



National Championships 2018

Konami Digital Entertainment B.V. (KDE)
Yu-Gi-Oh! TRADING CARD GAME
2018 WCQ National Championship FAQ

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Basic Information

What are National Championships?

National Championships are Tier 2 tournaments in which Duelists compete to earn invites to the WCQ: Continental Championship, along with exclusive prizes. Participants in National Championships are held to the highest standards of sportsmanship and are expected to be fully prepared for the event.

Where and when are the National Championships?

A list of dates and locations for currently scheduled National Championship events can be found online at www.yugioh-card.com (section "Events").

How much does it cost to enter a National Championship?

The entry fee for National Championships lies between EUR 4 and EUR 20 (or local equivalent). For your entry fee, you will receive 1 to 5 booster packs of the latest Yu-Gi-Oh! TRADING CARD GAME booster set (1 pack per 4 EUR or local equivalent).

Who can participate in a National Championship tournament?

National Championships are open events that require no prior qualification.

- National Championships are open to all players whether they are a resident in that country or not.
- National Championships are open to players who already hold an invitation to the WCQ: European Championship.
- Players who are suspended from official Yu-Gi-Oh! Organized Play cannot participate in National Championships, attend the venue, or apply to staff the event. A list of suspended players can be found at <http://www.yugioh-card.com/>
- Tournament Organisers retain the right to refuse entry to players who have engaged in criminal behaviour, such as theft or violent conduct.

What is the format for National Championship tournaments?

National Championship tournaments are Advanced Constructed events, which mean each Duelist must bring his or her own Deck in order to compete. Decks must be constructed according to the latest Advanced Format guidelines (Please check the "Limited and Forbidden Cards" section of www.yugioh-card.com for more information).

National Championships will be run using Swiss Format, which means all Duelists will play a set number of rounds determined by the number of Duelists enrolled in the tournament. Duelists are not eliminated during the event.

Swiss Rounds for the 2018 National Championship Season

Swiss Rounds for the 2018 National Championship Season Number of Participants*	Number of Swiss Rounds
4 – 8	3 Rounds of Swiss
9 – 16	4 Rounds of Swiss
17 – 32	5 Rounds of Swiss
33 – 64	6 Rounds of Swiss
65 – 128	7 Rounds of Swiss
129 – 256	8 Rounds of Swiss
257 – 512	9 Rounds of Swiss
513 – 1024	10 Rounds of Swiss
1025 – 2048	11 Rounds of Swiss
2049 or more	12 Rounds of Swiss

After those Swiss rounds, there will be a top cut made (depending on attendance), who will continue to play in single elimination mode.

There will be a playoff between the two semi-finals losers, to determine 3rd and 4th place.

Can I play in more than one National Championship?

Duelists can compete in any National Championship, however they may only compete in one National Championship in 2018.

Dragon Duel National Championships are considered National Championships. A participant of a Dragon Duel National Championship may not participate in another National Championship or Dragon Duel national Championship event.

Competing in more than one National Championship is a violation. Doing so may result in you losing your qualification for the WCQ: Continental Championship and may result in further penalties.

I would like to provide feedback to Konami concerning the National Championship I attended, who should I contact?

If you attended one of our National Championships and would like to send us feedback, you are welcome to send us an e-mail to yugioh@konami-europe.net.

Will there be Public Events?

Some National Championships will offer additional Public Events. Check with your Tournament Organiser to find out – contact information for the National Championship organisers can be found at www.yugioh-card.com under “Events”.

How long will the National Championship tournament last?

The number of Swiss rounds is determined by the number of Duelists enrolled in the tournament. Rounds in the Yu-Gi-Oh! TRADING CARD GAME are 40 minutes long. Since you can play all rounds in a Swiss tournament, you should expect to be at the event for several hours; many National Championships will span over two days.

