

# Argent Saga Floor Rules and Guidelines

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## **1 Tournament Fundamentals**

- 1.1 Tournament Organizers
- 1.2 Judges
- 1.3 Players

## **2 Game-Related Preparations**

- 2.1 Deck Construction
- 2.2 Cards
- 2.3 Side Deck
- 2.4 Sleeves & Supplementary Items
- 2.5 Card Legality

## **3 Tournament Information**

- 3.1 Tier Level Events
- 3.2 Tournament Structure
- 3.3 Match Structure
- 3.4 Number of Rounds
- 3.5 Time Limit & End of Match Procedure
- 3.6 Match Slip & Point Structure

## **4 Game Organization**

- 4.1 Shuffling and Presenting
- 4.2 Finding Out Who Goes first
- 4.3 Field Layout
- 4.5 Public & Private Knowledge
- 4.6 Intentional Draws
- 4.7 Conceding a Game or Match

## **5 Tournament Penalties and Infractions**

- 5.1 Types of Penalties
- 5.2 How Penalties are Assigned
- 5.3 Violations
- 5.4 Event, Player & Game Errors
- 5.5 Deck & Deck List Errors

## **1. Tournaments Fundamentals**

## 1.1 Organizers

Tournament Organizers are responsible for arranging and running the tournament. This includes, but is not limited to, the following:

- Secure enough event space
- Must have Internet
- Provide Staff, Judges and Scorekeepers for the event
- Announce, Advertise and market the event
- Follow proper tournament guidelines
- Provide all supplies, such as Computers, Printer, Paper Cutter, Paper, Deck List, Table Numbers etc.

For regional level events and higher, Tournament Officials must provide a Deck Check/Turn in Station where players can make sure their deck list are properly turned in and checked that they are properly filled out.

## 1.2 Judges

Judges are referred to as Rules Advisors, Floor Judges, Stream Judges, Assistant Head Judges and Head Judges for the events. Judges may intervene in a match if they see a mistake in the rules or witness a wrongful player interaction. It is up to the Judge to actively resolve actions or situations where there is a disagreement of the rules between active players. All Judges must provide fair and equal rulings to all players, holding each player to the same standard regardless of experience. They should always actively observing the tournament and gameplay environment. Judges should never reveal information or private knowledge when answering a question. Finally, Judges are human and make mistakes. If this occurs, they should acknowledge the mistake, apologize, and fix the situation as best as possible with the correct ruling.

### Uniform

Judges must show up in proper uniform requested of them. Standard Judge uniform is as listed.

- Judge Shirt, tucked in
- Black Belt
- Black Dress Pants
- Black Shoes
- Black Socks

### Rules Advisors

These are entry-level Judges with basic knowledge of the rules. They are dedicated to helping out their local gaming store and aspire to become higher-level Judges for other events.

### Floor Judges

These are Judges hired by the Tournament Organizer to help with different roles of the event.

Floor Judges can answer ruling questions, correct illegal plays, and perform deck checks at events. Rulings from Floor Judges can always be appealed to the Head Judge.

### Stream Judges

These are Judges who are dedicated to a Stream Match. Stream Matches are being recorded to be uploaded later or being streamed live to an audience. Stream Judges only focus on one match, and must stay alert at all times to maintain the integrity of that game. They are responsible for making sure no violations or mistakes happen during the match, keeping other players away from the stream match location, and helping the event staff to record the stream match.

### Assistant Head Judge

At larger events, you may want to assign an Assistant Head Judge to help out the Head Judge with tasks throughout the day. Assistant Head Judges may assign tasks to other Judges, help keep the other Judges and staff organized, and may handle appeals if the Head Judge is not currently available. Appeals by the Assistant Head Judge are final only if the Head Judge is not available.

### Head Judge

The Head Judge helps oversee the tournament, manages Judge staff, and has the final decision regarding card rulings and interpretation. An event will only have one Head Judge. A Head Judge is responsible for being familiar and up to date with all rulings and policies before any event. They cannot create new tournament rules or policies, and must uphold and enforce the Comprehensive Rules and Floor Rules as written. Any ruling issued by the Head Judge is final. The Head Judge should mentor Floor Judges and lead by example. They are also responsible for clearly communicating with players the rules and expectations, which is typically expressed prior to the start of round 1 in a player meeting.

Head Judges have the authority to disqualify players from an event after communicating with the Tournament Organizer.

