

Konami Digital Entertainment, Inc. (KDE)
Official KDE Tournament Penalty Guidelines
In Effect as of November 14th, 2013

This document, used in addition to Konami Tournament Policy, outlines the appropriate code of behavior for players at an event. It instructs judges and tournament officials how to identify infractions and assign correct penalties. Penalty Guidelines help ensure a fair and consistent tournament everywhere, by explaining the various types of infractions, along with the penalties assigned to each one.

Judges and tournament officials are expected to abide by the policies outlined below. In addition to Konami's Tournament Policy document, this Penalty Guideline contains information to be used during all Sanctioned Official Konami Trading Card Game tournaments.

For a complete understanding of tournament policies, please read all three documents.

Tournament Policy documents are frequently updated. The most current version of the Tournament Policy document can be found here:

The Americas: <http://www.yugioh-card.com/en/events/>,
Europe: <http://www.yugioh-card.com/?area=eurp>

For questions please email us-opsupport@konami.com (North America), la-opsupport@konami.com (Latin America and the Caribbean) or yugioh@konami-europe.net (Europe, South Africa, Australia, and New Zealand).

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I. Philosophy

Both players and tournament officials share the responsibility for maintaining a fair and consistent event, by understanding their roles in the event.

Penalty and Policy Guidelines are intended to educate the players and tournament officials on proper, expected behavior at events. These guidelines may not serve as a resource for players to attempt to take advantage of one another through “rule-sharking”, or otherwise attempting to influence the decisions of tournament officials.

“Rule-sharking” is defined as “using rules and policy in an attempt to gain an advantage, rather than to ensure fair and consistent gameplay.”

Tier 1 events (Official Tournament Store events, Duelist League, Sneak Peeks, etc.) are designed for casual play and light to moderate rules enforcement. Tournament Policy and Penalty Guidelines still apply at these levels, but the focus is on fostering a friendly and fun atmosphere for Duelists to play in. Judges at Tier 1 events should keep this in mind as they determine infractions and penalties.

Tier 2 events (OTS Championships, Regional Qualifiers, Yu-Gi-Oh! Championship Series, World Championship Qualifiers, etc.) are prestigious events, and will have the highest level of rules and penalty enforcement. Players are held to the highest standard of play. Judges at Tier 2 events should keep this in mind as they determine infractions and penalties.

The Head Judge of the event has final say on all ruling and policy decisions. Once the Head Judge has made a decision, the decision is final.

A. Players

Players should always do their part to ensure they are in compliance with policy, by reading policy documents and asking questions before the event if something is unclear. Players are ultimately responsible for the contents of their Deck, their actions and words at a tournament, and as such they are expected to take an active role in their own tournament participation.

B. Judges

Tournament fairness and consistency relies upon the judge’s knowledge of policy and their understanding of the penalties that accompany it. When a player commits an infraction, a judge should be able to correctly identify the infraction, administer the appropriate penalty, and educate the player about both the infraction and the penalty.

II. Investigation Procedure

A. Determining an Infraction

Any judge call which lasts longer than 1 minute requires that the Match be given an appropriate time extension, so a judge should take note of the time as they answer a call.

Time extensions should only be given for actual time lost during a round.

Examples	<i>A Judge approaches a Match with 3 minutes left in the Round. The players decide to appeal the ruling to the Head Judge. The total length of the appeal time was 7 minutes. The players should only be given a 3 minute time extension as that was the time lost during the round.</i>
	<i>A Judge approaches a Match during End of Match procedures. The issue is resolved in 3 minutes. No time extensions should be given as no time is lost during the round as End of Match procedures are not timed.</i>

A judge should never “reverse engineer” a penalty, by applying the penalty first and then determining the infraction.

A judge must **first** investigate, **then** determine the infraction, and only **then** apply the penalty.

Both players should explain what happened, and answer truthfully any questions the judge may have. The judge will examine the situation, and determine if an infraction has occurred. If so, the judge will then explain the infraction. If no infraction has occurred, the judge will quickly explain why.

Investigations are conducted in private. Some infractions, depending upon severity, might also be explained in private to the player committing the infraction. Not every situation that occurs is appropriate for public knowledge; so the judge’s decision to address the matter in private should be respected by opponents, spectators, uninvolved judges and tournament officials, etc. The Head Judge’s decision is final.

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.

A player may not appeal a floor judge’s ruling until the floor judge has completed issuing the ruling. Failure to do so may result in Unsporting Conduct penalties.

