

# Dragon Ball Super Card Game

## Single Tournament Rules

### ■Note to Participants

Please refer to the floor rules for any questions you have that aren't covered by these rules. Participants should read both these rules and the floor rules thoroughly before entering.

### ■Deck Construction Rules

Deck construction conforms to the standards set out in the floor rules.

### ■Match Format

The tournament is split into preliminaries and finals.

- Preliminaries

Preliminaries are conducted using a Swiss draw format. For the first match, match players at random. From the second match onward, matching should be done in the order of the players with the highest number of points. However, make sure that players who have already played one another do not get matched up again.

- Preliminary Matching

The number of preliminary matches is determined by the number of players participating. Use the following numbers to determine the number of matches necessary.

9-64 players: 3 matches

65-128 players: 4 matches

129-256 players: 5 matches

257-512 players: 6 matches

During the preliminaries, players play the assigned number of matches. Once those matches are over, standings are calculated and the tournament proceeds to the finals.

- Calculating Standings

Follow the Swiss draw rules from the floor rules. Once standings have been determined via Swiss draw, the top 16 players proceed to the finals.

- Match Time

If match time expires in the middle of a game, the winner of the match is determined by the following procedure:

- 1) If players are in the middle of a game when match time expires, count the active player's turn as turn 0, the opponent's text turn as turn 1, the next turn as turn 2, and the following turn as turn 3. Both players get a total of three extra turns.
- 2) If no winner is determined by the end of these extra turns, the game ends in a draw.
- 3) After following the above steps, if match time expires between games, or if both players have the same number of game wins, the match ends in a draw. If one player has more game wins than their opponent, the player with more wins is considered the winner of the match.

If there is a tie due to all players fulfilling loss conditions simultaneously, the current turn player loses the game and their opponent is declared the winner.

#### - Finals

The finals are conducted using a single-elimination format. Players who finish within the specified placement proceed to the finals and play matches against one another. Winning players proceed to the next match in the bracket, repeating the process until only one player remains.

- If match time expires...  
If match time expires during a finals match, use the following procedures to determine the winner of the match.
  - 1) Count the active player's turn as turn 0, the opponent's text turn as turn 1, the next turn as turn 2, the following turn as turn 3, and so on. Both players get a total of six extra turns.
  - 2) If a winner still hasn't been determined at the end of extra turns, the player with the most life wins.
  - 3) If both players have the same amount of life, the player with the most cards remaining in their deck wins.
  - 4) If both players have the same number of cards remaining in their decks, the player with the most cards in their Battle Area wins.
  - 5) If both players have the same number of cards in their Battle Area, the player with the most cards in their hand wins.
  - 6) If both players have the same number of cards in their hand, use a random method to determine the winner.

After carrying out the above, if the time limit has been reached between games, and a winner still hasn't been determined, follow the procedure below.

- 1) The player with the most wins is declared the winner of the match.
- 2) Count the active player's turn as turn 0, the opponent's text turn as turn 1, the next turn as turn 2, the following turn as turn 3, and so on. Both players get a total of six extra turns.
- 3) If a winner still hasn't been determined at the end of extra turns, the player with the most life wins.
- 4) If both players have the same amount of life, the player with the most cards remaining in their deck wins.
- 5) If both players have the same number of cards remaining in their decks, the player with the most cards in their Battle Area wins.
- 6) If both players have the same number of cards in their Battle Area, the player with the most cards in their hand wins.
- 7) If both players have the same number of cards in their hand, use a random method to determine the winner.

#### - Match Structure

Team tournaments should use the following configuration for matches:

- Preliminaries: Number of games : 3. / Necessary wins: 2.  
Match time: 60 minutes. / Prep time: 10 minutes (for extra turns, tournament management, etc.).  
Time between matches: 10 minutes (maximum time for management).

- Finals: Number of games: 3. / Necessary wins: 2.  
Match time: 60 minutes. / Prep time: 15 minutes (for extra turns, tournament management, etc.).  
Time between matches: 10 minutes (maximum time for management).
- Final Match: Amount of Games: 3. Necessary wins: 2.

Extra turns should take place during the time given for prep time. During preliminaries, if prep time ends and the match still hasn't finished, the match is declared a draw. During finals, the match winner is determined using the above procedures. There are no extra turns during the final match of a tournament, and the game should continue until a winner is determined.

Prep time and time between matches is intended for matchmaking and other managerial tasks. Because of this, there is a chance that extra turns will interfere with managerial tasks, so it is important for games to finish as soon as possible. If a judge feels that a player is playing too slowly during extra turns, they may issue them cautions and notices.

If actions deemed necessary by organizers end up reducing the amount of time a player has to play a match, organizers are required to do everything in their power to provide an equivalent time extension.

(Example: Match start time delayed due to deck checks.)

(Example: Match stopped due to appeal to head judge.)