



UniVersus CCG Tournament Rules

Introduction

UVS Games aims to provide the best play experience to all those involved at Organized Play events. The UniVersus CCG Tournament Rules explain what is expected of Players, Judge Staff, Event Management, Spectators, etc.

The tournament rules exist to keep events of all levels consistent so that attendees know what to expect at any UVS Games - UniVersus CCG Event. It is expected that everyone who attends any UVS Games event reads, understands and abides by all of the tournament rules.

Participants who violate the tournament rules and/or damage the integrity of any event may receive penalties from Tournament Officials, Judges or UVS Games representatives.

Updates to this document will be made on an “as needed basis”. Any changes will be announced publicly via social media, updates on our website and any other communication channel which UVS Games operates.

For any questions, please see the “Contact Us” section of this document for a list of contacts.

Version: 2026 V1

Changelog:

- Added Hero Too to deck legality section
- Added Teams to deck legality section
- Added 3v3 to deck legality section
- Cleaned up Sideboard language to account for cards that break playset rules
- Removed open decklist procedure in Swiss matches
- Removed players drawing their hands but not looking at them or performing mulligan pre-round timer start in Swiss Rounds
- Added players drawing their hands and performing mulligan post-round timer start in Swiss Rounds
- Removed players drawing their hands but not looking at them or performing mulligan pre-round timer start in Top Cut Rounds
- Added players drawing their hands and performing mulligan post-round timer start in Top Cut Rounds
- Added Store Scramble events to Level 1 events section
- Added judge requirement for Level 2 events
- Changed “17-32 Players // 5 Rounds” to “Top 8” from “Top 4” in Number of Rounds section
- Changed “257-512 Players // 9 Rounds” to “Top 32” from “Top 16” in Number of Rounds section
- Added requirements for IDs to be reported as 1-1-0 draws

Tournament Roles and Responsibilities

Players

Players who wish to participate in a UniVersus CCG Sanctioned event are required to provide their legal First and Last name when presenting themselves at any tournament level. Players must also have a valid [UniVersus Games Network \(UGN\) Account](#).

By entering into any Official UniVersus CCG Sanctioned event, a Player gives consent to be:

- ❖ Featured in a filmed or streamed match for official purposes
- ❖ Recorded or filmed while in the venue for official purposes
- ❖ Photographed while in the venue for official purposes

Players may not register for multiple [UGN](#) accounts. A Player may be asked for proof of identity when registering for an official event.

Players must be in good standing in order to participate in UVS Games Organized Play Events. To verify if you're in good standing, Players will be able to consult a “Suspended Players List” on the UniVersus CCG official website.



Players are free to register for any type of UVS Games 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 decklist sheet should the Tournament Organizer require it.

Player responsibilities:

- ❖ Understand the rules set within this document
- ❖ Practice healthy sportsmanship with all Players
- ❖ Complete their digital decklist submissions within the times specified for the event they're participating in (when required)
- ❖ Clearly communicate with their opponents, judges and tournament officials
- ❖ Do not conduct illegal activity
- ❖ By no means are Players allowed to intervene in another Player's match, however if the spectating Player sees an error in gameplay, they should inform a Judge of the situation and the Judge will intervene
- ❖ If there is an error in card interactions, it is the Player's right to call a judge to their table to rectify any possible mistakes if it is a repairable gamestate. In the event the situation is irreversible, a judge must proceed with the proper course of action outlined in the penalty guidelines
- ❖ Show up to their table in a timely manner
- ❖ Track their win/loss record and standings when they're posted. If there is a discrepancy, they must communicate with a Judge or Scorekeeper

Player Requirements

Convention Events

Some tournaments may be held at a convention center. These conventions may require an attendee badge in order to enter the venue. Please make sure to consult the tournament details of the event you're looking to participate in to see if a badge is required. In the event an attendee badge is required, it is the responsibility of the Player to acquire the correct badge which will admit them to the event.

Official Identification

Some events may require Players to verify their identity. In these instances, Players must provide a valid government issued ID as proof of identity. A valid government issued ID can be in the form of a Driver's License, Health Card, School ID Card, Government Issued ID, Passport and Birth Certificate (For Players under 18 years of age).



You may communicate with the Tournament Organizer in advance if you have any questions or concerns about providing identification.

Tournament Materials

Players are responsible for bringing all necessary materials to participate in the event they are attending. The following is a list of required materials.

Tournament Legal Deck:

Players are responsible for bringing a legal deck based on the format using the guidelines below:

Standard Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Standard Legality Guidelines and Standard Deck Building rules
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ No more than 4 copies of a card can be included in your main deck.
- ❖ Sideboard must contain exactly 0 or 10-cards.
- ❖ All cards in a Player's deck must share one common symbol, This is known as the deck's "Primary Symbol". Your deck can also contain attuned symbol cards that match any symbol on the starting character. A deck's Primary Symbol can not change during an event.

Retro Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Retro Legality Guidelines using any product by UVS Games.
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ No more than 4 copies of a card can be included in your main deck.
- ❖ Sideboard must contain exactly 0 or 10-cards.

Hero Too Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Hero Too Legality Guidelines using any product by UVS Games.
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ No more than 4 copies of a card can be included in your main deck.
- ❖ Sideboard must contain exactly 0 or 10-cards.



Teams Constructed Format:

- ❖ A minimum 60-card deck + Starting Character.
- ❖ Follows all Format Legality Guidelines using any product by UVS Games.
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ Teams may not share any character cards between their decks and cannot have more than two playsets of a card amongst all three team members.
- ❖ No more than 4 copies of a card can be included in your main deck.
- ❖ Sideboard must contain exactly 0 or 10-cards.