B. Applying the Penalty

Once an infraction has been identified, the judge will ask the player if they have received any other penalties for this same infraction during the course of the tournament. This helps the judge determine if a penalty might have to be upgraded. Players are expected to answer this question honestly – lying to a tournament official is against tournament policy. If it is a repeat infraction, the judge will notify the Head Judge prior to applying a penalty, as the Head Judge might wish to upgrade it. If this is a first time infraction, the judge will briefly educate the player concerning the infraction and then apply the penalty. The judge will then allow the players to continue play.

If the call took longer than a minute, the judge will note the appropriate time extension on the bottom left of the front of the Match Result Slip.

The judge will take the Match Result Slip from the table, and fill out the **reverse** side of the Match Result Slip with the penalty information. The information should be written as follows:

[Player’s full name] – [Infraction] – [Penalty given] – [Brief description of infraction] – [Judge’s full name]

The judge will then return the slip to the Match.

Judges should give written warnings as opposed to verbal warnings. Verbal warnings cannot be tracked, and do not allow the judges to determine if a player is repeating an infraction. Players are also less likely to take a verbal warning seriously, which undermines the point of the penalty.

C. Reporting Penalties

All penalties issued by a judge must be reported to the Head Judge and the Scorekeeper, usually by filling out the appropriate information on the reverse side of the player’s Match Result Slip. Scorekeepers will enter the details of the penalty in the official Konami Tournament Software or the COSSY Online Utility System, so that it may be tracked throughout the course of an event. Konami reserves the right to contact a player who has accumulated an excessive amount of penalties for further investigation. In addition, Konami reserves the right to pursue further actions – such as suspensions from Sanctioned Konami events – based on continued infractions.

D. Game State

Whether or not a game state can be repaired can mean the difference between a Warning and a Game Loss. If both players can provide clear information and a judge can determine a way to fix or rewind the game state, the game should be repaired as far as possible and play should resume. A Game Loss is not an appropriate penalty for a repairable game state, unless as an upgrade from previous infractions.

An irreparable game state should **never** result in a double Game Loss, except as an upgrade. If both players share fault in a single game state error that merits a Game Loss, determine which player is most at fault, and award that player with the Game Loss. The player less at fault should receive a Warning. An irreparable game state should **never** result in restarting a Duel or Match.

Irreparable Game States

Examples	<i>A player returns a face-down monster to her Deck to Special Summon Gladiator Beast Heraklinos from her Extra Deck, without revealing it to their opponent. There is no way to tell if the face-down card was a "Gladiator Beast" Monster, so the action is irreparable. It is appropriate to give the player a Game Loss.</i>
	<i>A player forgets to discard down to the legal hand limit at the end of his turn. During their opponent's turn he plays a card that draws a card. There is no way to know which cards the player had in his hand prior to drawing the card. This is not a missed mandatory effect but a mandatory game mechanic. This action is irreparable, and it is appropriate to give the player a Game Loss.</i>

Repairable Game States

Examples	<i>A player shuffles his hand with his Deck. However, he had revealed his hand to the opponent earlier in the turn, and has not drawn or played any additional cards. Both the player and the opponent can clearly remember the contents of the player's hand. It is appropriate for the player to restore his hand, reshuffle his deck, and continue play with a Warning.</i>
	<i>Neither player has been keeping track of Life Points on paper for the current Game and there is a disagreement about the Life Point totals. The players, with the aid of a judge, should reconstruct the game from the cards that have been played, and either reach an agreement or accept the judge's decision on the totals. Both players should receive a Warning and be allowed to continue play.</i>
	<i>A player activates an effect to search for a card without a legal target in her Deck. After the player is unable to resolve the search effect, the Deck is shuffled, the player should receive a Warning, and be allowed to continue play.</i>
	<i>A player forgets to resolve a mandatory effect and the error is not caught until a few game plays later. After investigation, the Head Judge determines the infraction was unintentional. Both players should receive a Warning as it is both players' responsibility to maintain the correct Game State, and game play should continue from that point.</i>

III. Penalties

There are 5 types of Penalties:

- **Caution** (Special circumstances only)
- **Warning**
- **Game Loss**
- **Match Loss**
- **Disqualification**

Judges must use only these penalties, and may not create or implement new ones.

A. Caution

A Caution can be used instead of a Warning, for Tier 1 events. The Caution is intended as a teaching tool for newer players, and does not need to be tracked on the Match Result Slip. Judges should share information on Cautions amongst themselves, to ensure players are being properly educated.

Cautions may not be used for Tier 2 events such as Regional Qualifiers and Yu-Gi-Oh! Championship Series tournaments. A Caution is given to a player at a Tier 1 event who commits a minor infraction.

A Caution is given if the judge believes the infraction to be minor and **unintentional** (See Unsporting Conduct for exception). A Caution should always be followed by a brief education of the player, explaining why the penalty was handed out and that a further infraction can lead to an upgrade. An upgrade to a Caution is a Warning.

