



Official Jasco Games Tournament Penalty Guidelines

This document, used in addition to the Jasco Games Tournament Policy, outlines the appropriate code of conduct for players at any event. It instructs Senseis and Tournament Officials how to identify infractions and assign the appropriate penalties.

The purpose of the Penalty Guidelines is to ensure a fair and consistent tournament no matter where a player plays. The Penalty Guidelines will explain the various types of infractions, along with the penalties that would be associated to each one.

Senseis and Tournament officials are expected to abide by the policies outlines below. The information provided by the Penalty Guidelines will always be used during all sanctioned Jasco Games - UNIVERSUS: Universal Fighting System tournaments.

We encourage everyone to read the document to understand the policies that will be applied for most situations. For any inquiries concerning this document or specific rulings, you may contact our Sensei support staff at: judge@jascogames.com

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1 - Understanding of Roles

Both players and tournament officials share the responsibility of maintaining a fair and consistent event. Here we will outline each parties' roles during an event, and the different tiers of events.

The Penalty and Policy Guidelines are intended to educate the players and tournament officials on proper game play educate and player experience.

These resources are not to be used as a method of taking advantage of one another (aka rule sharking) or to influence the decision of the tournament officials. A player may always explain the given situation; however, it is the Sensei and / or tournament official that make the final decisions.

1.1 Types of Events - Sensei Philosophy

1.1.1 Tier 1 Events: These are official local level events, pre-releases, league events, etc. These events are designed for casual play and the penalties may be downgraded to educate a newer player so that errors in game play may be brought to their attention and they may learn from their mistakes. At these events, we focus on a friendly atmosphere, and building communities. Senseis at these Tier 1 events should keep this in mind when they are determining infractions and penalties.

1.1.2 Tier 2 Events: These are the professional circuit events such as the Pro-Tour Championship, World Championship, etc. These events are the highest level of rules and penalty enforcement. Players are held to the highest standard of play. Senseis at tier 2 level events are to keep the Penalties listed in this document when determining infractions and penalties.

1.1.3 Players: Players should always do their part to ensure the integrity of the game is maintained and follow this document. It is their responsibility to read the contents of this document and ask questions to the Senseis or our Sensei coordinator before the event if something is unclear. Players are responsible for the contents of their deck, their

actions and words at an event. As such, they are expected to take an active role in their own tournament participation.

1.1.4 Senseis: It is important that the integrity of the tournament be upheld. It is the responsibility of the Sensei to maintain the policies of this document and to understand how to properly implement the penalties listed in this document.

1.1.4.1 Level 0 Sensei: A level 0 Sensei is a Sensei who is knowledgeable on the rules of the game and can answer questions at the tier 1 level events from a ruling prospective. They are familiar enough to be able to help tournament organizers run an event and are knowledgeable enough to uphold the policies in this document should the need arise to enforce them.

1.1.4.2 Level 1 Sensei: A level 1 Sensei is fully aware of the Tournament Policies and Penalty Guidelines. Level 1 Senseis can Sensei at tier 2 level events and are fully able to implement the Penalty's should the need arise. In an event where a head Sensei is present, the Level 1 Sensei must consult with them before issuing penalties such as game losses, match losses or disqualifications. If a ruling is made by a Sensei at a tier 2 level event, if a head Sensei is present, players will have the right to appeal to the head Sensei.

1.1.4.3 Head Sensei: This is the highest level of Sensei at any event. They are fully versed in the Tournament Protocols and Penalty Guidelines. Any rulings given by the head Sensei is final. A head Sensei has the right to issue Game Losses, Match Losses and Disqualifications. In the event of a Disqualification, the Head Sensei must inform the Tournament Organizer of such a call.

Any Senseis, regardless of position, must abide by the policies within this document and must remain unbiased when making their rulings and or enforcement of the Penalty Guidelines.

1.1.5 Scouts: This is a knowledgeable player or helper to which may play in tournaments and are expected to maintain the integrity of any event. If they are playing in an event, they are not allowed to issue any penalties to players. If they are simply

observing an event, if there is an error in game play, they must inform a Sensei of the situation so that a Sensei may intervene and assist in the situation.

2 - Penalty Protocol

2.1 Determining an Infraction

Any Sensei call that lasts longer than 1 minute requires that the match be given the same time that was taken to give the call. This is called a time extension. A Sensei is required to take note of the time to which they answer the Sensei call.

A Sensei should never apply a penalty then determine the infraction.

A Sensei must first investigate the situation, then determine the infraction and finally apply the penalty.

