

Last Updated: April 5, 2024

# Digimon Card Game TCG

## Floor Rules Ver.1.3

This document contains the licensed tournament rules for the Digimon Card Game Trading Card Game ("TCG" hereinafter). There are two types of Digimon Card Game events: official and licensed. Official tournaments are held by retail partners in Asian regions using BANDAI official Digimon Card Game products, and licensed tournaments are held with permission from BANDAI. The rules shown in this document are specific to licensed tournaments. If a contradiction arises between these rules and the tournament regulations at a certain event, the tournament regulations take precedence. If you have any questions or concerns, please contact your regional Asia region official partner.

### **Introduction**

These Digimon Card Game Floor Rules have been established so that all event participants can safely enjoy battles featuring the Digimon Card Game.

Whether you win or lose, please abide by these rules and uphold them in good faith so that all event participants can enjoy the Digimon Card Game.

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### Chapter 1: Message to Event Participants

Please be respectful to other event participants and be mindful of others' feelings during your interactions.

In addition, please be careful not to commit foul play.

### Chapter 2: Message to Players

Everyone should obey the applicable rules and manners for the tournament and strive for fair gameplay so that everyone can enjoy playing together.

When facing an opponent, always be respectful of their feelings.

Players should obey the following manners regarding matches.

- Use an appropriate greeting or salutation when interacting with your opponent before and after a match.
- Make sure to clearly declare use of effects at the appropriate timings during matches, and make sure to obtain confirmation from your opponent.
- During a match, make sure that your cards and belongings are appropriately placed and can be seen as required by your opponent and any judges (or staff members).
- Be sure to obtain permission from your opponent before touching any of their cards.
- You can't look at the cards in your opponent's hand, deck, or Digi-Egg deck unless specified by card text.
- Don't do anything that might make your opponent feel uncomfortable.  
(Examples: Shouting, trash-talk, purposely dragging out gameplay, etc.)
- If you must leave the table during a match, first obtain permission from your opponent and a judge (or staff member).
- If you have any questions during a match, call a judge (or staff member).
- If a player has a question regarding the rules during a match, they should call a judge (or staff member) and obtain an appropriate ruling. At such times, all players must abide by the judge's (or staff member's) ruling.
- If you suspect a player of inappropriate behavior or rule violations during a match, call a judge (or staff member).

### **Chapter 3: Message to Battle Viewers**

Spectators at tournaments must view matches in a way that doesn't impede the matches or the tournament proceedings, and they must follow the applicable rules of the tournament venue. Please refrain from talking, advising players, or any actions that could interfere with matches.

If you violate these rules, a judge (or staff member) may prohibit you from viewing matches.

## **Chapter 4: Judges**

All judges must cooperate with event participants and staff members to ensure fair and proper tournaments.

In addition, they must handle all situations with respect and set proper examples for players.

When any player is observed to be in violation of the rules, all judges must make rulings that are fair to both players in a match and reset the game so that it can proceed normally.

If a rule violation is discovered after a match has proceeded, in some cases the match may be allowed to proceed as-is. In addition, judges may interrupt a match to point out and/or correct any rule violations, foul play, or actions that could be considered violations.

## **Chapter 5: Permitted cards**

Players must only use cards permitted for the respective tournament regulations (tournament rules). No matter the tournament, counterfeit cards (including photocopies and handmade cards) are prohibited (with exceptions for token cards). A judge may prohibit a card if there are any markings, damage, deterioration, or warping on the front, back, or sides of that card that could allow it to be identified among the other cards in a deck. However, if such a card can no longer be identified once it is placed in a sleeve, that card can be used.

## **Chapter 6: Sleeves**

Players should use the regulation sleeves as established for each tournament.

You may use one type of sleeve for your deck and another type for your Digi-Egg deck. However, all cards must be inserted 1 card per sleeve in the same type of sleeve, and they all must be facing the same direction.

Up to 2 sleeves can be used together on a single card. In such cases, the same number of sleeves must be used, 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.

Please use opaque sleeves. When 2 sleeves are used together, either both sleeves must be opaque, or one sleeve must be clear with nothing printed on it and the other sleeve must be opaque (either type of sleeve may be used on the inside or the

outside).

If a judge determines that a sleeve should be prohibited during a tournament, the player must use a more appropriate alternative sleeve instead.

## Chapter 7: 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. 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.

## Chapter 8: Game Procedures

### I. Shuffling

Shuffling a deck means to sufficiently randomize the cards in the deck so that both players are unaware of the order of the cards. All players' decks must be shuffled at the start of each match and immediately after text that specifies shuffling a deck (or Digi-Egg deck or security stack) during the match so that all the cards in the deck are sufficiently randomized. Severe penalties may be issued if foul play is observed when shuffling a deck.

#### ■ Shuffling by Players

A player may shuffle or cut their deck (or Digi-Egg deck or security stack as specified) until they are satisfied that the deck is sufficiently randomized. However, players must perform these actions in a reasonable amount of time in a position that can be seen by the opponent, and cards must not be damaged or viewed from the front.

After you shuffle your deck, you may have your opponent cut your deck. After the opponent has cut the other player's deck (or declared that they won't cut the player's deck), the player can't shuffle or cut their deck again. However, if both players agree, your opponent doesn't need to shuffle your deck.

