

# Jasco Games Official UNIVERSUS Trading Card Game Tournament Policy

*In Effect as of November 24, 2019*

The UNIVERSUS Tournament Policy exists for the purpose to explain what is expected for every person involved in and outside the tournament. This includes the following:

- Senseis
- Players
- Scouts
- Spectators
- Tournament Organizer

The purpose of the Tournament Policy is to ensure that each event is run in a uniform manner so that each person involved knows their role in the event.

Everyone in the Jasco Games UNIVERSUS Official Tournament Policy has read, understood and will adhere to these policies.

**For a complete understanding of tournament policies, please read the following documents:**

- Jasco Games OP Program and Guidelines
- Jasco Games UNIVERSUS Penalty Guidelines

Specific events such as Pro Tour Circuit (PTC) may have a specific set of guidelines which the tournament organizer will need to follow. Senseis will also need to reference the Penalty Guidelines to see how to properly administer the specific policies and penalties in these cases.

Tournament Documents will be updated as required. There is no set schedule for updating these documents. The most current version will be made available on the official UniVersus website.

For any questions concerning OP and the documents, please send an e-mail to [opsupport@jascogames.com](mailto:opsupport@jascogames.com)

For any questions concerning the Sensei and Scout program or specific questions concerning the Penalty Guidelines, please e-mail [judge@jascogames.com](mailto:judge@jascogames.com)

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## 1. Preparing to Play

### 1.1 Players

Players who wish to participate in UNIVERSUS Sanctioned events are required to provide their legal First and Last name when presenting themselves at any tournament level.

You must be in good standing and may not be a suspended player to participate in UNIVERSUS Sanctioned events. To remain in good standing, you must adhere to all the player responsibilities outlined in this and / or other official documents.

Players are free to register for any type of UNIVERSUS event provided; they meet the criteria of each event. For example, a player needs to know if it's an invite only event, which format the event is, etc. When registering, a player will be required to have a legal deck for that event and be required to complete a deck list sheet should the tournament organizer require it.

Players are not allowed to intervene in another player's match, however if the spectating player sees an error in gameplay, they may inform a Sensei of the situation and the Sensei will intervene.

### 1.2 Ineligible Players

Any tournament official associated with or working an event cannot play in that specific event.

This includes, but is not limited to, the Sensei Staff, Scorekeeper, Registered Staff, Owner, Event Manager, and Tournament Organizer.

If an Event Manager, Owner, or Tournament Organizer wishes to participate, they may find a suitable proxy to replace them. A suitable proxy is defined as someone who does not require

the assistance of the person they are replacing.

People who have been suspended from the Jasco Games Organized Play Program are not allowed to play, Sensei or act as event staff in sanctioned events or official tournaments. In addition, the Tournament Organizer has the right to remove suspended players from the venue in an appropriate and respectful manner.

Suspended players will not automatically be reinstated. They will be required to e-mail [opsupport@jascogames.com](mailto:opsupport@jascogames.com) on or after the date they are listed as being eligible to do so. Even if their eligibility date has passed, they are still suspended until such a time that they have requested to be reinstated and have been approved.

People who are banned by the rules of the Tournament Organizer, venue, or local law cannot participate in sanctioned events.

## 1.3 Senseis

### 1.3.1 Head Sensei

The Head Sensei oversees the tournament and the rest of the Sensei staff. If there is only one Sensei on the staff for a tournament, that Sensei assumes the role of the Head Sensei.

There can only be one Head Sensei for a sanctioned event. If the need arises for additional high-level Senseis, a head Sensei may have an Assistant Head Sensei on staff. However, an Assistant Head Sensei may never be able to overrule a Head Senseis ruling or appeal.

The Head Sensei makes the final call for game and ruling and/or policy appeals. No other individual may overturn a game play ruling or tournament policy made by the head Sensei.

The head Sensei should take this position seriously and familiarize themselves with the proper current enforcement and correct rulings and tournament policies.

