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Trading Card Game—ONE PIECE Card Game

<Sanctioned Tournaments>

Floor Rules Ver. 1.5

This document outlines the rules and regulations of tournaments for the trading card game ONE PIECE Card Game. There are two kinds of ONE PIECE Card Game tournaments: Official Tournaments and Sanctioned Tournaments. Official Tournaments are those organized by BANDAI CO., LTD., while Sanctioned Tournaments are those approved by BANDAI CO., LTD. The rules and regulations set out in this document apply to Sanctioned Tournaments. In the case of any conflict between these rules and the tournament regulations for a specific event, the latter will take precedence.

Introduction

The *ONE PIECE Card Game Sanctioned Tournaments Floor Rules* have been established so that all participants can enjoy taking part in ONE PIECE Card Game battles in a friendly environment.

We appreciate your cooperation in following these rules to ensure the smooth operation of events and a rewarding experience for all participants, regardless of the outcome of any match.

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1 Event Participants

We ask that all participants in ONE PIECE Card Game events are respectful and considerate of one another at all times. In addition, please refrain from engaging in any unfair conduct, including cheating.

2 Players

All players should follow the rules and standards of player behavior to ensure that both they and other players can enjoy taking part in the event. To achieve this, it is essential that you display good sportsmanship when engaging with your opponent.

In regard to the standards of player behavior, players should keep the following in mind:

- Be sure to acknowledge your opponent before and after each match.
- Communicate clearly with and reply to your opponent regarding the timing and declaration of effects during matches.
- Keep your cards and belongings neatly organized so that your opponent and the judges (or staff) can easily see what is taking place in the match.
- Handle your opponent's cards with care. In addition, if you want to check your opponent's cards (cards on the field, revealed cards, or trashed cards), ask for your opponent's permission before doing so.
- Do not look at your opponent's hand or deck unless a card instructs you to do so.
- Do not engage in any behavior that your opponent may find offensive (e.g., speaking loudly, talking negatively about your opponent, deliberately taking more time than is needed, etc.).
- If you need to leave your seat during a match, ask for permission from your opponent and the judges (or staff).
- If anything is unclear during a match, call for a judge (or staff).
- If a question arises during a match regarding the rules, players may call on a judge (or staff) to clarify the matter. All players must abide by the rulings made by a judge (or staff) at such a time.
- During a match, any unrelated items (anything other than Leader cards, decks, DON!! decks, and playmats) should not be placed on the table, and should be touched as little as possible.
- As a general rule, actions that are not deemed problematic according to the rules cannot be undone during a match. If your opponent attempts to correct an action without your

permission, call for a judge (or staff) to have them resolve the matter.

- To prevent theft and accidents, players should be careful in managing their belongings.

3 Spectators

When watching a tournament, please observe from the designated viewing area and conduct yourself in a manner that does not disrupt matches or the operation of the tournament. Do not make remarks, give advice, or interfere in any way with a match.

If you do not adhere to these rules, you may, at the discretion of the judges (or staff), be barred from spectating.

4 Judges

All judges must abide by the established rules and cooperate with staff and participants to ensure the fair and smooth operation of tournaments.

Judges are also expected to be courteous and set a good example for all players.

When asked by a player to confirm a rule violation, all judges should hear from both opponents, make a ruling that enables the match to proceed properly, and restore the match to the correct state.

If an erroneous action is discovered after a match has progressed, the match may continue as is. Furthermore, all judges may intervene to point out and correct any mistakes regarding the rules, or any cheating or suspected cheating by players that they observe.

5 Usable Cards

Players are to use the cards dictated by the regulations for each tournament. No counterfeit cards (including photocopied or handmade substitute cards) may be used in any tournament.

If a card is curved or has scratches, stains, marks, etc., on its front, back, or sides in a way that makes it distinguishable from other cards in the same deck, judges have the right to prohibit the use of that card.

Such a card may be used, however, if a sleeve makes it indistinguishable from other cards in the deck.

In addition, a card with a new card number that has not been sold or distributed for at least 7 days may not be used in some events (Flagship Battle and Championship-related tournaments). (A card with an identical card number as a card that has already been sold and distributed for 7 or more days may be used, however, even if 7 days have not passed.)

