

DUEL MASTERS™ DCI FLOOR RULES

Effective August 6, 2004

Introduction

The **Duel Masters™** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules (UTR), the DCI Penalty Guidelines, and the **Duel Masters** game rules. Current versions of the UTR and the Penalty Guidelines can be found at wizards.com/default.asp?x=dc/utr/intro. Players, spectators, and tournament officials must abide by the rules in these documents while involved with DCI-sanctioned **Duel Masters** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Please see Appendix A for a list of the changes from the previous version of this document.

Please see Appendix B of the UTR for definitions of terms in this document.

This document is updated regularly. Please visit **thedci.com** for the most current version.

300. GENERAL DUEL MASTERS TOURNAMENT RULES

301. Format and Ratings Categories

The DCI sanctions the following single-player formats:

Constructed

- Constructed

Limited (*starting Aug 6, 2004*)

- Sealed Deck
- Booster Draft

The default K-value for all **Duel Masters** tournaments is 16. More information about K-value and the DCI Elo Ratings System can be found in Appendix A of the UTR.

The DCI produces the following ratings categories:

- Constructed
- Limited (includes Sealed Deck and Booster Draft) (*starting Aug 6, 2004*)

302. Authorized Cards

All **Duel Masters** cards published by Wizards of the Coast, including promotional cards, are legal for tournament play. However, players that use non-local-language cards must have a local-language version of that card (not photocopy or spoiler) readily available outside of the deck for opponents and judges to reference.

If no cards are produced in a local language, the tournament organizer must announce what will be considered the local language for their events. “Local-language” is defined by the tournament organizer as the language(s) commonly spoken in the area where a tournament is held.

- **Example:** A player participating in a U.S. tournament wants to use four copies of the Japanese version of Aqua Hulus. They may do so, but must have one English copy of Aqua Hulus readily available outside of the deck for opponents and judges to reference.
- **Example:** Players in a tournament held in Quebec, Canada may use French and / or English cards, as both languages are commonly spoken in that area. If a player in a Quebec tournament chooses to play with an Italian card, they must have an English or a French version of that card readily available outside of the deck for opponents and judges to reference.
- **Example:** Players in a tournament held in a town near the French / German border may use French and / or German cards, as both languages are commonly spoken in those areas. If a player in tournament located in a French / German border town chooses to play with an English card, they must have a German or a French version of that card readily available outside of the deck for opponents and judges to reference.

303. Card Interpretation

Card rulings and interpretations are based on the local-language versions of the cards. For example, a tournament run in Paris, France, will use the French interpretation of the cards. The head judge is the final authority for card interpretations.

If multiple local-language cards are allowed in a tournament, the tournament organizer must choose and announce one local language that will be used for the purposes of card interpretation.

304. New Releases

New **Duel Masters** card sets are allowed in Constructed and Limited tournament play on the first day of their official retail release. New sets may also be used in DCI-approved Prerelease Tournaments prior to their official retail release.

305. Participation Minimums

A minimum of **eight** people must participate in a **Duel Masters** DCI-sanctioned event. If this minimum is not met, the event is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer must report the event as cancelled.

310. DUEL MASTERS TOURNAMENT MECHANICS

311. Match Structure

Three is the default number of games in a **Duel Masters** match, and tournament organizers must allow three games per match. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count towards one of the three games in a match. The match should continue until one player has won the majority of games as long as match time allows.

312. Match Time Limits

The following minimum time limits are required for each round of a tournament:

- Swiss rounds — 50 minutes
- Single-elimination quarterfinal or semifinal matches — 50 minutes
- Single-elimination final matches — no time limit

313. Play-Draw Rule

Before looking at his or her hand, the winner of a coin toss (or other random method) chooses either to play first or second. If the coin toss winner makes no choice, it is assumed that he or she is playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the **Duel Masters** play rules. This is commonly referred to as the play/draw rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game.

314. Pregame Procedure

Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure **before** the players look at their hands.

The following steps must be performed before each game begins:

1. Players shuffle their decks (see UTR, section 21).
2. Players present their decks to their opponents for additional shuffling or cutting.
3. If the opponent has shuffled the player's deck, that player may make one final cut.
4. Each player sets up their shields by removing the top five cards from their decks, face down, and placing them in shield zone.
5. Each player draws five cards.

316. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the current turn is finished and then five total additional turns are played. For example, time is called on player A's turn. Player A finishes his or her turn. Player B takes his or her turn, which is turn 1. Player A takes his or her turn, which is turn 2. Player B takes turn 3, player A takes turn 4, and player B takes the final turn, which is turn 5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but each extra turn counts as one of the five end-of-match turns. Once the fifth turn is completed, the game finishes regardless of any remaining card-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), the end-of-match procedure does not occur until the end of the time extension.

317. Determining a Match Winner

In Swiss rounds, the winner of a match is the player with more game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. After the end-of-match procedure is finished, the player with more game wins is the winner of the match. If both players in a single-elimination round have equal game wins when the end-of-match procedure is finished, the player with the most shields in play becomes the winner of the current game in progress. If the players have an equal number of shields in play (or are between games and the game wins are tied), the game/match should continue until a change occurs that results in one player having more shields in play than the other, or the game comes to a natural conclusion (i.e. winning by successfully attacking an opponent that has no shields, or losing by drawing the last card in the deck.)

318. Shield Placement and Shield Triggers

Players must ensure that shields can be easily differentiated from each other at all times. This includes, but is not limited to, clearly identifying which shields were put into play after the pregame procedure, and the order they were put into play. Game effects may allow shields to be revealed to one or both players; these shields must also be clearly differentiated from other shields in play. Common methods for distinguishing one set of shields from another include using counters or dice.

Shield triggers must be played before the shield is put into the player's hand. Once a broken shield touches any other card in the player's hand, or that player verbally indicates that the game may proceed, the shield trigger may not be played, and the shield goes into the player's hand.

320. RULES FOR CONSTRUCTED TOURNAMENTS

321. Deck-Size Limits

Constructed decks must contain a minimum of forty cards. There is no maximum deck size; however, players must be able to shuffle their deck with no assistance.

A player's deck may not contain more than four of any individual card, counted by its local-language card title equivalent.

330. RULES FOR LIMITED TOURNAMENTS (STARTING AUG 6, 2004)

General Limited Tournament rules are located in the UTR, sections 60 - 64

331. Deck-Size Limits

Limited decks must contain a minimum of thirty cards. There is no maximum deck size. Players are not restricted to four of any one card in Limited tournament play.

332. Sideboard Use

The use of sideboards is not allowed in **Duel Masters** sanctioned events. Once a player registers their deck, or begins their first match (when deck lists are not used), the deck composition may not be changed at any time during the event.

334. Rules for Sealed Deck Tournaments

A minimum of five boosters must be provided to each player for a Sealed deck event. Players should be given 30 minutes for deck registration and 30 minutes for deck construction.

335. Rules for Booster Draft Tournaments

The tournament organizer must provide a minimum of four boosters to each player for a booster draft tournament. Players should be given 30 minutes for deck registration and 30 minutes for deck construction.

APPENDIX A - CHANGES FROM PREVIOUS VERSIONS

Changes from June 20, 2004 version

Introduction: Changed to state that this document is updated regularly

Section 301: Limited format and ratings categories added

Section 304: New release information for Limited events

Sections 330 - 335: Limited format rules added

Changes from April 16, 2004 version

Section 304: New sets updated

Section 305: Section added (participation minimums).

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