The Head Sensei should not create new tournament policies.

The Head Sensei must properly prepare their team before any given event through the tools provided by the OP Program. The Head Sensei must assign positions to their Sensei Team and give them the knowledge and tools to succeed in that given position.

If the Head Sensei has the time during an event, they are to help mentor other Senseis and share their knowledge as to help grow the Sensei program.

The Head Sensei always needs to be physically present and available at the tournament. This is so they may deal with any potential issues and offer a fair Tournament experience.

The Head Sensei should clearly identify themselves to the players at the start of the tournament. The Head Sensei is responsible for making announcements to tournament attendees to inform them of the tournament procedures, start of the rounds, and any other information that players require.

Only the Head Sensei may disqualify a player in the tournament. The Tournament Organizer, Event Staff or any other member of staff may not disqualify people from sanctioned UNIVERSUS events.

### 1.3.2 Floor Team Sensei

Floor Team Senseis are present during the tournament floor. Their purpose is to help run side events that have been issued to them, answer rulings and policy questions, complete deck checks, handling pairing sheets and distributing match slips.

Senseis are to act in a professional and courteous manner. They must also be focused as to complete the task they have been issued. While on shift, a Sensei is not to engage in trading, long personal conversations, phone calls or other activities that would distract them from their help with the tournament.

Senseis must wear official Jasco Games uniforms while they are working. They are to take off

their uniform while on break as to not confuse players.

Senseis must respect the authority of the Head Sensei and their team lead(s) and maintain a professional relationship with their fellow peers.

Senseis should adhere to the specific tasks they are assigned to (IE Paper Team, Floor Team, Deck Check Team, etc.). However, they should be ready to assist other Senseis if task is assigned to them.

When making a ruling or policy ruling, they must remain unbiased in their decision and uphold the integrity of the tournament policies and penalty guidelines.

Senseis should be actively walking the isles of the tournament floor and keeping an eye on matches rather than simply wait for a player request a Sensei call.

Senseis are required to step in if they notice an error in game play.

When issuing rulings, a Sensei must formulate themselves such that they are not coaching a player into a decision and should not be giving private knowledge to the opponent. Senseis should be answering questions concerning Game Mechanics, Card Text and the legality of a given card activation.

Senseis should not answer any questions which provide a player with a given strategy, instruct a player on how to play their card, reveal private knowledge or involve other cards that are not relevant to the situation.

When a player makes a Sensei call, the Sensei approaches the table, asks each player what the issue in question is. The Sensei should ask for additional information if need be. Once all the information is gathered, a Sensei should then decide and issue their ruling.

Players have the right to appeal the floor Sensei's ruling or policy decision. The appeal will go through the **Head Sensei**, and the Head Sensei's decision will be final.

Senseis should stay current with all rulings, new cards released, and any changes to the

Policy Documents.

Senseis should seek out training from other Senseis to learn new tasks in order to be able to perform the Sensei roles available.

## 1.4 Scout

A Scout is someone whose purpose is to help demo and grow the game in their community. A Scout can participate in a Sanctioned event if they are not signed up to help at that event.

Although Scouts are knowledgeable in UNIVERSUS, they are NOT considered Senseis. If they see an issue in game play, they must follow the rules of Spectators and follow all specifications as a player.

**\*\*Note:** Being a Scout does not mean you are an employee of a store. This may be the case for some Scouts, however make sure to request the permission of management or the owner when performing other tasks that are outside the scope of demoing or growing the community.

## 1.5 Tournament Organizer

### 1.5.1 Role

A Tournament Organizer is an individual who is responsible for all the logistics of running an event, from acquiring a venue space to ensuring that they have all the equipment to run an event.

A Tournament Organizer will find a venue in a given area which will provide a comfortable space for the expected attendance.

Tournament Organizers and Event Managers must abide by the Tournament Policy documents set by Jasco Games.

Tournament Organizers will sanction events prior to running events with Jasco Games.