What happens if I am not done with my Match after 40 minutes? ***Updated***

[Nationals before 1st June:](#)

[Nationals from 1st June:](#)

Nationals before 1st June:

End of Match Procedure - Swiss Rounds

Sometimes a Match will not be finished when the time ends for a round. If this happens, the Duelist should note whose turn it is when time is called, and raise their hands for a judge. The judge should be notified that the Match is ongoing and whose turn it is. The judge may or may not stay to supervise the End of Match procedure, but should ensure that both Duelists understand the following procedure.

Please follow these instructions when proceeding to End of Match procedures during the **Swiss** portion of the tournament:

1. Continue until the end of the current turn.
2. If the Duel is not over at the end of the turn, go to “Extra Turns.”
 - a. Extra Turns = Conduct (5) additional turns starting from the opponent’s turn.
3. If a win condition (a Duelist’s Life Points is reduced to 0 or an instant win condition such as the effect of **Exodia the Forbidden One** or **Final Countdown**) occurs within these (5) turns, the Duel ends as normal.
4. If a win condition does NOT occur within these (5) turns, the Duelist who has higher Life Points after the “Extra Turns” (5 turns) wins.
5. If both Duelists won one Duel and the third Duel ends in a Draw, the Match is considered to be a Draw.
 - a. After the Duel is concluded, the Duelist who has won the most Duels is declared the winner of the Match. If both Duelists now have the same number of Duel wins, the Match is a Draw.
 - b. If both Duelists won one Duel and the third Duel ends in a Draw, the Match is considered to be a Draw.
 - c. If time is called before a Duel begins (during Side Decking, before drawing their opening Hands), and both Duelists have won the same number of Duels, the Match is considered to be a Draw.

- d. If time is called before a Duel begins (during Side Decking, before drawing their opening Hands), and one Duelist has won more Duels, the Duelist with more wins is declared the winner of the Match.
- e. Duelists may not choose to intentionally end a match in a Draw. Intentionally ending a Match in a Draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.

Match Draws may only occur during the Swiss portion of a tournament and only during End of Match procedures. **Duelists may not intentionally end a Match in a Draw. Intentionally ending a Match in a Draw, or stalling to have a Match end in a Draw, is against tournament policy and could result in a Disqualification.**

End of Match Procedure - Single Elimination Rounds and Public Events

During Single-Elimination rounds, if Duelists have not completed their matches during their allotted time limit, proceed to End of Match procedures. Please follow these instructions when proceeding to End of Match procedures during the **Single-Elimination** portion of the tournament:

1. Continue until the end of the current turn.
2. If the Duel did not end at the end of the turn, go to "Extra Turns."
 - a. Extra Turns = Conduct (3) additional turns starting from the opponent's turn.
3. If a win condition (a Duelist is reduced to 0 Life Points or an instant win condition such as the effect of **Exodia the Forbidden One** or **Final Countdown**) occurs within these (3) turns, the Duel ends as normal.
4. If a win condition does NOT occur within these (3) turns, the Duelist who has higher Life Points after the "Extra Turns" wins.
5. If both Duelists' Life Points are the same after the "Extra Turns" are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.
 - a. Life Points are checked after the turn has completed but before the opponent's turn begins.
 - b. If a Duelist's Life Points reach 0 or if a win condition occurs during the turn, normal game play rules apply.
6. Once the winner has been determined for the current Duel, the Match winner is determined.
 - a. If a Duelist has more wins than his or her opponent, that Duelist wins the Match.
 - b. If both Duelists have the same number of Duel wins, or if time is called in between Games of a Match, they will begin a new Duel with specific guidelines.
 - i. Neither Duelist may use his or her Side Deck.
 - ii. Duelists must use a random method (die roll, coin flip, etc.) to determine who will go first.
 - iii. The Duel will continue for a total of (4) turns, two turns for each Duelist, unless a Duelist manages to win the Duel before the (4) turns are up.
 - iv. Once the four turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match.
 - v. If both Duelists' Life Points are the same after the (4) turns are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game. Please use the same criteria listed above (Step 5).