A Sensei will be required to hear both players explanations of what happened. The players will answer truthfully any questions that the Sensei may have. The Sensei will examine the situation and determine if there is an infraction that occurred. If an infraction did occur, the Sensei will explain the situation to the players so that this infraction will not repeat itself. If no infraction has been broken, the Sensei will quickly explain why.

If there is a situation to which a Sensei must investigate, they must do so in private. Some infractions, depending upon the severity may also be explained to the player committing the infraction in private.

Not every situation that occurs is appropriate for public knowledge. If a Sensei deems the situation to be made private, they will station a Sensei at the table to keep an eye on the player's belongings and take the player in question to a private area. This is to be respected by fellow players, spectators and any uninvolved Senseis. The head Sensei's decision is final.

Just like questions about card rulings, players have the right to appeal to the Head Sensei when they are involved in a tournament policy issue. The Head Sensei's decision is final.

2.2 Apply Infraction: Once an infraction has been identified, the Sensei will ask the player if they have received any other penalties for the same infraction. This is to help determine if the penalty is may be required an upgrade or if any additional investigations may need to take place. Players are expected to be honest when answering a tournament official. Lying to a tournament official is against tournament policy and this may cause a Sensei to issue an infraction.

If the Sensei call took longer than a minute, the Sensei will write the time extension at the bottom of the match slip and initial it.

In the event a penalty was given, a Sensei will flip the match slip over and write the penalty information as follows: *[Player's Full Name] - [Infraction] - [Penalty Given] - [Brief Description of Infraction] - [Senseis Full Name]*

3 Penalty

There are 5 types of Penalties:

- **Caution**
- **Warning**
- **Game Loss**
- **Match Loss**
- **Disqualification**

Senseis only use these penalties and cannot create or implement new ones. In the case of “Game Loss”, “Match Loss” or “Disqualification”, only the head Sensei can issue those penalties. Furthermore, only the head Sensei may upgrade and downgrade penalties, though it is the duty of other Senseis to bring attention to the potential need for an upgrade or downgrade of a penalty.

3.1 Caution

A Caution is meant to be utilised instead of a Warning and is meant to be used as a teaching tool for new or unexperienced players. When giving a caution, all other Senseis should be notified to ensure players are being properly educated and should

work together as a team to keep track on how many cautions have been given out to the same player for either the same, or different offences.

Cautions are given when the infraction is a minor and / or unintentional one. After issuing a caution the Sensei that did so should explain why the penalty was given and clarify that further infractions can lead to a Warning.

3.2 Warning

Warnings are given out when a player commits a minor infraction. The Warning serves as a training tool for players and allows tournament staff to track a potential problem.

Warnings are given when the infraction is a minor and unintentional one. After issuing a Warning the Sensei that did so should explain why the penalty was given and clarify that further infractions can lead to a Game Loss.

3.3 Game Loss

Game Loss's are given when a player commits an offence that isn't severe enough to merit a Match Loss or a Disqualification. For a game loss to be issued, there must have been an impact on the game or the game state. For example, a game loss is issued in situations where a game state is irreparable because of the actions of the player who is receiving the penalty.

After the Game Loss is issued during a game, the player forfeits the current game. If a Game Loss is given out in between Games of a Match the player concedes the upcoming Game. If the penalty is given out before a Match, the player forfeits the first game of the upcoming match.

When a Game Loss is issued before a match, players involved cannot use their side deck prior to the beginning of the first played game. If a Game Loss is issued during an ongoing match, players may use their side decks prior to the next game.

Game Loss's are given when the Sensei believes the infraction was unintentional. After the penalty has been issued, it is the responsibility of the Sensei to educate and explain to the player why the Game Loss was issued and that further infractions could lead to a Match Loss.

3.4 Match Loss

A Match loss is given when a player's infraction seriously impacts the game but does not require the player to be disqualified from the tournament. If the head Sensei rules that the infraction is serious enough to an additional penalty, he may apply a penalty for the upcoming round.

This penalty is given if the Sensei believes the infraction was unintentional. After this penalty has been issued it is important that the Sensei educate the player on why the penalty was received and what they could do to avoid any further obstruction of the rules. A Match Loss may also be upgraded into a Disqualification if obstructions continue without correction.

3.5 Disqualification

Disqualifications are given only for the most severe infractions that require a player to be removed from the tournament or the venue. A Disqualification is usually given when a player **intentionally** breaks tournament rules, or as an upgrade from previous penalties.

The infraction does not need to have happened in the venue or during a game, if it impacts or is connected to the event.

Jasco's UNIVERSUS reserve the right to suspend players from UNIVERSUS related events for misbehavior not connected to a specific event.

