

Tournament Rules Guide

RISE TCG Tournaments

ENGLISH VERSION
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Table of contents

1. Guide presentation

- 1.1 Further reading
- 1.2 Recommended sections and audiences

2. Participation basics

- 2.1 Introduction
- 2.2 Player identification
- 2.3 Eligibility to participate
- 2.4 Requirements
- 2.5 Roles and responsibilities
- 2.6 Tournament information publication

3. Tournament policies

- 3.1 Introduction
- 3.2 Tournament planning
- 3.3 Tournament participation
- 3.4 Tournament integrity
- 3.5 Results reporting
- 3.6 Games Steaming
- 3.7 Prizes and Rewards

4. Tournament management and features

- 4.1 Introduction
- 4.2 Players requirements
- 4.3 Late arrivals
- 4.4 Match history and standings
- 4.5 Concessions and intentional draws
- 4.6 Matching
- 4.7 Withdrawal during the tournament
- 4.8 Positioning of disqualified players

5. Rise TCG tournament rules

- 5.1 Introduction
- 5.2 Card legality
- 5.3 Deck legality
- 5.4 Game format
- 5.5 Preconstructed format
- 5.6 Game environment
- 5.7 Shuffling and random sorting of decks
- 5.8 Tournament procedure

6. Tournament rules for other formats

7. Infringements and penalties

- 7.1 Introduction
- 7.2 Sanctions types and categories
- 7.3 Penalties' Adjustment
- 7.4 Sanctions' announcement and report
- 7.5 Disciplinary sanctions

1. What's in this guide?

This **Rise TCG Tournament Rules Guide** provides a comprehensive overview of the rules and regulations applicable to **Rise TCG** events.

By participating in a Rise TCG event, all players agree to abide by these rules. Any breach may result in sanctions, disqualification from tournaments or expulsion from the event site.

1.1 Further reading

This guide should be read in conjunction with the **Rise TCG Standards of Behavior Guide**.

1.2 Recommended sections by audience

♦ Judges

- Read the full document.

♦ Tournament organizers and administrators

- 📌 Participation basics - *Page 5*
- 📌 Tournament policies - *Page 9*
- 📌 Tournament management and special features - *Page 15*
- 📌 Infractions and penalties - *Page 27*

♦ Players

- 🎮 Participation basics - *Page 5*
- 🎮 Tournament policies - *Page 9*
- 🎮 Rise TCG Tournament Rules - *Page 15*
- 🎮 Infractions and penalties - *Page 27*

♦ Spectators and visitors

- 👁️ Participation basics - *Page 5*

2. Participation basics

2.1 Introduction

Everyone present at a **Rise TCG** event (players, spectators, judges, organizers) should be familiar with the information in this section, including:

- ✓ **Who can participate?**
- ✓ **Prohibited behavior and objects**
- ✓ **Roles and responsibilities of participants**

2.2 Player identifiers

To participate in a **Rise TCG** tournament, a **player ID** is required. This can be created quickly via an account on **mélée.gg**.

💡 *Players who do not have a login before the tournament can receive a temporary one from the organizer.*

⚠ **Important**

- A player can **only** use **one login**.
- Registering more than one login constitutes a **breach of** the **mélée.gg** terms of use. Any duplicate login may be deleted or merged without warning.

2.3 Eligibility to participate

♦ **General participation**

All players with a **player ID** can participate, with the exception of :

- 🚫 **People suspended** from Rise TCG events (listed on the official Discord).
- 🚫 Tournament **staff** (organizers, judges).

♦ **Restrictions for Rise Championships**

Not eligible for participation:

- 🚫 Persons prohibited under the **General Participation** section above
- 🚫 **Under 12**.
- 🚫 **Employees of Dark Screen Games** and its subsidiaries (including their families).

- ⚠ **Subcontractors** or employees with privileged access to Rise TCG products will not be able to participate during the month of official product release.

2.4 Requirements

All participants must :

- ✓ Meet registration requirements (badge/pass purchase if required).
- ✓ Respect official rules and documents.
- ✓ Maintain an acceptable level of **personal hygiene**.
- ✓ Follow staff instructions.
- ✓ **Show respect and courtesy** to all.