Draws cannot occur during Single-Elimination. There must always be a winner.

Nationals from 1st June:

Starting on June 1st, 2018, all Yu-Gi-Oh! TCG Organized Play will use brand-new End of Match procedures. Duelists should familiarize themselves with the new End of Match procedures prior to attending any event.

Sometimes a Match will not be finished when the time ends for a round. If this happens, it is both Duelists' responsibility to note whose turn it is when time is called. Duelists who require assistance with the End of Match procedures should raise their hand and call for a judge. The judge should be notified that the Match is ongoing and whose turn it is. The judge may or may not stay to supervise the End of Match procedure, but should ensure that both Duelists understand the following procedures.

End of Match procedures should follow these three (3) rules:

Rule #1: If time is called while Duelists are in the middle of a Game, the current Game must have a decision (Win, Loss, or Draw)

Rule #2: Once the current Game has concluded with a decision, determine the winner of the Match by determining the number of Game Wins (or Game Losses) each Duelist has for the current Match. The Duelist with the most Game Wins will win the Match.

Swiss Rounds: If both Duelists have the same number of Game Wins, or if time was called in between games of a Match when both Duelists had the same number of Game Wins, then the Match is a Draw.

Single-Elimination Rounds: If both Duelists have the same number of Game Wins, or if time is called in between Games of a Match while both Duelists have the same number of Game Wins, they will begin a new Duel with specific guidelines.

Neither Duelist may use his or her Side Deck. If time was called in between Games of a Match and at least one Duelist has already accessed his or her Side Deck, then both Duelists may use their Side Deck.

Duelists must use a random method (die roll, coin flip, etc.) to determine who will go first. The Duel will continue for a total of four (4) turns, two (2) turns for each Duelist, unless a Duelist manages to win the Duel before the four (4) turns have concluded.

A "turn" is defined as the start of the Draw Phase until the end of the End Phase for a single Duelist.

Once the four (4) turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match.

If both Duelists' Life Points are the same after the four (4) turns are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.

Rule #3: If a win condition occurs during End of Match Procedures, that Duelist wins the current Game.

Keeping these three (3) rules in mind, please follow these instructions when proceeding to End of Match procedures:

Continue with the current Phase of the Game. Once the Phase is over, stop the game.

Determine a Game Winner at this point, with the Duelist with the most Life Points winning the Game.

During Swiss Rounds, if both Duelists' Life Points are the same, the Game is a Draw. Compare Game Wins with the Duelist with the most Game Wins winning the Match. If the Game Win totals are the same, the Match is a Draw.

During Single-Elimination, if both Duelists' Life Points are the same at the end of the current Phase (Step 1 above), finish the current turn. If both Duelists' Life Points are the same at the end of the turn, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.

Match Draws cannot occur during Single-Elimination Rounds.

Preparing for the event

Can I get a COSSY ID number at the National Championship tournament, or will I need to have one before I attend the event?

If you do not have a COSSY ID number, you can get one at the event. If you already have a COSSY ID number but do not remember the 10-digit ID, a registration staff member on-site should be able to assist in finding your correct ID. Duelists should avoid acquiring new COSSY IDs if the previous ID can be found.

Duelists are not required to have their actual COSSY ID card to participate, though it is encouraged.

Will I need to complete and turn in a Deck List?

Yes. All Duelists participating in a National Championship must turn in a completed Deck List in order to participate. Please check with the onsite Tournament Organiser for additional information in regards to the Deck List collection process. Duelists can download the official KDE Deck List at http://www.yugioh-card.com/uk/gameplay/rulings/constructed_deck_list.pdf. Duelists are encouraged to complete their Deck List before arriving at the tournament.

What cards are legal for play?

