

BANDAI AMERICA INC.

# BANDAI CARD GAMES

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## PENALTIES GUIDELINES

Version 1.1

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This document covers the types of error that can occur throughout the course of participating in a Bandai Card Game and the procedures for handling these errors and assigning the appropriate penalties.

## Contents

I. Penalties.....	3
A. Types of Penalties .....	3
1. Warning.....	3
2. Game Loss .....	3
3. Match Loss .....	3
4. Disqualification .....	3
5. Ban from Bandai Card Games .....	4
B. Tracking Penalties .....	4
1. Tracking via Result Slips .....	4
2. Tracking via Score Keeper .....	4
3. Penalty Upgrades .....	5
C. Event Levels .....	5
1. Basic (Hobby Event) .....	5
2. Intermediate (Chunin/Core Championship) .....	5
3. Advanced (SHONEN JUMP Champs/Nationals/Master Champs) .....	6
D. Assessing/Assigning Penalties.....	6
1. Procedure for Assessing.....	6
2. Procedure for Assigning .....	6
II. Errors.....	6
A. Game Errors .....	6
1. Game Rules Errors.....	6
2. Illegal Game State .....	7
3. Missing Trigger .....	8
4. Failure to Maintain Game State .....	9
5. Looking at Extra Cards.....	10
6. Drawing Extra Cards .....	10
7. Illegal Deck (Battle Reward area) Search .....	11
B. Tournament Errors.....	12
1. Officially Policy and/or Announcement Violations .....	12
2. Failure to Follow Direct Instructions.....	12
3. Insufficient Randomization .....	12

4.	Tardiness .....	13
5.	Playing the Wrong Opponent .....	13
6.	Slow Play .....	14
7.	Marked Cards without Pattern .....	14
8.	Marked Cards with Pattern.....	15
9.	Outside Assistance .....	15
C.	Deck (List) Errors .....	16
1.	Illegal Deck List.....	16
2.	Illegal Deck .....	17
3.	Failure to De-Sidedeck .....	17
D.	Unsporting Conduct .....	18
1.	Minor Unsporting Conduct .....	18
2.	Major Unsporting Conduct .....	18
3.	Severe Unsporting Conduct .....	19
4.	Theft .....	19
E.	Cheating .....	19
1.	Manipulating Match Outcome.....	20
2.	Game Object Manipulation.....	20
3.	Misrepresenting Information.....	21
4.	Stalling.....	21
F.	Gambling (*NEW).....	22
III.	Conclusion.....	22

# I. Penalties

## A. Types of Penalties

### 1. Warning

a) A warning is the lowest penalty a player can receive. To issue a warning, the judge should explain to the person receiving this penalty, the error that they performed and inform them that depending on the level of the event repetition of this error can cause an upgrade in the penalty.

### 2. Game Loss

a) A Game Loss is a forfeit of the current game for the player receiving this penalty. A game loss can be issued in between matches. In that case, the game loss will be transferred to the next match and will be issued before the first game in that match begins. To issue a game loss, the judge should assign the penalty and explain the reason for it. The players should immediately end the current game and if neither player has achieved a match win, proceed to the next game. If a game loss is issued before a match begins, neither player can sideboard but the player that received the game loss will be able to decide to go first or second for the following game.

### 3. Match Loss

a) A Match Loss is a forfeit of the current match for the player receiving this penalty. A match loss can be issued between matches. In that case, the match loss will be transferred to the next match and will be issued at the start of the match. To issue a match loss, the judge should assign the penalty and explain the reason for it. Due to the severity of this penalty it is recommended that the Head Judge be aware of the penalty before assigning it. In certain situations issuing a match loss may not be sufficient under the circumstances that a player who is receiving it has most likely already lost the match. Although this situation is not always easy to assume because it is opinion based, it may be acceptable to transfer the match loss to the next match if the Head Judge believes it to be necessary.