3v3 Constructed Format:

- ❖ A minimum 60-card deck + 1 Starting Character + 2 Additional Characters.
- ❖ Follows all Format Legality Guidelines using any product by UVS Games.
- ❖ Only appropriate cards created by UVS Games may be used at events.
- ❖ Gameplay information printed on cards cannot be obstructed in any way. Cards must always be readable to the owner, judges and the opponent.
- ❖ All 3 characters must be legal and follow all deckbuilding restrictions in accordance with your main deck and sideboard.
- ❖ No more than 4 copies of a card can be included in your main deck.
- ❖ Sideboard must contain exactly 0 or 10-cards.

UVS Games Preconstructed Decks:

- ❖ UVS Games Preconstructed Decks are legal under all circumstances for use in Standard Constructed Format and Retro Constructed Format as long as the deck's contents are unchanged from the original list.
- ❖ UVS Games Preconstructed Decks are legal under all circumstances for use in Spotlight Format where the IP matches the IP of the preconstructed deck. The deck's contents must remain unchanged from the original list.

Sleeves

A Player must use Opaque sleeves to cover the cards in their main deck provided they're all of equal length with identical sleeve backs. It is recommended to bring extra sleeves that match your deck in case of damage during an event. A Player may use a different sleeve for their starting Character and Sideboard. Additionally, a Player may use a protective sleeve or case for their starting Character.

Players may double or triple sleeve their decks. Some Players opt to do this to protect the



condition of their cards. Historically some Players opt to use clear “perfect fit” sleeves as an inner sleeve and then a standard sized Opaque sleeve to go over the top. Another alternative is placing a card in a standard sized Opaque sleeve with a clear “Oversleeve” over the top.

The judge reserves the right to request the Player to change or replace their sleeves if a card is deemed distinguishable from other cards.

It is the Players responsibility to ensure that their cards do not get marked throughout a tournament such that it makes cards distinguishable. Penalties may be issued in the event that a distinguishable pattern can be identified. During official events, Judges will be on the lookout for these types of patterns. If an opponent recognizes a distinctive pattern which gives the Player an advantage while playing, a Judge may be requested to look into the situation.

Sleeves with a reflective pattern or holographic front are not allowed in official events.

Sleeves with artwork on the back (provided they’re all the same and in the upright position and are not offensive) are allowed at the discretion of the Head Judge or Tournament Organizer.

The Tournament Organizer has the final say on what types of sleeves are not allowed in an official tournament.

In the case of double-sided cards, a player may bring additional copies of the double-sided cards and keep them in an area separate from the main deck. These set aside cards can replace the original card while in play. The original card must replace the copies if the copy is ever placed in a discard pile or deck. If players choose to have additional copies of double-sided cards the sleeves on the additional copies can be transparent as they are never shuffled into the deck. If a player does not have additional copies they will need to unsleeve and flip the card each time they are required to do so.

Autographed Cards

Players may have autographed cards within their deck as long as it does not:

- Interfere with legibility of card text
- Appear on the back of the card
- Contain any gameplay notes

All markings on a card are subject to the Tournament Organizers discretion. If a Player wishes to use autographed cards, they must have in their possession replacement copies if a change is required.

Playmat

Although playmats are not required, it is highly recommended to use one while playing. If you choose to use a playmat, it must fit within the play space that has been provided to you. Official live stream tables will have playmats provided. Players are required to use the provided



playmats for these games. The Tournament Organizer has final say on a playmat's legality and will adhere to the below guidelines when making such decisions. The playmat:

- ❖ Must be appropriate for all ages, and not contain any profane images or language
- ❖ Cannot contain any notes or means to confuse game state
- ❖ Should not infringe on any IPs.

Failure to comply may result in the removal of the Player from the venue.

Dice and Counters

Players are allowed to use objects such as dice and counters to keep track of modifications to cards and other forms of public information. Dice must be unweighted. Counters must be items that cannot be confused with other game elements. Players must clearly define what each counter is being used for.

Note-Taking

Note taking is allowed in a UniVersus CCG Tournament under certain guidelines, which would consist of the following:

- ❖ All games must begin with a clean sheet of notepaper
- ❖ Writing down an opponent's name, Character, who went first and winner of the game
- ❖ Record any changes in Character's health
- ❖ Recording names of cards revealed by an effect
- ❖ Players may use items such as Dice to remember triggered effects, modifications, once per turn triggers, etc.
- ❖ Writing down or using Dice to keep track of Speed and/or Damage modifiers
- ❖ Writing down the name specified from a card effect ex. *The Price For Peace*
- ❖ Noting down a change a cards zone from a low, mid or high
- ❖ Tracking of effects or actions necessary to maintain a legal Game State
- ❖ You may have a copy of your decklist to compare to when resetting your sideboard between matches

The above exceptions must be done in an efficient manner as to not slow down the progress of the game. Notes must be public information and accessible to both Players. **Notes must also be clear so that both Players and Judges can understand them.** Writing these types of notes in an attempt to mislead your opponent is considered cheating and will be handled by the Judge staff.

Sideboard

A Sideboard refers to a set of additional cards, not included in your main deck. These cards can be used to swap for cards in your main deck, between games, in a best-of-three set.

Sideboard Construction

Sideboards must follow the following rules for construction in all Constructed formats.

- Sideboards can only consist of exactly 0 or 10 cards in constructed formats.
- Your sideboard can contain any cards, but you must always present a legal main deck on the same primary symbol after sideboarding.
- Sideboards can include character cards but the character card must share a symbol with your main deck's chosen primary symbol.

In Limited formats, all remaining cards from your Limited Card Pool comprise your sideboard.

Sideboard Procedures

When Sideboarding, Players must swap sideboard cards, one-for-one with cards from their main deck.