A Tournament Organizer must provide staffing to help run UNIVERSUS events and report the results to Jasco Games (Currently Required for Tier 2 level Events).

Certain criteria must be met in order to run sanctioned events. Those interested in becoming a Tournament Organizer may submit a request to [opsupport@jascogames.com](mailto:opsupport@jascogames.com)

### 1.5.2 Types of Tournaments a TO may Host

There are many types of tournaments a Tournament Organizer may run. Examples of events are as follows:

Turbo Format: These events use the last 4 current booster set expansions

Standard Format: These are the last 10 current booster set expansions

Sealed Format: These events require you to use sealed booster packs to create a deck with

Open Tournaments: Anyone who is in good standing can register and participate in these tournaments (Ex. Local Tournaments, PTC, Pre-Release, etc.)

Invite Only Tournaments: These events require you to have received an invitation from an event to participate.

### 1.6 Event Manager

A Tournament Organizer may delegate their tasks to a suitable Event Manager. A suitable Event Manager is defined as someone who can handle the tasks of a Tournament Organizer, but not require their assistance in doing so. If the TO is not on the premises, they must maintain the responsibilities of the TO and ensure that all items that need to be fulfilled by the TO are completed.

## 1.7 Scorekeeper

A scorekeeper is the individual running the software of the event. They oversee creating the tournament in the system, inputting the players into the event, creating the tournament rounds, printing match slips and entering results.

The Scorekeeper must be aware of the most up to date software updates for the UNIVERSUS tournament program.

## 1.8 Spectators

Spectating an event is a privilege not a right for tournament attendees. When a spectator is watching a match, it's important that they remain neutral and do not give any indication of any information to the players in question. Their presence must not disrupt the event in any way. Failure to do so may mean expulsion from the venue.

- Spectators must not communicate with players while they are engaged in match
- If a spectator sees an issue with Tournament Policy, they must inform a tournament official and not intervene with the match themselves
- Spectators must not clog the flow of traffic in the aisles, they must be prepared to move to allow tournament officials to complete their tasks
- Spectators must not distract players or assist players in any form. If a Sensei requests the spectator to move, they must abide

## 1.9 Media

There are many people in the gaming world who love to provide fan content for social media, or any forms of reporting. Members of the media who wish to attend a sanctioned event, must abide by the following policies.

- Contact the Tournament Organizer and Jasco Games ahead of time of the event

- Media representatives must be prepared to show evidence of their association or news outlet in the gaming industry at the beginning of the event
- Members of the Media must know the applicable laws concerning privacy and adhere to those policies
- Any member approved for Media to cover an event agrees to provide, as well as assume liability for all their equipment and employees
- Members of the Media must abide by the same rules as the Spectators
- Members of the Media are required to obtain their own written releases from impacted participants at the event

Any member of Media wishing to attend a Tier 2 level event must submit an e-mail to [opsupport@jascogames.com](mailto:opsupport@jascogames.com)

## 2. Player Responsibilities

### 2.1 Identification

Players are required to have a valid piece of ID (IE Driver's License, Health Card, Passport, Birth Certificate, School Card, etc.). If a player is under the age of 13, they will be required to have a legal guardian with them to sign any release forms or documents.

Valid identification is required when discussing age limits and or invitation structure.

### 2.2 Invites and Credentials

Some events may require an invitation to participate in. It is your responsibility to complete all the necessary paperwork at an event to ensure you receive your invitation to those events which require an invite. This ensures that we have all the proper information on file and that the correct individual is getting an invitation.

### 2.3 Tournament Materials

You must bring a tournament legal deck to a constructed tournament. You should also be prepared to have extra deck protectors, paper/pen to track health and fill out result slips. You should also have any dice, coins or counters that your deck requires.

You must also bring the appropriate entry fee and identification to an event.

## 2.4 Understanding Rulings

While there will be Sensei teams at Tier 2 and higher sanctioned events, you will have a better tournament experience if you are familiar with the tournament policies and card rulings.

