



BANDAI AMERICA

# Bandai Tournament Policy Document

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## Version 0.7

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This document details the policies that must be followed by all parties involved in Official Bandai Card Game Tournaments.

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## 1. Materials

- 1.1. Although some materials such as cores, pen, and paper maybe provided at the discretion of the Tournament Organizer, it us ultimately the players responsibility to obtain all the materials required to play in the tournament.

## 2. Roles and Responsibilities

### 2.1. Spectator

- 2.1.1. Spectators must make sure not to interfere with players during in progress games.
- 2.1.2. Spectators should report any illegal activity that they witness to a Judge or Tournament Organizer.

### 2.2. Player

- 2.2.1. Players are responsible for following the rules set forth by the Judge, Head judge, and Tournament Organizer in regard to the tournament.
- 2.2.2. Players are responsible for bringing all necessary materials which include but are not limited to:
  - 2.2.2.1. Deck and Sideboard (Constructed Events)
  - 2.2.2.2. Cores(Battle Spirits)
  - 2.2.2.3. Pen (Sealed Event)
  - 2.2.2.4. Bandai ID (If already have one)
  - 2.2.2.5. Paper (If needed)
- 2.2.3. Players are responsible for submitting an accurate, legible, and legal decklist when required.
- 2.2.4. Players are responsible for maintaining a legal games state and representing all public information accurately and truthfully.
- 2.2.5. Players have a responsibility to report any and all illegal action witnessed to a Judge or Tournament Organizer.
- 2.2.6. Players are responsible for submitting results in an accurate and rapid manner to ensure the tournament results are correct and the tournament is run on time.
- 2.2.7. Players are responsible for verifying that their results for each previous round are accurate at the beginning of every round.

### 2.3. Judge

- 2.3.1. A Judge is any person selected and authorized by a Meijin to judge at that Meijin's event.
- 2.3.2. Higher level tournaments are expected to have judges with a greater knowledge of the rules for the Bandai Card Game(s) they judge.

- 2.3.3. Judges cannot participate in a tournament that they are the judge of.
- 2.3.4. Judges are responsible for keeping the tournament area clean.
- 2.3.5. Judges are responsible for answering questions from players in a timely and polite manner.
- 2.3.6. Judges are responsible for making impartial rulings after obtaining all pertinent information.
- 2.3.7. Judges are responsible for observing matches and stepping in when illegal actions occur to fix the problem to the best of their abilities.
- 2.3.8. Judges are responsible for having an extensive knowledge of the rules for the game they are judging.
- 2.3.9. Judges are responsible for having an extensive knowledge of the tournament policies as well as penalty guidelines for the game they are judging.
- 2.3.10. Judges are responsible for treating every player equally and keeping an impartial stance while judging.
- 2.3.11. Judges are responsible for maintaining a positive attitude, being polite, and being the peacekeepers for the players.
- 2.3.12. Judges should not trade, sell, or buy cards while on duty.

#### 2.4. Head Judge

- 2.4.1. Head Judge has all the responsibilities of a Judge in addition the following:
  - 2.4.1.1. Head Judge is responsible for organizing the Judges and delegating responsibilities.
  - 2.4.1.2. Head Judge is responsible for make sure their Judges are knowledgeable and able to perform the responsibilities they are given.
  - 2.4.1.3. Head Judge is responsible for being the final say when it comes to rulings and therefore is expected to have an extremely extensive knowledge of the rules, especially at high level tournaments.
  - 2.4.1.4. Head Judge is responsible for working with the Tournament Organizer to maintain an optimal tournament environment for all attendants and staff.

#### 2.5. Tournament Organizer (TO)

- 2.5.1. A Meijin is the Tournament Organizer for Bandai Card Games.
- 2.5.2. The TO cannot participate in a tournament that they are the TO of.
- 2.5.3. The TO is responsible for providing a venue with sufficient spacing for the type of event being run.
- 2.5.4. The TO is responsible for providing all the necessary paperwork for the event.
- 2.5.5. The TO is responsible for compensating thier staff fairly and adequately.

