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UNION ARENA
UNION ARENA -CHAMPIONSHIP25-26- GRAND FINAL
Tournament Regulations

Matters not covered by these rules shall, in principle, be governed by the Floor Rules.

◆The following items are required for this event:

●Deck: A deck constructed with 50 cards according to the following rules.

・Only cards with the same Title Code (the 3 letters after "/" in the card number) may be used.

E.g.) For UA03BT/HTR-1-001, the deck must be constructed only with cards of Title Code "HTR", and up to 4 copies of "HTR-1-001" can be included.

・Up to 4 copies of cards with the same card number (the part after "/").

・Up to 4 cards total for each type of Special Trigger (Special Trigger, Color Trigger, and Final Trigger).

・Compliance with card usage restrictions.

・Cards from the following source materials cannot be used:

(1) Demon Slayer: Kimetsu no Yaiba
(2) My Hero Academia
(3) Black Clover
(4) Attack on Titan
(5) "Tokyo Ghoul" series
(6) Fullmetal Alchemist: Brotherhood
(7) Blue Archive (Simplified Chinese version)
(8) Arknights
(9) Rebuild of Evangelion

※Regarding (8) and (9):

Invitees from BANDAI CARD GAMES Fest 25-26 in Hangzhou: Only Simplified Chinese version usable.

Representative invitees from other areas: Only Japanese version usable.

●AP Cards: 3 cards

◆Game Rules

●Winning Conditions

・The number of cards in the opponent's Life Area becomes 0.

・The opponent has 0 cards in their deck and cannot draw a card during the Start Phase.

●Time Limits

<Qualifying Swiss Draw Rounds>

[Time Limit: 30 min] [Best-of-1]

If a card effect is being processed at the end of the time limit, and the winning conditions are not met after the resolution, the result is a [Double Loss].

<Final Tournament Round (Up to Top 4 Selection)>

[Time Limit: 30 min] [Best-of-1]

The top 8 players from the final ranking of the Qualifying Swiss Draw Rounds will advance to the Top Cut Finals.

<Final Tournament Round (Finals / 3rd Place Match)>

[Time Limit: 30 Minutes per Game] [Best of 3 (BO3)]

After each game, the loser of that game may choose to go first or second for the next game.

<Regarding Time-up Procedures for Final Tournament Rounds>

If the game does not end within the time limit, the winner will be determined according to the following procedures.

① If a card effect is being processed at the end of the time limit, resolve that effect (if winning conditions are not met after resolution, proceed to the next step).

② The player with more cards in their Life Area wins (if tied, proceed to the next step).

③ The player with more cards remaining in their deck wins (if tied, proceed to the next step).

④ The winner is determined by a single match of Rock-Paper-Scissors, etc.

◆Event Rules

●This tournament will be held under the latest version of the official rules and floor rules. However, the provisions of these Regulations take precedence. Please be sure to check them. (See here for details)

・The end of the match and the outcome (win/loss) will be determined in accordance with these Regulations.

・After the match result has been reported or confirmed by a judge, the result cannot be overturned even if a misuse of rules (excluding Fraudulent acts) is discovered.

・If you are not at your assigned seat at the start of the match, you will receive a loss (including cases where your opponent receives a bye/forfeit win).

・If fraudulent activity is discovered, you will immediately lose the game.

・If acts that hinder the tournament operation, such as Fraudulent acts or violation of Manners, are discovered, you may be disqualified or asked to leave the venue at the discretion of the Tournament Organizer or judge. Please note this in advance.

・If a question arises, immediately suspend the game, call a judge, and follow their decision. Please note that correct rulings cannot be made after the game has progressed or ended. Also, while the judge's ruling is valid only on the day of the tournament, please note that rulings may be changed in official rules etc. thereafter. During this event, the judge's decision takes precedence in all matters.

●Regarding Decks

<Regarding unusable cards>

・Cards that are not official, such as photocopied cards.

・Cards with additions such as signatures or names written on them.

・Cards with scratches or damage to the extent that the card cannot be identified.

<Regarding sleeves>

In this tournament, you must use the sleeves provided by the organizer. These will be handed out at the venue after registration. Please put these sleeves on your cards yourself.

*Only one sleeve is allowed per card.

*Please note that transparent inner and outer sleeves cannot be used in this tournament.

●Regarding AP Cards

In this tournament, you must use the AP cards and AP card sleeves provided by the organizer.

●Regarding Deck Checks

・Decks and AP cards may be checked by a judge.

・If a judge or staff member requests a deck check, please submit your deck and AP cards promptly.

●Regarding Shuffling

・Players may shuffle or cut (dividing the deck into several piles on the table and putting them back together) their own deck so that the contents are sufficiently randomized. However, this must be done within a reasonable amount of time in a position visible to the opponent, and care must be taken not to damage the cards or look at the contents.

・A player may re-shuffle or cut the opponent's deck after the opponent has shuffled it. In this case, the player must be careful not to damage the opponent's cards or look at the contents. Please ensure that cuts or shuffles performed for confirmation do not take too much time.