⚠ **Any breach of these rules may result in exclusion from the event.**

2.4.1 Prohibitions

To ensure a welcoming environment, the following behaviours are **prohibited**:

- ⊘ **Excessive consumption of alcohol and/or psychotropic substances**
- ⊘ **Betting or wagering** on matches
- ⊘ **Corruption or results manipulation**

Prohibited items include:

- ⊘ **Weapons** or objects that could be mistaken for them
- ⊘ **Inappropriate clothing or accessories** (religious clothing and accessories are not, for Rise TCG, inappropriate)

Any offenders **will be excluded from the tournament** and reported to the organizers.

2.4.1.1 During the tournament

- ✦ **Specific prohibitions for players during matches** (except with special authorization):
- ✗ Receiving **outside information**.
- ✗ Taking a **phone call** or using a **mobile device**.
- ✗ Wearing **headphones**.
- ✗ Placing **food and drink** on the table.
- ✗ Use **pre-written notes** or written aids.

2.5 Roles and responsibilities

2.5.1 Players

A player is an **active participant** in a **Rise TCG** tournament.

A player who **withdraw from** the tournament become **spectators**.

2.5.1.1 Players' responsibilities

All players must :

✓ **Show up on time** for their games.

✓ Check their **match history** and **ranking** for each round, and report any discrepancies to tournament staff.

Players must also provide :

🎮 A **valid player ID**.

🎮 A **deck that complies** with tournament restrictions.

🎮 A **clear list** of the cards in their deck.

🎮 All items required for the game, including :

- **Damage** markers.
- **Special State** Markers.
- **Coins** or **dice** for draws.
- **Legal playing card**.
- **Personal device** (if the tournament uses mobile applications and the organizer does not provide hardware).

2.5.2 Spectators

Spectators **are people present at a Rise TCG event** who are not actively participating in the tournament (parents, friends, players who have withdrawn).

2.5.2.1 Spectator's responsibilities

👁️ **Respect** the smooth running of the games.

👁️ **Keep a reasonable distance** from players to avoid distractions.

👁️ **Do not comment** aloud on a game in progress.

⚠️ **A disruptive spectator may result in sanctions for an associated player (e.g. relative, friend).**

⚠️ **If a spectator has to be expelled, the player concerned may be disqualified.**

2.5.3 Organizer

The tournament organizer is the person who has **approved the event** on the **official Rise TCG Discord**.

He/she is responsible for ensuring that the tournament **runs smoothly**, in compliance with the rules and procedures.

2.5.3.1 Organizer's responsibilities

- ✦ **Prepare and organize** the tournament.
- ✦ **Manage personnel** (judges, assistants).
- ✦ Communicate results and distribute prizes.
- ✦ Inform players in **advance** of tournament details:

- **Type** (Swiss rounds, direct elimination, etc.).
- **Format** (T0, T1, T2, etc.).
- **Number of rounds** and **Games duration**.
- **“Top Cut” elimination round** (if applicable).
- **Senior judges present**.
- **Possible breaks** during the tournament.

✓ **Everything has to be announced ahead of the tournament to allow players to prepare.**

2.5.4 Judge

Judges must guarantee **impartiality** and help ensure a **fair** and **quality** tournament. Judges' decisions are **supported by Rise TCG** as long as they respect **the spirit of the game**.

2.5.4.1 Judges' responsibilities

- ✓ Be **neutral** towards all players.
- ✓ **Avoid** refereeing games involving **friends** or **family members**.
- ✓ **Set an example of fair play and respect**.

2.5.4.2 Responsibilities of the head judge

⚖️ **Acts as final arbiter** for decisions and rule interpretations.

⚖️ Ensure that all participants comply with tournament rules.

⚖️ Supervise the judging team and assign tasks.

⚖️ Complete and submit :

- **Sanction summary form.**
- **Disqualification report** (except for absences).