- 2.5.6. The TO is responsible for posting all tournament related information in a timely manner and in a public forum that is easily to locate.
- 2.5.7. The TO is responsible for recording and reporting all tournament details and results accurately and in a timely manner using the Bandai TOP Software.
- 2.5.8. The TO is responsible for having the most up to date versions of all Tournament materials, especially documentation and software.
- 2.5.9. The TO is responsible for listing and providing all prizing for the tournament.

## 2.6. Scorekeeper

- 2.6.1. Scorekeeper is responsible for understanding the software being used to run the event.
- 2.6.2. Scorekeeper is responsible for inputting the results accurately and in a timely manner.
- 2.6.3. Scorekeeper is responsible for following the instruction of the TO and communicating any problems to the TO as soon as they arise.

## 3. **Deck:**

### 3.1. Deck size:

- 3.1.1. Battle Spirits TCG: Minimum 40 cards.
- 3.1.2. Naruto CCG: Exactly 50 cards.
- 3.1.3. Dragonball CCG: Exactly 40 cards. 25 or less Warriors.

3.2. No more than 3 of the same card can be present in a single deck and sideboard combined.

3.3. Deck must contain only Bandai America Legal cards.

3.4. Cards in deck cannot have their text obstructed if it prevents players and judges from clearly and easily being able to read and identify the card.

## 4. **Sleeves:**

4.1. Sleeves must be used on either all or none of the cards in the deck.

4.2. Sleeves must be identical particularly in length, width, front side, back side, texture, condition, and material.

4.3. Sleeves cannot have a surface that is too reflective in that it can allow a cards image to be reflected on it.

4.4. It is recommended that the sideboard be in different sleeves (when sleeves are used) then the Deck.

4.5. At high level events the TO and Head Judge may add additional restrictions on the type of sleeves permitted as long as there is sufficient warning given.

4.6. Sleeves cannot have a significant portion of their front side obstructed nor can it have any obstruction that prevents readability of the cards.

## 5. **Shuffling:**

5.1. Players are required to thoroughly randomize their deck before presenting it to their opponent at the start of every game. Players should use multiple methods of randomization to guarantee that their deck is sufficiently random.

5.2. When a player presents their deck to their opponent to shuffle or cut, they are stating that their deck is Legal and sufficiently randomized. If a player feels that the deck that their opponent has presented to them is not sufficiently randomized they can call over a judge and he may choose to issue a warning if there is sufficient merit as well as shuffle the deck to make it sufficiently random.

5.3. A deck is considered random when no person knows the ordering of any cards within that deck. If a card becomes known through the course of shuffling or cutting the deck, the deck should be randomized again.

5.4. When a player presents their deck to their opponent, their opponent has the option to either cut the deck or shuffle it, in either case, the opponent must make sure not to damage the cards or sleeves while performing either action. If the opponent shuffles the deck, the player has the opportunity to perform 1 final cut to their own deck.

## 6. **Note Taking:**

6.1. During the course of a match a player can take notes. However, no notes can be used during a match that were brought into or obtained from outside the match.

6.2. Note taking does not count as performing an action. A player that takes too long to take an action will receive a Slow Play penalty.

## 7. **Sideboard:**

7.1. Sideboard size: Exactly 10 cards.

7.2. Player may sideboard cards before the start of game 2 and 3.

7.3. Players must return their deck to its originally registered configuration at the start of each match.

7.4. Side boarding must be done on a 1 for 1 card exchange; therefore the sideboard must remain at 10 cards at all times.

7.5. Cards in the sideboard are private and do not have to be revealed to the opponent even while side boarding.

## 8. **Time Limits:**

8.1. Constructed:

8.1.1. Naruto:

8.1.1.1. Swiss Rounds (Standard Rounds): 50 minutes.

8.1.1.2. Single Elimination Top Cut: 90 Minutes.

8.1.2. Battle Spirits

8.1.2.1. Swiss Rounds (Standard Rounds): 45 minutes.

8.1.2.2. Single Elimination Top Cut: 75 Minutes.

8.2. Draft:

8.2.1. 20 minutes to register (If registering your cards)

8.2.2. 15 minutes to build; Normal constructed afterwards.