#### ■ Cutting your deck instead of your opponent

When cutting your own deck instead of your opponent after shuffling, use a

procedure agreed on by both players. In addition, as with standard deck cutting, you must not take too much time when cutting your deck instead of your opponent. (Example of a procedure for cutting your deck instead of your opponent)

1. After shuffling your deck, separate it into three stacks of approximately the same size.
2. Your opponent chooses the order from top to bottom for you to recombine the three stacks.
3. You recombine your deck from the three stacks using the specified order.

### **■ Shuffling by Judges**

Judges have the right to shuffle a player's deck in response to game rule mistakes. After the judge has re-shuffled or cut the player's deck, that player can't shuffle or cut their deck again.

## **II. Timeouts**

If a time limit has been set for individual matches and a winner has yet to be determined when the assigned time runs out, the match will be considered a loss for both players, with neither being a winner. Or, if a game doesn't reach completion during certain events (licensed tournament final rounds or tournament battles), the winner/loser will be determined using the following procedure.

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 5 or more cards, go to the next step)  
\*If draw games are set for the tournament, the game will end as a draw without a winner/loser being determined
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)
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)
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)

5. The player that wins 1 round of rock-paper-scissors is the winner. Another round is played if a round ends in a draw.

In addition, if an event has an end time set and a winner has yet to be determined when the assigned time runs out, the match may be considered null without a winner or loser being determined.

## **Chapter 9: Ending Matches and Wins/Losses**

The end of each match and wins/losses are determined in accordance with the regulations established for each tournament.

Match results can't be changed after they have been entered on a record sheet or confirmed by a judge.

## **Chapter 10: Withdrawal From a Tournament**

If a player wishes to withdraw from a tournament, they must inform a judge (or staff member) and obtain permission. If a player decides to withdraw before starting a match, after announcing the withdrawal to their opponent, that player will be considered to lose by default and will have withdrawn from the tournament.

In addition, they will not receive any tournament exclusive items, etc.

## **Chapter 11: Foul Play During Matches**

In all tournaments, players must not falsify information or conspire with their opponent to influence match results.

Severe penalties may be issued if foul play is observed in match results.

## **Chapter 12: Penalties**

Judges and staff members may issue penalties when you are in violation of the Digimon Card Game Floor Rules or the regulations established for each tournament, or when you fail to follow the instructions of a judge or staff member.

Penalties may be issued by judges or staff members depending on the situation at the event level, tournament level, or when the rules are in violation.

In addition, severe penalties may be issued for repeated rule violations after a penalty has already been issued.



## [Penalty Types and Applications]

\*The following penalties in ① through ④ are only examples. Depending on the situation, lighter (or more severe) penalties may be issued for similar violations.

### ① [Notices]

This penalty is entered into the record for individual players for the duration of the event. This penalty is issued when a game rule violation occurs and a judge is unable or has difficulty in resetting the game to a proper state.

If repeated [notices] are issued, the penalty may be escalated to a [warning].

(Violation examples)

- Mistakenly drawing extra cards.

In such cases, a number of cards equal to the extra amount drawn will be randomly chosen by a judge, returned to the deck, and the deck will be shuffled.

- A player requests advice from spectators during a match.
- A spectator speaks to a player during a match or uses a method such as gestures to relay information regarding the match.

### ② [Warnings]

This penalty is entered into the record for individual players for the duration of the event. This penalty is issued for non-severe violations. If repeated [warnings] are issued, the penalty may be escalated to a [loss] or [disqualification].

(Violation examples)

- Continuous slow play that could prevent the match from ending in the assigned time.

A judge will confirm the actual play time when such a violation is reported by the opponent.

- Combinations of gameplay actions that do not move the game forward

(Repeatedly performing unnecessary actions, checking the cards in your trash, repeating loop actions that do not affect the game, etc.)

- Incorrect information is relayed to the opponent.
- Actions that taunt or insult the opponent.

### ③ [Losses]

This penalty is issued in cases of malicious violations or violations that prevent a match from proceeding.

When a [loss] is issued, the game ends immediately.

Only tournament organizers and judges given authority by organizers can issue [losses].

(Violation examples)

- The deck building conditions (a deck consisting of exactly 50 cards, a Digi-Egg deck with 5 cards or less, and no more than 4 of a card with the same card number) aren't met.
- Violations of tournament regulations regarding banned cards, prohibited cards, sleeves,

etc.

- Deck content was changed at a time other than when permitted.

#### ④ [Disqualifications]

This penalty is issued in cases of severely malicious violations, actions that negatively affect the entire event, or extremely unsportsmanlike conduct.

If a player is issued a [disqualification], that player loses the current match, can't participate in upcoming matches, and can't receive prizes for their previous achievements.

It is also possible for spectators to be issued [disqualifications]. In such cases, the spectator will be ejected from the event venue.

(Violation examples)

- Conspiring with an opponent to commit foul play that influences a match or results. In such cases, the opponent is also issued a [disqualification].
- Gambling, bribery, or theft of event materials.
- Attempting to gain advantage by purposefully looking at private information such as an opponent's deck or hand.
- Foul play such as purposefully trying to obtain more cards than necessary or improperly moving the memory gauge.

**\*In addition to the aforementioned penalties, official tournaments also have [banned from entry].**