### 4. Disqualification

a) **A Disqualification is the severest penalty that a Head Judge can assign. This penalty should always be issued by the head judge of the event. The reason for the penalty should be explicitly explained. A player that is issued this penalty should be dropped from the event. If the penalty was issued for player misconducts they may need to be removed from the venue/area. There are two forms of disqualification:**

(1) **With prize – There are two main reasons a player can receive this penalty. A player that is unable to continue playing in a tournament due to a loss of their gaming materials, such as their deck can result in this. Additionally, a player who has received repeat penalties for the same type of error can be upgraded to this penalty.**

(2) **Without prize – The only circumstances under which a player should receive this type of penalty are: Unsporting conduct or Cheating. In either case, if the circumstances are severe enough it may be necessary to report the situation to Bandai officials for the possibility of a Ban.**

#### **5. Ban from Bandai Card Games**

a) **A Ban can only be issued by a Bandai representative. A ban will prevent the player from entering future types of Bandai events based on the type of ban and the duration. To submit a player for a ban, the Tournament Organizer and/or the Head Judge should report the player and with extensive detail explain the situation under which they believe that player should receive a ban. To report anything of this manner please send an email to [bykova@bandai.com](mailto:bykova@bandai.com).**

### **B. Tracking Penalties**

#### **1. Tracking via Result Slips**

a) **When result slips are used, if any type of penalty is issued the judge that issues the penalty should mark that on the back of the result slip. The judge should include the players name, the type of penalty, a brief explanation of the error, and their initials.**

#### **2. Tracking via Score Keeper**

a) The score keeper should maintain a list of all penalties that have been issued during the tournament. When result slips are used, it is a good idea to have judges write the penalties on the match slip and then the score keeper can gather them from the result slips. It is recommended that the score keeper keep track of who received the penalty, what round it was issued, who issued it, and the type of error. Since the score keeper is the person that maintains all this information they should be consulted about previous penalties when issuing subsequent penalties.

### 3. Penalty Upgrades

a) A player that receives a penalty for the same type of error multiple times may have their penalty upgraded. The level of the event can affect how many repetitions of a penalty result in an upgrade. Please remember that it is important to allow new players to have fun and learn to enjoy our games. So, for lower level events upgrades should be issued with caution. Higher level events require a more strict reinforcement of the rules and so upgrades are expected with repeat errors of the same type. It is important to remember that ONLY repeat errors of the SAME type should receive upgrades and so different types of errors should be tracked independent of one another. It is always important to remind players that repeat errors result in penalty upgrades.

b) The order of upgrades is as follows:

(Basic/Intermediate) Warning > Warning > Game Loss > Match Loss > DQ

(Advanced) Warning > Game Loss > Match Loss > DQ

## C. Event Levels

### 1. Basic (Hobby Event)

a) This event is casual in nature and should be treated as such. Warnings should be repeated without upgrade. This is a learning environment for new players as well as old ones. Errors should be explained with details so that players learn from their mistakes.

### 2. Intermediate (Chunin/Core Championship)

a) This event is semiprofessional. Players are expected to have an intermediate knowledge of the rules of the game as well as the cards in their deck. A few repeat offenses can be allowed without immediate upgrade but upgrades should be issued when appropriated and should be tracked due to the level of the event/prizing.

3. **Advanced (SHONEN JUMP Champs/Nationals/Master Champs)**
  - a) This event is professional. Players are expected to have a detailed understanding of the rules of the game as well as all the cards in in their deck and any cards their opponents play/reveal. Repeat offenses should be upgraded and tracked.

## **D. Assessing/Assigning Penalties**

1. **Procedure for Assessing**
  - a) Before a penalty can be assigned it is the job of the judge to determine the problem. To do this a judge must approach the situation in a calm and fair manner. Until all the information is gathered judges should not side with any player. The judge should get the details from each player and witnesses (when applicable). It is a good idea to confirm the story as a whole with each involved player to make sure you understood it correctly. Then, based on this document you will determine the correct penalty as described below.
2. **Procedure for Assigning**
  - a) Once you have an understanding of the situation you should use this document to determine the penalty. Make sure to take into account potential upgrades if this is a repeat error for any participant. It is very important to remember that if there is sufficient evidence for the Head Judge to believe that a player is cheating, then the only penalty that can be assigned is cheating. Once you have determined the penalty, you should quietly explain the penalty to the player and why it is being issued, then mark it on the back of the match slip (when available) or note it for the scorekeeper. If the situation becomes problematic due to a player becoming upset or angry, then it may be more appropriate to set the player aside and explain the penalty in private away from other players. It is always important to use common sense and your best judgment when deciding how to issue a penalty based on the mood of the situation.

