ❖ Bribery and collusion
- ❖ A Player who draws extra cards when their opponent isn't paying attention
- ❖ A Player has intentionally Marked Cards in their deck
- ❖ Gives signals to a Player during a match

ONLINE - Disconnection - Game Loss

A Player that disconnects from the shared game feed/stream. Continued offenses can be escalated at the discretion of the TO or Head Judge.

Electronics

Most electronics are not allowed while Players are playing their games. The only devices which may be used in a match are devices that support Life Tracker App. This is provided that message features are disabled from the device they're using while they're playing their games.

Headphones, Bluetooth Earphones are strictly prohibited. Devices such as a smartwatch must have their message feature disabled while playing vs their opponent. Should a Player require an electronic device for medical reasons, they should inform the Head Judge prior to the start of the tournament.

Electronic devices required for online play are allowed during online events. This includes headphones, webcams, and use of online card images. Communication to anyone outside of the match is prohibited by any means, with the exception of contacting a judge or tournament organizer. (In the case of an emergency, exceptions can be made at the discretion of tournament staff.)

Official Documentation

It is the responsibility of the Players, Judges, and the Tournament Staff to know and reference all official documentation pertaining to play and organization of events. If a Player is unsure, they may ask the Head Judge to clarify any rulings or documentation proved for play.

Please refer to the Rules and Documents section of the Official UniVersus CCG website:
<https://uvsgames.com/universus/organized-play/rules-and-documents>

The core documents are as follows:

- Official UVS CCG Rules Reference
- Card FAQ Compilation
- UVS CCG Organized Play Card Legality
- Tournament Floor Rule Guide

Contact Us

If you have any questions whatsoever, please feel free to contact one of our departments.

Organized Play Support

Have a question concerning organized play? You can contact them at:
OP@UVSGames.com

Judge Support

Have a question concerning specific card interactions? You can contact us at:
OP@UVSGames.com

Community Support

Do you want to have your voice heard? Looking to get the UniVersus CCG in your store? You can contact us at: Community@UVSGames.com

Community Discord

Looking to interact with the community? Here's our official Discord Server:
<https://discord.gg/UniVersusCCG>