

UNION ARENA

UNION ARENA CHAMPIONSHIP 25-26

Tournament Regulations

◆The following items are required for this event:

●Deck: A total of 50 cards constructed according to the following rules.

- Only cards of a single source material code (the three letters after the “/” in the card number) can be included in a deck.

Ex.) For UA03BT/HTR-1-001, you must build your deck using only cards with the 'HTR' source material code, and you can include up to four copies of 'HTR-1-001' in your deck.

- Up to 4 cards with the same card number after the “/”.

Cards with the Special, Color, and Final triggers are limited to no more than 4 cards in a deck for each trigger type.

- Must comply with card usage restrictions.

● 3 Action Point (AP) Cards

◆Game Rules

●Victory Conditions

- Your opponent's Life Area has 0 cards.

- Your opponent has 0 cards in their deck and cannot draw a card during their Start Phase.

●Time Limit

<Preliminary Swiss Rounds>

[30-minute time limit] [Best-of-one Game Match]

If a card's effect is being resolved when the time limit is reached, and victory conditions are not met after the effect has finished resolving, the match will result in a [Double Loss].

<Finals Tournament Round>

The top 32 players from the final standings of the Swiss Rounds will advance to the Finals Tournament Round.

[30-minute time limit] [Best-of-one Game Match]

<Procedure for Exceeding the Time Limit in the Finals Tournament Round>

If the game has not ended within the time limit, victory or defeat will be determined according to the following procedure.

① If a card's effect is being resolved when the time limit is reached, resolve that effect.

(If victory conditions are not met after the effect is resolved, 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 decided by a single game of Rock-Paper-Scissors.

<the Time Limit for the Final Match of the Finals Tournament Round>

The final match of the Finals Tournament Round will be played with no time limit. (Players are obligated to proceed with the match at an appropriate pace, as in all other rounds).

◆ Event Rules

● This tournament will be conducted using the latest versions of the Official Rules and Floor Rules. However, the regulations stipulated in this document take precedence. Please be sure to review them.

- The conclusion of matches and their results will be determined in accordance with these regulations.
- After a match result has been reported or confirmed by a judge, the result cannot be overturned even if a rule error is discovered, unless it involves cheating.
- If you are not at your designated seat at the start of the match, you will receive a match loss. (This also applies to the player receiving the bye win.)
- If cheating is discovered, you will immediately lose the game.
- If any cheating, poor sportsmanship, or other behavior that disrupts the operation of the tournament is observed, you may be disqualified or ejected from the venue at the discretion of the organizer or judge. Please be aware of this in advance.
- If a question arises, please stop the game immediately, call for a judge, and follow their ruling. Please note that a correct ruling cannot be made after the game has progressed or ended. Please also be aware that a judge's ruling is only valid for the day of the tournament and may be changed later by the official rules, etc. During this event, the judge's decision takes precedence in all matters.

● Decks

<Unusable Cards>

- Cards that are not official, such as photocopies.
- Cards with anything added, such as signatures or names.
- Cards that are damaged to the point of being unidentifiable.

<Sleeves>

- If sleeves are used, all cards must be placed into sleeves in the same direction and manner, with one card per sleeve. You may use up to two sleeves per card. In such a case, all cards must use the same number of sleeves layered in the same order. Additionally, the use of sleeves that make it significantly difficult to read the card's contents may be prohibited at the judge's discretion.
- You must use opaque sleeves. If you use two sleeves per card, at least one of the sleeves must be opaque. The other sleeve can be either transparent or opaque.
- If a judge determines that the sleeves being used in a tournament are unsuitable, the

player must replace them with more suitable sleeves.

- The use of sleeves specified by the tournament organizer may be required.
- Decks are subject to checks by the judge.
- If requested to do so by a judge or staff member, you must promptly submit your deck for a deck check.

※ Depending on the tournament, the use of sleeves specified by the tournament organizer may be mandatory.

● AP Cards

<Unusable Cards>

- Cards that are not official, such as photocopies.

※ The use of cards with anything added, such as signatures or names, is generally permitted; however, if a judge deems them inappropriate and unusable, you may be asked to replace them with appropriate cards.

