

ONE PIECE Card Game Championship 2023

World Finals Rules

◆ Your Deck

- Leader card: 1 card
- Deck: A total of 50 cards, made up of Character cards, Event cards, and Stage cards. Only cards of a color included on your Leader card can be included in your deck. Cards of a color not included on your Leader card cannot be added to your deck. Your deck can contain no more than 4 cards with the same card number.
- DON!! deck: A total of 10 DON!! cards.

◆ Deck Building

Due to differences between the cards released and distributed in each area, not all cards will be eligible for use in this tournament. All participants will use cards from the same pool:

Booster Packs: From -ROMANCE DAWN- [OP-01] to -Awakening of the New Era- [OP-05]

Starter Decks: From -Straw Hat Crew- [ST-01] to -Uta- [ST-11]

Promotion Cards: From [P-01 Monkey.D.Luffy] to [P-37 Monkey.D.Luffy], [P-39 Bellamy], [P-41 Monkey.D.Luffy] *[P-38] and [P-40] cannot be used.

◆ Eligible Cards and Sleeves

- ◇ Cards that are not official ONE PIECE Card Game cards, such as photocopied cards, or cards with signatures, names, or anything else added to them cannot be used in this tournament.
- ◇ Judges may, at their discretion, prohibit the use of cards that have scratches, stains, marks, curves, or other features on their front, back, or sides that distinguish them from other cards in the same deck. Such cards may be used with a sleeve, however, if this makes them indistinguishable from other cards in the deck.
- ◇ Players may use sleeves as dictated by the regulations for each tournament. Leader cards, as well as DON!! cards (10 cards), can be sleeved in a way that differentiates those cards from the main deck, or do not have to be sleeved at all. If sleeves are used, all cards in the main deck must be placed in the same type of opaque sleeve, in the same direction, and with 1 card per sleeve. Players may use up to 2 sleeves per card. In such a case, the same number and order when layering sleeves are to be used for all cards, and at least 1 of the inner or outer sleeves must be opaque. Judges may, at their discretion, prohibit the use of sleeves that make it possible to distinguish between certain cards, or impossible to view the contents of cards. Plastic card loaders may be used for Leader cards. If a sleeve or card loader is deemed unusable by a judge at the tournament (e.g., because they make it difficult to view the contents of cards, or cover parts of the text), players have the option of replacing the sleeve or card loader with a usable sleeve or card loader, or playing without sleeves or card loaders if their cards are not distinguishable from one another due to marks, etc.
- ◇ Please note that some tournaments may require the use of sleeves specified by the tournament's organizer.
- ◇ Leader card figurines (also known as LECAFIG) can be used in the same way as Leader cards.

◆ Restricted Cards

- ◇ The following cards cannot be included in a deck:
 - OP02-024 Moby Dick
 - OP02-052 Cabaji

◆ Game Rules

Victory conditions:

- You win a battle against your opponent's Leader when they have 0 Life cards remaining.
- The number of cards in your opponent's deck reaches 0.

◆ Tournament Structure

<Qualifiers>

Swiss Draw: 5 Rounds

- Time limit: 30 minutes, 1 game per match

- ◇ Placement in the Swiss Draw Qualifiers will be determined in the following order of priority:
 - (1) Points (per match: 1 point for a win, 0 points for a loss)
 - (2) Opponent Match Win Percentage (OMW%)
 - (3) Average Opponent Match Win Percentage of opponents played by the opponent (OOMW%)
 - (4) In the event of a tie for (1) through (3), a random method determined by the organizer.
- ◇ OMW% is a measure of the strength of the opponents you have played during the tournament. Where the points are the same, the greater the number of strong opponents, the higher the placement. An OMW% will be set as 0.33 if the calculated result would be less than 0.33.

When the Time Limit is Exceeded in the Qualifiers

- If there are cards with active effects when the time limit is reached and a victory condition is not met after their effects have been processed, **both players will lose the match.**

<Third-Place Playoff & Semi-Finals>

Qualifying ranks: The top 4 players will advance to the championship tournament.

- Time Limit: 30 minutes, 1 game per match. Single-elimination style. (The loser is immediately eliminated.)