## 2.5 Unacceptable Behavior

When participating in a Sanctioned Event, there is a code of conduct which players need to abide by. We expect players to display good sportsmanship when interacting with other players, attendees, Event Staff and Senseis.

To better understand what is expected of players, they must read the official Jasco Games Penalty Guidelines.

Here's a summary of what is expected of players at a UNIVERSUS Sanctioned Event:

- Rude language and disruptive or disrespectful behavior is something we do not tolerate. UNIVERSUS Sanctioned Events have people of all ages present, and you must be a role model for the younger generation. Blatant disregard for others safety is unacceptable as well as any form of vandalism to the venue. Such actions may force the player to be removed from the venue
- If you arrive at an event intoxicated or under the influence of narcotics or controlled substances (unless prescribed by your doctor) you will be removed from the venue and additional penalties may be put into effect
- People are not allowed to bring items to a venue that are prohibited by law. In addition, weapons of any kind and substance drugs which are illegal on a local, state or federal

level are not allowed at UNIVERSUS Sanctioned Events. Possible penalties may lead to disqualification at the event

- The use of vaporizers is not permitted on the tournament floor at any sanctioned event. If a player wishes to smoke or use their electronic cigarettes, they must go to specifically designated areas at the venue and follow any local, state or federal law

## 2.6 Communication

It is a player's responsibility to clearly communicate their actions to their opponent. These actions must always be accurate as to not mislead your opponent.

You are required to honestly answer all questions relevant to maintaining an accurate game state or matters of public knowledge.

If there is something that is unclear to you, please do not hesitate to contact a tournament official to assist you.

You are obliged to immediately bring up any issues with your game opponent or any mandatory triggers your opponent fails to complete, including effects that are played incorrectly.

Failure to follow any of these rules may lead to a penalty.

You should always request the assistance of a Sensei at first notice of any issues so that they may attempt to fix a repairable situation.

Once you have committed a play, you must stick to it. You are not allowed to take back your action once it is made.

Committing to a move is defined as verbally stating or announcing an action or removing your hand from the card.

If your verbal statement contradicts your action that you take in the game, the verbal statement is a legal play or action. The verbal statement overrides your action which you

performed.

### 3. Tournament Information

#### 3.1 Event Tiers

There are 3 Tiers of events currently. They are as follows:

Tier 1: Casual Events such as local tournaments, sneak peeks, player leagues, demo events, store championships

Tier 2: Competitive Events such as Pro Tour Circuits

Tier 3: World Championship & National Championships are special events at the highest level of play and an opened event

Tier 1 events are designed for a more casual environment so that players can learn how to play and work their way up to learning the tournament policies to prepare them for higher tier events. Registered Senseis are not required at Tier 1 events; however, it is recommended to have someone in the community to help answer any issues that may arise in an event.

Tier 2 & 3 events are more competitive and require the highest level of play. Ruling and Policy Comprehension is enforced at the highest level. Registered Senseis are required at these types of events.

#### 3.2 Formats

There is a variety of different types of events a Tournament Organizer may host. These are the different types of events that can be held:

**Turbo Format:** These events use the last 4 current booster set expansions. Players must build a 41 (40 plus character) card deck, with no sideboard, following the published Turbo banned list. Players will play a swiss tournament with a 60-minute time limit. Winners Finals and Grand Finals have no time limit. Rounds will be decided by a best of one series.

Standard Format: These are the last 10 current booster set expansions. Players must build a deck containing no less than 60 cards (59 plus character), following the published Standard banned list. Players may elect to have a sideboard containing exactly eight (8) cards, following the standard banned list. Players will play 60-minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.

Standard Team Format: Players form teams of three. Players must build a deck containing no less than 60 cards (59 plus character), following the published Standard banned list. Players may elect to have a sideboard containing exactly eight (8) cards, following the standard banned list. Teams have the additional restriction that teammates cannot have the same character in their deck or sideboard as any of their teammates, and no more than eight (8) copies of any card among the three decks.