## **II. Errors**

### **A. Game Errors**

1. **Game Rules Errors**

**a) This type of error occurs when a player breaks any of the rules of the game due to lack of knowledge or simply a misunderstanding of the rules.**

(1) Naruto Example: Allen moves his discarded Ninja to his Chakra area instead of his Discard Pile.

(2) Battle Spirits Example: Ben pays 3 cores for a card that costs 2 cores to play.

**b) Solution:**

(1) If the error is caught early enough the judge should have the player correct the mistake. Otherwise it is too late to correct the error, so gameplay continues as is.

**c) Penalty: (Both Players)**

(1) **(Basic) - Warning**

(2) **(Intermediate) - Warning**

(3) **(Advanced) - Warning**

## **2. Illegal Game State**

**a) This type of error occurs when a card or cards are creating an ongoing illegal game state.**

(1) Naruto Example: Allen has 4 Ninjas in a Team without an effect that allows that Team to have more than 3.

(2) Battle Spirits Example: Ben has a spirit on the field with no cores on it.

**b) Solution:**

(1) The card(s) causing the error needs to be adjusted by the players and/or judge until the illegal game state is no longer occurring.

*(a) Naruto Example: Allen has 4 Ninjas in a Team without an effect that allows that Team to have more than 3. Allen must split up that Team until that Team has 3 or less Ninjas.*

*(b) Battle Spirits Example: Ben has a spirit on the field with no cores on it. The spirit should be sent to the Trash. If this is a new player in a Basic event, he can be allowed to place a core on the spirit if he wants to keep it on the field.*

- c) **Penalty: (Both Players)**
  - (1) **(Basic) - Warning**
  - (2) **(Intermediate) - Warning**
  - (3) **(Advanced) - Warning**

### 3. Missing Trigger

#### a) **Optional – Players forget to resolve an optional trigger effect.**

(1) Naruto Example: Allen has a Ninja with the following effect: *“Each time this Ninja becomes the user of a Jutsu card with a 'Fire' Symbol, you can draw 1 card.”* That Ninja uses a Fire Jutsu but Allen forgets to draw a card.

(2) Battle Spirits Example: Ben has a spirit with the following effect: *“[LV1][LV2][LV3] (When Attacks) You may destroy target spirit with the same BP as this spirit's BP.”* That spirit attacks but Ben forgets to destroy a spirit.

#### b) **Solution:**

(1) If the error is caught immediately the player who forgot the effect can be given an opportunity to resolve the trigger. Otherwise the player is considered to have chosen not to do the effect. If an effect gives a condition based on what the player chose to do, the player will follow that condition based on his choice.

*(a) Example: Zack has the following effect: “At the start of your turn, you can discard a card. Otherwise, skip your Battle Phase.” Zack forgets the effect until later when he is about to enter the Battle Phase. Several effects have occurred since that effect triggered, so Zack is considered to have chosen to not discard the card and so he will skip his Battle Phase.*

- c) **Penalty: (Both Players)**
  - (1) **(Basic) - Warning**
  - (2) **(Intermediate) - Warning**
  - (3) **(Advanced) - Warning**

#### d) **Mandatory – Players forget to resolve a mandatory trigger effect.**

(1) Naruto Example: Allen has a Ninja with the following effect: ***“When this Ninja is put in play, draw 1 card.”*** Allen deploys the Ninja but forgets to draw 1 card.

(2) Battle Spirits Example: Ben has a spirit with the following effect: ***“[LV1][LV2][LV3] (When Summoned) Draw a card.”*** Ben summons the spirit but forgets to draw a card.

**e) Solution:**

(1) Unlike an optional trigger, the judge should attempt to resolve the mandatory trigger within a reasonable time frame. If a significant amount of time has gone by and it is too difficult to resolve the trigger, the trigger will be skipped.

**f) Penalty: (Both Players)**

(1) **(Basic) - Warning**

(2) **(Intermediate) - Warning**

(3) **(Advanced) - Warning**

**4. Failure to Maintain Game State**

**a) This type of error occurs when player(s) are unable to maintain a Game State usually caused by insufficient tracking of gameplay.**

(1) Naruto Example: Allen is not sufficiently tracking their Turn Indicators and cannot remember what turn he is on.

(2) Battle Spirits Example: Ben has not separated his Life and Reserve well and now cannot tell how much life he has.