B. Warning

A Warning is the most commonly utilized penalty. A Warning is given to a player who commits a minor infraction. A Warning itself does not have a large impact on a player or a tournament, but it serves as a training tool for players and allows tournament staff to track a potential problem.

A Warning is given if the judge believes the infraction to be minor and **unintentional** (See Unsporting Conduct for Exception). A Warning should always be followed by a brief education of the player, explaining why the penalty was handed out and that a further infraction can lead to an upgrade. An upgrade to a Warning is a Game Loss.

C. Game Loss

A Game Loss is given out when a player has committed an infraction which is not severe enough to forfeit an entire Match or to be removed from the premises, but has a significant impact on the game. A Game Loss is appropriate for situations where a game state is irreparable due to the actions of the player receiving the penalty.

If a Game Loss is given out during a game, the player forfeits the current Game. If this penalty is given out in between Games of a Match, the player forfeits the upcoming Game. If the penalty is given out before a Match, the player forfeits the first Game of the upcoming Match.

In the case where a Game Loss is applied before a Match, neither player may use their Side Deck prior to the beginning of the first played Game. If a Game Loss is applied during a Match and the Match winner has not been decided, both players may use their Side Deck prior to the next Game.

This penalty is given if the judge believes the infraction was **unintentional** (See Unsporting Conduct for exception). A Game Loss should always be followed by a brief education of the player, explaining why the penalty was handed out and that a further infraction can lead to an upgrade.

An upgrade to a Game Loss is a Match Loss.

D. Match Loss

This penalty is given for an infraction that seriously impacts the game, but does not require the player to be removed from the tournament. Only a Head Judge may give out a Match Loss penalty, with the exception of a Match Loss tardiness penalty. If the Head Judge feels that applying the Match Loss penalty to the current round is not severe enough (player commits the infraction as he is about to lose a Match, for example), they may apply the penalty for the upcoming round.

If a player simultaneously commits two infractions, one of which merits a Match Loss and another which merits a Game Loss, the judge should give the Match Loss penalty first, followed by the Game Loss.

This penalty is given if the judge believes the infraction was **unintentional** (See Unsporting Conduct for exception). A Match Loss should always be followed by a brief education of the player, explaining why the penalty was handed out and that a further infraction can lead to an upgrade.

An upgrade to a Match Loss is a Disqualification.

E. Disqualification

A Disqualification is the most severe penalty that can be given. A Disqualification is given for severe infractions that require the player to be removed from the event or the venue. A Disqualification is usually given when a player **intentionally** breaks tournament rules, or as an upgrade from previous penalties.

Judges will need to investigate carefully to determine whether or not a player is intentionally breaking a rule.

All attendees at a tournament may be considered to be players, and are subsequently subject to the same penalties and infractions. Therefore, attendees are not exempt from a Disqualification penalty. An attendee does not need to have been enrolled in a tournament in order to be disqualified from that tournament.

The infraction does not need to have occurred inside the venue as long as it impacts upon or connects to a Sanctioned event.

KDE reserves the right to suspend players from KDE's Organized Play program for misbehavior not connected to a specific event.

There are two types of Disqualification penalties:

- **Disqualification (With Prize):** This penalty is only given out through the upgrade process. A player who commits the same infraction multiple times throughout an event and has their penalty upgraded to a Disqualification, is always with prize unless the upgrade was due to an Unsporting Conduct infraction.
- **Disqualification (Without Prize):** This penalty is given out when a person **intentionally** breaks tournament policies. This includes, but is not limited to, Cheating and Unsporting Conduct behavior. The person will be dropped from the event, and in most cases, required to leave the venue.

Only the Head Judge may disqualify a person from an event.

If a person is disqualified, a written statement must be filled out by any and all persons involved, including opponents, spectators, judges, tournament officials, etc.

It is the Head Judge's responsibility to collect these written statements from those involved and send the statements to Konami's Card Business Tournament Data department within 7 days of the event.

Only the KDE Penalty Committee can suspend players from KDE Organized Play.

F. Upgrading and Downgrading Penalties

Only the Head Judge of an event may upgrade or downgrade a penalty.

Upgrades should only be given to a player repeating the same infraction during the course of the same event. A Head Judge may downgrade a penalty under extreme circumstances, but should follow these guidelines in order to remain impartial and consistent. A Head Judge may choose to be a bit more lenient in the upgrade process during a Tier 1 event, choosing not to upgrade the penalty after the second infraction.

If an event extends across more than one day, all days should be considered to be the same event, and penalties should continue to be upgraded.

IV. Infractions

A violation of tournament policy is called an “infraction.”

