

Digimon Card Game World Championship 2023 Tournament Rules

- If an issue arises, stop playing immediately, call a judge, and abide by their rulings.
*Note that proper rulings cannot be made after the game moves on.
A ruling by a judge is valid for that tournament, but afterward there may be changes to the ruling in the Official Rulebook, etc.
- Rulings by judges take priority during the tournament.
- If an infraction is observed, a penalty may be issued by a judge, including loss/disqualification.
- After a game is over, results will not be overturned even if the rules were improperly applied, except in the case of an infraction.
- Cards are prohibited when they have damage that obscures part of the card or when damage on the back side can be used to mark a card.
- Neither copied cards nor non-official Digimon Card Game cards are permitted (except when used as tokens).
- Plain sleeves, transparent sleeves with nothing printed on them, and official sleeves from Bandai are permitted at this tournament.
*If transparent sleeves are used, they must be used along with another type of sleeve.
- Please use opaque sleeves. When two sleeves are used on a single card, either the inner sleeve or the outer sleeve must be opaque. The other sleeve may be transparent or opaque.
- Be sure to place your deck's cards and Digi-Egg cards in sleeves.
- Use the same sleeves for all cards in your deck. In addition, all your Digi-Egg cards must similarly have the same sleeves. You must use different types of sleeves for your deck and for your Digi-Egg deck.
- Up to 2 sleeves can be used together on a single card. In such cases, the same number of sleeves must be used on all cards in that deck, and the sleeve types must be placed on the cards in the same order. In addition, judges may ban any sleeves that partially obscure card information.
- Actions that may cause infractions or confusion are prohibited, including placing 2 cards in 1 sleeve, using 2 of some sleeves but not others, etc.
- Neither cards nor sleeves with additional writing on them (such as autographs or names) are permitted.
- If a sleeve is deteriorated or damaged, etc., you may be asked to change the sleeve.
- If tournament staff decide that a sleeve is improper, you may be asked to change the sleeve.
- Depending on the tournament, organizers may require that specific sleeves are used.
- Decks will be checked before preliminary matches start. In addition, judges may check decks during matches.
- You must immediately present your deck if requested by a judge or staff member.
- While participating in the tournament, each player is limited to 1 deck. Players cannot exchange or alter their decks.
- If your deck is in violation of the tournament rules, you will be disqualified immediately.
- If infractions, disrespectful behavior, or other disruptive behavior is observed at the tournament, you may be disqualified by a judge or ejected from the tournament.

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- Memory markers will be provided at the tournament.
Please bring the playmat distributed at the finals and use it at this tournament.

Tournament formats

- This tournament uses the Bandai Organized Play Tournament Rules Manual. Be sure to read, understand and obey the rules in this manual. (For details, see here.)
- This tournament will use a 5-round Swiss draw format for the preliminaries and [an elimination](#) format for the finals.
- The preliminaries will use best-of-1 matches, and the finals will use best-of-3 (2 out of 3) matches.
- The top 4 players will be determined using the following standards in the Swiss draw format preliminaries, then they will advance to the elimination finals.

When multiple players have the same ranking, their ranking will be determined by the next standard.

Ranking priority ①	Individual points (3 points per victory, 0 points for losses)
Ranking priority ②	OMW% (opponent match win percentage) *Average strength of opponent
Ranking priority ③	*Average OMW% of opponent
Ranking priority ④	If the calculated rankings for the above three standards is exactly the same: The rankings will be decided randomly using a method chosen by a judge.

- In the second and third games of the elimination finals, the loser of the previous game will play first.

Time limits

- The time limit for each match is 30 minutes plus 5 minutes of overtime for the Swiss draw format preliminaries, and 55 minutes plus 5 minutes overtime for the elimination format finals.
- The interval time between rounds (the time used for shuffling, etc.) and the time during rulings by judges after a request from a player also count towards the time limit.
- A staff member will sound a buzzer when the time limit is reached. If the winner and loser have yet to be determined, a judge will sound a buzzer, then 5 minutes of overtime will immediately start.
- Depending on whether the current turn player is the first player or the second player, extra turns may be awarded as follows.
 - If the time limit is reached during the first player's turn:

The current turn will be considered turn 0, and 3 extra turns will be awarded
 - If the time limit is reached during the second player's turn:

The current turn will be considered turn 0, and 2 extra turns will be awarded
- If the winner has not been determined when the extra turns end or the 5-minute overtime ends, the following procedure will be used to determine the winner. A judge will make the final call. Please do not put away your cards until the call has been made and you receive instructions from the judge.