When the Time Limit is Exceeded in the Championship Tournament

- If a match is not finished within the time limit, the number of additional turns depends on whether the player at that time is the player who went first or second.
 - If a match has not been concluded when the time limit is reached and the player at that point is the player who went first at the start of the match, the turn in progress will be considered turn 0. The player who went first will be given an additional 1 turn, and the player who went second will be given an additional 2 turns.
 - If a match has not been concluded when the time limit is reached and the player at that point is the player who went second at the start of the match, the turn in progress will be considered turn 0. The player who went first will be given an additional 1 turn, and the player who went second will be given an additional 1 turn.
- If a match is not finished after these additional turns, the following procedure will be used to determine the winner:
 - (1) The player with the higher number of Life cards wins. (In the case of a tie, move on to the next procedure.)
 - (2) The player with the higher number of cards remaining in their deck wins. (In the case of a tie, move on to the next procedure.)
 - (3) Both players roll the dice and the player with the highest number wins.

<Championship Match>

- Time limit: 30 minutes per match. First to 2 wins (BO3). Single-elimination style. (The loser is immediately eliminated.)

○ At the end of each match, the loser of that match will decide whether to go first or second in the next match.

◆ Event Rules

★ This tournament will use the latest version of the official rules. Please read them carefully before attending. (See the Rules page for more information.)

- ◇ The end of a match and the result are determined in accordance with the regulations established for each tournament.
- ◇ The result of a match cannot be altered after it has been reported or a judge has confirmed the result.
- ◇ If you are not in your designated seat at the start of a match, you will lose the match.
- ◇ Cheating will result in the immediate loss of a match.
- ◇ Any misapplication of the rules, except for cheating, identified after a match has progressed will not overturn the result.
- ◇ Interference with the tournament's operation, such as by cheating or engaging in unsportsmanlike conduct, may result in disqualification at the organizers' or judges' discretion. You may also be requested to leave the venue immediately.
- ◇ If you have any questions or concerns during a match, please stop the match immediately, call for a judge, and follow their ruling. Please note that a corrective ruling cannot be made once a match has progressed beyond the matter to be judged. Judges' rulings will be considered valid on the day of the tournament but may be subject to change afterwards due to the official rules or other reasons.

◆ Decks

- ◇ Decks may be checked by the judges.
- ◇ If a judge or staff member requests to check your deck, please promptly submit your deck.

◆ Shuffling

- ◇ Players may shuffle or cut (separating the deck into multiple, smaller piles which are then rearranged to form a single deck again) a deck until they are satisfied that its contents are sufficiently randomized. This process must be carried out in a reasonable amount of time and in full view of the opponent. Care should also be taken to avoid damaging the cards or looking at the deck's contents.
- ◇ After a player has shuffled their deck, they should present it to their opponent to either cut or shuffle as confirmation. Confirming a deck by cutting or shuffling should be carried out in an expedient manner. Once the opponent has shuffled or cut the deck to confirm it, a player is not permitted to shuffle or cut their own deck again. Note that players do not need to present their decks to their opponent to shuffle if both players agree.
- ◇ In the case of cutting your deck on your opponent's behalf, please use the following procedure:
 1. After shuffling, divide the deck into three piles with roughly the same number of cards.
 2. Your opponent will designate the order in which the three bundles are to be stacked on top of one another.
 3. Stack the three bundles on top of one another in the designated order.
- ◇ Once an opponent has shuffled or cut a player's deck, a player is not permitted to touch (in the sense of changing the order) their own deck again.
- ◇ Shuffling by Judges
Judges have the authority to shuffle a player's deck in the course of appropriately responding to a rule violation. Players are not permitted to shuffle or cut a deck after it has been shuffled by a judge.

◆ Withdrawal from the Tournament

- ◇ Players who wish to withdraw in the middle of the tournament must notify a judge (or staff) and ask for permission to withdraw. Players who decide to withdraw from the tournament after the match pairings have been announced, but before a match begins, will be considered to have conceded that match and subsequently withdrawn from the tournament. Players who withdraw from the tournament will be ineligible to receive any commemorative prizes or other items.

◆ Unfair Manipulation of Match Results

- ◇ Players must not collude with their opponent to fix or tamper with the outcome of a match in the tournament. Any player who attempts to manipulate the results of a match will be subject to severe penalties.