## **1.3 Players**

Players have several responsibilities when attending an event, and must be prepared when at the event. Players must be on time, follow the tournament structure, and obey all rules and guidelines set by the Tournament Organizer. They have a responsibility as much as the judges to help maintain a positive, safe, and fair gaming environment. As such, players should find a Judge to intervene in a match if they witness a rules violation, improper game state, or conduct that violates the rules. Players should never intervene in a match themselves, and may be penalized if they do. While playing a tournament, players must ensure that their deck is legal, their decklist is filled out correctly, and properly report the result of each match they play. Players in need of assistance due to disabilities or other conditions should contact the Tournament Organizer prior to attending an event. Spectators are allowed, but cannot provide information to players in an ongoing match in any way, and cannot obstruct Judges from observing the match..

## Proper Behavior

When attending events there are many guidelines that must be followed. Failing to adhere to these may result in removal from the venue, or penalties up to and including suspension.

- No unsportsmanlike conduct, behavior, or language
- No inappropriate clothing or supplies.
- Players may not be intoxicated at an event
- No electronic devices may be used during a match, including headphones, phones, vapor cigarettes, etc.
- No masks for hoods are allowed, unless in costume (with permission from the Tournament Organizer).
- Proper Hygiene is required of all players

## **2 Game-Related Preparations**

### **2.1 Deck Construction**

Each player must bring a legal deck to a tournament. This will include:

- A 40-60 card Main Deck
- A 10 card Shard Deck
- 5 Towers, including one of each element
- 1 Champion
- 1 Spirit
- A 0-15 card Side Deck

Guidelines for the contents of a legal deck can be found in the Comprehensive Rules, section 5.1 - Constructing a Deck. A deck may only contain cards that match the element of the Champion and Spirit, as well as Argent cards. The number of cards in the main deck that match the spirit's element must be exactly equal to the spirit's affinity.

### **2.2 Cards**

Only official cards created by Argent Saga may be used at events. The following list refers to cards that are NOT legal for play in official events:

- Proxy cards
- Self-printed Cards
- Modified cards that are thicker or thinner than unmodified cards
- Damaged cards that can be easily distinguished from others
- Cards on banned or restricted list
- Cards that have not yet been officially released
- Cards with text that is covered by autographs or added illustration
- Official Argent Saga cards may not be used as tokens

## 2.3 Side Deck

The side deck is used to adjust their players decks between games. The side deck still follows the same deck building rules and guidelines as the main deck.

- A side deck can include up to 15 cards.
- Side Deck cannot contain Champions.
- You can only have up to 3 copies of a card or 1 of the same legendary cards shared between your main deck and side deck.

A side deck is an additional deck that may be brought to competitive events. The maximum number of copies of the same card that may be included in a deck applies to the side deck as if it were part of the main or shard deck. Otherwise, the side deck may contain any cards except Champions, ignoring the element restrictions defined by the Champion, Spirit, or affinity. Cards may be switched in and out of the side deck and other areas between games of a match, but the player must present a legal deck at the beginning of a game. The side deck must contain the same number of cards at all times, cards may not be sided in without having a card taken out. You may side Units, Towers, Augments, Spells, Shards, and Spirits, but not champions. Keep in mind that changing your Spirit may require you to also include enough cards of that Element to still follow the affinity requirement.

Switching cards from the side board into other areas between games is limited to a three minute period. All preparation, shuffling, and deck presenting must be carried out within these three minutes. Players may be penalized if the time goes over the three minutes and a Judge determines it to be egregious enough to warrant a penalty, or intentional for the purpose of manipulating round time.

Before the start of a match a player must present that they have a side deck to their opponent. The amount of cards in a side deck is public knowledge.

The Side Deck must always include the same amount of cards between games.

## 2.4 Sleeves & Supplementary Items

### Sleeves

Players are allowed to use sleeves to protect their cards. If a player uses sleeves, all sleeves in the Main Deck, and cards that would be added to the main deck from the Side Deck, must be identical in design, color, and wear.

Your Champion, Spirit, Tower, and Shard cards can be in different sleeves that are not identical to the Main Deck. Cards that belong in the same zone must have identical sleeves as outlined above, but may differ from the other zones. It is recommended that you keep your other cards in separate sleeves, to ensure that accidentally become shuffled into your Main Deck between games. Non-Main Deck cards in the Side Deck must match the sleeves of the area they would be sided into. When your cards are sleeved, all cards must be placed in the same direction and

manner. You may “Double Sleeve” your deck with a smaller fit sleeve and a looser fit sleeve, but you cannot “Triple Sleeve”.