There are two types of Disqualification penalties:

- Disqualification (With Prize): This penalty is only given out through the upgrade process. A player who commits the same infraction multiple times throughout an event and has their penalty upgraded to a Disqualification, is always with prize unless the upgrade was due to an Unsporting Conduct or cheating infraction.
- Disqualification (Without Prize): This penalty is given out when a person intentionally breaks tournament policies. This includes, but is not limited to, Cheating and Unsporting Conduct behavior. The person will be dropped from the event, and in most cases, required to leave the venue.

4 Infractions

When a player violates a tournament rule it's called an "Infraction."

There are different levels of infractions that each have a different impact on the event, therefore, a Sensei must apply the appropriate penalty that corresponds to the degrees of severity of the infraction.

Senseis must follow the guidelines listed below, and not create or implement new infractions.

4.1 Severity

Infraction	Description
Minor	Reprimanded with a Warning
Major	Reprimanded with a Game Loss
Strict	Reprimanded with a Match Loss
Severe	Reprimanded with a Disqualification
Cheating	Reprimanded with a Disqualification

4.2 Procedural Error (PE)

This category covers infractions a player might commit during a game involving general procedural errors. There are 3 categories that indicate the severity of the infraction: Minor, Major, and Strict.

4.2.1 PE – Minor: (Caution)

A "Caution" is intended to educate newer players and may be given for first infractions before giving a "Warning" penalty. Senseis should explain the problem, then the problem should be fixed.

"Cautions" do not need to be recorded on match slips, but rather Senseis should communicate among themselves to keep track of the number of "Cautions" a player has received during the event.

4.2.2 PE – Minor: (Warning)

This penalty is used when the infraction is minor, and the problem can easily be corrected. Examples as follow:

- A player(s) uses a card when a lingering effect prohibits him from doing so.
- A player(s) accidentally changes the order of the cards in their discard pile.
- A player(s) plays a card into their card pool and attempts to take it back.
- A player(s) neglects to keep track of their vitality.
- A player(s) forgets to resolve a mandatory effect and the game state is repairable by the Sensei, both players receive a warning. It is both players responsibility to resolve mandatory effects.

4.2.3 PE – Major: (Game Loss)

This penalty is appropriate for major infractions that cause an irreversible disruption to the current game. The game state cannot be repaired, so the penalty results in a game loss.

- A player(s) shuffles his hand into the deck by accident.
- A player forgets to pass a check when attempting to block and only catches this a few turns later, after they realize that if that block would have failed, they would have lost the rest of their vitality.

4.2.4 PE – Strict: (Match loss)

This penalty is given when an infraction prevents a player to finish the current match.

- A player(s) spills liquid on their deck damaging the cards which makes the match impossible to finish.
- A player(s) loses their deck in between matches and doesn't notify anyone until after the rounds have already been paired.

4.3 Tardiness (T)

Tardiness infractions prevent a player from beginning their match within the specified timeframe allowed by the tournament. The 2 sub-categories for tardiness are **Major** and **Strict**:

4.3.1 T – Major: (Game Loss)

This penalty is appropriate when a player does not present himself and is not seated within the first 3 minutes of the round. This includes:

- A player sitting at the wrong table for the first 5 minutes not realizing he isn't at the correct spot.

4.3.2 T – Strict: (Match Loss)

This penalty is appropriate when a player does not present himself and is not seated within the first 10 minutes of the round. This includes:

- A player sitting at the wrong table for the first 10 minutes not realizing he isn't at the correct spot.

4.4 Deck and deck list errors (DE)

Infractions associated with registering an incorrect deck list or playing with an illegal deck are covered in this category. If errors are noticed before the start of the first round, then the head Sensei may choose to correct the error without applying a penalty. The 2 sub-categories for DE are **Warning** and **Game loss**:

4.4.1 DE – Minor: (Warning)

Warning for deck list violation are given when players realize there is an error in their deck for the tournament begins.

- A player(s) marks two copies of a limited card on their deck list but goes to correct it prior to round 1.

- A player(s) who forgot to remove their side deck cards from the last round has until the first 3 minutes of the next round to do so, otherwise risk additional penalty. However, if the player only realizes this after drawing his card at the beginning of the game it then becomes too late.
- If a player is using a card that is deemed to be counterfeit, then the player is given the opportunity to replace that card and is only issued a warning.

4.4.2 DE – Major: (Game Loss)

This penalty is given when a player registers an illegal deck list, or the deck list does not match the contents of the deck and the error is not caught before the start of round 1.