Between games in a best-of-three match, Players may utilize their sideboard to side in and out cards into their deck. Decks must still be a legal deck for the format after sideboarding. In Constructed Formats, Decks must also be on the same Primary Symbol for all games in a match and all matches at an event. Players must express that they wish to sideboard before beginning the sideboard procedure. Character cards do not need to be revealed until both Players have confirmed sideboarding completion. Once a Player has confirmed that they are done sideboarding, they may no longer interact with their sideboard. Once sideboarding is completed by both Players, both Players reveal their characters and inform their opponent of how many total cards were sided out and reveal that there are still ten cards remaining in the sideboard.

Players have an allotted time of up to 3-minutes to sideboard between each game. Players must complete this in a timely manner and not take advantage of this time limit to slow down the pace of the game.

At the end of the match, Players must remove all the cards they added to their deck so that it matches the cards that were originally present in their decklist form.

A Player may swap their Main Deck Character(s) with a Character Card that is within their Main Deck or their Sideboard. Players must sideboard simultaneously.

Players are not allowed to Sideboard for Game 1 in a best-of-three set.



Players are not allowed to look at or interact with their Sideboard while playing a game.



Player Communication

- ❖ Players must convey accurate information at all times to their opponent(s), Judges, Tournament Officials, etc
- ❖ Players must clearly communicate their actions throughout the turn. In the event a Player is unsure of a card interaction, they may request a Judge for clarification
- ❖ A Player is required to notify a Judge if an opponent fails to follow any of the UniVersus CCG Rules
- ❖ Players must ask permission from their opponent before touching their cards
- ❖ Players should request assistance from a Judge while a situation is occurring, not afterwards
- ❖ Failure to follow these guidelines may result in a penalty

Board Representation

- ❖ Players must clearly represent their current board state at all times
- ❖ Hiding cards is strictly prohibited. Example: Hiding a foundation under another foundation or having a single stack of foundations where one cannot distinguish the exact quantity
- ❖ A Player should be able to distinguish the exact number of cards in their card pool, Player's hands, momentum and stage at all times. A Player can request a count of an opponent's remaining cards in deck, discard, and removed from game zones at any time. However, repeated requests for information could be considered as stalling and warrant judge intervention
- ❖ A Player's sideboard must be present and remain present during the course of an ongoing match
- ❖ Card sleeves should not blend in with a playmat

Match Procedures

The Match Procedures section determines the flow of a match that consists of a best-of-three.

Swiss Match Procedures

Players must determine who goes first through random means. The Player who wins the agreed upon method has the option to decide to go first or second.

After determining who goes first and the round timer starts, players will draw their opening hands and perform their mulligan.



If the time in round has yet to expire and a clear winner in a best of three is not determined, Players will proceed to the next games in the match. If after three games in a round there is not a clear winner for a best of three, the match is considered a draw. Additionally, if time expires for the round and there is not a clear winner, the match is considered a draw.

Top Cut Match Procedures

Before a Top Cut match begins, both Players are authorized to view their opponent's decklist. Players may not take notes during this review process which will last 3 minutes.

Both Players reveal characters and reveal their deck's primary symbol to their Rival. Then both players shuffle their decks, acknowledge their sideboard then proceed to determine who goes first with the player who is the higher seed in the top cut bracket having the option to decide to go first or second.

After determining who goes first and the round timer starts, players will draw their opening hands and perform their mulligan.

Ineligible Players

An ineligible player is someone who has either violated the rules or a staff member involved in a tournament.

Suspended Player

A suspended player is typically someone who has severely violated the rules of the game or the rules in this document. Any disqualification from any UVS Games official tournament will be reviewed by UVS Games officials. Judgment on the Players status will be made by UVS Games officials and shared with the Player in question in the event of suspension.

Any suspended Player is not allowed to be on the premises of any UVS Games event.

The following are some examples of behavior which would may lead to a Player being suspended from UVS Games organized play events:

- ❖ Players who bribe their opponent(s), judges or tournament official
- ❖ Intentionally cheating, which is deemed malicious in nature
- ❖ Unsportsmanlike conduct which may harm attendees at an event
- ❖ Illegal activities



Event Staff

Any individual filling the role of; Tournament Organizer, Judge, Scorekeeper, etc. are not eligible to also fill the role of a player in events that awards UCS invites.

If a Tournament Organizer or event staff wishes to participate in a UCS invite event, they may find an appropriate proxy to replace them. A suitable replacement is someone who's able to manage the event without the need to contact the original Tournament Organizer or event staff.

Judges

Head Judge

The Head Judge oversees tournament rulings, maintains the integrity of the event and manages the rest of the Judge staff. The Head Judge makes the final decision over any ruling disputes Players may have. If there is only one Judge on the staff for a tournament, that Judge assumes the role of the Head Judge. There can only be one Head Judge in an event. The Head Judge should provide feedback to the Judge Staff at the conclusion of the event on their rules, policy and personal development.

Only the Head Judge may disqualify a Player from an Official Tournament. The Head Judge must inform the Tournament Organizer on any possible disqualifications.

Judge

A Judge is responsible for monitoring the tournament floor during an event. A judge must be fair in their decisions and follow all tournament policies. Judges are to act in a professional and courteous manner. Judges are encouraged to promote good sportsmanship practices. A judge must respect the authority of the Head Judge. Judges should avoid communicating with Players outside of any judge calls.

The following is a list of some of the tasks to which a judge may perform over the course of tournament:

- ❖ Answer Players' ruling questions of the current situation given which a Player(s) may ask them and repair the gamestate (If possible)
 - A judge should answer questions related to game mechanics
 - The legality of the activation of a card effect in play
 - Card text
- ❖ Verify Player's decklists to ensure they abide by the rules of the event
- ❖ Complete deck checks throughout the tournament to ensure Player's decks match their decklist submitted for the tournament
- ❖ Judges are required to correct any violation of the rules of gameplay



- ❖ Verify match results
- ❖ Help run side events after a scorekeeper has given them the Player bracket

Judges are NOT allowed to:

- ❖ Coach Players on how to play their cards
- ❖ Give a biased ruling which helps their friend
- ❖ Give private knowledge to any Players

In the event Players do not agree on the current game state, a Judge must gather information from both Players and decide the best course of action based on all the variables.