If a player commits an infraction, a judge must apply the appropriate penalty. Because there are degrees of infractions with different levels of impact on the event, there are corresponding degrees of severity for penalties. The different categories of infractions can have different penalties administered, depending on severity of the infraction.

Judges must follow the guidelines listed below, and not create or implement new infractions.

A. Severity

Infraction	Description
Minor	This sub-category will be penalized with a Warning
Major	This sub-category will be penalized with a Game Loss
Strict	This sub-category will be penalized with a Match Loss
Severe	This sub-category will be penalized with a Disqualification
Cheating	This sub-category will be penalized with a Disqualification

B. Procedural Error (PE)

This category covers infractions involving general procedural errors a player might commit during the course of a game. There are 3 sub-categories for Procedural Error: **Minor**, **Major**, and **Strict**; which indicate the severity of the infraction.

1. PE – Minor: (Caution)

This penalty is only to be used at Tier 1 events. It does not apply at Regional Qualifiers, Yu-Gi-Oh! Championship Series tournaments, and other Tier 2 events, with the exception of the Yu-Gi-Oh! World Championship.

The intent of the “Caution” is to educate newer players, and may be given for initial infractions, before giving a “Warning” penalty. The player should receive an explanation of the problem, the problem should be fixed, but there is no need to record the penalty on the Match Result Slip.

Judges should exchange information among themselves on “Cautions” they have issued. This should be done to keep track of the number and type of Cautions each player has received over the course of the event, both to better educate the player or upgrade the penalty if needed.

2. PE – Minor: (Warning)

This penalty is appropriate for minor infractions where the problem can be easily corrected.

Examples	<i>Both players forget to resolve a Mandatory Effect, and the game state is repairable by a judge. Since both players are responsible, they each receive a Warning.</i>
	<i>A player attempts to Summon a monster while an effect prohibits him from doing so.</i>
	<i>A player accidentally changes the order of the cards in her Graveyard.</i>
	<i>A player shifts the position of a card on his field when he has not been directed to do so by a card effect or game mechanic.</i>
	<i>A player rushes from his Main Phase 1 straight into declaring an attack with his Monster without notifying his opponent that he is changing Phases and giving his opponent the opportunity to respond to the changing of Phases.</i>
	<i>Players are not keeping a paper record of their Life Points.</i>
	<i>A player Normal Summons a monster and then attempts to retract the move.</i>
	<i>A player does not fully reveal a card that was retrieved from her Deck, Graveyard, etc. via an effect that searches for a card.</i>

3. PE – Major: (Game Loss)

This penalty is appropriate for major infractions that cause an irreversible disruption to the current game. The game is beyond repair, so the penalty must be significant.

Examples	<i>A player shuffles his hand into his Deck by accident.</i>
	<i>A player forgets to pay a maintenance cost and doesn't catch it until a few turns later, after she realizes she should have run out of Life Points during a previous turn.</i>
	<i>A player forgets to discard down to the legal hand limit at the end of his turn. During his opponent's turn he plays a card that draws a card. There is no way to know which cards the player had in his hand prior to drawing the card. This is not a missed mandatory effect but a mandatory game mechanic. This action is irreparable, and it is appropriate to give the player a Game Loss.</i>

4. PE –Strict: (Match Loss)

This penalty is appropriate for infractions that cause a player to be unable to finish the current match.

Examples	<i>A player spills water on her Deck and damages her cards, which makes it impossible to finish the current Match.</i>
	<i>A player loses his Deck in between Matches and does not notify the scorekeeper until after the round has already been paired.</i>

C. Tardiness (T)

This category covers infractions that prevent a player from beginning their match within the specified timeframe allowed by the tournament. There are 2 sub-categories for Tardiness: **Major** and **Strict**; which indicate the severity of the infraction.

Tardiness penalties should never be upgraded after repeat infractions.

1. T – Major: (Game Loss)

This penalty is appropriate when a player is not in their seat after three minutes has passed from the beginning of the round. A player must be in their seat and ready to begin the round within this three-minute window.

Examples	<i>A player is not in his seat within three minutes into the round.</i>
	<i>A player sat at the wrong table and played the wrong opponent, and the mistake was caught after the three minute mark in the round, but before the 10 minute mark.</i>
	<i>A player fails to build and/or register his Deck within the allotted time frame during a Sealed pack event.</i>

2. T – Strict: (Match Loss)

This penalty is appropriate when a player is not in their seat after 10 minutes has passed since the beginning of the round. A player should be in their seat and ready to begin the round at this time.