8.3. Sealed:

8.3.1. 20 minutes to register (If registering your cards).

8.3.2. 30 minutes to build; Normal constructed afterwards.

## 9. **Formats:**

9.1. Matches

9.1.1. Best 2 out of 3 Match

9.1.1.1. First player to win 2 games in a match wins the match.

9.1.1.2. Sideboard can be used.

9.1.2. Single Match

9.1.2.1. First player to win a game wins the match.

9.1.2.2. Sideboard cannot be used.

9.2. Constructed

9.2.1. Players are required to bring their own legal deck and sideboard, if using one.

9.2.2. Players will play in a tournament consisting of a predetermined number of rounds in a format chosen by the TO and listed ahead of time. (Default: Swiss; Other Options: Single Elimination or Round Robin) A cut to top X players may also be done depending on the type of tournament.

### 9.3. Sealed

9.3.1. Standard sealed tournament recommends each player use:

9.3.1.1. Battle Spirits TCG: 6 packs.

9.3.1.2. Naruto CCG: 4-8 packs.

9.3.1.3. Dragonball CCG: 6 packs.

9.3.2. Players will use a combination of sealed product to create a:

9.3.2.1. Battle Spirits TCG: 30 card deck minimum.

9.3.2.2. Naruto CCG: 30 card deck exactly.

9.3.2.3. Dragonball CCG: 30 card deck exactly.

9.3.3. No cards except for those instructed to be used can be in a player's deck.

9.3.4. Players will use some combination of sealed packs and/or sealed starters to create their deck.

9.3.5. Players will be given 20 minutes to construct their deck if no deck registration sheets are used.

9.3.6. When a deck registration sheet is used players will be given 30 minutes to build their deck.

9.3.7. If players are registering their packs and then a swap is used players will be given 20 minutes for this procedure.

9.3.8. Once players have built their decks from the instructed material they will play in a standard tournament, constructed tournament rules 1.2 apply.

9.3.9. All cards received in the sealed but not used in the deck are considered sideboard. Side boarding rule apply (5.2-5.4).

### 9.4. Draft

9.4.1. Standard draft tournament recommends each player use:

9.4.1.1. Battle Spirits TCG: 4 packs.

9.4.1.2. Naruto CCG: 4-8 packs.

9.4.1.3. Dragonball CCG: 4 packs.

9.4.2. Players will be drafting their sealed packs to create a:

9.4.2.1. Battle Spirit TCG: minimum 25 card deck.

9.4.2.2. Naruto CCG: exactly 30 card deck.

9.4.2.3. Dragonball CCG: exactly 30 card deck.

9.4.3. No cards except for those drafted can be used when constructing a deck.

9.4.4. Players will be seating in a circular pattern. Each player will open their first pack simultaneously, choose a card from that pack to keep, place the chosen card face down in front of them, and pass the remaining cards to the left. Players will continue to pickup, choose a card, and then pass the remaining cards they receive from the player to their right until all cards in the pack have been chosen.

9.4.5. Repeat 7.4.4 for each of the packs each player is given but alternate the direction the packs are being passed (Left, Right, Left, Right, etc.).

9.4.6. Once all cards have been drafted, each player should have the same number of cards. They build a deck using those cards.

9.4.7. Once players have built their decks from the instructed material they will play in a standard tournament, constructed tournament rules 1.2 apply.

9.4.8. All cards received in the draft but not used in the deck are considered sideboard. Side boarding rule apply (5.2-5.4).

## 10. Who Goes First

10.1. Players must use a random method to determine who will decide who goes first in the first game of a single or Best 2 out of 3 Match. (Ex. Roll Dice, Rock-Paper-Scissors, Flip a coin, etc.)

10.2. The player who lost in the first game of a Best 2 out of 3 Match decides who goes first.

10.3. Players must use a random method to determine who will decide who goes first in the third game of a single or Best 2 out of 3 Match. (Ex. Roll Dice, Rock-Paper-Scissors, Flip a coin, etc.)

## 11. Point System

11.1. During the course of a tournament players will receive points from each match they play in. There are 3 different values that a player can receive.

