

POKÉMON™* DCI™ FLOOR RULES 2000–2001 Tournament Season *Effective September 1, 2000*

Introduction

The **Pokémon** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and **Pokémon** trading card game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Pokémon** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

200. GENERAL POKÉMON TOURNAMENT RULES

201. Format and Rating Categories

The DCI sanctions the following formats:

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|----------------------|------------------|
| Constructed Formats: | Limited Formats: |
| • Standard | • Booster Draft |

The DCI produces the following ratings categories.

- | | |
|--|---|
| • Constructed (includes Standard format) | • Limited (includes Booster Draft format) |
|--|---|

202. Authorized Cards

All **Pokémon** cards, including promotional cards released by Wizards of the Coast, Inc., are legal for tournament play.

Non-local-language cards may be used in players' decks only if the same cards are available in a local-language version produced by Wizards of the Coast. If no cards are produced in a local language, then the tournament organizer must announce what language will be considered the local language for the event.

Players choosing to play with non-local-language cards must have a local-language version available outside of the deck for the opponent or judge to reference. However, players may use basic energy cards in any language without providing a local-language equivalent.

In accordance with section 35 of the Universal Tournament Rules, players choosing to use **Pokémon** cards with different backs must play with identical, opaque-backed card sleeves on all cards in the deck.

Example: A player has two Japanese and two English Squirtles in his deck. Because the deck contains two different card backs, he must place opaque-backed sleeves on all cards in his deck. In addition, since he is playing with a non-local-language Squirtle, he must have a local-language version available outside of his deck for the judge or his opponents to readily reference.

Example: Players in Germany may play with **Pokémon** cards that have been released in German without taking any special action. If they choose to play with a non-German version of a card, they must have a copy of the card printed in German available outside of the deck for their opponents or the judge to readily reference.

Example: Players in Quebec, Canada, may play with both French and English cards without taking any special action, as both languages are local. If they choose to play with a German card, they must have either an English or a French version of that card available outside of the deck for their opponents or the judge to readily reference.

203. Card Interpretation

Card interpretations are based on the English version produced by Wizards of the Coast, Inc.

If, at a premier event such as an invitational tournament, the head judge can read and translate Japanese-language cards, the organizer may choose to base card rulings and interpretations on the Japanese version of the cards. Organizers choosing to interpret cards in this manner must announce this before the date of the event.

204. New Releases

All **Pokémon** card sets and promotional cards produced by Wizards of the Coast are allowed in both DCI-sanctioned Constructed and Limited tournaments the day of the official product release.

210. POKÉMON TOURNAMENT MECHANICS

211. Match Structure

One game is the default number of games in a **Pokémon** match, so if a tournament organizer chooses to run matches consisting of more than one game, he or she must announce this before the tournament begins. Match results are reported to the DCI for the purpose of inclusion in the worldwide ratings and rankings.

212. Match Time Limits

The following time limit is recommended for each round of a tournament:

- Constructed and Limited tournaments—twenty-five minutes

In addition, the following time limit is recommended for Limited tournaments:

- For Draft, allow thirty minutes for deck registration and construction

213. Who Plays First

The winner of a coin toss (or other random method) chooses who plays first.

For tournaments that include more than one game per match, 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. If the game was a draw (so there was no victor or loser), the player who decided who played first for that game chooses for the next game.

214. Pre-Game Procedure

Before play begins, players determine who plays first (see section 213). This may be done at any time during steps 1 or 2 of the pre-game procedure.

The steps listed below are similar to what appears in the **Pokémon** rulebook.

1. Players must shuffle their decks and present them to their opponents for additional shuffling and/or cutting, as specified in section 6.18 of the Universal Tournament Rules.
2. Each player draws an initial hand of seven cards.
3. Each player, starting with the first player, completes all of his or her mulligans (see section 215).
4. Each player selects a Basic Pokémon card from his or her hand and places it face down on the table. This is the trainer's Active Pokémon for the start of the game.
5. Each player may, if he or she wishes, choose up to five Basic Pokémon cards from his or her hand and put them face down on his or her Bench.
6. Each player places the top six cards from his or her deck face down in front of him or her. These cards will serve as Prizes. Trainers cannot look at a Prize card until they select it as a Prize or a game effect allows them to.
7. Immediately before play begins, each trainer flips over each of the Active and Benched Pokémon that have been put on the table.

215. Mulligan Rule

If a player's initial hand does not contain a Basic Pokémon card, that player should show his or her opening draw to the opponent, shuffle that hand back into his or her deck, present the deck for additional shuffling/cutting, and draw seven new cards. The opponent may now draw up to two extra cards. If the player still has no Basic Pokémon card in his or her next draw, he or she may repeat this process, and the opponent may draw up to two extra cards each time.

216. End-of-Match Procedure

A player in mid-turn when the end of the round is announced is allowed to complete his or her turn before the match result is determined. (A player in mid-turn is someone who has drawn a card for his or her current turn.) The player with the least amount of Prize cards remaining on the table is then considered the winner. If both players have an equal number of Prize cards, continue the game until one player has fewer Prize cards than the other.

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

217. Determining a Match Winner

For Swiss-style tournaments using more than one game per match, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match ends in a draw.

220. RULES FOR CONSTRUCTED TOURNAMENTS

221. Deck-Size Limits

Constructed decks must contain exactly sixty cards.

With the exception of basic energy, a player's deck may not contain more than four of any individual card, counted by English card title equivalent. (This rule is identical to what appears in the **Pokémon** rulebook.)

222. Sideboard Use

No sideboards are allowed in **Pokémon** tournaments.

230. RULES FOR LIMITED TOURNAMENTS

231. Deck-Size Limits

Limited decks must contain exactly sixty cards.

Players are not restricted to four of any one card in Limited tournament play.

233. Materials Provided

Tournament organizers and/or the head judge may choose to provide basic energy for players to use during the tournament. If the organizer provides basic energy, he or she must make available the same amount of basic energy cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic energy. Organizers may require players to return their basic energy cards when they leave the tournament.

237. Rules for Draft Tournaments

Before the first round, players may add as many basic energy cards to their decks as desired; no maximum is imposed.

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