Ranking priority ①	The player with the most security cards remaining is the winner (if both players have the same number of security cards or both players have 3 or more cards, go to the next step)
Ranking priority ②	The player with the most cards in their deck remaining is the winner (not counting Digi-Egg decks and not including Tokens; if both players have the same number of cards in their deck, go to the next step)
Ranking priority ③	The player with the most Digimon in their battle area is the winner (not counting Digimon levels or digivolution cards; 1 Digimon Token in the battle area counts as 1 Digimon; if both players have the same number of cards in their battle areas, go to the next step)
Ranking priority ④	The player with the most cards remaining in their hand is the winner (if both players have the same number of cards in their hand, go to the next step)
Ranking priority ⑤	The rankings will be decided randomly using a method chosen by a judge.

- If both players have the same number of game wins after the end of overtime, the following

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procedure is applied:

- The players play one more game with the first player's turn being turn 1 and lasting a total of 6 turns.
- If the game has not ended in 6 turns, the player with more security cards than their opponent wins the game.
- In case they have the same number of security cards, the players keep playing. When there is a difference in the number of security cards, the player with more security cards wins.
- Wristwatches may be used during a match. Only standard wristwatches may be used. Other devices (mobile phones, smartphones, smart watches, clocks, stopwatches, Vital Bracelets, etc.) may not be used. Medical devices such as hearing aids may be used.
- During a tournament, judges and staff cannot answer questions regarding the remaining time.

Deck

- A deck must have exactly 50 cards, and a Digi-Egg deck may have up to 5 cards.
- Up to 4 cards with the same number can be used. When a card is restricted to 1 copy, a player may use up to 1 of that card. When up to 50 of a card may be placed in a deck, a player may use up to 50 of that card.
*For details on prohibited cards and restricted cards, see here.
- While participating in the tournament, each player is limited to 1 deck. Players cannot exchange or alter their decks.
- Decks will be checked before preliminary matches start. In addition, judges may check decks during matches.
- You must immediately present your deck if requested by a judge or staff member.
- If your deck is in violation of the tournament rules, you will be disqualified immediately.
- Please bring enough Tokens for your own use. Players using Tokens must bring their own Tokens as described in the following, and the Tokens must be inserted in opaque sleeves with designs that differ from the sleeves used for their deck and Digi-Egg deck.
 - Card-sized Tokens printed out using Token image data downloaded from the official website
 - Tokens included with official products
 - Back sides of cards from the Digimon Card Game (cards must be inserted into sleeves so that their front sides aren't visible)
- Only Tokens prepared in advance by players can be used in games. Players can't use more Tokens, even if they run out during a match. In addition, players can't add more Tokens during a match. Tokens can be used again after they have been removed from a game due to deletion or being trashed.
- Players using Tokens must show their Tokens to their opponent when requested.

Information on permitted cards

The following cards are permitted in the World Championship. All other cards are prohibited.

- BT1 through BT15
- ST1 through ST16
- EX1 through EX5
- RB1
- LM-001 through LM-020
- P-001 through P-081 and P-087 through P-130

*Parallel versions of the above numbers are permitted.

*Prohibited cards: BT16, ST17, EX6, LM-021 through 032, P-082 through 086, and P-131 through

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- Banned cards are prohibited.
- Banned pairs can't be included in decks.
- Note that restricted cards may be used, but you can only include a certain number of restricted cards in your deck.
- For details on banned cards and restricted cards, see [here](#).

Note that the cards banned/restricted as of March 1, 2024 are applicable to this tournament.

- If your deck is in violation of the tournament rules, you will be disqualified immediately.
(Your previous game victories in the tournament may be nullified.)