Examples	<i>A player is not in his seat within 10 minutes into the round.</i>
	<i>A player sat at the wrong table and played the wrong opponent, and the mistake was caught after the 10 minute mark in the round.</i>

D. Deck and Deck List Errors (DE)

This category covers infractions associated with registering incorrect contents on a Deck List, or playing with an illegal Deck. If a Deck List error is caught prior to the start of the first round, it is acceptable (at the Head Judge's discretion) to correct the player's Deck List without applying a penalty. There are 2 sub-categories for Deck Error: **Minor** and **Major**; which indicate the severity of the infraction.

1. DE – Minor: (Warning)

This penalty is appropriate when a player realizes they have an illegal Deck or Deck List and brings it to the attention of tournament staff before the tournament begins. This penalty is also appropriate if a Deck List content needs to be confirmed.

Examples	<i>A player accidentally marks two copies of a Limited card on her Deck List and brings it up to a tournament official prior to Round 1.</i>
	<i>A player has 39 cards in his Main Deck and brings it up to a tournament official prior to Round 1, and is able to add another tournament legal card to bring the total to 40 before the round begins.</i>
	<i>A player arrives at his Match and prior to presenting his Deck to his opponent to randomize, realizes he forgot to remove Side Deck cards from the previous Match. The player must restore the Deck within the three-minute window, or risk an additional penalty for Tardiness.</i>
	<i>A player has accidentally shuffled an Extra Deck card into his Main Deck, and draws it from his Deck during a game. He should show the Extra Deck card to his opponent and a judge, return the Extra Deck card to his Extra Deck, and draw a new card.</i>
	<i>A player's handwriting is impossible to read, and a judge is obligated to clarify the name of a card or cards by checking with the player.</i>
	<i>A player is playing with a legal foreign language version of a card but does not have a translation kept outside of her Deck.</i>
	<i>A player unintentionally registers a card incorrectly during Sealed pack play and the error is caught during Deck construction. The player that registered the card pool should receive a Warning.</i>
	<i>A player unintentionally enters an event with a card that is determined to be counterfeit. The player should be allowed to replace the card with an actual version of the card and receive a Warning.</i>

2. DE – Major: (Game Loss)

This penalty is appropriate if a player registers an illegal Deck List, has an illegal Deck, or the Deck List does not match the contents of the Deck and the player does not catch the errors before Round 1 begins.

If the player has registered a legal Deck List but the Deck is illegal and/or does not match the Deck List, the Deck List takes priority over the contents of the Deck. In this case, the Deck should be fixed to match the Deck List.

It is the player's responsibility to obtain any cards needed to match the Deck to the Deck List before continuing game play. If the player does not have access to the necessary cards the player may add only enough cards to the Deck from the Side Deck to make the Deck legal, then correct the Deck List. If the player is not using a Side Deck, and cannot make the Deck match the Deck list, the player cannot continue in the tournament and should be dropped from the event.

If a player registers the wrong card name in the Deck List, and the card written is an Official Yu-Gi-Oh! TCG card, then the Deck List is still legal. The Deck is illegal and should be fixed to match the Deck List. If the player does not have access to the listed card or is unable to use the card in that portion of the Deck (Synchro Monster listed in Main Deck, etc), then if the Main Deck total is still legal, fix the Deck List. If the Main Deck total is illegal, the player must use cards from his/her Side Deck to make the Main Deck legal. If the player is not using a Side Deck, and cannot obtain the necessary card(s), the player cannot continue in the tournament and should be dropped from the event.

If finding the necessary cards makes the player tardy for the Match, the appropriate Tardiness penalties apply in addition to the Deck Error Game Loss.

If the player has registered an illegal Deck List but the Deck is legal, a judge should ensure the player fixes the Deck List to match the Deck.

If a player registers the wrong card name on the Deck List, and the card written is an Official Yu-Gi-Oh! TCG Card, but the card is a Forbidden card, than the Deck List is illegal. If the Deck is legal, the Deck List should be fixed to match the Deck.

If the player has registered both an illegal Deck List and Deck, a judge should ensure the player fixes the Deck first by removing all illegal cards from the Deck (Forbidden Cards, OCG Cards, extra copies of Limited/Semi-Limited cards, etc) and then fix the Deck List to match the Deck. If removing the illegal copies makes it so the Deck is still legal, no additional cards may be added to replace the illegal cards and the player must correct the Deck List. If removing the illegal copies makes the Deck illegal, the player may add only enough cards to the Deck from the Side Deck to make the Deck legal, then correct the Deck List. Cards may not be added to the Side Deck to replace the transferred cards. If the player is not using a Side Deck, and cannot make a legal Deck, the player cannot continue in the tournament and should be dropped from the event.

If a Deck Check has already been performed in which the Deck List has been verified as legal, the Deck List cannot be changed. In this case, if the Deck does not match the Deck List, a judge should ensure the player fixes the Deck to match the Deck List.