<Sleeves>

- AP cards must be sleeved in a way that differentiates those cards from the main deck, or may be unsleeved.
- You may use up to two sleeves per card. Additionally, the use of sleeves that significantly obscure a card's contents may be prohibited at a judge's discretion.
- You may use plastic card loaders for your AP cards.
- During a tournament, if a judge deems a sleeve or card loader to be unusable (e.g., due to significantly poor visibility), the player may choose to either replace it with a more suitable one or play without sleeves or card loaders.

※ Depending on the tournament, the use of sleeves specified by the tournament organizer may be mandatory.

● Deck Checks

- Judges may perform checks on decks and AP cards.

If requested by a judge or event staff, players must promptly present their deck and AP cards for inspection.

● Shuffling

- Players may shuffle or cut (separating the deck into multiple, smaller piles which are then rearranged to form a single deck again) their deck to ensure its contents are sufficiently randomized. However, this must be done within a reasonable amount of time, in full view of the opponent, and care must be taken not to damage the cards or look at their contents.
- After your opponent has shuffled their deck, you may shuffle or cut it. When doing so, you must be careful not to damage your opponent's cards or look at their contents. Any cut or shuffle performed for confirmation should also be done in an expedient manner.
- You are not permitted to shuffle or cut your deck after your opponent has finished shuffling or cutting it.

After shuffling their own deck, a player may perform a cut on their own behalf only if both players agree. When performing such a substitute cut, it must be done following a procedure agreed upon by both players. Additionally, as with a normal cut, this process should not take an excessive amount of time.

<Example Procedure for a Proxy Cut>

- ① Divide your deck into three piles of roughly the same number of cards.
 - ② Your opponent designates the order in which the three piles are to be stacked.
 - ③ Stack the three piles in the designated order.
- Judges have the authority to shuffle a player's deck when appropriately handling a rule violation. After a judge has shuffled a deck, the player is not permitted to shuffle or cut it.

●Dropping from the Tournament

Players who wish to drop from the tournament must inform a judge or event staff and obtain approval. If a player decides to drop after pairings have been announced but before the match begins, that round will be recorded as a loss by default, and the player will then be considered withdrawn from the tournament. Additionally, players who drop from the tournament will not be eligible to receive any participation prizes or commemorative items.

●Unfair Manipulation of Match Results

Players must not collude with their opponent to determine or alter the outcome of a match. Any player who attempts to unfairly manipulate the results of a match will be subject to severe penalties.

●Player Conduct

- Eating, drinking (including alcohol), and smoking are prohibited during matches.
- Please be careful with your belongings to prevent loss or theft. Please be aware that we assume no responsibility for any lost or stolen items.
- If you begin to feel unwell, please call a staff member immediately.
- If you need to leave your seat during a match, you must ask for permission from your opponent and the judge (or staff).
- Please set your mobile phone to silent mode.
- Using your mobile phone or answering a call during a game may result in disqualification.
- To avoid any suspicion of cheating during the tournament, please put away any items not used during the game, such as cards other than your 'Deck' and 'AP Cards', note-taking materials, watches, etc.

(Official UNION ARENA BP counters and markers may be used.)

- Manipulating the order of the cards in your deck before shuffling or between games is subject to a Warning.
- During a game, you must keep your hand on the table at all times.
- If your opponent asks about the effects of cards on the field, revealed cards, or cards in the Outside Area or Remove Area, you must always provide them with the correct

information.

- If your opponent asks for the number of cards in an area such as your deck, Outside Area, or hand, you must always tell them the correct number.

◆ About Penalties

● Types of Penalties and Rules for Application

Failure to abide by the rules and regulations set out in the 'UNION ARENA Sanctioned Tournaments Floor Rules', the 'Official Rule Manual', or this tournament's regulations may result in the issuance of a penalty by judges or staff.

Penalties will be determined and imposed by judges or event staff based on the level of the event or tournament, as well as the severity and circumstances of the rules violation.

In addition, if a rule violation is committed again after a penalty has already been issued, a more severe penalty may be issued.

Please note that the following examples of penalty applications 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.

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.
- A player gave incorrect information to their opponent.

Acts of taunting or insulting an 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 (a 50-card deck, same source material code, no more than 4 identical card numbers, and no more than 4 of each card with a special trigger) were not met.
- 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 be issued only by the tournament organizer or judges authorized by the organizer to issue a Disqualification. 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 AP cards than required.

Please note that for this event, in addition to the above, a penalty of 'Suspension from future official events' may be imposed.