11.1.1. A Match Win awards a player 3 points for the round.

11.1.2. A Match Loss awards a player 0 points for the round.

11.1.3. A Draw awards each player 1 point for the round.

11.2. Intentional Draw

11.2.1. Intentional Draw is a way for players to achieve a Draw without playing out the round.

11.2.2. To report an Intentional Draw both players must call over a Judge at the start of the round before they begin playing and announce to the Judge that they have agreed to an Intentional Draw.

11.2.3. No person or player can offer any type of compensation in exchange for an Intentional Draw. If it is discovered that some form of compensation was offered, one or both of the players maybe disqualified from the tournament for Cheating. Only the Head Judge should issue this type of penalty and only after a thorough investigation into the matter.

## 12. Suggested Rounds:

# of Player	Rounds	Cut (if Needed)
<b>4-8</b>	3	(Top 2)
<b>9-16</b>	4	(Top 4)
<b>17-32</b>	5	(Top 8)
<b>33-64</b>	6	(Top 8)
<b>65-128</b>	7	(Top 8)
<b>129-256</b>	8	(Top 16)
<b>257-512</b>	9	(Top 16)
<b>513-1024</b>	10	(Top 16)
<b>1024+</b>	11	(Top 16)

## 13. End of Time:

13.1. Battle Spirits TCG: *Based on the person who went first, do the following :( IN ANY CASE THE GAME MUST END ON THE TURN OF THE PLAYER WHO WENT **FIRST**)*

13.1.1. Time is called during the turn of the player who went first (Player A).

13.1.1.1. Player A finishes their turn.

13.1.1.2. Player B takes their turn. (Turn 1)

13.1.1.3. Player A takes the last turn. (Turn 2)

13.1.2. Time is called during the turn of the player who went second (Player B).

13.1.2.1. Player B finishes their turn.

13.1.2.2. Player A takes his turn. (Turn 1)

13.1.2.3. Player B takes his turn. (Turn 2)

13.1.2.4. Player A takes the last turn. (Turn 3)

13.1.3. If time is called during the 1<sup>st</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then the player with 1 Game Win wins the match.

13.1.4. If time is called during the 2<sup>nd</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then if the result is 1 Game Win per player the result is a Draw.

13.1.5. If time is called during the 3<sup>rd</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then the player with 2 Game Win wins the match.

13.1.6. In the event that End of Time procedures results in the game going to less than 5 turns, then players will be given additional turns so that at least 5 turns occur. Example: Time is called during the first turn of Game 3, instead of playing an additional 2 turns as stated in 13.1.1 the game will continue until the end of turn 5.

13.2. *Naruto CCG: Based on the person who went first, do the following :( IN ANY CASE THE GAME MUST END ON THE TURN OF THE PLAYER WHO WENT **SECOND**)*

13.2.1. Time is called during the turn of the player who went first (Player A).

13.2.1.1. Player A finishes their turn.

13.2.1.2. Player B takes their turn. (Turn 1)

13.2.1.3. Player A takes the last turn. (Turn 2)

13.2.1.4. Player B takes their turn. (Turn 3)

13.2.2. Time is called during the turn of the player who went second (Player B).

13.2.2.1. Player B finishes their turn.

13.2.2.2. Player A takes his turn. (Turn 1)

13.2.2.3. Player B takes his turn. (Turn 2)

13.2.3. If time is called during the 1<sup>st</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then the player with 1 Game Win wins the match.

13.2.4. If time is called during the 2<sup>nd</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then if the result is 1 Game Win per player the result is a Draw.

13.2.5. If time is called during the 3<sup>rd</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then the player with 2 Game Win wins the match.

13.2.6. In the event that End of Time procedures results in the game going to less than 4 turns per player, then players will be given additional turns so that each player has had 4 turns. Example: Time is called during the first turn of Game 3, instead of playing an additional 3 turns as stated in 13.2.1 the game will continue until the end of turn 8.