2.6 Publication of tournament information

Rise TCG reserves the right to publish tournament-related information, including:

📋 **Deck lists and team lists.**

📋 **Transcripts and audio/video recordings.**

📋 **Player sanctions and awards.**

💡 **Organizers, judges, players and spectators are free to share** the details of a fight or tournament, as long as this complies with current laws.

2.6.1 Publication of deck and team lists

📌 **The organizer may publish these lists** at any time, if this improves the spectator experience (e.g. live broadcasts, articles).

📌 **Otherwise, this information remains confidential until the end of the tournament.**

3. Tournament policies

3.1 Introduction

This section details the **standards** and **norms** expected by **Rise TCG** for :

✓ **Tournament planning and organization.**

✓ **Authorized event venues.**

✓ **Reporting results** after a tournament.

3.2 Tournament planning

3.2.1 Authorized premises

Rise TCG favors **game stores** as tournament venues.

 **Other possible locations** (subject to approval) :

- Community centers
- Libraries
- Rented meeting rooms

✓ The organizer must guarantee that the venue is :

- ♦ **Clean, safe and accessible to the public** for the duration of the tournament.
- ♦ **Welcoming** to all participants, whatever their experience or beliefs.
- ♦ **Compliant with local laws.**

3.2.2 Certification

 **Organizers must register their tournament at least 14 days before the event.**

This allows players to find the tournament via the **Event Locator**.

3.2.2.1 Major events

 A **major event** is a special **aprouved** tournament that awards **Rise Points** to the best players.

⚠ Some tournaments can **only** be homologated **with a special tool** (supplied to approved organizers).

Homologating a tournament **without this tool** may result in **cancellation** of the tournament.

✳ **Organizers must follow the specific guidelines for major events.**

3.3 Tournament participation

✓ **Rise TCG tournaments are open to all** (subject to eligibility criteria).

💡 **Possible exceptions:**

- ♦ **Priority registration** for regular **Rise TCG League** players.

♦ **Exclusion of a player** if his presence is detrimental to the safety or atmosphere of the event.

3.3.1 Participation fees

💰 **Organizers may charge registration fees**, provided they comply with local regulations.

3.4 Tournament integrity

🚩 **Major events must meet the highest standards of fair play.**

3.4.1 Legality controls

✓ **Deck/team lists are mandatory** in major events.

✓ **Checks are performed** before direct elimination and at random in the Swiss round.

✓ **At least 10% of decks must be checked**, but Rise TCG recommends a maximum number of checks depending on the time available.

3.4.2 On-site personnel

3.4.2.1 Organizer's presence

🎯 **The organizer must be present throughout the tournament** to ensure a smooth run

⚠️ **In certain cases**, an organizer may delegate his role to another person **after approval** by Rise TCG.

3.4.2.2 Judges

🛡️ **Rise TCG strongly recommends the presence of certified judges**, especially for major events.

🎮 **Their role:**

- **Answer rules questions.**
- **Check decks for legality.**
- **Ensure that the game runs smoothly.**

3.4.2.3 Employee compensation

 **Rise TCG does not set rules** on staff remuneration, but does encourage recognition of the investment made by **judges and volunteers**.

3.4.3 Appeal to the Head judge

 **If a player disputes a decision, he may appeal to the head judge.**

◆ **For major events (regional, international, world championships), assistants to the main judges can handle appeals.**

 **Appeal rules :**

✗ **An appeal can only be made after the initial decision.**

✗ **Players may not choose a specific judge.**

✓ **The decisions of the head judge are final.**

✦ **If a player wishes to contest after the tournament, he/she must contact Rise TCG customer service.**

3.4.4 Paper documents

 **Tournament documents (rankings, pairings, match sheets) must be kept until the end of the tournament, then destroyed immediately.**

3.4.4.1 Match sheets

✦ **Match sheets are essential for recording game results.**

✓ **At the end of a match, both players must sign the score sheet to validate the result.**

✓ **Once signed, no changes can be made.**

✓ **The winning player must return the score sheet to the designated personnel.**

Summary of key points

✓ **Organizers must approve tournaments 14 days in advance.**

✓ **Venues must be secure, open to the public and comply with the rules.**

✓ **Deck checks are mandatory to ensure fairness.**

✓ **Judges and organizers must ensure that the tournament runs smoothly and impartially.**

✓ **All decisions of the main judges are final.**

3.5 Results reporting

📌 **Tournament results must be submitted to Rise TCG within 7 days of the event and recorded on the official Discord.**

⚠️ **Any delay may jeopardize the organizer's eligibility to host major events.**

3.5.1 Player ID errors

If a player notices an **error in his login**, he must immediately contact **the tournament organizer**.