As an example, you may sleeve your Main Deck entirely red, your Shard Deck entirely blue, your Towers all yellow, and your Champion and Spirit pink. Any units, augments, or spells in your side deck must be sleeved red, any shards in your side deck must be sleeved blue, Towers must be yellow.

You will be asked to resleeve your deck if there is any excessive wear, noticeable wear, factory defects or any other identifying issues.

### Supplementary Items

You may during a game use small supplementary objects to help track changes to cards and difficult to remember public information. Items used must be easily distinguishable from other cards on the gaming area. You cannot use Argent Saga Trading Cards or Card Sleeves as supplementary items.

## **2.5 Card Legality**

You may not use cards in a tournament if they exceed the quantity permitted by the Banned and Restricted list, or if their tournament legal date has not yet arrived. These resources are available at the following:

<https://argentsaga.com/bnr-card-list/>

<https://argentsaga.com/card-legality/>

### Card Print

There are 3 different types of card print available for Argent Saga cards: Metal Cards, Alpha Cards, and Standard Cards. Metal cards can be identified by their distinct metal stock. Alpha cards can be identified by their “ADD” set number. Standard cards are any other official Argent Saga cards.

- Your main deck must either be entirely Metal, or a mix of Alpha and Standard card print.
- Your shard deck must either be entirely Metal, or a mix of Alpha and Standard card print.
- Your Towers must be either entirely Metal, entirely Alpha, or entirely Standard card print.
- Your Champion and Spirit may be any card print regardless of what types of cards are used in other zones.

When selecting towers for tournament play, all 5 towers must be from the same type of card print. You can not mix and match between Alpha and Standard cards for your towers. Doing so may result in penalties.

## **3 Tournament Information**

### **3.1 Tier Level Events**

There will be different levels of events you can attend through Argent Saga's Organized Play.

**Store Events** - These will be held at your local gaming store, and offer a less competitive learning experience. They are designed for casual play and relaxed rules enforcement by the Rules Advisor assigned to the Store. Penalties may still be implemented at these events if needed, but the focus should always be a friendly and fun atmosphere for those attending.

**Regional Events** - These are Swiss-Style weekend events that concludes with a Top Playoff Cut. Moderate to high level of penalties and rules enforcement may be applied to this level of event.

**Convention Events** - These events are held at Conventions, or Celebration type events. Events should be held with a moderate rules enforcement, as there will be a mix of both new and experienced players.

**Premier Events** - These are our highest level of events, with more prizing and prestigious awards. They will have the highest level of penalty and rules enforcement by the Judge Staff, and players are expected to be familiar with both the Comprehensive and Floor Rules

### **3.2 Tournament Structure**

These are the two tournament types that can be played at events.

**Single Elimination** - The player who loses the Match will be eliminated from the tournament, while the winner goes on to the next round. This continues until only one player remains and is then declared the winner.

**Swiss Style** - Players are not eliminated when they lose a match during this type of tournament. They continue to play paired off based on each player's win/loss record. When the tournament is over, ranking is placed on amount of points at the end. Players have the opportunity to play in all the rounds.

### **3.3 Match Structure**

These are the two different ways you can handle a match based on time allowed for an event.

**Best Of One** - First player to win a game is the winner of the match, there are no other games.

**Best of Three** - First player to win two games out of three is the winner of the match.

### **3.4 Number of Rounds**

The number of rounds to be played in an Argent Saga event is based on the total number of players entered in the event. Local Stores do not need to do a top cut, but should always announce whether or not they are doing one before the event starts. Premier and High Level events always need to finish tournaments with a Top Playoff Cut.

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

Regional Level and one-day events with Top Playoff Cut will always cut to top 8 regardless of player numbers.

The number of Swiss rounds is based on the total participants when the tournament registration has closed and the tournament has started. Players added to the event after will not affect the number of Swiss Rounds. For one-day events, Tournament Organizers may announce at the start they can cut the Number of Swiss Rounds short if there is only ONE undefeated player left, but must make this announcement before the Tournament begins.

### **3.5 Time Limit, End of Match Procedure & Point Structure**

This is the structure of how time given to complete matches, end of match procedure, and points should be handled during tournaments.

#### Time Limit

Local & Regional Level Events - The allotted time per match is 45 minutes.