Please check the "Products" page online at <http://www.yugioh-card.com> for an updated look at the legality dates of Yu-Gi-Oh! TRADING CARD GAME product releases, prior to preparing your Deck for the event.

In addition to checking the tournament legality of a product, please check the current Advanced Format Forbidden/Limited list. Certain cards in products with tournament-legal dates can sometimes be excluded from the current format.

Can I use OCG cards in my Deck?

No. Cards printed for Asian markets are not legal for play in TCG tournaments.

Can I use foreign language cards in my Deck?

You can use foreign-language copies of legal-for-play cards printed for the TCG market, as long as you can show an official translation of the card, kept outside of your Deck, when asked to do so by an opponent or tournament official.

I've never been to a National Championship tournament, what should I expect?

National Championships are large tournaments, and attract competitive Duelists who are attempting to earn World Championship Qualifier invites, Nationals prizes and keeping their Dueling skills honed.

There are a lot of things you should do to make sure you are prepared before heading to the tournament. Read over the list of things you will need for the tournament, and make sure you have everything. You'll have a better time at the event if you don't have too many bulky or heavy possessions to carry around, as it can get crowded there on the floor. Think ahead while you are planning what to bring with you.

When you get to the event, you will need to register in order to play. You will also need a COSSY ID card – this is the ID number used to track you in the tournament. If you don't already have one, you will be able to get one at the tournament.

If you have a COSSY ID and have lost or forgotten it, you can ask the Registration station to look it up for you. If you've played in a previous event, they may be able to retrieve your number.

Please arrive at least 30 minutes before the National Championship is scheduled to start to ensure you will be properly registered for the tournament.

You will also need a Deck List. A Deck List is required to participate in the National Championship. You can get a Deck List form at the event when you register, or you can download one to fill out ahead of time by clicking on this link:

http://www.yugioh-card.com/en/events/forms/KDE_DeckList.pdf. Write the name of each card in full, and write down how many copies you have in your Deck.

- Make sure your name and COSSY ID are on your Deck List.
- Make sure your Deck List exactly matches your Deck.
- Write legibly and do not use abbreviations for card names.

Please check with the Head Judge for additional instructions on the Deck List collection process.

Duelists are responsible for paying attention to information from judges and/or tournament staff in order to understand what is going on. If Duelists have questions about the event either beforehand or while they are there, they should check with the Tournament Organiser.

Before heading to the event, all Duelists should read over the KDE Tournament Policy and Penalty Guidelines carefully. These documents tell you what you can and cannot do at an event, and give you a good idea of what to expect. You may find these Guidelines at <http://www.yugioh-card.com/uk/gameplay/>.

When you compete in a National Championship tournament, you'll be held to high standards of play and sportsmanship. You should know how the cards in your Deck work, and should take great care to prepare your Deck, sleeves, and Deck List. Duelists must pay attention to information from judges and/or tournament staff in order to understand what is going on. Duelists are expected to know and

understand the information provided in the above policies and guidelines while at a National Championship or any Sanctioned event.

National Championships are excellent places to test your skills, learn more about deck-building and strategy, and see how well you match up against the other Duelists in your area.

What will I need to bring to a National Championship tournament?

You should bring a tournament-legal Deck as described above, along with any tournament supplies you will need, such as paper and pen to track Life Points, dice or counters if you are using cards which require them, extra sleeves to replace any that become damaged, and so forth. If you have a COSSYID number, you should bring your number and barcode. You'll also need the entry fee for the tournament, as well as money for your incidentals (food, drink, Public Events, etc.). If you win an invite to the WCQ: European Championship, the Tournament Organiser might require you to provide a form of legal identification, so bring a passport, school ID, driver's license or similar.

I want to judge at a National Championship, instead of competing as a Duelist, how can I volunteer?

If you're interested in judging, you should contact the Tournament Organiser for the National Championship as soon as possible. Most Tournament Organisers are always on the lookout for judge staff, so be prepared to provide your full name, contact information including email and phone number, and a description of your previous judging experience.