Players have the right to appeal a Judge's ruling or policy decision. The appeal will go through the Head Judge. The Head Judge's decision will be final.

Judges must stay current with all rulings, new cards released, and any changes to the Policy Documents.

Tournament Organizer

A Tournament Organizer is the designated person who is responsible for all the logistics of running an event. A Tournament Organizer is responsible for:

- ❖ Providing a suitable venue space that can adequately accommodate the expected number of participants
- ❖ Ensuring all materials for running the event are available for running effective tournament operations (Tables, Chairs, Printers, Ink Cartridges, Paper, Pens, etc.)
- ❖ Ensuring information concerning the event are clearly advertised prior to the event
- ❖ Ensuring good communication with all possible attendees
- ❖ Acquiring judge staff and event staff who are knowledgeable in running a UniVersus CCG tournament
- ❖ Reporting all event information in a timely manner to UVS Games
- ❖ The Tournament Organizer must abide by the guidelines set by UVS Games
- ❖ Ensuring all UGN events are played in a sanctioned format utilizing all current Official Documentation and Legality at the time of the event. Exceptions to this rule can be granted only by UVS Games under limited circumstances and must be clearly communicated on the UGN Event description of any changes

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, the Event Manager



must maintain the responsibilities of the TO and ensure that all items that need to be fulfilled by the TO are completed.

Scorekeeper

A Scorekeeper is the event staff responsible running the tournament software. The Scorekeeper generates pairings, match slips, standings and other records throughout the event. The Scorekeeper must be aware of the most accurate versions of the UGN application.

Spectators

A Spectator is anyone present at an event but isn't actively participating in another role. 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 may not take notes or exhibit other clear examples of scouting while spectating.

- ❖ Spectators must not communicate with Players while they are engaged in match
- ❖ If a spectator sees an error in game play, they must inform a Judge 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 Judge or Tournament Official requests the spectator to move, they must abide

Media

There are many individuals in the gaming world who provide fan content for social media, or other means. Members of the media who wish to attend an officially sanctioned event, must abide by the following policies:

- ❖ Contact the Tournament Organizer prior to the event
- ❖ Media representatives must be prepared to show evidence of their association or news outlet
- ❖ 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 permissions from impacted participants at the event



Tournament Information

Health and Safety Requirements

Players are expected to abide by all health and safety requirements set by the state or province the event is being held in along with any additional measure set by the Tournament Organizer. Some of these additional measures include (but are not limited to):

- ❖ Maintaining personal hygiene is important for creating a pleasant and respectful environment for everyone participating in the tournament. Please arrive and remain clean throughout the event to ensure everyone enjoys a comfortable experience. Failing to adhere to basic hygiene expectations may result in organizers discretely requesting you to address the issue before continued participation
- ❖ The safety and well-being of all participants is our top priority. Individuals may not bring any items into the tournament venue that are prohibited by law in their area (local, state, or federal). In addition, unlawful items/transactions, weapons of any kind, and substance drugs (whether or not they are legal on a local, state, and/or federal level), and anything prohibited by the venue's safety policy are not allowed at sanctioned events. Individuals who bring any such items to a tournament venue can incur penalties up to and including suspension from Organized Play

Tournament Level

- ❖ Level 1: Casual - This includes weekly sanctioned local tournaments, sealed events, pre-release events, **and Store Scramble events**
- ❖ Level 2: Competitive - This includes Local Championships and other approved Specialty events.
- ❖ Level 3: Professional - This includes Major Regionals
- ❖ Level 4: UniVersal Championship

Level 1 events are a casual level event run at the local level. These types of events are an entry level tournament meant to ease Players into a more structured and competitive environment. The rules are to be enforced, however Tournament Organizers and Judges may be a little more lenient in their judgment for resolving any situations which may arise. Although having a Judge is not required, it is recommended to have one. A Tournament Organizer or Event Staff should be knowledgeable in the UniVersus CCG so that they can help Players throughout an event.

Level 2 events consist of competitive play events. **Judges are required.** Approved Specialty Events may deviate from the normal tournament rules and formats. All Specialty Events with tournament modifications must be made clear for players during time of registering for an event.



Level 3 and 4 are the highest level of competition which enforce all of the ruling and policies set by UVS Games. Judges are required at this level of event.

Types of Tournaments

There are various types of tournaments which a Tournament Organizer may sanction for. Below are the types of events which can be run:

Tournament Format	Definition
Constructed	<p>Players must bring a UVS tournament legal deck to play in a constructed tournament. Rules for legal deck and deck building can be found in the Official Rules Reference. Sideboards may be included for decks playing in Best of 3</p>
Limited - Sealed	<p>Each Player is provided with six booster packs. Players then open their booster packs and use them to construct a 40 card minimum deck plus character card. Symbol restrictions are ignored; a Player may play any card from the provided booster packs regardless of their chosen character's symbols. Play is then considered as normal with the following exceptions: During play, if a Player runs out of cards in their deck and cycle they remove 5 cards instead of 10.</p>
Limited - Draft	<p>Each Player is provided with six booster packs. Players will open a single pack of cards, select one card to keep and pass the remaining cards clockwise. This will continue until all cards from a single pack have been drafted. The Players would then open their second pack and repeat this process passing counterclockwise. Players will continue this cycle until all six booster packs have been drafted. Upon opening a booster pack, Players are required to remove the character card from the pack and place it face down in addition to their first draft pick. All Players should pass packs at the same time to keep the draft flowing smoothly. Decks must consist of a minimum of 40 cards plus character. If you are unable to reach a 40 card minimum, you may use any cards placing them backwards in your sleeve as a Blank foundation with a Difficulty of 3, Control of 4 and cannot be used to block. Each card in a Player's deck must match at least one symbol from their chosen character; unlike Constructed, they do not need to all share the same symbol. Play is then considered as normal with the following exceptions: During play, if a Player runs out of cards in their deck and cycle they remove 5 cards instead of 10.</p> <p>Should a Player refuse to pass a pack's contents for any reason, the Player will be dropped immediately from the tournament and forfeit any and all prizing. The Player is authorized to keep all cards they drafted up until that point and any remaining unopened packs.</p>