For Grand Prix Level Events - The allotted time per match is 50 minutes.

Best of One Events (Regardless of event type)- The allotted time per match is 25 minutes.

#### End of match procedures

When the time limit expires during a game, players will then play an additional three turns, with the current activate player's turn becoming turn 0. The second player's next turn will be turn 1, followed by turn 2 to the first player, and then back to the second player for turn 3 which will be the final turn. If neither player has won at the end of these extra turns, the game is declared a draw. This gives a total of 3 extra turns once time has expired for players to finish out a match.

For the additional turns players will be given 5 minutes to complete them. If the players have not finished all additional turns by the end of the 5 minutes and there is no winner, the game is considered a draw.

Premiere Level Events - 10 minutes and 5 extra turns will be allotted to complete additional

turns instead

After carrying out the above procedures, or if the time limit has been reached between games, compare the number of games won by each player. If they both have won the same number of games, then the player with the most Towers left at the end of that match is the winner. If the number of Towers is tied between both players, then the match will be a draw. If you are in Top Playoff Cut, or if draws are disallowed for any reason, play will continue until a player loses, or another Tower has been destroyed, and a winner can be chosen. If a new game is begun while already in the end of match procedures, reset the count of extra turns.

If a player has won more games than the other player, that player is considered the winner of the match.

### **3.6 Match Slip & Point Structure**

#### Match Slip

Tournament events should have you fill out a match slip. A match slip lets the Score Keeper and TO know who won the match. The winner of the match is the only player who should turn in the match slip once the match is over.

Players should consult the Tournament Organizer if they are unsure of the procedure when reporting your match result.

#### Point Structure

Players are awarded points based on the outcome of a match.

Winner is awarded 3 points.

Draw is awarded 1 point to each player.

Loss rewards 0 points.

At the start of every round it is the players responsibility to make sure they have the correct points listed for them. If they find out later on in the event that their points are wrong and it was in issue earlier in the day it cannot be fixed.

## **4 Game Organization**

### 4.1 Shuffling and Presenting

A player's decks must be randomized using a shuffling method and a cut. This has to be done at the start of every game, and whenever an effect or game mechanic requires you to shuffle your deck.

- Players cannot check or arrange cards in their deck while shuffling.
- Players must shuffle their deck to randomize it where their opponent can observe.
- Players cannot pre-sort their deck without first randomizing it.

- Players are responsible to ensure they have not mixed in illegal cards in the wrong area while randomizing.

If an effect causes a player to search through the deck, a player must shuffle the deck prior to performing any other action, even if the effect has not finished resolving.

After a deck is randomized, it must be presented to the player's opponent. The opponent then can choose to shuffle the deck to ensure sufficient randomization, and return it back to the owner.

Once the deck has been shuffled by both players, the owner may then cut their own deck. The opponent then has final cut of the deck, without shuffling.

Once presenting your deck to our opponent, you agree that you have shuffled your deck and that your deck is legal and matches the deck list submitted for the event.

#### **4.2 Finding Out Who Goes First**

Before you have drawn any cards or started the game, you must find out who will go first using a random method, such as rolling a die or tossing a coin. Whatever method is used must be agreed upon by both players. Whichever player is the winner of the random selection has the option to go first or second.

In a best of three, the first game will use the method above. For any other games, the player who lost the previous game of the match decides who will go first or second. If a game ends in a draw, who goes first in the next game will be determined using the same method as the game that ended in a draw. For example: if game one ended in a draw, then a random method should be used again to begin game two (the player who went first in game one does not automatically go first again). If game two ended in a draw, the player who lost game one should choose who goes first.

During Top Playoff Cut, the player with the highest seed before the start of the match has the option to go first or second.

#### **4.3 Field Layout**

You are responsible for placing all of your cards in the official layout zones as shown in the official field layout. All zones must be kept in the same order and played in throughout the match.

You are not allowed to create or rearrange your own layouts. If for any reason you need to change a layout based on physical needs or an injury, it is your responsibility to get permission from the Tournament Organizer or Head Judge and inform your opponent about the changes before the start of a match.

#### **4.4 Note Taking**

You are allowed to take notes during an event. Taking notes during a match cannot impede the pace of a match, and you can be penalized if you are taking an excessive amount of time.

#### **4.5 Public & Private Knowledge**

Public knowledge is any information about a card or cards in a public zone, or that has been revealed. Players cannot lie about public knowledge and must always tell truthfully when questioned about it. The number of cards in any zone, public or hidden, is also public knowledge

If a card has you search for a card with specific parameters from your deck, you must always reveal that card to your opponent and then add it to your hand.