**b) Solution:**

(1) The Judge should evaluate who if any of the players are tracking the item that has caused the problem. The solution for this problem isn't absolute because it's human error. Judges should use their best judgment by gathering information from both players as well as information from the public play areas to determine the missing information.

**c) Penalty:**

(1) **(Basic) - Warning**

(2) **(Intermediate) - Warning**

**(3) (Advanced) - Warning**

**5. Looking at Extra Cards**

**a) This type of error occurs when a player accidentally reveal to themselves or both players more cards than they were supposed to.**

(1) Naruto Example: Allen plays a Mission that lets him look at a card in his Battle Reward area. Allen accidentally flips over an extra card in his Battle Reward area.

(2) Battle Spirits Example: Ben plays a spell that allows him to look at the top 3 cards of his deck, but he accidentally looks at the top 4 cards.

**b) Solution:**

(1) The Judge should identify the revealed card(s). Those cards should be revealed to both players. The card should be returned to the location they originated in.

**c) Penalty:**

**(1) (Basic) - Warning**

**(2) (Intermediate) - Warning**

**(3) (Advanced) - Warning**

**6. Drawing Extra Cards**

**a) This type of error occurs when a player accidentally draws more cards than they are supposed to and combines it with their hand.**

(1) Example: Allen plays a Mission that lets him draw 2 cards, but he accidentally draws 3 cards.

**b) Solution:**

(1) First the judge should determine if there is any way to distinguish the extra drawn card. If there is, like the player had revealed his hand earlier and so the newly drawn card can be identified, then the penalty can be downgraded to Looking at Extra Cards. In a low level tournament the solution is to randomly shuffle the hand and return the extra drawn card to the area they came from.

**c) Penalty:**

- (1) **(Basic) - Warning**
- (2) **(Intermediate) - Game Loss**
- (3) **(Advanced) - Game Loss**

**7. Illegal Deck (Battle Reward area) Search**

**a) This type of error occurs when a player searched/looks in a Deck or Battle Reward area due to an effect but while another effect prevents the search.**

(1) **Naruto** Example: Allen plays a Mission that tells him to search/look at his opponent's Battle Rewards for a Ninja card, while a card exists that prevents players from searching/looking at any Battle Rewards, but Allen searches anyway.

(2) **Battle Spirits** Example: Ben plays a spell that tells him to search his deck for a Nexus, while a card exist that prevents players from searching their Decks, but Ben searches anyway.

**b) Solution:**

(1) **GENERAL** - First the judge should determine if any of the cards in the searched area have been public knowledge due to a current or previous card effect that allowed players to view those cards or place them there. Those cards should be set aside the rest of the cards in the searched area should be randomly shuffled then combined with any set aside cards and the searched area is considered fixed.

(2) **NARUTO** - In a Basic Event follow the General solution. In Intermediate and Advanced Events if the Opponent's Battle Reward area is empty follow the General solution. Otherwise, due to the existence of the Battle Reward area and Deck, viewing extra cards in either zone gives a player too much information about the other zone and so has a more severe penalty then other games.

**c) Penalty: (NARUTO ONLY)**

- (1) **(Basic) - Warning**
- (2) **(Intermediate) - Game Loss**
- (3) **(Advanced) - Game Loss**

**d) Penalty: (OTHER GAMES)**

- (1) **(Basic) - Warning**
- (2) **(Intermediate) - Warning**
- (3) **(Advanced) - Warning**

## **B. Tournament Errors**

### **1. Officially Policy and/or Announcement Violations**

**a) This type of error occurs when a player ignores or breaks the Policies/Announcements set by the Venue, Tournament Organizer, and/or Bandai.**

**b) Solution:**

(1) The player should be given an explanation of the policy/announcement they broke.

**c) Penalty:**

- (1) **(Basic) - Warning**
- (2) **(Intermediate) - Warning**
- (3) **(Advanced) - Warning**

### **2. Failure to Follow Direct Instructions**

**a) This type of error occurs when a player ignores the direct instructions of a Bandai Judge or other official member of the event staff.**

**b) Solution:**

(1) The player should be asked to step aside, and then explained the instruction again. If this escalates it can be changed to Unsporting Conduct.

