

# Pokémon

# Trading Card Game

# Floor Rules

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## Preface

The “Pokémon Trading Card Game Floor Rules” are the defined rules for Pokémon Trading Card Game events that ensure that participants can enjoy the Pokémon Events.

Let all of us who participate in the events uphold these events not only to win matches, but also to enjoy playing the Pokémon Trading Card Game.

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## **Section 1: To all event attendees**

All Pokémon Trading Card Game event participants should pay respect and have consideration to the opponents.

## **Section 2: To the Players**

All Players should adhere to the rules, observe proper manner and play with fairness for all players to enjoy their matches. To that end, players must always treat their match opponents with consideration.

All players must keep the following match-related etiquette in mind.

- Greeting and shaking hands with your opponent at the start and end of the match.
- Clear announcement of Attacks and Effects during a match and response to it from the opponent.

Cards and other paraphernalia should be arranged properly so that it is easy for the opponent and judges (or event staff) to understand.

Handle the opponent's cards with care. Also, before checking opponent's cards (cards in Active Spot , Bench or Discard Pile ), ask permission from your opponent-first.

Unless indicated by a card, you are not allowed to take a peek at your opponent's hand or deck.

You must not make your opponent feel uncomfortable. (Ex. Speaking in a loud voice, Insulting your opponent, Intentionally taking too long time to play, etc.)

During a match, ask a judge or event staff for permission before leaving your seat.

During a match, if there is any confusion regarding the rules, the players may call the attention of a judge or event staff to ask about the rules. Players must follow the judge's decision on that matter.

If there is an objection to a judge's decision, another judge can be requested to review the decision.

The judge makes the final decision regarding any objections from the players.

## **Section 3: To the spectators**

Spectators should stay within the designated watching areas and observe proper etiquette when watching a match, so as not to interfere with the tournament and the matches. Spectators who fail to observe these rules may be asked to leave the premises by a judge or event staff.

## **Section 4: Judges**

All judges must adhere to the rules and work together with the participants and staff members for a fair and smoothly-run tournament.

Also, in order to be a model of the players, judges must carry themselves with integrity. When there are loopholes in the rules or when a player is found to have cheated or is acting suspiciously, judges can intervene and give instructions or corrections.

Aside from that, depending on the tournament, there could be a head judge. The head judge and the event organizers reserve the right to make final decisions on the ruling in the tournament.

## **Section 5: Cards that can be used**

Players must use cards that meet the regulation. (In regulation = format restricted for each tournament)

Fake or proxy cards (photocopies, printouts or handmade cards that take the place of an actual card) are not allowed in any tournament.

Cards with indentations, blemishes or markings on the card face, card back or sides that could distinguish it from other cards in a deck may not be allowed for use in the tournament by the discretion of a judge. However, if card sleeves are used and makes it indistinguishable from other cards, then that card can be used.

\*The conditions on which card sleeves are allowed varies depending on the tournament.

## **Section 6: Card sleeves**

Players may use card sleeves as indicated by the regulations of each tournament. However, card sleeves are not required in order to participate.

In the tournament, if a judge deems that the current card sleeves that a player wishes to use is not acceptable, the player has the option to replace the card sleeves with appropriate card sleeves or play a match without card sleeves.

\* Depending on the tournament, the tournament organizers might require that players use a certain card sleeve.

## **Section 7: Shuffling a Deck**

Shuffling means that the deck should be sufficiently randomized so that both players cannot tell order of cards in a deck.

The deck of all the players must be shuffled in order to be sufficiently randomized during the start of each game and during a game when a player is instructed to “shuffle the deck” by an effect.

Strict penalties are implemented if a player performs illegal deck manipulation when shuffling the deck.

\*The penalties are indicated in greater detail in Section 11.

## **About shuffling the deck by player**

A player may shuffle their own deck until they deem the cards to be sufficiently randomized.

However, the player must shuffle their deck where their opponent can see it while not taking too long to shuffle; be careful not to leave marks or scratches on the cards while shuffling and not see the card face while shuffling.

A player may shuffle the opponent's deck once that player has finished shuffling their deck or may choose to \*cut the deck. During this time, the player must make sure not to scratch or mark the opposing player's card or to see the card face. This step must be kept brief.

\*Cutting the deck is the act of separating a portion of the deck, thus making two stacks of card and placing that portion under the remaining cards. Separating the deck into three or more piles is considered shuffling.

After a player shuffles their own deck, they should offer their deck to the opponent for reshuffling. (The opponent may also request for this)

Once the opponent has reshuffled or cut the deck, the player may not reshuffle or cut their own deck.

## **About the shuffling decks by Judges**

A judge has the authority to shuffle a player's deck at the request of a player or at their own discretion.

A player who feels that a deck may not be sufficiently shuffled or that the shuffling and reshuffling was not done in the proper order, may request a judge to shuffle that deck.

Once a judge has shuffled a deck, the player may not shuffle or cut that deck.

## **Section 8: Match Conclusion and Match results**

Match conclusion and Match results follow the established regulations determined for each tournament.