<p>Limited - Modified Draft</p>	<p>Each Player is provided with six booster packs. Players will open a single pack of cards, select one card to keep and pass the remaining cards clockwise. This will continue until all cards from a single pack have been drafted. The Players would then open their second pack and repeat this process passing counterclockwise. Players will continue this cycle until all six booster packs have been drafted. Upon opening a booster pack, Players are required to remove the character card from the pack and place it face down in addition to their first draft pick. All Players should pass packs at the same time to keep the draft flowing smoothly. Decks must consist of a minimum of 40 cards plus character.</p> <p>Symbol restrictions are ignored; a Player may play any card from the provided draft card pool regardless of their chosen character's symbols. Play is then considered as normal with the following exceptions: During play, if a Player runs out of cards in their deck and cycle they remove 5 cards instead of 10.</p> <p>Should a Player refuse to pass a pack's contents for any reason, the Player will be dropped immediately from the tournament and forfeit any and all prizing. The Player is authorized to keep all cards they drafted up until that point and any remaining unopened packs.</p>
<p>Teams</p>	<p>Teams is a format prefix that can be added to any legal tournament format. Teams adds that Players form a team of 3 Players and play best of 3 matches against another team of 3 Players. Teams may not share any character cards between their individual Player decks. For Teams match procedures, all Players will reveal their starting characters simultaneously. The teams will then determine which Players will face off by randomly determining which team gets first pick of pairings. A team is identified as a winner by having the majority of their team win their matches. If there is not a clear winner amongst both teams, it is considered a draw. Once the matches are in progress, Players on the same team may not assist one another with gameplay decisions.</p> <p>For Teams Constructed, Players cannot have more than two playsets of a card amongst all three team members.</p> <p>Discussion between team members is authorized, however a player may not directly play for or coach plays to another teammate. Discussions cannot stall matches.</p>

Online Tournament

Tournament Organizers may distribute additional rules when running online events provided they've received approval from UVS Games. Online events must respect all of the rules and regulations set by UVS Games. All approved webcam events will maintain a stream delay of



at least 5 minutes to maintain the integrity of the game. Non-sanctioned webcam events should strive to follow this rule if possible.

Tournament Structure

A Tournament Organizer has a choice to run events either Swiss Rounds or Single Elimination Structure or a combination of both types of tournaments. For Level 2, 3 and 4 tournaments, a Swiss Round + Top Cut Single Elimination Playoff is typically required.

Tournament Structure	Description
Single Elimination	A Player is removed from the tournament the moment they lose a match. The winner of each round proceeds until there is only 1 winner remaining in the tournament.
Swiss Round	The number of rounds are determined based on the number of Players registered in the tournament. Players play each round even if they've lost until the maximum numbers of rounds have been reached. Players may drop from the tournament at any point throughout the tournament
Swiss Round + Top Cut Single Elimination	This is a combination of both the Swiss Round and Single Elimination System. We commence with the Swiss Round portion of the tournament. At the conclusion of the rounds, the Top Cut Players will play against each other in a single elimination tournament until there is only 1 winner that remains.

Match Structure

A match is defined as a set of games required to win a round of a tournament. A Tournament Organizer may alter the number of games to win a round provided they've made this clear in the event details.

For Level 2, 3 and 4 tournaments, Tournament Organizers must use the best-of-three (BO3) match format. This should be used for the Swiss Rounds and Top Cut Single Elimination Playoff. For Level 1 tournaments a Tournament Organizer may choose between a best-of-one (BO1) or BO3 format.

Match Structure

BO3 Format

The first player to lose 2 games loses the match

Match Time: 60 Mins + End of Round Procedures

End of Round Procedure: The player who went second has the final turn of play or 10 minutes elapses, whichever comes first. When time in overtime is called, Players may continue play until the current form resolves.

Top Cut Match Structure

The first player to lose 2 games loses the match

Match Time: 90 Mins + End of Round Procedures

Top Cut End of Round Procedures: When time is called in a Top Cut match, players will take the following actions:

1. Allow the current form to resolve. If after resolution a player is up a game (In a best of 3) they are declared the winner of the match. Otherwise, proceed to the next step.
2. The active turn player is considered to be on "Turn 0". Once this turn ends, the opposing player will start "Turn 1". If after "Turn 3" a winner is not determined, proceed to the next step.
3. Following the resolution of "Turn 3" a Pause Condition will take place. The player with the higher health percentage based on current health compared to current max health will win the match. If there is a tie in health percentages, proceed to the next step.
4. Players are now considered to be in "Sudden Death". The first player to lose health for any reason loses the match.

Top Cut Finals Structure

The first player to lose 2 games loses the match

Match Time: Unlimited

BO1 Format

The first player to lose 1 game loses the match

Match Time: 30 Mins + end of Round Procedures

End of Round Procedure: Player who went second has the final turn of play or 10 minutes elapses, whichever comes first



Top Cut Decklists

Before a Top Cut match begins, both Players are authorized to view their opponent's decklist. Players may not take notes during this review process which will last 3 minutes.