- ◆ **Correction possible up to 3 months after the event** via the Rise TCG team.
- ◆ After this period, **the organizer must report the problem to Rise TCG customer service**.

3.6 Matches streaming

📺 Some matches in **Rise TCG** tournaments can be **streamed** live or over the Internet.

🎥 **Selected players must :**

- ✓ Comply with the organizer's instructions.
- ✓ Use the required equipment (card protectors, playing mat, noise-canceling headphones if requested).

3.6.1 Participation in streaming matches

📌 **By participating in an approved Rise TCG event, players agree to appear on stream.**

✗ **They cannot refuse to be filmed.**

⚠️ **Exception:**

In **exceptional cases**, the organizer may **cancel the broadcast of** a match if he considers that it could **seriously harm a player's experience**.

💡 **If a player has personal reasons for not wanting to be filmed, he/she must inform the organizer before the event.**

3.6.2 Infringements during a streaming match

⚠ Any infringement detected after the fact on a video may result in a penalty.

🔥 Penalties may be increased if the offence concerns :

- Inappropriate behavior.
- Inappropriate language.

3.7 Prizes and awards

🏆 Rewards specific to Rise TCG tournaments must be distributed according to official rules.

✦ Organizers may add additional prizes, as long as they comply with local regulations.

3.7.1 Reward conditions

✓ Players must register via their **mélée.gg** account and accept the tournament conditions.

✗ Without this validation, they cannot receive :

- Rise Points
- Invitations to events
- Travel allowances

3.7.2 Effects of disqualification on awards

🚫 Disqualified players are not eligible for awards.

✦ After their exclusion, the **rankings of the other players are adjusted**.

✓ If a player becomes **eligible for an award as a result of this re-ranking**, he or she may receive it.

⚠️ If rewards have already been distributed, only Rise Points and digital benefits will be awarded.

3.7.3 Promotional products

🎁 Promotional products must be distributed according to official rules.

📅 30 days after an event or League session:

✓ Remaining items can be used for **other Rise TCG events**.

✗ Otherwise, they **must be destroyed**.

🚫 These products may never be resold by an organizer.

📦 An inventory of remaining stock must be sent to Rise TCG every quarter.

3.7.4 Unclaimed awards

✗ If a player does not collect his reward after a tournament, he forfeits it.

📅 No compensation will be given for unclaimed rewards.

✅ Summary of key points

✓ Tournament results must be submitted within 7 days.

✓ Login errors can be corrected up to 3 months after the event.

✓ Players may not refuse streaming a match, except under exceptional circumstances.

✓ Streaming infractions may be penalized after video review.

✓ Disqualified players forfeit their rewards.

✓ Promotional products must be distributed or destroyed after 30 days.

✓ Unclaimed rewards are forfeited.

4. Tournament management and features

4.1 Introduction

This section covers **specific aspects** of tournament play. You will find information on :

✓ **Basic rules** applicable to all tournaments.

✓ **Matching** and **ranking** players.

- ✓ **Methods for determining the final ranking.**
- ✓ **Different tournament structures.**

4.1.1 Definitions

4.1.1.1 Match

A **match** is a **game** or **series of games** played against the same opponent in a tournament.

- ✦ Most matches are **single sets**.
- ✦ Some formats include **2-win matches**.
- ✦ If a tournament uses this format, the organizer must **announce before the first round** when these matches will take place.

4.1.1.2 Round

A **round** groups together all the matches played simultaneously in a tournament.