If a player registered a proper deck list, but the contents of the list are different than that of the deck, the list takes priority over the contents of the deck. After the penalty is given, it is the players duty to correct the error in the deck, otherwise face further penalty. To fix the issue, the player can either change the contents of their deck to fit the deck list. It is a player's duty to obtain any cards needed to match the deck list.

If the player cannot obtain the necessary cards, they must use cards from their side deck until the deck is legal, then change the deck list accordingly. (Note that the side deck must still align with the UNIVERSUS code, therefor if one uses 3 cards from their side deck, they must forfeit the rest of the cards because UNIVERSUS only allows 0 or 8 cards in the side deck). In the case where there is no side deck to correct the issue, and a player cannot make the deck match the deck list, the player cannot continue in the tournament and should be dropped from the event.

Being tardy for a match because a player was looking for the appropriate cards will apply the appropriate **Tardiness** penalties, in addition to the Deck Error game loss.

If a deck list is illegal (Cards are spelled incorrectly or has ban cards on it). But the deck itself is different and is completely legal, after the penalty is issued, Senseis should make sure corrections are made to the list itself.

4.5 Drawing Extra Cards (DC)

This infraction is associated with when player draw cards from their deck when they aren't supposed to. The 2 sub-categories for DC are **Warning** and **Game loss**:

4.5.1 DC – Minor: (Warning)

Warnings are appropriate when the player draws a card from their deck when not allowed, but the card(s) can be identified by both players and logically identified by a Sensei.

- A player(s) draws a card but doesn't add it to their hand.
- A player(s) accidentally knocks cards over from his deck.

4.5.2 DC – Major: (Game Loss)

This penalty is given when a player draws a card from their deck and the card drawn cannot be identified by both players and logically identified by a Sensei. This occurs when the card is drawn and some time passes because neither player realized, or when the player draws the card and proceeds to hand shuffle it.

If a card was searched for and added to the hand without revealing it to the opponent, it is also impossible to determine which card was added unless the player had no cards in hand.

4.6 Marked Cards (MC)

A card or sleeve is considered "marked" when it is distinguishable from the other cards in the deck. It is a player's responsibility to ensure their cards are and

remain unmarked for the duration of the event. The 2 sub-categories for MC are **Warning** and **Game loss**:

4.6.1 MC – Minor: (Warning)

A Warning” is given when a player’s deck contains a one or a few marked cards that show no significant pattern. If the markings are on the sleeves, a player can simply acquire new sleeves and replace the damaged ones, if they are all the same. If the card itself is damaged, then the player must replace the card(s).

Cards are to be changed in between rounds and games should not be interrupted to check a player’s deck.

It is also important for Senseis to know that nothing should be presume just because the marked card(s) are considered “good” cards.

4.6.2 MC – Major: (Game loss)

This penalty is given when there are multiple marked cards in a player’s deck and a Sensei can notice a pattern. It is the head Sensei’s responsibility to further investigate and determine if the pattern is unintentional. Marking on sleeves and card can give a big advantage to a player, therefor even if it was unintentional, it is a player’s responsibility to maintain an unmarked deck.

After the penalty is given, the player receives 10 minutes to replace all the marked cards in their deck. If unable to do so in the time given, they will receive the **Tardiness – Strict: (Match Loss)** penalty.

4.7 Slow Play (SP)

Slow Play penalties are linked to the pace of a player’s game. Regardless of the complexity of the situation, players are expected to play at a reasonable pace and should not waste time. The first instance of slow play is always dealt with a warning, and then upgraded as the infraction is repeated.

4.7.1 SP – Minor: (Warning)

A Warning is appropriate when a player unintentionally plays slowly, creating a delay in the game. Following a slow play warning, a Sensei should give a 3-

minute time extension for their match. Slow playing is always deemed as unintentional, but multiple slow play infraction should be upgraded a **Game Loss**.

4.8 Unsporting Conduct (UC)

Unsporting conduct infractions are always taken as intentional is defined as inappropriate behavior from a player during an event. It is important for Senseis to investigate the infraction thoroughly before giving out the penalty. It is also the responsibility of the player to behave in a manner that is appropriate for an event. There are 3 sub-categories for UC: Warning, Game Loss, and Disqualification

4.8.1 UC – Minor: (Warning)

Warnings are given for minor or unintentional infractions:

- A player(s) uses offensive gestures or language during the tournament.
- A player(s) insults someone on the premises.
- A player(s) tries to “rule-shark” their opponent. (Tries to use the rules to get an advantage, instead of to maintain the integrity of the game and tournament.)
- A player(s) violates the buying/selling rules at a venue. (In this case, the player may be asked to leave the venue.)
- A player(s) is wearing an inappropriate shirt or has inappropriate sleeves, or playmat. The player must remove the offensive article or risk a penalty upgrade.