- LECAFIG

In principle, LECAFIG (a series of three-dimensional figures modeled after Leader cards) may be used in sanctioned events and official events in the same way as Leader cards.

However, please note that there may be cases where they may not be used due to store regulations at sanctioned events, etc.

- DON!! Cards

No counterfeit cards (including photocopied or handmade substitute cards) may be used in any tournament.

All DON!! cards that have been sold and distributed may be used.

DON!! cards in all languages may be used.

6 Sleeves

Players may use sleeves as dictated by the regulations for each tournament.

Leader cards, as well as DON!! cards (10 DON!! cards in total), 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 sleeve, in the same direction, and with one card per sleeve.

Players may use up to two 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 one of the layering sleeves must be opaque. Judges may, at their discretion, prohibit the use of sleeves that make cards distinguishable from one another or that make it impossible to view the contents of cards.

In addition, Leader cards may be placed in plastic card loaders.

If a sleeve or card loader is deemed unusable (graded by PSA or similar, extremely poor readability, text is covered up, etc.) by a judge at a tournament, players have the option of replacing it with a usable one, 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.

7 Game Preparation

You and your opponent will shuffle your respective decks, place them on the deck areas of the table, and then reveal your Leader cards. You cannot change your deck after seeing your opponent's Leader card.

8 Event Progression

8.1 Shuffling

Deck shuffling refers to the thorough rearrangement of a deck until the order of the cards is sufficiently randomized so that it cannot be determined by either player. All players' decks must be shuffled at the start of each match, as well as immediately after a designation is made during a match that requires the deck to be shuffled, in a way that ensures the deck's contents are sufficiently randomized. Any player who attempts to manipulate a deck while shuffling will be subject to severe penalties.

For more details on penalties, see section 12.

- Shuffling by Players

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 must 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.

If players are unable to touch each other's decks due to remote play or because of anti-infection measures, the player who shuffled the deck should then cut the deck by proxy to confirm it.

However, if both parties agree, there is no need for the other party to shuffle.

- Cutting a Deck by Proxy

In the case of cutting your deck by proxy, after shuffling your deck, please follow a procedure agreed upon by both you and your opponent. Note that, as with regular cuts, those made by proxy should be carried out in an expedient manner.

This is an example of a procedure for cutting by proxy.

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.

- 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.

8.2 Time Limits

The recommended format for sanctioned tournaments with a set time limit is best-of-one games with 30-minute matches.

In an event with a set end time, if the winner has not been decided by that time, no result will be determined, and the match may be declared a null match without a winner.

During specific events (the final round of an official tournament, in a tournament match), if the game does not end within the set time, additional turns may be given as follows, depending

on whether the turn currently in progress belongs to the player who went first or the player who went second:

- If the set end time arrives during the player who went first's turn, players play an additional three turns, with the current (active) player's turn becoming turn 0.
- If the set end time arrives during the player who went second's turn, players play an additional two turns, with the current (active) player's turn becoming turn 0.

If the game is not finished after those additional turns, the following procedures are used to determine the winner:

1. The player with the highest 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. One round of Rock-Paper-Scissors is played to determine the winner.

8.3 Checking the Deck due to Effects

Excessive slowness when checking the deck due to card effects may result in penalties.

9 The End of Matches & Results

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 recorded on the match slip, or after a judge has confirmed the result.

10 Withdrawal from a Tournament

Players who wish to withdraw in the middle of a tournament must notify a judge (or staff) and ask for permission to withdraw. Players who decide to withdraw from a 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 a tournament will be ineligible to receive any commemorative prizes or other items.

11 Unfair Manipulation of Match Results

Players must not collude with their opponent to fix or tamper with the outcome of a match in any tournament.

Any player who attempts to manipulate the results of a match will be subject to severe penalties.

For more details on penalties, see section 12.

12 Penalties

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

Judges and staff will make decisions regarding penalties 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.

In this case, the judge randomly chooses a number of cards equal to the number of extra

cards drawn and shuffles them back into the deck.

- 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.

2. Warning

Warnings are recorded per player during an event and are issued for violations that are considered not that serious. If a player received 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*.

Example 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.