**c) Penalty:**

- (1) **(Basic) - Warning**
- (2) **(Intermediate) - Warning**
- (3) **(Advanced) - Warning**

### **3. Insufficient Randomization**

**a) This type of error occurs when a player fails to sufficiently shuffle their cards before presenting them to their opponent.**

**b) Solution:**

(1) The judge should have the player shuffle their cards until they are sufficiently random. It is suggested that a combination of shuffling methods be used (e.g. standard shuffle, riffle shuffle, pile shuffle, etc.). If there is evidence of deck stacking (organizing the cards in your deck to draw a better hand) the penalty can be changed to cheating.

**c) Penalty:**

**(1) (Basic) - Warning**

**(2) (Intermediate) - Warning**

**(3) (Advanced) - Warning**

#### **4. Tardiness**

**a) This type of error occurs when a player fails to arrive at their designated playing area within the allotted time. (5 Minutes - Game Loss | 10 Minutes - Match Loss)**

**b) Solution:**

(1) Based on how late the player has arrived to their designated play area, the judge should assign the appropriate penalty. This is usually not an upgradeable error.

**c) Penalty:**

**(1) (All Levels)**

**(5 Minutes - Game Loss | 10 Minutes - Match Loss)**

#### **5. Playing the Wrong Opponent**

**a) This type of error occurs when a player fails to play their assigned opponent.**

**b) Solution:**

(1) The solution is based on how long it has been since the start of the round, when this error is discovered. If it is caught before 5 minutes into the round, the players should be moved to their correct opponent(s) and a short time extension can be issued. If it is caught before 10 minutes into the round but after 5, the player(s) sitting at the wrong table(s) will receive a the appropriate Tardiness penalty for not showing up to their designated match on time. The players should be move to their correct location, receive their Game Loss, and begin play. Lastly, if the error occurs after 10 minutes, the appropriate Tardiness penalty is assigned to the player(s) not at the correct seating.

**c) Penalty:**

**(1) (All Levels)**

Time Based: Assign tardiness penalty to the player(s) at the incorrect location/seating.

**6. Slow Play**

**a) This type of error occurs when a player fails to perform an action in a reasonable time frame during the course of play.**

**b) Solution:**

(1) Players are expected to play at a reasonable pace. If a judge witnesses a player(s) playing slowly, they should be assigned a slow play warning and be reminded that they need to play at a reasonable pace. A player should take no more than 30 seconds to perform an action. 30 seconds is not an absolute timeframe, so a player that takes 30 seconds between every action would still be considered to be playing slowly. At times it may be appropriate to issue a short time extension (2-3 minutes) if you feel a player has gained an advantage via slow play.

**c) Penalty:**

**(1) (Basic) - Warning**

**(2) (Intermediate) - Warning**

**(3) (Advanced) - Warning**

**7. Marked Cards without Pattern**

**a) This type of error occurs when a player is using sleeves on their cards that have distinguishable marks but do not have any distinguishable pattern to the marks.**

**b) Solution:**

(1) The judge should request that the player change either all the sleeves of their cards or replace those that have the marks. This can be done after the current game/match has finished if the judge believes that is acceptable.

**c) Penalty:**

(1) **(Basic) - Warning**

(2) **(Intermediate) - Warning**

(3) **(Advanced) - Warning**

## **8. Marked Cards with Pattern**

**a) This type of error occurs when a player is using sleeves on their cards that have distinguishable marks and there is a distinguishable pattern that allows the player/judge to easily locate the marked cards.**

(1) Solution:

*(a) The first thing to determine is if the judge believes the player is cheating. If that is the case, the cheating penalty should be assigned. Otherwise, if the cards are marked but there is not enough evidence to suggest cheating, assign the appropriate penalty request that all the sleeves be replaced before the next game.*

(2) Penalty:

*(a) (Basic) – Game Loss*

*(b) (Intermediate) – Game Loss*

*(c) (Advanced) – Game Loss*

## **9. Outside Assistance**

**a) This type of error occurs when a player receives assistance from another player besides their opponent or from someone watching the game.**

(1) Solution:

(a) First immediately remove the person that was providing outside assistance. The penalty should normally be assigned to both the player and the person who gave the assistance (if they are participating in the event). If the judge feels that the advice was not wanted nor requested, they can choose to assign the penalty only to the person that gave the assistance. If the person receiving the penalty is not currently playing a match, the penalty should be carried over to the next game.