Judges are encouraged to take the Level 1 Rulings Comprehension test and Policy Comprehension test available at <http://www.yugioh-card.com/uk/gameplay/judges.html>. Following their successful completion of the test, they should follow the instructions at the above link and register as a judge with KDE.

Whom should I contact for more information about a specific National Championship?

Your best resource for answers about a specific National Championship event is the contact number listed on the webpage. Konami won't be able to answer questions such as "How do I get to the venue?," "Where should I park?," "When does registration start?," and so forth. For questions such as these, you will need to contact the Tournament Organiser directly.

If you have more general questions about National Championships, you can send them to yugioh@konami-europe.net. Please be as detailed as possible, so we can try to provide you with the answers you're seeking!

Prizes and Invites to the WCQ: European Championship

What are the prizes for National Championships?

Please refer to the table on <http://yugioh-card.com/uk/events/> - and navigate to 2018 WCQ: National Championships, and click on the National you wish to attend to find out about the prizes you can win at your country's Nationals.

How and when will I receive my invite?

A list of Duelists who have earned invites to the WCQ: European Continental Championship is posted online. You can find the list here: [WCQ 2018 - Invited Players List](#)

- You will not receive an invite or certificate via letter mail.
- You will not receive an invite or certificate via email.
- You will not be required to present any kind of certificate in order to enter the WCQ: European Championship / Oceanian Championship.
- Your name and information will be added to the Invite List, and that is proof that you qualified.

If you have a question about your invite status, you can email yugioh@konami-europe.net and ask. Please provide your full name, COSSY ID number, and the date and location of the event at which you qualified, along with your question, so we can answer you quickly and efficiently.

Please remember that invite status information isn't automatically or instantly updated online.

How many Duelists will earn invites at a National Championship?

Please refer to the table on <http://yugioh-card.com/uk/events/>, click on your country's flag to see how many WCQ Invites are awarded at your country's National Championship.

A list of Duelists who have earned invites to the WCQ: European Championship is posted online. You can find the list here: [WCQ 2018 - Invited Players List](#)

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Please remember that invite status information isn't automatically or instantly updated online.

What are World Championship Points?

Duelists that compete and do well at events throughout the course of the Dueling season can now receive "World Qualifying Points" to earn an invitation to the World Championship.

World Qualifying Points are awarded based on the total number of invites awarded at that event. For example, at a National Championship that awards 128 WCQ invites, the Duelist who comes in 1st place will earn 128 points, the 2nd place Duelist will earn 127 points, and so on, down to the 128th place Duelist who will earn 1 point

Please keep an eye on Yugioh-card.com for updates on World Championship Points!

Will National Championship invites "pass down" if someone who has already earned an invite earns another one?

Yes, invites will pass down for the 2018 National Championship season.

How do qualifications to the WCQ: European Dragon Duel Championship work?

If a player born 2005 or later earns an invite at a National Championship, he can choose to participate in either the 2018 WCQ: European Championship or the 2018 WCQ: European Dragon Duel Championship, which will both take place on the same weekend in the same location. Those players do not need to decide in which to participate when earning the invite; instead, they will announce their decision when enrolling for either of the two Championships.

Is travel or hotel included with my invite?

Costs for travel and/or accommodation are not included with invites earned at a National Championship – the expenses incurred in attending a World Championship Qualifier tournament will be the responsibility of the Duelist. Only the winner of each country's National Championship, Dragon Duel and in the case of larger Dragon Duel tournaments, the runner-up will have his or her travel and accommodation sponsored.

What is the WCQ VIP Package?

The WCQ VIP Package consists of perks for WCQ National Champions during the WCQ Continental Championship weekend.

This includes:

- Additional Participation Gifts
- Option of Designated Seating during the WCQ Continental Event
- Priority Registration

Additional perks may be announced nearer the event.