Number of Rounds

The number of Swiss Rounds is based on the number of Players that are registered in the tournament before round 1 pairings are posted. Level 1 events do not require a Top Cut Playoff, however a Tournament Organizer may have one if they've announced this in advance. For Level 2, 3 and 4 tournaments, a Tournament Organizer may not deviate from the below structure. Tournament Organizers must follow the tournament guidelines given to them by UVS Games when structuring their events.

Players added after registration closes will be considered as late entries. The addition of these Players will not have an impact on the number of rounds in the tournament. Additionally, if players drop after the tournament starts, it will have no impact on the number of rounds.

Number of Players	Number of Swiss Rounds	Players Qualifying for Top Cut Playoff
4 - 8	3 Rounds	None
9 - 16	4 Rounds	Top 4
17 - 32	5 Rounds	Top 8
33 - 64	6 Rounds	Top 8
65 - 128	7 Rounds	Top 8
129 - 256	8 Rounds	Top 16
257 - 512	9 Rounds	Top 32
513 - 1024	10 Rounds	Top 32

Scores, Standings and Tie Breakers

Each match uses a tie-breaker system to determine how Players will be ranked at the end of each round. There are three components when calculating the standings in a tournament: Points earned in a round, opponent's match win percentage and your game win percentage. The Tie Breakers must be prioritized and calculated in the following order:

Match Points, Opponent Match Win Percentage and Game Win Percentage.

Note: All these placement metrics exist in the UGN Application. An organizer must confirm the default settings to reflect the order described above.



Scores based on win/loss/draw

Match Outcome	Points Awarded
Win a Match	3 Points
Lose a Match	0 Points
Draw a Match	1 Point
Bye	3 Points

Opponents Match Win Percentage: The sum of all Player's opponents' match win percentages, divided by the number of opponents the Player has played. Opponents can have a minimum of 33% match win percentage.

Game Win %: The percentage of all games of a match that were recorded as a win. This is a minimum of 33%.

Conceding A Match

Conceding is defined as a player forfeiting a match and allowing the opponent to claim the victory with a match result of 2-0. If a player wishes to concede, they must inform a judge of their intent prior to reporting match results.

Intentional Draw

Players are allowed to intentionally draw a game before the start of any gameplay during their Swiss Round match provided there is no form of compensation exchanged. Players are not allowed to intentionally draw in a single elimination or Top Cuts of a tournament because a clear winner is required. An intentional draw will result in both Players receiving 1 point. If a table wishes to Intentionally draw, they must inform a judge of their intent prior to reporting match results. **The judges will then report that event as 1-1-0 draw.**

Dropping From an Event

Throughout the course of an event, Players may want to opt out of the tournament. This term is defined as dropping from the tournament. If a Player decides to drop after the next round's pairings are posted, that Player may concede the round and drop from the tournament. When dropping from the tournament, they must choose to do so through the UGN application.

The Player who wishes to drop must do so themselves. Nobody else can drop them from the tournament. Once a Player decides to drop from an event, they cannot be re-added to the same event.



Determining Who Wins a Game

There are a few ways a Player may win a game. One of the ways a Player wins a game is to reduce a Rival Character's health to 0. Another way to win the game is if their Rival decks out.

Players are not allowed to determine a game or match win via random means. Some examples of what's not allowed is rolling a die to determine who wins the game.

Simultaneous Games Loss

If an effect or ability when activated would result in a simultaneous game loss at time of resolution, the Player that used the effect or ability would be determined as the loser of the current game.

End of Round Procedures

End of Round Procedures is the term given when the round timer has concluded. Players will have 10 minutes of overtime to conclude their match. The Player who went second during the game will have the final turn. When time in overtime is called, Players may continue play until the current form resolves. The match winner is whoever has the most wins after 3 games. If there is no clear winner after three games, the match is reported as a draw.

Tournament Penalties

Determining an Infraction

A Judge should never apply a penalty then determine the infraction. A Judge must first investigate the situation, then determine the infraction and finally apply the penalty.

A Judge must listen to both Players when determining an infraction in the event that the Players have different stories. The Players must truthfully answer any questions that the Judge may have. If there is an error in the game-state, there may be many factors a Judge must consider when issuing a penalty. A Judge must verify if the situation for the Judge call is repairable or irreparable. Once a decision has been made by a Judge, they must explain why they've made their judgment to both Players.

Not every situation that occurs is appropriate for public knowledge. If a Judge deems that the situation to be handled privately, they will station a Judge 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 Judges.

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

Repairable Game-State

A repairable game-state is defined as minor errors in game-play where a Judge may rewind the game-state to the moment before the error in gameplay occurred. This "rewind" generally doesn't give Players additional information on cards that are supposed to be private knowledge.

Irreparable Game-State

This is a severe error in gameplay in which a Judge is unable to rewind the game-state to the point where the error occurred. This often occurs when a few turns have progressed or a few cards have been played that now give Players additional information which may change the way they would play their turn.

Issuing a Time Extension

Any Judge call that lasts longer than 2-minutes requires that the match be given the same time that was taken to answer the call. This is called a time extension. When a Judge approaches a ruling, they're required to take note of the time to which they answer the Judge call.

In the event of issuing a time extension, a Judge must make players and tournament staff aware of the extension.

Apply Infraction

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

In the event a penalty was given, a Judge will issue the penalty as follows: [Player's Name] - [Infraction] - [Penalty Given] - [Brief Description of Infraction] - [Judge'sName]

Types of Penalties

There are 5 types of Penalties. Judges may only use these penalties and cannot create or implement new ones. In the case of "Game Loss", "Match Loss" or "Disqualification", only the Head Judge can issue those penalties (Outside of a tardiness or decklist error). Furthermore, only the Head Judge may upgrade and downgrade penalties.