(2) Penalty:

(a) (Basic) – Warning

(b) (Intermediate) – Game Loss

(c) (Advanced) – Game Loss

## C. Deck (List) Errors

### 1. Illegal Deck List

a) This type of error occurs when a player has submitted an illegal deck list. The deck list can be illegal for multiple reasons such as an illegal number of cards, an illegal number of duplicates of a card, incorrect information about the players, illegible deck list, banned or restricted cards in the deck list.

(1) Solution:

(a) The player should be found and a deck check should be performed. Once the discrepancies have been confirmed, the deck list should be fixed to be correct and match the deck. If the deck is legal then the deck list should be altered to match the contents of the deck. If the deck is also illegal, the deck should first be fixed to be legal and then the deck list should be fixed. This will all count as 1 penalty under illegal deck list. If the side deck does not have the required amount of cards in it, it is illegal and cannot be used for the duration of the tournament.

(2) Penalty:

(a) (Basic) – Game Loss (If the error is self-caught before the start of a game, the penalty can be downgraded to a warning.)

*(b) (Intermediate) – Game Loss (If the error is self-caught before the start of the first round, the penalty can be downgraded to a warning.)*

*(c) (Advanced) – Game Loss*

## **2. Illegal Deck**

**a) This type of error occurs when a player has submitted a legal deck lists but the deck, side deck, or reinforcement deck is illegal. This happens if the deck doesn't match the deck list. If the deck list is also illegal then apply the Illegal Deck List Penalty.**

(1) Solution:

*(a) The player should be found and a deck check should be performed. Once the discrepancies have been confirmed, the deck should be fixed to match the deck list.*

(2) Penalty:

*(a) (Basic) – Game Loss (If the error is self-caught before the start of a game, the penalty can be downgraded to a warning.)*

*(b) (Intermediate) – Game Loss (If the error is self-caught before the start of the first round, the penalty can be downgraded to a warning.)*

*(c) (Advanced) – Game Loss*

## **3. Failure to De-Sidedeck**

**a) This type of error occurs after a player has presented their deck to their opponent at the start of a game and during the course of the game the card(s) are found in the deck that should have been in the Sidedeck according to the deck list. This is usually discovered during a Deck Check but may at times be pointed out by the player.**

(1) Solution:

*(a) A Deck Check should be performed to check for any additional discrepancies. The deck should be returned to its original configuration. Then assigned the appropriate penalty.*

(2) Penalty:

(a) *(Basic) – Game Loss (If the error is self-caught, the penalty can be downgraded to a warning and the illegal card should be removed from the game and replaced with the top card of the deck.)*

(b) *(Intermediate) – Game Loss*

(c) *(Advanced) – Game Loss*

## **D. Unsporting Conduct**

### **1. Minor Unsporting Conduct**

**a) This type of error occurs when a player or spectator acts in an unsporting like manner. This includes cursing, insulting others, causing a disturbance, and other minor acts of conduct deemed inappropriate by the TO.**

(1) Solution:

(a) *The player should be assigned the penalty in a discrete manner if possible. They should be warned of the possibility of an upgrade to the penalty if it's repeated.*

(2) Penalty:

(a) *(Basic) – Warning*

(b) *(Intermediate) – Warning*

(c) *(Advanced) – Warning*

### **2. Major Unsporting Conduct**

**a) This type of error occurs when a player or spectator acts in a majorly unsporting like manner. This includes excessive cursing, harassing others, causing a major disturbance, and other major acts of conduct deemed inappropriate by the TO.**

(1) Solution:

(a) *The player should be assigned the penalty in a discrete manner if possible. They should be warned of the possibility of an upgrade to the penalty if it's repeated.*

(2) Penalty:

(a) *(Basic) – Game Loss*

(b) *(Intermediate) – Game Loss*

(c) *(Advanced) – Game Loss*

### 3. Severe Unsporting Conduct

a) **This type of error occurs when a player or spectator acts in a severely unsporting like manner. This includes sexual harassment, threat of physical harm, physical violence, and other severe acts of conduct deemed inappropriate by the TO.**

(1) Solution:

(a) *The player should be immediately separated from other players. They should be issued the penalty and the reason for it. In some circumstances police should be notified when deemed necessary by the TO. This type of error should be reported to Bandai.*