Examples	<p><i>If both the Deck List and the Deck are legal but do not match, a judge should ensure the player fixes the Deck to match the Deck List.</i></p>
	<p><i>A player has 41 cards listed in his Deck List and has 41 cards in his Main Deck. The player lists Honest, a Limited card, three times on the Deck List. He also has all three copies in his Main Deck. The two illegal copies of Honest should be removed from the Deck. Since the player now has an illegal Deck (39 cards), he must choose one card from his Side Deck and add it to his Main Deck. The Deck List should be fixed to match the Deck.</i></p>
	<p><i>A player has 42 cards listed in his Deck List and has 42 cards in his Main Deck. The player lists Honest, a Limited card, three times on the Deck List. He also has all three copies in his Main Deck. The two illegal copies of Honest should be removed from the Deck. Since the player still has a legal Deck (40 cards), he may not modify his Deck. The Deck List should be fixed to match the Deck.</i></p>
	<p><i>A player has 39 cards in her Main Deck. The player will add a card to the Main Deck from the Side Deck. The Deck List should be fixed to match the Deck.</i></p>
	<p><i>A player forgets to remove Side Deck cards from his Deck in between rounds, and the error is caught after the Deck has been presented to his opponent for randomization.</i></p>
	<p><i>A player registers “Bottomless”, “Mirror”, “Stardust”, etc, on her Deck List. The Deck List should be fixed.</i></p>
	<p><i>A player registers Black Luster Soldier in her Deck List. Upon verification, the player is playing Black Luster Soldier – Envoy of the Beginning. If Black Luster Soldier – Envoy of the Beginning is not on the forbidden list, and it is an actual card in the Yu-Gi-Oh! TCG, the Deck should be fixed to match the Deck List – the player must play with Black Luster Soldier, the card named on the Deck List.</i></p>

E. Drawing Extra Cards (DC)

This category covers infractions associated with drawing cards from the Deck outside of when a player is allowed to do so. There are 2 sub-categories for Drawing Extra Cards: **Minor** and **Major**; which indicate the severity of the infraction.

1. DC – Minor: (Warning)

This penalty is appropriate when a player has drawn cards from their Deck when not allowed to do so, and the cards can be clearly identified by both players or logically identified by a judge. This penalty also applies to situations in which cards are accidentally revealed. The cards should be shown to both players and then returned to their original areas, in their original order.

Examples	<i>A player accidentally draws a card when not allowed to do so but does not add the card to her hand.</i>
	<i>A player accidentally draws a card and adds it to his hand. A judge is able to logically identify which card was drawn due to effects that have already been played.</i>
	<i>A player accidentally knocks over cards from the top of her Deck.</i>

2. DC – Major: (Game Loss)

This penalty is appropriate when a player has unintentionally drawn cards from their Deck when not allowed to do so, and the cards cannot be clearly identified by both players or logically identified by a judge. Drawing extra cards when not allowed to do so damages the game state and must carry a heavier penalty. A judge should always attempt to recreate the situation to logically determine which card(s) were drawn. If the judge and/or both players are not completely sure which card(s) were drawn, this penalty applies.

Examples	<i>A player accidentally draws an extra card via an effect and adds it to her hand, with no way to correctly identify which card was added.</i>
	<i>A player resolves an effect that searches for a card, selects a card from his Deck, and then adds it to his hand without revealing the card to the opponent. Neither the opponent or a Judge is able to positively identify the card that was added to the hand.</i>

F. Marked Cards (MC)

This category covers infractions involving Marked Cards and/or sleeves. A card or sleeve is considered to be “marked” if it can be distinguished from the other cards contained in a Deck. It is a player’s responsibility to maintain un-marked cards and sleeves throughout the duration of an event. There are 2 sub-categories for Marked Cards: **Minor** and **Major**; which indicate the severity of the infraction.

If cards and/or sleeves have a manufacturing defect or other instance of wear or marking, that is identical on all cards and/or sleeves in the Main or Side Deck, the cards and/or sleeves are not considered to be marked.

Examples	<i>A player is using plastic sleeves with an identical manufacturing scratch along the right side of the sleeves. When the Deck is viewed from the side, the defect is identical in appearance and position on each sleeve. The cards cannot be differentiated from one another. The player’s cards are not considered to be marked.</i>
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1. MC – Minor: (Warning)

This penalty is appropriate when a player has minor markings on one or very few cards in their Deck that show no significant pattern. If the markings are on the sleeves, the player should be required to change the sleeves so that the entire Deck matches. If the cards themselves are marked, the player must replace the cards. It is appropriate for a judge to allow a player to change the sleeves in between rounds as to not hold up the current match. It is important for judges to understand that a pattern should not be presumed merely because the card(s) marked are “good” cards.