Under the regulations, in cases where the player and their opponent are required to sign on Player cards and other documents along with the match result, that match result wherein both players have signed cannot be overturned.

However, even after a match, if illegal actions were discovered, or if there is a concern that such a result would significant impact the rest of the tournament, the tournament organizers may amend a match result and withhold all privileges that were part of the match result prior to the amendment.

Moreover, if it is deemed that there is difficulty in deciding the match result, the Head Judge and the Event Organizers can decide on the result.

## **Section 9: Match Resignation, Intentional Draw and Withdrawal from the Tournament**

### **1. Match Resignation, Intentional Draw**

As long as a game or match has not yet ended, a player may drop from, or with the agreement of the opponent, decide to draw a game or match.

When a player proposes an intentional draw to the opponent, that player cannot offer their opponent a monetary reward. That will fall under “Match result manipulation through unfair means” and will result in disqualification or a greater punishment. If your opponent makes such an offer, immediately call the attention of a judge.

### **2. Drop from the Tournament**

A player who wants to drop in the middle of the tournament, must inform a judge or member of the event staff of their intent and receive approval.

If a player decides to drop from a tournament after match pairings have been announced and before the start of a match, that match will be considered as a match loss for the player who determines to drop.

## **Section 10: Match result manipulation through unfair means**

Players are prohibited from deciding the outcome of their match by discussing it with their opponents and other deceitful practices.

There are severe penalties for those who underhandedly manipulate the results of matches.

Details on penalties can be found in Section 11.

## **Section 11: Penalties**

In the event that a player violates the rules written on this document “Pokémon Trading Card Game Floor Rules” or in the “Player’s Guide” or in the regulations set in each tournament, a judge, event or tournament organizer (henceforth regarded as “Judge or Tournament Organizer”) has the authority to impose penalties on said player.

Penalties that are imposed are determined by a judge or Tournament organizer based on the Event or Tournament Level and the severity of the violation. Furthermore, continued violation of the rules will result in even greater penalties.

## **Penalty type and Principle for the application**

The examples of applicable situations describe in 1-5 below are ultimately just examples. Similar violations may receive a lighter or heavier penalty at the discretion of a judge or tournament organizer.

### **1. Caution**

A Caution is given to a player whose infraction: does not affect the outcome of the match; can be returned to an earlier game state; or does not give one player a distinct advantage.

Accidentally revealing the top card of their own deck or sideboard;

Proceeding without confirming with their opponent;

Not recognizing that the opponent does not take prize cards, etc.

### **2. Warning**

A Warning is given to a player who: has an infraction that can be fixed or rewound to the proper game state but may affect the outcome of the match; has received multiple “warnings” or repeatedly violated equivalent of “Warnings”.

If a player is penalized “Warning”, they may also receive a “Hand Penalty”

Examples of Violations

Accidentally drawing extra cards;

Playing slowly so that the match cannot be decided within the limited time.

Making a Pokémon knock out, yet not taking a prize; etc.

### **3. Side Penalty**

A Side Penalty is given when it is difficult to rewind the game state.

Aside from that, a Side Penalty may also be given to a player who had previously received a “Warning” or has repeatedly made infractions equal to the “Caution” or “Warning” rules.

When this penalty is given to a player, a judge or tournament organizer may have the opposing player take prize cards. A judge or tournament organizer will determine how many cards from the prizes that player can take, based on the situation and severity of the violation.

#### Examples of violations

When a player mistakenly shuffles cards from hand or from the discard pile into his or her Deck, except for a card effect;

When a player mistakenly uses Supporter twice on the same turn and continues their play;

When a player does something different from what is indicated by a card's effect; etc.

#### **4. Game Loss**

When an action greatly influences a play during a match or the outcome of a match, wherein the continuing the match or recognizing the match result would be inappropriate, as determined by a judge or tournament organizer, a "Game Loss" may be given to a player. A player who receives this penalty automatically loses the match.

In the event that both players receive this penalty, they both are considered to have lost the match.

#### Examples of violations

Colluding with each other in order to manipulate the match or match result;

Having differences between the submitted deck list and the actual cards in the deck; etc.

#### **5. Suspension**

There are two types of Suspension. When a player's actions would have a remarkably great influence on the tournament's integrity or management, either of the two types of Suspension, or both, may be given to that player.

#### **Disqualification**

A player who is admitted this penalty will be unable to play in any other matches in a given tournament and will also be ineligible to receive prizes.

#### Examples of Violations

Intentionally drawing extra cards;

Intentionally placing a card from the discard pile back into the hand;

Intentionally plays unreasonably slowly, in order to affect the outcome of a match;

Utilizing scratches or marks maliciously or stacking the deck (manipulating the order of cards in the deck), performing actions that go against the fairness of the tournament; etc.

## **Suspension of Participation**

A player who receives this penalty will be banned participating or attending any officially organized Pokémon Trading Card Game events for a specified period of time.

### Examples of Violations

Inflicting harm to another player, intentionally damaging tournament paraphernalia, performing actions that would go against public order and morals; etc.