- ◆ **The number of rounds depends on the number of players and the tournament format.**

4.2 Player requirements

4.2.1 Minimum number of players

- ✦ **An approved tournament must have at least 6 participants.**
- ✓ **These 6 players must complete at least 2 rounds.**
- ✗ **If fewer than 6 players are present, the organizer must cancel the tournament.**

4.3 Late arrivals

💡 **A player who is late (when the tables are printed) may be accepted or rejected by the organizer.**

✓ **If accepted :**

- He is added to the tournament **in the next round.**

- He receives a **forfeit** for the current round and those already completed.
- He is ranked **after players with the same history** who started on time.

🔔 Major events

❌ No player can be added after the start of the first round.

4.4 Match history and standings

4.4.1 Match history

A player's match history follows the format: **W/L/T** (Won/Loss/Draw).

- 🔔 Example: **4/3/1** means **4 wins, 3 losses and 1 draw**.
- 🔔 This history is displayed **for each round on the match sheets**.

4.4.1.1 History errors

- 🔔 The organizer may correct an error before the next round.
- 🔔 No correction is possible after two rounds.

4.4.2 Match points

- ♦ 3 points for a win
- ♦ 1 point for a draw
- ♦ 0 points for a defeat

💡 **Example:** A player with a history of **4/3/1** will have **13 points** ($4 \times 3 + 3 \times 0 + 1 \times 1$).

4.4.3 Opponents' winning percentage (Op Win %)

🔔 **Average of the winning percentages of all a player's opponents.**

4.4.3.1 Calculation

- ✓ If an opponent has completed the tournament → **his percentage = wins / total rounds**.
- ✓ If an opponent dropped out → **his max percentage is 75%**.

4.4.3.2 Effect of random byes

🔔 **A random bye does not count** towards the winning percentage.

4.5 Concessions and intentional draws

✦ Players can concede or offer a draw.

⚠ However, it is forbidden to :

✗ Ask an opponent to concede.

✗ Pressure or bribe a player to influence the result.

✗ Decide a match by random means (coin tosses, dice, etc.).

✓ Once the match sheet has been signed, the result is final.

4.5.1 Tournament formats

Approved tournaments can be:

1 **Swiss rounds**

2 **Direct elimination**

3 **Swiss rounds + direct elimination**

✦ Regional and World Championships use a double-elimination format.

✦ Any other format requires authorization from Rise TCG.

4.5.1.1 Swiss rounds

◆ All players play **every round**, even after defeat.

◆ Pairing is based on **previous results**.

✦ **Final ranking:**

✓ The player with **the most match points** is declared **the winner**.

✓ In the event of a tie, tie-breakers are used (delay, win percentage, direct confrontation).

4.5.2 Direct disposal

◆ A player is **eliminated after a single defeat**.

◆ **Each round halves the number of players remaining**.

◆ The last undefeated player **wins the tournament**.

✦ If the number of players is not a power of 2, byes are awarded to the top seeds.

4.5.3 Swiss rounds with direct elimination

- ◆ **First phase:** Swiss rounds
- ◆ **Second phase:** the best players advance to the **direct elimination table**.
- ✦ This format is commonly used for **major events**.

4.6 Matching

- ✦ After each round, the pairings are displayed.
- ✓ **Players must report any errors before the start of the round.**
- ✗ **Once the round has started, no changes are possible.**

4.6.1 Random byes

- ✦ A random bye = **automatic victory** (3 points), but **does not count towards the victory percentage**.
- 🚫 **No player may receive more than one bye per tournament.**

4.7 Withdrawal during the tournament

- ✓ **A player may withdraw voluntarily.**
- ✓ **He must notify the organizer of his withdrawal.**
- 🚨 **Consequences:**
 - ✗ **If a player withdraws during a match in progress, he receives a defeat.**
 - ✗ **After his withdrawal, he will no longer be matched in subsequent rounds.**
- ✦ **Players who have given up still appear in the final ranking.**

4.8 Classification of disqualified players

- 🚨 **A disqualified player is removed from the ranking and cannot receive a reward.**

✅ Summary of key points

- ✓ A tournament must have at least 6 players and 2 rounds to be valid.
- ✓ Late arrivals may be accepted (except for major events).
- ✓ Match points and winning percentage determine ranking.
- ✓ Authorized formats are: Swiss rounds, direct elimination or both combined.
- ✓ Players may concede, but any attempt at pressure or bribery is forbidden.
- ✓ Once a round has started, pairings cannot be changed.
- ✓ Forfeited players remain ranked, but disqualified players are withdrawn.