Before starting a round, players reveal their characters face up on the table. The teams then randomly decide who gets to pick the first match. The team who won the coin flip or die roll chooses one of their teammates to play against a select opponent from the opposing team. The team who lost the coin flip or die roll gets to pair the other two matches. The winner of the round is determined via best two out of three matches among the entire team. Players will play 60-minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.

Jasco Legacy: The Jasco Legacy format consists of any card with Jasco Games in the legal text line.

Players must build a deck containing no less than 60 cards (59 plus character), following the published Jasco Legacy banned list. Players may elect to have a sideboard containing exactly eight (8) cards, following the Jasco Legacy banned list.

Players will play 60-minute Swiss rounds determined by the number of entrants as per the Swiss Tournament Schedule. Swiss rounds will be decided by a best of three game series. The tournament will be cut to single elimination as per the Swiss Tournament Schedule. Elimination rounds are untimed.

### 3.3 Types of tournaments

**Open Tournaments:** Anyone who is in good standing can register and participate in these tournaments (Ex. Local Tournaments, PTC, Sneak Peek, etc.)

**Invite Only Tournaments:** These events require you to have received an invitation from an event to participate in (Ex. World Championship, etc.)

#### Time Limits

In UNIVERSUS the time limit in a round is 60 minutes in length at any tier of event during swiss rounds.

Once a tournament has completed the swiss elimination portion of the event, some events require a top cut single elimination tournament. These matches are not time.

### 3.4 Diversity

When cutting to single elimination, only one player per character card and version will make top cuts. If a player is eliminated through diversity, next runner up will take the lowest spot in the cut. In the event there are two or more players in the cut playing that same character card, then apply the following criteria:

- If players sharing the same character diversified have different scores at the end of Swiss rounds, the player(s) with the lower score will be cut from elimination.
- If players sharing the same character have the same score, the player(s) with the lower strength of schedule will be cut from elimination.
- If players sharing the same character diversified played in Swiss rounds, and a winner was

determined, the loser(s) will be cut from elimination.

- If players sharing the same character have the same score and strength of schedule, the player(s) with fewer round wins will be cut from elimination.
- If players sharing the same character have the same score, the same strength of schedule, and the same number of match wins, then there will be an untimed playoff match.

## Round Procedures

### 4. Play Procedure

#### 4.1 Pre-Game Procedures

##### 4.1.1 Pairings

The Tournament Organizer will post the round pairings. Players will sit at their assigned tables. If there is an error with the pairings, a re-pairing may be necessary. Once players have found their seats, the tournament organizer will start a 3-minute timer (5 minutes for teams) for the remainder of pre-game procedures. This last step may be omitted for local events.

##### 4.1.2 Play Order

Players will reveal their starting characters. Players will then use a random method to determine who will decide the play order.

##### 4.1.3 Randomization of Decks

Players will randomize their decks. Once each player is satisfied that their deck is sufficiently randomized, they must present their deck to their opponent. Each player then has the option to cut or further randomize their opponent's deck. Once each player is satisfied that their opponent's deck is sufficiently randomized, they will return the deck to their owner. Anytime a player randomizes/shuffles their deck, they will present it to their opponent. The opponent has the option to cut or further randomize the player's deck. Once the opponent is satisfied that the player's deck is sufficiently randomized, they will return the deck to the

player. If a player shuffles a deck and does not cut it, their opponent may request a mandatory cut.

#### 4.1.4 Number of Matches

Matches are a best of 2 out of 3 unless otherwise specified at the beginning of an event. The first player to win 2 games wins the match.

#### 4.2 In-game Procedures

Players will play games of UNIVERSUS as per the Basic Game Rules, the Living Game Rules, and the Tournament Format. If at any time, a player has a rules question or believes an infraction has occurred, they will call for a Sensei by yelling Sensei and raising their hand. A Sensei will come and resolve the issue as quickly as possible. If necessary, the Sensei may issue a time extension at individual tables. After each game in the series, each player may turn their character card face down. Both players will have the opportunity to sideboard. Players exchange cards in their sideboard with cards in their main deck to prepare for the next game. A total of eight (8) cards must always remain in the sideboard. Players must announce how many cards they are changing before randomizing their deck. Once decks have been randomized, the player who lost will determine play order. Players will then reveal their starting character and play the next game in the series.