(2) Penalty:

(a) *(Basic) – DQ (No Prize)*

(b) *(Intermediate) – DQ (No Prize)*

(c) *(Advanced) – DQ (No Prize)*

### 4. Theft

a) **This type of error occurs when a player or spectator is caught stealing.**

(1) Solution:

(a) *The accused person's information should be noted and reported to security as well as police when appropriate. Statements should be collected from all involved parties as well as any witnesses. This type of error should be reported to Bandai.*

(2) Penalty:

(a) *(Basic) – DQ (No Prize)*

(b) *(Intermediate) – DQ (No Prize)*

(c) *(Advanced) – DQ (No Prize)*

## E. Cheating

## 1. Manipulating Match Outcome

a) **This type of error occurs when a player attempts to manipulate the outcome of a match through illegal means. This includes any type of bribery or collusion. This also includes any manipulation of the player's cards or opponent's cards via illegal means.**

(1) Solution:

*(a) The suspected player should be set aside. Information should be gathered from all involved parties as well as any witnesses. All gathered information should be noted and/or recorded. Once the Head judge has determined that this error has occurred, they should, in private, explain the penalty and the reason for it. At high level events this should be reported to Bandai.*

(2) Penalty:

*(a) (Basic) – DQ (No Prize)*

*(b) (Intermediate) – DQ (No Prize)*

*(c) (Advanced) – DQ (No Prize)*

## 2. Game Object Manipulation

a) **This type of error occurs when a player attempts to manipulate an object in the game illegally. This usually involves a game counter or marker that is used to track some type of information in the game.**

(1) Solution:

*(a) The suspected player should be set aside. Information should be gathered from all involved parties as well as any witnesses. All gathered information should be noted and/or recorded. Once the Head judge has determined that this error has occurred, they should, in private, explain the penalty and the reason for it. At high level events this should be reported to Bandai.*

(2) Penalty:

*(a) (Basic) – DQ (No Prize)*

*(b) (Intermediate) – DQ (No Prize)*

*(c) (Advanced) – DQ (No Prize)*

### 3. Misrepresenting Information

a) This type of error occurs when a player attempts to misrepresent the information they relay to their opponent or a judge. This includes purposefully giving incorrect information about a card, effect, or other type of public information as it relates to the game.

(1) Solution:

(a) *The suspected player should be set aside. Information should be gathered from all involved parties as well as any witnesses. All gathered information should be noted and/or recorded. Once the Head judge has determined that this error has occurred, they should, in private, explain the penalty and the reason for it. At high level events this should be reported to Bandai.*

(2) Penalty:

(a) *(Basic) – DQ (No Prize)*

(b) *(Intermediate) – DQ (No Prize)*

(c) *(Advanced) – DQ (No Prize)*

### 4. Stalling

a) This type of error occurs when a player intentionally attempts to stall a game to gain an unfair advantage by preventing their game from achieving its natural time allotted outcome.

(1) Solution:

(a) *The suspected player should be set aside. Information should be gathered from all involved parties as well as any witnesses. All gathered information should be noted and/or recorded. Once the Head judge has determined that this error has occurred, they should, in private, explain the penalty and the reason for it. At high level events this should be reported to Bandai.*

(2) Penalty:

(a) *(Basic) – DQ (No Prize)*

(b) *(Intermediate) – DQ (No Prize)*

(c) *(Advanced) – DQ (No Prize)*

## **F. Gambling (\*NEW)**

**a) This type of error occurs when players choose to decide the outcome of their game or match using a random method such as flipping a coin or rolling a dice. This type of error is considered gambling, which is not permitted in any Bandai game.**

(1) Solution:

*(a) When possible this should be stopped before it happens and the involved players should be warned that this is an illegal act and should not be repeated. Otherwise, the involved players should be set aside to explain the error and associated penalty to them.*

(2) Penalty:

*(a) (Basic) – Warning - If there is sufficient time have the players play their game as they should have. Otherwise, upgrade to Double Match Loss.*

*(b) (Intermediate) – Double Match Loss*

*(c) (Advanced) – Double Match Loss*

## **III. Conclusion**

**This document should be followed as written. Deviation from the rules is discouraged unless specified otherwise or under extreme circumstances. It is important to keep the latest version of this document available for judges and staff during the course of an event.**