・You cannot shuffle or cut the deck after the opponent's shuffle (of your deck) is completed.

・After shuffling your own deck, you may perform a cut on behalf of the opponent only if both parties agree. If you perform a cut as a proxy, do so according to the procedure agreed upon by both players. Also, like a normal cut, a proxy cut should not take too much time.

<Example of a proxy cut procedure>

① Divide your deck into three piles of approximately the same number of cards.

② Ask the opponent to specify the order of the three piles to be stacked from top to bottom.

③ Stack the three piles from top to bottom in the specified order.

・Judges have the authority to shuffle a player's deck when appropriately handling "acts that are incorrect under the game rules." After a judge has shuffled the deck, players may not shuffle or cut the deck.

●Regarding Withdrawal During the Tournament

・Players who wish to withdraw during the tournament must inform a judge (or staff) and obtain permission. If a player decides to withdraw after the opponent has been announced but before the match begins, that match will be treated as a loss by default, and they will then be withdrawn from the tournament. Furthermore, players who withdraw will not be able to receive commemorative items, etc.

●Regarding Manipulation of Match Results through Fraudulent acts

・Players must not consult with their opponents to determine or falsify match results. Any fraudulent manipulation of match results will be subject to severe penalties.

●Manners

・Eating, drinking, consuming alcohol, and smoking during matches are prohibited.

・Please be careful of loss or theft. Please note that we cannot assume any responsibility in the event of loss or theft.

・If you feel unwell, please call a staff member immediately.

・If you need to leave your seat during a match, you must obtain permission from your opponent and a judge (or staff).

・Please set your mobile phone to silent mode.

・Using a mobile phone or answering a call during a game may result in disqualification.

・During the tournament, to avoid suspicion of fraudulent activity, please put away any cards not used in the game (other than the “Deck” and “AP Cards”), note-taking materials, watches, etc.
(Official UNION ARENA BP counters and markers can be used.)

・Manipulating the order of cards in your deck before shuffling or between games will be subject to a warning.

・During the game, please ensure your hand is always kept above the table.

・If your opponent asks about the effects of cards on the field, revealed cards, or cards in the Outside or Remove Area, you must provide correct information.

・If your opponent asks for the number of cards in the deck, Outside, hand, or other public areas, you must provide the correct count.

◆Regarding Penalties

●Types of Penalties and Principles of Application

If the rules stated in the "UNION ARENA Official Tournament Floor Rules," "Official Rule Manual," or these tournament regulations are not followed, penalties may be imposed at the discretion of the judges or staff.

Penalties are determined and imposed by judges or staff based on the level of the event/tournament, the severity of the rule violation, and the circumstances.

Furthermore, if rule violations are repeated after a penalty has been imposed, more severe penalties may be applied.

The following application examples for penalties ① to ④ are merely examples.
Even for similar violations, lighter (or heavier) penalties may be imposed based on the judgment of the judge or staff.

①[Caution]
This is a penalty recorded per player during the event. For "incorrect acts under game rules," judges will return the game to a correct state as much as possible; however, this is given for errors where it is difficult to restore the state completely.
If multiple [Cautions] are received, they may be upgraded to a [Warning].

<Example Violations>
・Accidentally drawing an extra card.
・A player in a match asking a spectator for advice.
・A spectator speaking to a player in a match, or conveying match-related information via gestures or other methods.

②[Warning]
This is a penalty recorded per player during the event. It is given for violations that are not severe.
If multiple [Warnings] are received, they may be upgraded to a [Loss] or [Disqualification].

<Example Violations>
・Continuing slow play such that the match cannot be concluded within the designated time.
・Conveying incorrect information to the opponent.
・Acts of provoking or insulting the opponent.

③[Loss]
This is given for malicious violations or when a violation makes it impossible to continue the match. When a [Loss] is given, the game ends immediately. Only the Tournament Organizer and judges authorized by the Tournament Organizer may issue a [Loss].

<Example Violations>
・Failure to meet deck construction requirements (50-card deck, same Title Code, 4 or fewer copies of the same card number, 4 or fewer copies of each special trigger type).

・Changing deck contents in a situation where deck exchange is not permitted.

④[Disqualification]

This is given for extremely malicious violations, acts that cause damage to the event as a whole, or serious Unsportsmanlike Conduct. If a player is [Disqualified], they lose the current match, are barred from participating in further matches, and cannot receive commemorative items for their performance. Only the Tournament Organizer and authorized judges may issue a [Disqualification]. This may also be given to spectators, in which case they must leave the venue.

<Example Violations>

・Consulting with the opponent to unfairly manipulate the match or its results. In this case, the opponent involved in the deal will also be [Disqualified].

・Engaging in gambling, bribery, or theft of event property.

・Intentionally attempting to gain an advantage by unfairly viewing information that one is not supposed to see, such as the opponent's deck or hand.

・Fraudulent acts such as intentionally obtaining more cards or AP cards than necessary.

*In addition to the above, penalties such as "suspension from future official events" may be imposed in this event.