#### 4.3 End of Round Procedures

At the end of the series, players will return their main deck and sideboard to their original configuration. If available and at the TO's discretion players will fill out a match slip following all directions. The player who won will report to the Tournament Organizer with the match slip if they are being used.

After time in the round has elapsed, games will go to turns. The player who went second in the current game will always have the final turn, regardless of whose turn it is when time is called. If the series is left unfinished, the winner of the round will be determined by whoever

has the most game wins in the series. In the event of a tie, the match will be reported as a draw.

## 5. Tournament Match Structure

### 5.1 Single Elimination

Half of the tournament gets eliminated after each round. The losing player is out of the tournament while the winner goes on to the next round. This continues until one player is left in the event, and then they are declared the winner.

### 5.2 Swiss Rounds

Players are paired off against other players in the tournament based off their win/loss record. Players are not eliminated as in a single elimination event. Instead they continue playing in the event with players with similar records until the conclusion of the swiss round portion of the event, and / or if the player opts to drop out of the tournament. Players may drop at any point in the tournament. They may notify the scorekeeper at any time or check the box on their match slip to indicate they have dropped. This process must be done prior to the next round beginning or else they will still be in the event and dropped at the following round.

### 5.3 Number of Rounds

The number of rounds is determined by the total number of players registered in a given event.

If specific events have special documentation for the number of rounds, or if there is a top cut playoff, that document takes precedence over this document.

A tournament organizer may not choose to deviate from the operational document.

A tournament organizer may opt to not have a top cut (unless the event is specified for a top

cut), however this must be clearly informed to the players at the beginning of the event before the start of the first round. Once an TO has dictated the number of rounds and if there is a top cut or not, they are not allowed to change their mind afterwards.

Number of Participants	Number of Swiss Rounds (Required)	Minimum Playoff Top Cut (Optional)
4 – 8	3 Rounds of Swiss	None
9 – 16	4 Rounds of Swiss	Top 4
17 – 32	5 Rounds of Swiss	Top 8
33 – 64	6 Rounds of Swiss	Top 16
65 – 128	7 Rounds of Swiss	Top 16
129 – 256	8 Rounds of Swiss	Top 16
257 – 512	9 Rounds of Swiss	Top 32
513+	10 Rounds of Swiss	Top 32

The number of rounds is based on how many total players there are registered after checking in to the tournament once the registration has closed and round 1 pairing are ready to go up. The number of rounds does not change once round 1 pairing have been printed out. This holds true even if late registrants have signed up and it would push the threshold of players that would be greater than the required number of rounds. However late registrants will affect the number of rounds in the Top Cut as well as any prizeing that is being given out.

#### 5.4 Late Registration

Players who register for the event after registration has closed, but before round one pairings are posted will receive a round 1 match loss. Players who register after round one pairings are posted, but before the end of round one, receive a match loss. Players are not permitted to register after the end of round one.

#### 6. Publishing Tournaments

Jasco Games holds the right to publish any event information such as player's deck lists,

photography, interviews or video reproduction of any sanctioned and / or official Jasco Games tournaments, provided the liability forms are used and signed by the players or guardian.

## 7. Reporting Events

It is a tournament organizer's responsibility to report sanctioned events and official tournament results to Jasco Games for events that require event submission. Stores must do so within seven business days. For more information pertaining to uploads, please consult the OP document that's given out for the specific event.

Failure to follow the OP document relating to an event which needs to be reported may result in

Loss of the Tournament Organizers ability to host organized play events  
Nullification of the event (TBD on a case by case basis)

## 8. Tournament Play

### 8.1 Sportsmanship

Every participant is expected to behave in a respectful and polite manner to all attendees include other players, Senseis, tournament officials and spectators.