Caution

A Caution is meant to be utilized instead of a Warning and is meant to be used as a teaching tool for new or inexperienced Players. When giving a caution, all other Judges should be notified to ensure Players are being properly taught the rules so that they could avoid these issues in the future. Cautions are given when the infraction is a minor and / or unintentional one. A Judge does not need to log a caution. However repeated errors of the same caution may be upgraded to a warning.



Warning

Warnings are given out when a Player commits a minor error in gameplay where the outcome becomes favorable for a Player based on the current game state. Warnings may also be issued to Players whose actions slow down the progression of the event. Warnings are given when the infraction is a minor and unintentional one. After issuing a warning the Judge that did so should explain why the penalty was given and clarify that further infractions can lead to a Game Loss.

Game Loss

A game loss is a severe penalty which results in a Player losing a game in their match. For a game loss to be issued, there must have been an unfair advantage gained through the sequence of plays which resulted from a major error in the game state. For example, a game loss is issued in situations where a game state is irreparable as well as tardiness or decklist errors.

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, the Player involved cannot use their side deck prior to the beginning of the first played game. If a Game Loss is issued during an ongoing game, Players may use their side decks prior to the next game. Game losses are given when the Judge believes the infraction was unintentional. After the penalty has been issued, it is the responsibility of the Judge to educate and explain to the Player why the Game Loss was issued and that further infractions could lead to a Match Loss.

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 Judge rules that the infraction is serious enough to an additional penalty, the Judge may apply a penalty for the upcoming round.

This penalty is given if the Head Judge believes the infraction was unintentional. After this penalty has been issued it is important that the Judge educates the Player on why the penalty was received and what the Player 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.

The most common match losses issued are tardiness penalties.



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 and damages the integrity of the tournament or as an upgrade from previous penalties. A Player who is disqualified from the tournament does not receive participation items or prizes. Disqualifications are submitted to UVS Games for review.

Infractions

When a Player violates a tournament rule it's called an "Infraction." There are five different types of infractions. It is the responsibility of the Judge to determine which infraction to apply for a given situation. Below is a definition of the different types of infractions which can be assigned to Player's who violate the rules.

Procedural Error

A Procedural Error (PE) is defined as an error in maintaining a game state. It is the responsibility of both Players to maintain the game state throughout the course of a game/match.

Procedural Error - Caution

A Caution is intended to educate newer Players and may be given for first infractions before giving a Warning penalty. A Caution may only be used at a Level 1 tournament setting. A Judge should explain the reason for the caution. This error in game state is often easy to correct. Cautions do not need to be recorded.

Procedural Error - Warning

This penalty is more commonly used in a Level 2, 3 and 4 setting. This is used when there's an error in game state. It is often a repairable game state with little impact on the current game.

- ❖ A Player uses a card when a floating effect prohibits them from doing so
- ❖ A Player accidentally changes the order of the cards in their discard pile
- ❖ A Player plays a card into their card pool and attempts to take it back
- ❖ A Player neglects to keep track of their Health
- ❖ Forgetting to add a card that was supposed to be added to their hand from a mandatory effect

Procedural Error - 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 shuffles their 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 health

Procedural Error - Match Loss

This penalty is rarely given out, however this infraction is given when a Player is prevented from finishing the current match.

- ❖ A Player damages the cards such that the card is no longer sleeve legal and unable to obtain a replacement within a suitable amount of time
- ❖ A Player misplaces their registered deck in between matches and doesn't notify anyone until after the following round has been paired

Tardiness

The Tardiness infraction is given out only when a Player fails to arrive at their table to play their match in a timely manner.

Tardiness - Game Loss

This penalty is appropriate when a Player does not present themselves and a shuffled deck within the first 5-minutes of the round. A Player is responsible to present themselves to the correct table.

Any Judge may provide these penalties without requiring the authorization of the head judge.

Tardiness - Match Loss

This penalty is appropriate when a Player does not present themselves and a shuffled deck within the first 10-minutes of the round. A Player is responsible to present themselves to the correct table. Any Judge may provide these penalties without requiring the authorization of the head judge.

Decklist Error

This infraction is often associated when a Player has incorrectly filled out their decklist, has provided a deck which doesn't match their decklist or when an adjustment is made due to cards being lost or damaged in a tournament.



Decklist Error - Warning

A warning for a decklist violation is given out under a few instances. If a Player realizes there's a decklist error on their end, they must report it to a Judge or Tournament Official. If the error is caught before the tournament has begun, this is considered to be a warning and corrections to the deck must be made right away. If an error is believed to give an advantage, the penalty may be upgraded.

Other instances where a Decklist Error warning would be issued is:

- ❖ A Player has marked three copies of a card but meant to write four copies prior to Round 1 beginning
- ❖ A Player presents their deck at the beginning of a round to their opponent and realizes that they left a side deck card in their main deck before drawing their cards to begin the game
- ❖ If a Player uses a card which is deemed to be a counterfeit. The Player must replace the card within a reasonable amount of time so that a warning may be issued

Decklist Error - Game Loss

A Game Loss is given when a Player has presented an illegal deck to their opponent and they've begun the match. The following are examples where a Player will receive a Game Loss:

- ❖ A decklist error is found after the start of Round 1
- ❖ A deck does not match the decklist provided. In this instance, the Player must adjust the deck to match the Decklist submitted for the tournament. If this is not corrected, the Player may receive additional penalties
- ❖ The deck's Primary Symbol is currently not the same as the Primary Symbol the deck was registered and presented as at the beginning of a match.
- ❖ A Player who is unable to present their corrected deck in a timely manner may receive a Tardiness Penalty

Drawing Extra Cards

Drawing Extra Cards is a penalty given when a Player has drawn additional cards from their deck when they weren't allowed to do so. There are two possible infractions which may be issued in this instance.