Sleeves

- Plain sleeves, transparent sleeves with nothing printed on them, and official sleeves from Bandai are permitted at this tournament.
*If transparent sleeves are used, they must be used along with another type of sleeve.
 - Be sure to place your deck's cards and Digi-Egg cards in sleeves.
 - Use the same sleeves for all cards in your deck. In addition, all your Digi-Egg cards must similarly have the same sleeves. You must use a different type of sleeve for the Main Deck and Digi-Egg Deck.
 - Up to 2 sleeves can be used together on a single card. In such cases, the same number of sleeves must be used for all cards in that deck, and the sleeve types must be placed on the cards in the same order. In addition, judges may ban any sleeves that partially obscure card information.
 - Up to 2 sleeves can be used for each card. When 2 sleeves are used together, one sleeve must be transparent with nothing printed on it, and the other sleeve must be opaque, regardless of the type used for the inner sleeves or the outer sleeves.
 - The following sleeves may not be used at this tournament.
 - Sleeves with excessive deterioration or damage
 - Sleeves with additional writing such as autographs or names
 - Any other sleeves determined to be inappropriate by the tournament staff
- If a judge decides that one of the aforementioned descriptions applies to your sleeves, you may be asked to remove or change them.
- Placing 2 cards into 1 sleeve and actions that may cause infractions or confusion are prohibited, including using 2 sleeves for some cards but not others, etc.
 - Depending on the tournament, organizers may require that specific sleeves are used.

Dropping out and forfeiting

- A player may forfeit a match if both players agree. The forfeiting player immediately loses, and the opponent player will be the winner. However, forfeiting is not permitted during the tournament finals.
- If you wish to withdraw from a tournament, inform a judge or staff member and follow their instructions. After withdrawal, a player will not be able to participate in further matches.

Player behavior

- Do not touch the cards in an opponent's deck, trash, etc.
- After you shuffle your cards, have your opponent cut your deck or shuffle your cards to verify that your cards are randomized.
- Players must not take too much time when cutting or shuffling a deck for verification purposes. However, if both players agree, one player may cut a deck instead of the other player for verification purposes after the cards have been shuffled.

After the opponent has re-shuffled or cut the other player's deck, that player can't shuffle or cut their deck again.

<Examples of having the other player cut a deck>

- "Please shuffle my cards until I tell you to stop."
- "Please divide my cards into 4 to 8 piles and put them back in the order I specify."
- "Please divide my deck into two piles, then move X cards from the top to the bottom."
- You will be subject to a penalty if you alter the order of the cards in your deck before shuffling it or during the time between games.
- When cards are trashed from your deck during a game, trash them one at a time so that your opponent can tell which cards are being trashed.
- Eating and drinking are prohibited during matches.
- Smoking is prohibited during matches.
- You must obtain permission from staff before taking a bathroom break during a game.
- If you feel sick or ill, please notify staff immediately.
- No matter the reason, you may be disqualified if you are absent from the game for more than 5 minutes.
- Turn off all mobile devices or switch them to silent mode.
- Do not use mobile devices during matches. You may be disqualified if you answer a call during a game, etc.
- In order to avoid appearing suspicious, put away any cards that will not be used during the tournament.

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- Please watch your belongings carefully. Tournament management cannot be held responsible in the event of loss or theft.
- Always hold the cards in your hand above the table so that your opponent can see how many cards you have.

Slow play

- Make efforts to ensure that each game proceeds as smoothly as possible.
- If you take too long considering an action, a judge may issue a penalty based on slow play. Approximately 2 minutes is the limit until slow play is considered.
- If you believe that your opponent is taking too long, call a judge.
Even if you do not exceed 2 minutes, repeated instances of taking too long may be considered slow play. A warning will be issued if a judge determines that slow play has occurred. If you do not abide by a judge or staff after the warning is issued, you will be disqualified.
<Examples of slow play>
 - Stopping play (taking too long considering an action, etc.)
 - Combinations of gameplay actions that do not move the game forward
 - Extraordinarily slow gameplay
 - Repeatedly checking the cards in your trash or deck, repeating loop actions that do not affect the game, etc.

Notices

- This tournament is limited to players who are capable of playing the Digimon Card Game unassisted.
- If infractions such as fraud or lying about one's age are discovered, you may be refused entry into the tournament.
- Please check your application content carefully before submission, [we may not be able to accommodate any changes.](#)
- Spectators cannot enter the tournament space.
- Event content may change or may be canceled without prior notification. In addition, the event may be canceled in the event of an accident or disaster.
- Each participant in this tournament must be the same person who made the respective application. Identification may be checked when participating in the tournament.
- Parents/guardians cannot enter the tournament space.
*Up to 1 person may accompany a single participant if the participant is of middle school age or

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lower, or if they require physical assistance due to illness, injury, or natural causes.

- Players may be photographed or videotaped while participating in the event.
- The matches on the day of the tournament are planned for streaming on YouTube.
- Pictures/videos taken at the event may be later used in Digimon Card Game commercials, promotional materials, websites, magazines, flyers, etc.