If you engage in unsportsmanlike conduct or behavior which may distract or harm other people in the event, you may be penalized and asked to leave the event, or respectfully be removed by event security from the venue.

Unsportsmanlike behavior may result in disqualification from the tournament and may also have additional consequences such as suspension from Jasco Games sanctioned events.

You should read the Jasco Games Penalty Guidelines to better understand what is

considered acceptable behavior at events.

## 8.2 Tournament Registration

Whenever you enter a tournament, you must present yourself to the event management staff and follow their protocols for signing up to an event. Please make sure to inquire beforehand with the Tournament Organizer if you have any questions concerning registration.

Some events may require you to complete a deck list and / or a release form. Make sure to complete these documents before registering in an event.

Make sure all your paperwork is completed before going to register, or else you may be asked to complete your paperwork elsewhere.

## 8.3 Special Assistance

If you require special assistance at an event, make sure to contact the tournament organizer prior to or during the registration process of the event so that they may make special accommodations in an event.

We do ask people to make these requests ahead of time to ensure proper measures are in place to assist in the accommodation.

## 8.4 Deck Registration

For Tier 1 level events, you are not required to complete a deck list. However, if an organizer requires a deck list at this level of event, players must complete it and be ready to submit their paperwork at the beginning of round one.

For Tier 2 and Tier 3 events, players are required a deck list. Failure to do so will result in penalties from Jasco Games Official Penalty Guidelines.

## 8.5 Deck lists

A paper copy of the deck list sheet can be found at: <https://jasco games.com/wp-content/uploads/2017/05/2017-decklist.pdf>

This form must be printed out and completed while checking into an event. Your deck list must be legibly written or printed off the computer.

Deck list sheets will be available on site of an event should you require it. However, it is encouraged that players complete their paperwork in advance to help quicken the registration/check in process.

If you run out of room on the front of your deck list sheet, please clearly indicate that and write the remaining contents on the back of the deck list.

If you do not follow the deck registration rules, you will be subject to Deck Error penalties such as a game loss. For more information concerning Deck Error penalties, please consult the Jasco Games Penalty Guidelines.

## 8.6 Determining Who Goes First

After both decks are properly randomized, players must choose who begins in a randomized fashion. This can be done either through flipping a fair coin, rolling a fair dice, rock-paper-scissors, etc.

However, the players decide who begins, it must be clearly indicated at the beginning of the match and agreed upon by both players.

Once a player has determined who won the choice to go first or second, that player must choose who will go first. This must be done prior to seeing their hand or they may be subject to a warning or game loss if this is a recurring theme.

If the outcome of a game was determined by a game loss, the player assigned the penalty

may still determine who goes first for the next game.

If a game ends in a draw, then another random method should determine who chooses who will go first in the next game.

## 8.7 Tournament Materials

The player is responsible for bringing any materials that are required for their deck i.e. Dice, counters, tokens, paper, pen, etc.

Some of these materials a tournament organizer may be providing, however players should be prepared in advance.

Players are required to have replacement sleeves in the event their sleeves get damaged in an event. If a player is forced to change their sleeve and do not have one and must go purchase them, they may be subject to tardiness penalties.

A dice must be unweighted with clear and readable markings. Oversized dice that may be a hazard to other players cards or property. If this is the case, these dice may not be used.

Coins must be unweighted with clear and readable markings. Oversized coins that may be a hazard to other players cards or property. If this is the case, these dice may not be used.

Game Mats are not required for play; however, they are strongly recommended for many reasons. These will help minimize the creation of any markings that can be done on your sleeves or help reduce any dirt buildup on the sleeves.

The game mats must fit the space allotted to you during play. Game mats that may be offensive to others may be asked to be removed. If you believe your game mat may be offensive, please consult the head Sensei and ask their opinion.

You are responsible that anything materials you bring follow the tournament standards.

