

# OCEANIA CHAMPIONSHIPS INFORMATION



Updated 24 July 2018

This document explains to players what is expected of them at the Dragon Ball Super Card Game Oceania Championships. This document is intended to help facilitate fairness and integrity at events. Players are responsible for following all information contained in this document as well as knowing applicable game and tournament rules. We ask for your cooperation in following these rules to ensure the smooth operation of events for players and organisers.

The most recent version of this document is available at <http://bit.ly/DBSAU2018>

## PLAYER REGISTRATION

Player registration enables tournament organisers to sign players into the event in advance to ensure a timely start.

- Player registration times for events are posted for each tournament.
- Players should present photo ID and their pre-registration ticket to confirm their identity to organisers.
- Missing official registration will result in a player being dropped from the event.

## PLAYERS MEETING

The players meeting enables organisers to notify players of any last minute changes to the event, to verify that all players have been entered into the tournament correctly and to make announcements. Attendance at the players meeting is mandatory. Players are asked to be quiet during this meeting to ensure it can be completed quickly.

## DECK LISTS

All Oceania Championships events use deck lists to record the contents of a player's deck and sideboard. Care should be taken to ensure accuracy of this document to avoid potential penalties.

- Players should have their deck lists completed with full name and Bandai Cardass Club ID number before Round 1 begins.
- Judges will collect completed deck lists at the start of Round 1.
- Deck lists must be legibly completed in neatly printed block letters.
- All card names on deck lists must be written in English.
- Abbreviations and nicknames must not be used to avoid ambiguity.
- Common errors on deck lists include:
  - Forgotten names
  - Missing cards
  - Mistakes in the sideboard
  - Mistakes in recording number of cards used.
- Players should ensure deck lists are accurate and double check their deck list against their deck to ensure counts and names are correct.

## SLEEVES AND CARD FACINGS

Players must use opaque card sleeves at Oceania Championships events.

- Card sleeves must be unblemished.

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- Players should regularly check sleeves to ensure they have not become marked from use and replace sleeves that are marked to avoid penalties.
- All cards must be oriented in the same direction within card sleeves.
- Sleeves should not have reflective backs or fronts that may obscure cards.
- Cards should not be obviously bent or warped so as to be noticeable from the top of the sleeve while in the deck.
- Card sleeves and playmats featuring lewd images or inappropriate messages should not be used.

## SLOW PLAY AND TARDINESS

- Each round will start shortly after the preceding round.
- Players should ensure that they are on time for all rounds.
- If players are not in their seats within 5 minutes of round start, a game loss will be awarded.
- If players are not in their seats within 15 minutes of round start, a match loss will be awarded, and the player will be dropped from the event.
- A meal break may follow some rounds. This will be clearly announced to all players, and a starting time for the next round will be provided at the time of the announcement.
- After opponents have randomised and presented their decks, players are also expected to randomise the deck.
- All players are responsible for playing at a reasonable speed.
- A complex board position is no excuse for slow play.
- If in doubt regarding slow play, call a judge.

## MATCH RESULT RECORDING

All Oceania Championship events use match result slips, which are handed out at the beginning of the round. Results cannot be recorded without them.

- Once a match is completed, players must accurately and clearly record how many games each player won or drew on the match result slip.
- Draws are recorded and unfinished games are counted as draws.
- Games not started are not recorded.
- If a time extension is awarded by a judge, this will be noted on the match result slip.
- Competitors may drop at any time prior to the completion of the round and should use the result entry slip to formalise their drop request. Players may also visit the tournament organizer to drop.
- It is crucial to verify the entries on the result slip prior to signing.
- If the head judge believes a player is attempting to defraud opponents (for example, attempting to report an inaccurate result), the head judge may assign a penalty to that player.
- Once both players have signed the match result slip, the winner of the round should return the match result slip to the tournament organiser table to pick up applicable prizes.
- A player may concede a game at any time before it is completed.
- Any games completed must be accurately reported.
- The offer or acceptance of incentives to concede or draw is considered bribery and may result in disqualification from the event.
- Once a match is completed, players should immediately sign and return the match result slip and leave the play area immediately.
- Players may not linger within the play area once their match is completed.

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## PLAYER CONDUCT

Unsportsmanlike conduct will not be tolerated and will be dealt with swiftly.

- If a player or spectator believes their opponent is breaking a rule, they are required to call attention to this immediately by notifying a judge. Failing to call attention to a violation for advantage is cheating.
- Tournament organisers reserve the right to ask players to cease the display of materials that are of an inappropriate nature.
- Food or drink is not allowed on tables in the main event area.
- No electronic devices may be used while competing in the main event.
- Players are expected to clean up their assigned table after each match.
- Misrepresenting or withholding information from a judge or tournament organiser is cheating and may result in immediate disqualification from the tournament.

## APPEALS

If a competitor believes that a judge has issued an incorrect ruling, they may appeal to the Head Judge. The Head Judge's ruling is final.

- Competitors must wait for the judge to complete their ruling before making an appeal.
- If the appeal system is abused, the player may be assigned an appropriate penalty by the Head Judge.

## QUESTIONS?

Please email [dbsuper@tak-games.com.au](mailto:dbsuper@tak-games.com.au).