Examples	<i>A player has two random sleeves in his Deck with minor wear and tear, The two cards in the sleeves bear no pattern.</i>
	<i>A player has three cards in his Deck with minor bends that can be noticed through the sleeves. The three cards bear no pattern.</i>

2. MC – Major: (Game Loss)

This penalty is appropriate when a player has a significant number of cards marked and a judge notices a pattern. This penalty should be applied if the Head Judge determines that the pattern is unintentional. Although this infraction assumes the marking is unintentional, any markings on a card or sleeve can give a significant advantage to a player, so it carries a heavier penalty. It is **very** important for a Head Judge to investigate further to make sure the markings are not intentional.

If a player is assessed a MC – Major penalty, they will have 10 minutes to change the marked sleeves and/or cards before they can continue playing. If they are not able to change their sleeves within 10 minutes, they will be given a Tardiness – Strict (Match Loss) penalty.

Examples	<i>A player has 12 sleeves with what seems to be wear and tear on the top left corner. The marking is on eight of the 12 Spell Cards the player is playing in his Main Deck. The Head Judge determines the markings were made accidentally due to the way the player holds his cards.</i>
	<i>A player has 14 normally-sleeved cards turned upside down in his Deck during a mid-round Deck Check, ten of which are Monster Cards. The Head Judge determines these cards made up the player's Graveyard during the previous Game, and the player unintentionally shuffled them back in the wrong direction.</i>
	<i>A player has 3 cards with additional wear and tear on the top left corner. The marking is the only three Trap Cards the player is playing in his Main Deck. The Head Judge determines the markings were made accidentally based on how the player handles his face-down Spell/Trap Cards.</i>
	<i>A player is playing with cards that have been altered from their original manufactured state. The markings make it so that the player/Judge is unable to determine which card it is at first glance or the rarity has been altered from how it was manufactured by Konami. The player should receive a Game Loss for Marked Cards and is required to appropriately replace the card(s) in question.</i>

G. Slow Play (SP)

This category covers infractions associated with the pace of a player's game. Players are expected to play at a reasonable speed, regardless of the complexity of the game situation, and should not waste time during a Game. Slow Play infractions are always administered a **Warning** at first, and then upgraded as appropriate if the infraction is repeated. Slow play is presumed to be unintentional.

1. SP –Minor: (Warning)

This penalty is appropriate when a player unintentionally plays slowly, causing a minor delay in the Game. It is a player's responsibility to play at a reasonable pace, regardless of how complex a situation may be.

A time extension of at least three minutes should be given following a Slow Play warning.

Slow play infractions that continue throughout an event should be upgraded.

Examples	<i>A player is excessively slow while searching his Deck with an appropriate effect.</i>
	<i>A player constantly requests to see her opponent's Graveyard, or constantly requests a hand count during a given turn.</i>
	<i>A player takes longer than the 3 minutes allowed to access his Side Deck in between games of a Match.</i>
	<i>A player arrives at his table after three minutes have passed in the round, then takes an additional length of time to roll out his Game Mat, rummage for his Deck, or otherwise get set up for the game. The Slow Play penalty should be given in addition to the Tardiness penalty.</i>

H. Unsporting Conduct (UC)

This category covers infractions associated with inappropriate behavior from a player during an event. Unsporting Conduct infractions are considered to be intentional. It is important for players to understand what kinds of behavior are not appropriate at an event, and for judges to use common sense when investigating the infraction and administering a penalty. While Konami encourages players to have fun at an event, they are expected to withhold from engaging in behavior that may be offensive or that may ruin the integrity of the event. There are 4 sub-categories for Unsporting Conduct: **Minor**, **Major**, **Severe**, and **Cheating**; which indicate the severity of the infraction.

1. UC –Minor: (Warning)

This penalty is appropriate when a player commits a minor intentional infraction.

Examples	<i>A player leaves trash behind on his table after a Match.</i>
	<i>A player eats or drinks at a table during a Match.</i>
	<i>A player swears or uses inappropriate or offensive gestures during a tournament.</i>
	<i>A player insults a player, spectator, or tournament official.</i>
	<i>A player fails to follow the instructions of a tournament official.</i>
	<i>A player attempts to “rule-shark” his opponent (tries to use the rules to give him an advantage, instead of to support a fair and consistent tournament).</i>
	<i>A person at an event is wearing offensive clothing, or has an offensive image on his Game Mat, etc. The player must remove or cover up the offensive article or risk a penalty upgrade.</i>
	<i>A player makes a deliberately unfair trade with a less experienced player.</i>
	<i>A player violates the buying/selling policy at a venue. In addition to the Unsporting Conduct penalty, the player may be required to leave the venue.</i>

2. UC –Major: (Game Loss)

This penalty is appropriate when a player commits a major intentional infraction.

