

◆ Rules for the ONE PIECE CARD GAME Championship 2024: World Finals ◆

★ Deck Construction

- **Leader Card:** 1 card.
- **Deck:** A total of 50 cards, made up of Character cards, Event cards and Stage cards. Only cards matching the colors on the Leader card can be included in a deck. Cards of a color not included on the Leader card cannot be included in a deck.
 - * A deck can include up to 4 cards with the same card number.
- **DON!! Deck:** A total of exactly 10 DON!! cards.
 - * Any officially sold or distributed DON!! cards can be used.
 - * DON!! cards of any language can be used.

★ Eligible Cards

- Due to regional differences in card releases and distributions, not all cards will be eligible for use in this tournament. All participants must use the following card pool:
 - Booster Packs:** From -ROMANCE DAWN- [OP-01] to -EMPERORS IN THE NEW WORLD- [OP-09]
 - Starter Decks:** From STARTER DECK -Straw Hat Crew- [ST-01] to STARTER DECK -Yellow Charlotte Katakuri- [ST-20]
 - Promotion Cards:** [P-001 Monkey.D.Luffy] to [P-069 Koala], [P-071 Marco], [P-076 Sakazuki], and [P-080 Monkey.D.Luffy]
- LECAFIG (Leader Card Figures) are figurines modeled after Leader cards and can be used in the same way as Leader cards.

★ Restricted Cards

- Cards that are not official ONE PIECE CARD GAME cards, such as photocopied cards, or cards with added markings like signatures or names, are prohibited in this tournament.
- Cards with distinguishing marks, such as scratches, stains, marks or bends, may be disallowed at the judge's discretion. However, if using a sleeve renders them indistinguishable from other cards in the deck, they may be permitted.
- SOUND LOADER devices (card loaders that play background music and sound effects) are prohibited. However, Leader cards included with SOUND LOADERS can be used under the same regulations that would apply to cards with the same card number.
- The following cards are banned from decks:
 - ST10-001 Trafalgar Law
 - OP02-024 Moby Dick
 - OP02-052 Cabaji
 - OP03-098 Enies Lobby
 - OP05-041 Sakazuki
 - ST06-015 Great Eruption
 - OP06-116 Reject

★ Sleeves

- All cards in the main deck must be placed in identical opaque sleeves, in the same direction, with 1 card per sleeve.
- Players may use up to 2 sleeves per card. In such cases, all cards must use the same number of sleeves, layered in the same order, and at least 1 of the inner or outer sleeves must be opaque.
- Judges may prohibit sleeves that make it possible to distinguish between certain cards, or obscure card contents.
- Leader cards and DON!! cards (10 cards) may use different sleeves from the main deck or be used without sleeves.
- Plastic card loaders are permitted for Leader cards.
- If a judge deems a sleeve or card loader unusable (e.g., graded by PSA, obscures card contents, or covers text), players must either replace it with a suitable option or, if the cards are unmarked, play without sleeves or loaders.

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★ 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

March 15 (Sat.)

<Preliminary Rounds to Championship Tournament (Decides Top Four Finalists)>

Preliminary Swiss Format: 5 Rounds

- Time limit: 30 minutes, 1 game per match.
- Placements in the Preliminary Swiss Format 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's Opponent Match Win Percentage (OOMW%)
 4. If 1. through 3. are tied, a random method determined by the organizer.

* OMW% measures the strength of the opponents you have played during the tournament. Among players with the same score, those who faced stronger opponents will rank higher. OMW% is set to a minimum of 0.33 if the calculated value falls below this threshold.

When the Time Limit is Exceeded in the Preliminaries

- If there are cards with active effects when the time limit is reached and a victory condition is not met after their effects are resolved, **the match will be declared a double loss.**

<Championship Tournament>

The top 8 players from the final ranking in the preliminaries will advance to the championship tournament.

- Time Limit: 30 minutes, 1 game per match. Single-elimination. (Loser is 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 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 current turn will be designated as 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 current turn will be designated as 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, proceed to Step 2.)
 2. The player with the higher number of cards remaining in their deck wins. (In the case of a tie, proceed to Step 3.)
 3. Both players roll a die, and the player with the highest number wins.

March 16 (Sun.)

<Third-Place Playoff & Championship Match>

- Time limit: 30 minutes per match. First to 2 wins (BO3). Single-elimination. (Loser is eliminated.)
After each match, the loser of that match will decide whether to go first or second in the next match.

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★ Event Rules

This tournament will use the latest version of the official rules.

Please review them carefully before attending.

- Match outcomes will be determined in accordance with the regulations established for each tournament.
- Match results cannot be altered once they have been reported or confirmed by a judge.
- If you are not in your designated seat at the start of a match, you will forfeit the match.
- Cheating will result in an immediate match loss.
- The result of a game will not be overturned by any misapplication of the rules discovered after the game, except for cheating.
- Cheating, unsportsmanlike conduct, or any behavior that interferes with the operation of the tournament may result in disqualification at the discretion of the organizers or judges. You may also be asked 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 abide by the judge's decision. Please note that a corrective decision cannot be made once a match has progressed beyond the point being judged.

Judges' rulings are final for the day of the tournament, but may be subject to change afterwards due to the official rules or other reasons. Judges' decisions will take precedence in all matters during this event.

★ Decks

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

★ Unfair Manipulation of Match Results

- Regardless of the tournament type, players may not collude with their opponents to fix or manipulate the outcome of any match in the tournament. Any player who attempts to fix the outcome of a match will be subject to severe penalties.

★ Shuffling

- Players must shuffle their deck until they are confident that the contents are sufficiently randomized. Players may also cut (separate the deck into multiple, smaller piles which are then rearranged to form a single deck again) a deck to fulfill the same purpose. This must be done in a timely manner 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. Cutting or shuffling a deck to confirm the shuffle must be done in a timely manner. Once the opponent has shuffled or cut the deck to confirm it, a player may not shuffle or cut their own deck again.
 - * Players do not need to present their decks to their opponent to shuffle/cut if both players agree.
- When cutting your opponent's deck, please use the following procedure:
 1. After shuffling, divide the deck into three piles with approximately equal numbers of cards.
 2. Your opponent will determine the order in which to stack the three piles.
 3. Stack the three piles 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 when addressing rule violations. 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 during the tournament must notify a judge (or staff member) 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 forfeited that match and subsequently withdrawn from the tournament. Players who withdraw from the tournament will not be eligible to receive any commemorative prizes or other items.

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★ Penalties

Failure to abide by the ONE PIECE CARD GAME Sanctioned Tournament 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 penalties and violations are only examples. Similar violations may result in lighter (or heavier) penalties at the discretion of judges 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 errors that cannot be fully rectified. If a player receives multiple Cautions, the Caution penalty may be escalated 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 escalated to a Game Loss 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) [Game Loss]

The Game Loss 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 Game Loss is issued, the game will end immediately. A Game Loss may be issued only by the tournament organizer or judges authorized by the organizer.

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 using 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, or seriously unsportsmanlike behavior. Players who are issued a Disqualification will lose their current match and will be barred from participating 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.
- Gambling, bribery, or theft of event items.
- Deliberately attempting 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.