◆ Conduct

- ◇ Eating, drinking, and smoking are prohibited during the tournament.
- ◇ Keep an eye on your belongings and watch out for theft. Please note that we are not responsible for any lost or stolen items. *If you feel unwell, please call for a staff member immediately.
- ◇ If a player leaves the table during a match for any reason, he or she will lose the match.
- ◇ Cell phones should be turned off or put on silent mode.
- ◇ Using a cell phone or answering the phone during a match may result in disqualification.
- ◇ To avoid being suspected of cheating during the tournament, please put away all cards not used during a match (excluding your Leader card, deck, and DON!! deck), well as any items that can be used to take notes, watches, etc.
- ◇ Changing the order of cards in your deck, such as before shuffling or in between matches, may result in a warning.
- ◇ Make sure that your cards are on the table at all times during a match.
- ◇ If your opponent asks you about the effect of a card that is revealed or in your trash, be sure to give the correct information.
- ◇ When your opponent asks you for the number of cards in your deck, trash, hand, or other revealed information, be sure to give the correct number.

◆ Penalties

Failure to abide by the ONE PIECE Card Game Sanctioned Tournaments Floor Rules, Official Rule Manual, or the tournament's regulations may result in the issuance of a penalty by judges or staff.

Judges and staff will make decisions regarding penalties and their enforcement based on the severity and circumstances of the rule violation, as well as the level of the event or tournament. In addition, if a rule violation is committed again after a penalty has already been issued, a more severe penalty may be issued.

Types of Penalties and Rules for Application

Please note that the following examples of violations to which penalties may apply are examples only.

The same or similar violations may result in lighter (or heavier) penalties at the discretion of the judge or staff.

1. Caution

Cautions are recorded per player during an event. In the case of a game rule violation, judges will try to correct the situation as best as possible, but may issue a Caution for an error that is difficult to completely rectify.

If a player receives multiple Cautions, the Caution penalty may be upgraded to a Warning. **Examples of violations:**

- Extra cards were drawn accidentally.
- A player in the middle of a match asked for advice from spectators.
- A spectator gave advice to a player in the middle of a match, or information relevant to the match was conveyed by means of gestures or other methods.

2. Warning

Warnings are recorded per player during an event and are issued for violations that are considered not that serious. If a player receives multiple Warnings, the Warning penalty can be upgraded to a Defeat or Disqualification.

Examples of violations:

- A player continued to play slowly in a way that would prevent the match from being completed in the allotted time. When an opponent reports such conduct to a judge, the judge will verify the time spent and address the issue.
- A player gave incorrect information to their opponent.
- A player acted in a way so as to provoke or insult their opponent.

3. Defeat

The Defeat penalty may be issued in the case of a violation giving a player an unfair advantage, or when the violation makes it impossible to continue the match.

If a Defeat is issued, the match will immediately end.

A Defeat may be issued only by the tournament organizer or judges authorized by the organizer to issue a Defeat.

Examples of violations:

- The deck-building requirements (1 Leader card, a 50-card deck, no more than 4 identical card numbers, and a deck of 10 DON!! cards) were not met.
- The tournament regulations were violated, such as through the use of a banned or restricted card, sleeve, etc.
- The contents of a deck were changed in a situation where such a change was not permitted.

4. Disqualification

A Disqualification may be issued for highly malicious violations, conduct that is damaging to the event as a whole, or seriously unsportsmanlike behavior. Players who are issued a Disqualification will lose their current match and will be unable to participate in any subsequent matches. They will also not receive any prizes for their performance up to that point.

A Disqualification may also be given to a spectator, in which case they must leave the venue. **Examples of violations:**

- Colluded with an opponent to tamper with a match or its result. In this case, the opponent who took part in the collusion will also receive a Disqualification.
 - Engaged in gambling, bribery, or theft of event items.
 - Deliberately attempted to gain an unfair advantage by viewing their opponent's deck, hand, or other information that they were not permitted to see.
 - Intentionally cheated, such as by obtaining more cards or DON!! cards than required.
- ◇ Please note that there is an additional Suspension penalty in Official Tournaments.