4.8.2 UC – Major: (Game Loss)

Game losses are given for major intentional infractions:

- A player(s) cusses towards a tournament official.
- A player(s) makes sexual or racial remarks against another person.
- A player(s) kicks his chair after losing a match.
- A player(s) rips up a match slip after losing and refuses to sign it.

4.8.3 UC – Severe: (disqualification)

Disqualifications are given for severe intentional infractions. It is the head Sensei's duty to collect statements from all parties involved, describing the details of the incident.

- A player(s) intentionally defaces or damages tournament or venue property.
- A player(s) uses physical violence against another person
- Verbal abuse or threatening to hurt another person
- A player(s) steals the belongings of another player
- A player(s) comes to the event intoxicated or under the influence of any substance.

4.8.4 UC – Cheating: (Disqualification)

This infraction is the most severely punished. Jasco's UNIVERSUS under no circumstances tolerates cheating and takes this infraction very seriously.

Examples of cheating are:

- Intentionally misrepresenting the game state
- Intentionally misrepresenting the rules
- Intentionally misrepresenting the tournament policies
- Reporting inaccurate information
- Lying to tournament officials
- Bribery and collusion

Those not inscribed to the tournament are not exempted from the DC penalty. In which case the persons(s) will be forced to vacate the venue.

Examples of cheating:

- Player(s) draws an extra card from his deck when his opponent isn't paying attention.
- A player(s) lies about who won the match to an official.

- A player(s) intentionally has marked cards in their deck.
- A spectator(s) sends signals to a player during a match to help them know what their opponent has in their hand.
- A players(s) trade money or packs in exchange for the win. (In which case both parties would be disqualified.)

5 Disqualification Review

People who have been disqualified from an event are subject to a review. This is to determine if further penalties will be assigned.

Disqualified people are required to complete a form at the moment the incident occurred. This gives the player the opportunity to voice their side of the story.

Disqualified people should include as much detail as possible about the infraction and investigation process. They should make sure their information is properly recorded.

Disqualification reports will also be written by the head Sensei, any spectator which can provide full insight on the situation, and the tournament organizer.

Disqualification reports will be reviewed by the Jasco Games penalty committee. The disqualified player will be contacted with the committee's findings if there is a need to escalate the disqualification.

6 Suspended People

6.1 Suspended People During a Sanctioned Event

Suspended players must provide a proper e-mail to which they can be contacted at on their disqualification paperwork. Suspended people will be contacted and notified of their infraction, the reason of their ban and the length of the suspension. They will receive a date to which they may apply for reinstatement to be able to participate in Jasco Games Organized Play events.

While suspended, people are not allowed to participate in a Sanctioned Jasco Games Tournament in any form. That means they are not allowed to Sensei, Scout, Play or Run a Jasco Games event. This restriction includes all tier level events.

6.2 Suspended People Outside of a Sanctioned Event

In extreme circumstances, a player who was caught for Unsportsmanlike Conduct – Sever – Cheating does not have to be discovered during a Sanctioned event.

Jasco Games reserves the right to suspend people who are not present at sanctioned events so long as the infraction will impact a future Jasco Games Sanctioned Event in the past, present or future.

In these circumstances, a player does not need to be disqualified during a Sanctioned Event. Tournament Organizers and the Head Sensei of the event may be called upon to assist the penalty committee when deciding to suspend said people.

Some examples of reasons why the committee would ban said people but not limited to:

- Appearing on a sex offender registry
- Being Arrested or criminally charged
- Counterfeiting officially licensed Jasco Games products
- Impersonating a Jasco Games Employee
- Making threats
- Publicizing privileged information
- Severe harassment of another person
- Theft at a sanctioned event

People who are suspended due to these infractions will be notified of their suspension along with a date to which they may be reinstated into the program.

7 Reinstatement

Suspended players will not automatically be reinstated. They must contact the penalty committee with a request to be reinstated and follow the guidelines provided to them in their suspension e-mail. They can apply for reinstatement on the day their ban has expired and any time after the fact.

Suspended players will be notified once they are reinstated.

8 Appeal

Each person suspended may submit an email to appeal the process of a suspension within 1 week of receiving their suspension. In this situation, we require the individual to submit a detailed e-mail to penalty@jascogames.com, however the penalty committee will make the final decision.

Failure to comply to these rules may lead to an extension of their suspension.