Example: You search your deck for a Unit card you will need to reveal it to prove that is the card you added from deck to your hand.

Private Knowledge is areas that players do not have to answer or reveal unless an effect specifies otherwise. Also players cannot lie about private areas to give false information which can lead to a penalty.

If a card has you search for a non-specific card from your deck, you do not have to reveal that card to your opponent before adding it to your hand.

#### **4.6 Intentional Draws**

Argent Saga allows players to intentionally draw (ID) in matches. This means both players can decide to take a draw instead of playing out the match at events. However, there are a few guidelines that must be followed to uphold tournament regulations.

- Players can only ID if they have not presented their Deck to the opponent.
- If a player has started a match, they are not allowed to ID.
- If players are found to have ID after they have started a match, they can be penalized.
- Players also cannot decide to ID after gathering information by leaving their seat/table.

The final match of the tournament players CANNOT ID. If you are caught ID'ing in the final match of Swiss, you will be penalized.

#### **4.7 Conceding a Game or Match**

During a Game or Match players are allowed to concede to their opponent and giving them the Win. There are a few exceptions when this is not allowed.

- When the final attack has been declared that would give the player a Win.
- When a match is finalized during the time called at the end of additional turns.
- When a player has been decided as a winner they cannot concede.

### **5 Tournament Penalties & Infractions**

## **5.1 Types of Penalties**

This is a list of the types of penalties that can be given out at events.

**Warning** - A penalty issued against violations, this is the standard penalty always given out for actions which interfere with the game. If repeated penalties have to be given out for the same Violation, it will be upgraded to a Game Loss, Match Loss or even Disqualification from the Event.

**Game Loss**-A penalty issued against an upgraded Warning or a violation which makes a game difficult or impossible to repair. A player given a Game Loss will lose the current game.

If the player is given a Game Loss and they are not currently in a Game or Match, they will lose the next game they are suppose to play.

At the start of a match or during the match, if a player is issued a Game Loss, they are allowed to side deck and decide which player will be going first or second for the next game.

**Match Loss** - A penalty issued against violations that have escalated or issues which render game progression impossible or have a major impact on running the event.

A player currently in a match when issued a Match Loss will lose the current match.

If the player is not in a Match then they will be issued a Match Loss on the next match they are supposed to play.

If a player was supposed to lose the current match they are in because of the game play when the Match Loss is issued, then the Judge can decide to carry over the Match Loss onto the next match.

**Disqualification** - A penalty issued against violations that have escalated up to throughout the event, issues which damage the integrity of the event or examples of unsportsmanlike conduct.

Players Disqualified are immediately removed from the event and not allowed to play further. They may also be removed from the venue.

Prizes the player received during the event prior to the disqualification may be confiscated back.

Prizes that would be given to a player being disqualified are forfeit.

**Suspension** - A penalty issued to a player who has display issues of misconduct and damaged the integrity of events and already received multiple penalties through events.

Suspended players are immediately removed from the event and not allowed to play further.

Prizes the player received during the event prior to the Suspension may be confiscated back.

Prizes that would be given to a player being Suspended are forfeit.

A Suspension last a specific length of time specified by Argent Saga. Suspended players cannot enter official Argent Saga events for the duration of the Suspension.

## **5.2 How Penalties Are Assigned**

Any penalties above a Warning should always be brought up to a Head Judge before they are issued. Head Judges at Premier events or Tournament Organizers at Local events are the only staff able to give out penalties higher than a Warning.

Penalties can be issued to a player who is not participating in the event or have left an event they had been playing in.

Judges must always explain the Penalty and how to resolve the situation to all players involved.

## **5.3 Violations**

Wrong, misconducted, and inaccurate actions because of a player breaking the official rules are known as Violations. Violations can be held under many different categories and held with different penalties this should help guideline which penalties should be for each Violation.

*At anytime a Judge may issue more severe penalties based on the situation.*

### Not Following Proper Game Rules

#### **Failing to Observe Game Rules**

##### **Penalty: Warning**

When a player fails to observe a rule or misinterpreted it.

#### **Invalid Cards in Secret Area**

##### **Penalty: Warning**

When a player has an incorrect number of cards or cards that do not belong in a secret area (such as a deck box) or hidden zone.