13.3. Dragonball CCG: *Based on the person who went first, do the following :( IN ANY CASE THE GAME MUST END ON THE TURN OF THE PLAYER WHO WENT **SECOND**)*

13.3.1. Time is called during the turn of the player who went first (Player A).

13.3.1.1. Player A finishes their turn

13.3.1.2. Player B takes their turn

13.3.1.3. Player A takes the last turn

13.3.1.4. Player B takes their turn

13.3.2. Time is called during the turn of the player who went second (Player B).

13.3.2.1. Player B finishes their turn

13.3.2.2. Player A takes his turn

13.3.2.3. Player B takes his turn

13.3.3. If time is called during the 1<sup>st</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then the player with 1 Game Win wins the match.

13.3.4. If time is called during the 2<sup>nd</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then if the result is 1 Game Win per player the result is a Draw.

13.3.5. If time is called during the 3<sup>rd</sup> Game and after taking their turns no player has obtained the victory condition for that game, follow the Tiebreaker rules to determine a winner for that game and then the player with 2 Game Win wins the match.

13.3.6. In the event that End of Time procedures results in the game going to less than 4 turns per player, then players will be given additional turns so that each player has had 4 turns. Example: Time is called during the first turn of Game 3, instead of playing an additional 3 turns as stated in 13.3.1 the game will continue until the end of turn 8.

## 14. Tiebreakers:

14.1. Battle Spirits TCG: *After End of Time procedure is completed if the game has no winner use these tiebreakers to determine the winner for the game.*

14.1.1. Tiebreaker 1: Life

- 14.1.1.1. The player with the most life wins, if tie go to Tiebreaker 2.
- 14.1.2. Tiebreaker 2: Total Spirits on Field
  - 14.1.2.1. The player with the most spirits on their Field wins, if tie go to Tiebreaker 3.
- 14.1.3. Tiebreaker 3: Total Power of Spirits
  - 14.1.3.1. The player with the highest current combined BP of all their spirits on their field wins, if tie go to Tiebreaker 4.
- 14.1.4. Tiebreaker 4: Cores (Reserve + Field + Trash)
  - 14.1.4.1. The player with the most cores they control wins, if tie got to Tiebreaker 5.
- 14.1.5. Tiebreaker 5: Deck Count
  - 14.1.5.1. The player with the most remaining cards in their deck wins, if tie Player that went first wins.
- 14.2. *Naruto CCG: After End of Time procedure is completed if the game has no winner use these tiebreakers to determine the winner for the game.*
  - 14.2.1. Tiebreaker 1: Battle Rewards
    - 14.2.1.1. The player with the most Battle Rewards wins, if tie go to Tiebreaker 2.
  - 14.2.2. Tiebreaker 2: Cards in Deck
    - 14.2.2.1. The player with the most cards in their deck wins, if tie go to Tiebreaker 3.
  - 14.2.3. Tiebreaker 3: Total Power of in-play Ninjas
    - 14.2.3.1. The player with the highest current combined Power of all their in-play Ninjas (Taking into account status and other effects that affect Power) wins, if tie go to Tiebreaker 4.
  - 14.2.4. Tiebreaker 4: Total Cards in hand and Chakra area
    - 14.2.4.1. The player with the most cards in their hand and chakra area combined wins, if tie, the Attacker loses.
- 14.3. *Dragonball CCG: After End of Time procedure is completed if the game has no winner use these tiebreakers to determine the winner for the game.*
  - 14.3.1. Tiebreaker 1: Planet Damage
    - 14.3.1.1. The player with the least Planet Damage wins, if tie go to Tiebreaker 2.
  - 14.3.2. Tiebreaker 2: Cards in Planet
    - 14.3.2.1. The player with the most cards in their Planet wins, if tie go to Tiebreaker 3.
  - 14.3.3. Tiebreaker 3: Total Power of in-play Warriors

- 14.3.3.1. The player with the highest current combined Power of all their in-play Warriors (Taking into account status and other effects that affect Power) wins, if tie go to Tiebreaker 4.
- 14.3.4. Tiebreaker 4: Total Cards in hand and Chi area
- 14.3.4.1. The player with the most cards in their hand and Chi area combined wins, if tie, the Attacker loses.

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