## 8.8 Field Layout

While you are not responsible for using a game mat, you are responsible for the placement of your foundations, assets, character, deck, discard pile, etc.

In the official UNIVERSUS Rule book, there are specific zones as to where each type of card should be placed, players are required to know and follow these zones.

If you need to modify your specific zone for any reason, it must be clearly indicated to your opponent.

## 8.9 Conceding a Match

Players can concede a match up to the point where a game or match has concluded. However, a player is not allowed to offer or accept any sort of compensation in exchange for conceding a game or match. You are also not allowed to concede a match after the match has concluded. This means that any result you have received, cannot be changed.

Players who offer any form of compensation for the purpose of manipulating the result of the match will be subject to the Penalty Guidelines.

## 8.10 Random Outcome

Players or tournament officials are not allowed to randomly determine who wins the outcome of a match such as flipping a coin, rolling a die, etc.

If players do not follow this rule, it may lead to disqualification from the tournament.

## 8.11 Reporting a Result

The winner is responsible for reporting the result to the scorekeeper. They must ensure that

this result is accurate. Most Tournament Organizers will provide match slips to the players. In the event match slips are provided, both players determine who the winner is, mark it down, sign the match slip and then the winner brings the match slip to the scorekeeper.

Once a round has concluded and end of match procedures are completed, Senseis may take the match slips and bring them to the scorekeeper to input the results.

Verify your match results carefully before submitting them. Once the results have been entered, they cannot be altered.

## 9. Card Legality

### 9.1 Ban List

In some instances, Jasco Games may ban certain cards because they are too powerful for the current metagame. In these instances, these cards are not allowed to be played in a player's deck. If a player has these cards when they are not allowed, this may lead to a deck list penalty.

### 9.2 Sets

UNIVERSUS used a set rotation to determine which cards can be played in their decks. This means that when a new expansion is printed, the oldest expansion in that format will no longer be legal for play. Players must be aware of which format they are playing at an event and follow rules for deck building at that event.

### 9.3 Card Errata

Some cards that are deemed too powerful may have their text altered so that the card can be removed from the ban list. Older versions of the cards can still be used; however, players are responsible to have the current card text available for reference, and the most current card text takes precedence over the older text.

## 9.4 Official Release Date

Cards are deemed officially legal for tournament play when a booster set is officially released. Cards that are obtained from a pre-release are not legal in an official sanctioned tournament.

## 9.5 Promotional Cards

Official release dates for promotional cards that are original printings are legal to play on specific launch dates. Reprinted promotional cards are legal upon receiving them unless the card was not legal in the current format. In the event a card is brought back into the current format, it will respect a specific launch date.

# 10. Reporting

## 10.1 Coverage Officer

For all events PTC level and higher, the Coverage Officer will complete tournament updates on the tournament report section of the forums using the following schedule: • Beginning of Round 1: Registrant Roster • Beginning of each subsequent round: Current Standings • End of Swiss: Final Swiss Standings, Top cut roster • After each round of elimination: Standings

## 10.2 Head Judge

The head judge may upload the Tournament Infraction report to the tournament report section of the forums within five business days of the completion of the event.

## 10.3 Tournament Organizer

The tournament organizer will upload the Top Cuts deck lists to the deck building section of the forums within five business days of the completion of the event.

## 10.4 Penalties for Non-Compliance

The penalties for compliance with reporting procedures could result in the following penalties:

- Loss of Tournament Organizer privileges to host Organized Play events
- Loss of Judge's Certification
- Nullification of event, including revocation of prizes (in extreme case)

# 11. Contact Information

For any questions please email

Topic	Email
Organized Play Support	<a href="mailto:opsupport@jascogames.com">opsupport@jascogames.com</a>
Sensei Support	<a href="mailto:judge@jascogames.com">judge@jascogames.com</a>
Jasco Games Penalty Committee	<a href="mailto:penalty@jascogames.com">penalty@jascogames.com</a>