

Dragon Ball Super Card Game

Team Battle Rules(Store Celebration)

- How do Team Battles Work?

Each team is comprised of three players who battle against each of the other players on the opposing team. The team with the most match wins is declared the winner.

-What are Sealed Battles?

Sealed Battles are a format where multiple players take unopened packs, open them, and make decks out of the cards they get from those packs. Players then play each other with those decks.

-Determining Teams and Matchups

When players register their team, they decide who is Member A, Member B, and Member C. These positions cannot be changed and are fixed until the end of the tournament. When determining matchups for battles, Member A will always play against Member A from the opposing team, Member B will always play against Member B from the opposing team, and Member C will always play against Member C from the opposing team.

-Recommended Players / Product

Players: 4 teams(12 players in total) or 8 teams(24 players in total)

Product: Depends on each store

* All players need to have the same type of packs.

*Please ask the details to your local store

- Deck Construction Rules

Decks consist of one Leader card and 40 non-Leader cards. The limitation that only allows up to four copies of a single card does not apply. Any cards you do not use to make your deck are considered part of your side deck.

* Leader cards can also be used in your side deck.

As a special rule, in addition to any cards opened in packs, players can also include up to seven copies of the following cards in their decks:

- BT5-117 Dragon Ball
- TB3-067 Porunga's Dragon Ball

- Limited and banned card rules apply as normal.

- Match Format

Tournaments are conducted using a swiss draw format. Matches are played best-of-one (the first player to win a game is the winner).

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.

The number of matches is the below.

4-8 Teams: 3-5 Rounds

- Coaching During Matches

Team Players are allowed to coach one another during matches. However, match time is limited, so coaching should not be frequent and be limited to a maximum of 30 seconds. A judge may deem excessive coaching to be intentional slowplay and give the slowplaying team a penalty.

-Match Time

Once match time is over, if players are 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.

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.

■Deck Building Procedure

Once you've opened your six packs, you construct your deck like normal, with one Leader card and 40 cards in your main deck. All other cards go into your side deck.

*When doing Sealed play, we recommend that each player brings spare Leader Cards with them. (Said Leader Cards should be limited only to those that are legal for tournament play.) If a player isn't able to draw a Leader Card from their packs, that player provides proof to the other players that they have no Leader Cards, and then they can use one of the spare Leader Cards. However, if a player has a Leader Card in their pool they **MUST** use that Leader Card and can't use any of the spare Leader Cards.

■Card Distribution

Any cards you open are yours to keep.

■Special Rules

You don't lose if you run out of cards in your main deck. Simply take the cards in your Drop Area and Warp and shuffle them back into your deck.