#### **Accidentally Drawing Cards**

##### **Penalty: Game Loss**

When a player draws an extra card when they are not supposed to.

#### **Looking at Extra Cards**

##### **Penalty: Warning**

When a player looks at a card they were not suppose to see. This also can fall under the Accidentally Drawing Cards penalty.

## **Missed Triggers**

### **Penalty: Warning**

When a player controlling a card forgets to trigger its ability or when the ability triggered and they forgot to do it. This penalty may also fall on the opponent for not helping keep up with the abilities as well when they are supposed to trigger since both players are held responsible for keeping proper gamestate.

## **5.4 Event, Player & Game Errors**

### **Late Arrival**

#### **Penalty: Game or Match Loss**

When a player is not seated at the beginning of a match.

Game Loss: If a player is seated after 5 minutes of the Match beginning.

Match Loss: If a player has not shown up after 10 minutes of a Match beginning.

### **Slow Play**

#### **Penalty: Warning**

When a player intentionally or unintentionally slowing down the pace of a game. Even if there is no time limit given between actions it is expected of both players to play and react in a timely fashion. If a Judge feels a player is taking too long for a Play they are allowed to ask the player to proceed with an action.

### **Giving or asking for Outside Information**

#### **Penalty: Match Loss**

During a Match a player should never give information to another player not in their match or ask for information from another player not in their match.

If the person who gave information is not currently playing at the Event then you can remove them from the Event. They can no longer attend or spectate at the Event.

### **Communication**

#### **Penalty: Warning**

Both players have a responsibility to understand and communication actions properly with their opponent. A player is treated as if they are obstructing the game if they cannot properly declare their actions sufficiently to their opponent. If possible you should always use verbal communication when declaring an action or when not taking an action.

### **Marked Cards**

#### **Penalty: Warning-Disqualification**

If a player has cards that are damaged or sleeves then a Judge can examine them to see what the issue is. If there is no uniform to the damaged cards or sleeves then the Judge can ask the player to replace them within a timely fashion and give a warning. If the player is in a match then there is a chance a Game Loss will need to be issued so the player can get them replaced.

If a player has cards that are damaged or sleeves that the Judge has declared to be uniformed in intent (Example if a player has three of the same cards in a damage sleeve or they are able to be noticed from the stack of cards). Then that Player can be Disqualified from an event for Marking their cards with the intent to have an advantage.

### **Unsportsmanlike Conduct**

#### **Penalty: Warning-Suspension**

A player behaving negatively at an event or being unsportsmanlike to their opponent. This also falls under not listening or following instructions from a Judge/Tournament Staff.

### **Theft**

#### **Penalty: Suspension**

When a player intentionally takes something that is not theirs from Event Staff, other players etc.

### **Failure to Follow Official Announcements**

#### **Penalty: Warning**

Failing to follow instructions or information given out through Staff or Judge announcements while at an event.

### **Paying or Bribery**

#### **Penalty: Suspension**

When a player bribes or colludes with their opponent to get them to concede, draw etc. This also falls under taking the bribe yourself to even betting on the outcome of a match. You are not allowed to give or receive anything for a match result.

### **Social Media Behavior**

#### **Penalty: Suspension**

This is for people who behave in a negative manner online or any social media. This falls under examples of threatening others, unsportsmanlike conduct, racism etc.

This will always be brought up and handled by the Suspension Committee at Argent Saga.

### 5.5 Deck & Deck List Errors

When constructing your Deck before events and writing out the Deck List there can several issues that occur.

### **Randomly Determining the winner of a match.**

#### **Penalty: Disqualification**

Players must determine a winner by playing the game. Players can never use a random way to determine the winner.

### **Error in Deck**

#### **Penalty: Game-Match Loss**

When a player's deck or side deck does not match what they have registered on their decklist.

If a player's deck does not match the deck list then remove the cards that are missing and replace them with cards in the side. If the Shard deck is wrong they replace it with an Argent Shard.

Depending on the format there may not be a deck list or side deck (Example a player has fewer cards than minimum in a deck) issue a match loss and let them add cards to the deck until they equal the minimum deck requirements.

### **Error in Deck List**

#### **Penalty: Warning-Game Loss**

Deck lists need to be filled out properly and legible. This will help the tournament run smooth with Judges able to organize and deck check efficiently. If they can not read what is written on a deck list they may require you to fill out another deck list for them.

If a deck list has too many of a card number written, issue a Warning to the player and fix the issue on the list.