Regarding Tournament Participation

- 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.)

  Also, be sure to read the notices regarding participation in BANDAI CARD GAMES official events. (For details, see here.)

- If an issue arises, stop playing immediately, call a judge, and abide by their rulings.

  *Note that proper rulings cannot be made after a battle is over.

    Also, 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.

- 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.

- Please bring a memory gauge, memory marker, play sheet, and index for your own use.

  However, if staff decide that any of these are improper, you may be asked to use items provided for the tournament.

  Only items provided for the tournament can be used by participants in the third-place playoffs and finals.

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.)

- For this tournament, the first player and second player will be determined using dice. Both players roll dice, and the player with the higher roll will be the first player.

- *Dice provided for the tournament will be used.

- This tournament will use a Swiss draw format for the preliminaries and a tournament format for the finals.

- The preliminaries and tournament finals (up to the best 4) will use single-elimination matches, and the third-place playoffs and finals will use best-of-3 (2 out of 3) matches.

- After the required number of matches in the Swiss draw format preliminaries, the top 8 players will advance to the tournament finals using the following standards.

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

Ranking	Individual points (3 points per victory, 0 points for losses)

priority ①	
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.

- The loser of the previous game will be the first player in the 2nd and 3rd games of the tournament finals.

Time limits

- The time limit is 30 minutes for the Swiss draw format preliminaries and 30 minutes for the tournament format finals.

The following procedures will be used when a time limit is reached.

A staff member will sound a buzzer when the time limit is reached. If a victory/loss has yet to be decided at this time, the game will end once the current action has completed. If this does not result in a victory/loss, the players will immediately stop the game and proceed as follows.

① Swiss draw matches during preliminaries

Both players lose when the time limit has been reached. Neither player will be awarded a victory point.

Note that the turn will not be considered to have ended even if the memory gauge moves to the opponent's side due to effect activation. The game will end once the effect finishes activating.

\<Resolution example 1\>

If an Option card is being used during the main phase when the buzzer sounds, that Option card's effect will activate, and once any effects triggered by that activation have finished activating, the game will end.

\<Resolution example 2\>

If a Digimon is attacking when the buzzer sounds, any security checks and battles will proceed, then once the attack ends, the game will end.

② Tournament format finals

A staff member will sound a buzzer when the time limit is reached. If a victory/loss has yet to be decided at this time, after performing the following actions, extra turns may be awarded as follows depending on whether the current turn player is the first player or the second player.

·If the time limit is reached during the first player's turn: The current turn will be considered turn 0, and 1 extra turn 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,

the following procedure will be used. 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	The player with the most cards in their deck remaining is the winner (not counting Digi-Egg decks and not

priority ②	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 token in the battle area counts as 1 Digimon; if both players have the same number of cards in their deck, 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.

- 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.
- The following card may not be used at the tournament:
  P-147 Pal
- Other than banned cards, all Digimon Card Game cards sold/distributed up to 7 days before the tournament may be used.
- While participating in the tournament, each player is limited to 1 deck. Players cannot exchange or alter their decks.
- Decks will be checked on both 3/15 and 3/16. 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.
- 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](#).
- 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).
- 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.)

Tokens

- Any of the following may be used for tokens. You may use sleeves for items used as tokens, but you must use different designs for your deck and Digi-Egg deck, and sleeves must be opaque.
    - ·Card-sized tokens printed out using token image data downloaded from the official website
    - ·Official card-sized sleeves that show the display format (unsuspended/suspended).
- You may prepare as many token cards as you like, but you must prepare token cards if your deck or Digi-Egg deck includes a card with an effect that uses tokens.
  *Tokens will be temporarily provided to players who fail to bring their own tokens, but penalties may be issued in such cases.
- You may be subject to a notice or other penalty if there is an insufficient number of token cards removed from the game when you are playing tokens. The card information specified in an effect doesn't have to be written on a token card. When using token cards, you don't have to declare the effect to be used with the token in advance.

Sleeves

- *Sleeves provided for the tournament will be used. Note that only 1 sleeve per card may be used.

Dropping out/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.
- In principle, eating, drinking, and smoking are prohibited during games.
- 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.
- 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.
- Any changes to already submitted content may not be accepted. Please check your application content carefully before submission.
- Persons accompanying applicants, including parents/guardians, may not enter match spaces and may not receive any prizes, including attendance prizes.
- The matches in this event are limited to players who are capable of playing unassisted. However, players with injuries or special needs may be permitted to have accompanying persons (including caregivers) at the discretion of BANDAI.
- 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.
- Players may be photographed or videotaped while participating in the event. Pictures/videos taken at the event may be later used in Digimon Card Game commercials, promotional materials, information materials, websites, magazines, flyers, etc.