Examples	<i>A player uses profanity towards a tournament official.</i>
	<i>A player makes a racial or sexual slur against another player, spectator, or tournament official.</i>
	<i>A player throws over a chair in anger after losing a Match.</i>
	<i>A player refuses to sign or rips up a Match Result Slip.</i>

3. UC –Severe: (Disqualification)

This penalty is appropriate when a player commits a severe intentional infraction. The Head Judge must collect statements from the player and all parties involved describing in detail the incident leading to the penalty.

Examples	<i>A player writes on or otherwise damages or defaces tournament or venue property.</i>
	<i>A player physically or verbally assaults or threatens another individual.</i>
	<i>A player steals while on tournament site.</i>
	<i>A player attends an event while intoxicated or under the influence of any substance.</i>

4. UC—Cheating: (Disqualification)

This penalty is appropriate when a player is caught cheating at an event. This is the most severe penalty a Head Judge can give. KDE shows no tolerance towards cheating and takes this infraction very seriously. Cheating includes, but is not limited to, intentionally misrepresenting the game state, rules, or tournament polices. It also includes reporting inaccurate information or lying to tournament officials. **Bribery and collusion are considered to be cheating.**

Examples	<i>A player or players agree to intentionally Draw a Match.</i>
	<i>A player intentionally draws an extra card from his Deck while his opponent is not looking.</i>
	<i>A player intentionally conceals part of her Field in an attempt to influence the opponent’s game play decisions.</i>
	<i>A player intentionally withholds information on how a card works to trick the opponent into revealing additional information, in order to gain an unfair advantage.</i>
	<i>A player deliberately lies to a judge or tournament official.</i>
	<i>A player intentionally marks a card or cards in their Deck.</i>
	<i>A player offers their opponent cash, booster packs, or any compensation in exchange for the win.</i>
	<i>A player accepts a bribe in exchange for a concession, deliberately losing a Match, falsifying a Match Result Slip, misrepresenting the game state, etc.</i>
	<i>A spectator deliberately sends signals to a player during a Match, to convey information about the opponent’s cards. Judges will need to investigate before deciding if the player to whom the signal is sent is also cheating.</i>
	<i>A player deliberately enters a tournament using a name or ID number that is not their own.</i>
	<i>A player falsifies a Match Result Slip.</i>
	<i>A player alters the results of the Match after the Match has officially concluded.</i>
	<i>A player adds or removes cards to/from their Sealed pack card pool during Sealed play.</i>

A person who is not currently enrolled in a tournament is **not** exempt from the Disqualification penalty. If the infraction warrants a Disqualification, the Head Judge may opt to enroll that player specifically for the purposes of Disqualification – this is useful if a severe infraction is committed by a spectator or someone else who was not originally enrolled in the tournament. A player who has already dropped may also be reinserted into the tournament, in order to be disqualified.

V. Disqualification Review & Suspended Players

Players who have been disqualified from an event are subject to review, to determine if further penalties will be assigned. Disqualified players are responsible for filling out a Disqualification Form at the event, which provides them with the opportunity to tell their side of the story. Disqualification reports will also be collected from the Head Judge, and any opponents, spectators, or other tournament officials who were involved or witness to the incident. Authors of Disqualification reports may be contacted by KDE for further detail or clarification about the incident.

Disqualification reports will be reviewed by the KDE Penalty Committee, and players will be contacted with the committee's findings. In some instances, no further action will be considered necessary. In others, the player may receive the additional penalty of being suspended from KDE's Organized Play program.

Suspended players will be notified of their suspension and the date on which they may apply for reinstatement into the Organized Play program. A suspended player may not participate in or attend any Sanctioned KDE Organized Play event, until such a time as they have been reinstated as a player in good standing.

Suspended players will not be automatically reinstated into Organized Play. On or after the date they are eligible for reinstatement, they must contact the KDE Penalty Committee at us-penalty@konami.com to request reinstatement. Suspended players who have requested reinstatement will then be notified by the KDE Penalty Committee whether or not they have been reinstated.

Even after the eligibility date has passed, players are still considered to be suspended until they have both applied for reinstatement and received a notification from KDE that they are once again a player in good standing

The infraction does not need to have occurred inside the venue as long as it impacts or connects to a Sanctioned or official Konami event. KDE reserves the right to suspend players from KDE's Organized Play program for misbehavior not connected to a specific event.

Players do not need to have been disqualified in order to warrant additional penalties from the KDE Penalty Committee.

If a player is charged with a criminal offense, whether or not that offense took place at a tournament, that player can be automatically entered into the suspended player list and may no longer participate in KDE Organized Play.