Drawing Extra Cards - Warning



When a Player draws extra cards, a Judge may be asked to assist with the situation. In the event that a Player draws an Extra Card, the Rival may look at the infraction-committing Player's hand and select a card to be removed from the game. In this instance, a Judge will issue a warning. Repeated offenses will result in an upgraded penalty.

Cards removed in this manner are not considered part of the "removed from game pile".

Drawing Extra Cards - Disqualification

If a Judge deems that a Player has intentionally drawn Extra Cards, the penalty will be upgraded to a Cheating Disqualification infraction.

Marked Cards

A card or sleeve is considered to be marked when it is distinguishable from all other cards in the deck and give an advantage to the Player. It is a Player's responsibility to ensure that all their cards remain unmarked through an event.

Marked Cards - Warning

A Judge may issue a warning to a Player whose deck contains one or more cards which are marked and with no distinguishable pattern. It is the Player's responsibility to have replacement sleeves available if the need arises to change them. Failure to do so may result in additional penalties. A card which is damaged and is distinguishable through the sleeve may also be considered a marked card.

Marked Cards - Game Loss

This penalty is issued when there are multiple cards in a Player's deck which are deemed marked and the Judge is able see a noticeable pattern. A Judge must inform the Head Judge of any penalties issued for Marked Cards. If the need arises, further investigation may be required to discern if the Marked Cards was done intentionally.

Slow Play

Slow playing is a term where a Player isn't playing the game at a reasonable pace to give themselves an advantage with the round timer. Regardless of the complexity of a situation, Players are expected to know how their cards interact in a given game state.



Slow Play - Warning

A Judge may issue a Slow Play Warning to a Player who is unintentionally slowing down the progress of the game. A Judge has the right to issue a time extension if they deem it necessary. Some examples of Slow Playing are:

- ❖ Checking the contents of a Discard Pile multiple times before making a decision
- ❖ Taking an excessive amount of time shuffling their deck
- ❖ Taking too long when there is a single option of play

Unsporting Conduct

Unsporting Conduct is when a Player acts in a disruptive, negative or offensive manner that affects the integrity and safety of the event. Unsporting Conduct Infractions are always deemed as intentional behavior during an event.

Unsporting Conduct - Warning

The following are some examples when a Judge may apply a Warning Penalty:

- ❖ A Player uses offensive gestures or language during an event
- ❖ A Player insults someone attending an event
- ❖ A Player tries to “Rule Shark” their opponent to give them an unfair advantage
- ❖ A Player who is uses offensive sleeves or playmat
- ❖ A Player throws their deck or possessions because they lost a match
- ❖ A Player pushes another Player while they’re moving through a crowd
- ❖ A Player reports a match incorrectly
- ❖ A Player fails to notify a Judge during an Intentional Draw or Concession

Unsporting Conduct - Game Loss/Match Loss

Match Losses are issued for Unsporting Conduct when a Player makes an Attendee feel threatened, scared, or unsafe. Some examples where a Player may receive a Game Loss are:

- ❖ A Player throws their deck
- ❖ A Player kicks their chair after they completed their game

Unsporting Conduct - Disqualification

Disqualifications are the most severe infraction to be issued to a Player. The Head Judge has the final say in all instances where a Disqualification occurs. The following are some examples which are grounds for Disqualification:



- ❖ A Player makes a racial or sexual remark towards another person
- ❖ A Player intentionally defaces or damages the tournament venue
- ❖ A Player uses physical violence against another person
- ❖ A Player Steals the belongings of another person
- ❖ Threats to hurt someone
- ❖ A Player harasses another Player whether in person or through social media
- ❖ Taking pictures of a Player for malicious purposes

Cheating - Disqualification

A Player that receives the infraction for Cheating is someone that intentionally breaks the Tournament Rules. Under no circumstances will UVS Games tolerate cheating of any kind. A Player who's Disqualified from the tournament may be asked to leave the venue and will not receive participation items or prizes. Here are some examples of cheating:

- ❖ Intentionally misrepresenting the game state, rules or tournament policy
- ❖ Lying to a Tournament Official
- ❖ Reporting inaccurate information
- ❖ Bribery and collusion
- ❖ A Player who draws extra cards when their opponent isn't paying attention
- ❖ A Player has intentionally Marked Cards in their deck
- ❖ Gives signals to a Player during a match

Electronics

Most electronics are not allowed while Players are playing their games. The only devices which may be used in a match are devices that support Life Tracker App. This is provided that message features are disabled from the device they're using while they're playing their games.

Headphones and Bluetooth Earphones are strictly prohibited. Devices such as a smartwatch must have their message feature disabled during tournament play. Should a Player require an electronic device for medical reasons, they should inform the Head Judge or Tournament Organizer prior to the start of the tournament.

Official Documentation

It is the responsibility of the Players, Judges, and the Tournament Staff to know and reference all official documentation pertaining to play and organization of events. If a Player is unsure, they may ask the Head Judge to clarify any rulings or documentation proved for play.

Please refer to the Rules and Documents section of the Official UniVersus CCG website:
<https://uvsgames.com/universus/organized-play/rules-and-documents>

The core documents are as follows:

- Official UVS CCG Rules Reference
- Card FAQ Compilation
- UVS CCG Organized Play Card Legality
- Tournament Floor Rule Guide



Contact Us

If you have any questions whatsoever, please feel free to contact one of our departments.

Organized Play Support

Have a question concerning organized play? You can contact them at:
OP@UVSGames.com

Judge Support

Have a question concerning specific card interactions? You can contact us at:
OP@UVSGames.com

Community Support

Do you want to have your voice heard? Looking to get the UniVersus CCG in your store? You can contact us at: Community@UVSGames.com

Community Discord

Looking to interact with the community? Here's our official Discord Server:
<https://discord.gg/UniVersusCCG>