5. Tournament rules

5.1 Introduction

This section covers the **rules specific to Rise TCG** tournaments.

✦ Here you'll find information on :

- ✓ **Basic rules** applicable to all tournaments.
- ✓ **Authorized cards** and **randomization** methods in play.
- ✓ **Tie-breaking and tie-resolution procedures.**

💡 **Note:** This section assumes that players are familiar with the basic rules of the **Rise TCG** Trading Card Game.

5.2 Card legality

5.2.1 Authorized cards

- ✓ Only **official Rise TCG cards** are allowed in tournaments.
- ✓ All cards used must :
 - Be **legal** for the tournament format.
 - Be **in an authorized language** for the region where the tournament is held.
 - Not to be **marked** or **modified**.

5.2.2 Rejected cards

No marked cards

 A card is considered **marked** if it can be identified without seeing its face (scratches, folds, discoloration, etc.).

No altered cards

 Any alteration of the card (autograph, drawing, modified surface) is forbidden.

 **Exceptions:** **Stock**, **Ether** and **Summoner** cards are not affected (except in Chaos tournaments).

5.2.3 Card Sleeves

 Card Sleeves must be **identical** in color, design, condition, size and texture.

 They must :

- Contain a **single card**.
- **Plain edges** (without overhanging illustrations).
- **Be a solid color** or an **official Rise TCG** design.
- **Prevent the Card from being seen through the surface.**

 **Recommendation:** Use opaque card protectors to prevent card imperfections from being visible.

5.2.4 Legal languages for tournaments

Authorized languages by tournament zone

Region	Authorized languages
North America	English
Latin America	English
Europe	French, English
Oceania	English
Russia	English
Middle East & South Africa	English
Canada (Exception)	French also accepted

Exceptions

- ✓ **At World and National Championships**, all cards must be in **English**, regardless of the country hosting the event.
- ✓ The organizer or head judge may grant exceptions **in specific cases**.

5.2.5 Proxy cards (printed)

 **Only official cards are allowed in tournaments.**

Use of a proxy card

- ✓ A **card damaged** during the tournament may be replaced by a proxy **created by a judge**.
- ✓ If a player has **another valid copy**, he can replace the damaged card.

 **Proxy cards are prohibited in all other cases** and are considered **counterfeit**.

5.3 Deck legality

5.3.1 Registering decks

- ✓ **All major event players** must submit a **complete deck list** (see Decklistrise.pdf available on the official website).

✦ This list is used to **check** that decks remain unchanged during the tournament.

5.3.2 Deck Checks

✦ **Checks will be carried out during the tournament.**

✓ **At least 10% of decks are checked** (Rise TCG recommends checking more if possible).

✓ These checks can be carried out **at any time** during the tournament.

🔔 **During the audit, the organizers examine :**

- **Legibility** and **accuracy** of the list.
- **Deck compliance** with tournament rules.
- Absence of **marked cards** or **non-compliant card covers**.

💡 **Lenticular decks:** A deck must **only** contain **lenticular cards** to be valid in this format.

5.4 Game formats

5.4.1 Standard & Extended format

✦ **Deck = 50 cards + 2 Summoners + 1 Stock + 1 Ether + 5 Side cards**

Format Permitted extensions

T1 Merry Christmas, Monster Kiss, Alpha, Stretch Goal Set, Prestige 2023, Beta

T2 Candypocalypse, Fresh, Prestige 2025

✦ **New extensions:**

✓ New cards are authorized **on the second Friday following their release**.

✓ Promotional cards are **updated every six months**.

5.4.2 Unlimited format (T0)

✓ **Allows all extensions** and **promotional cards**, except **Sample, Patreon and Full Art**.

✦ **New cards:** Available **on the second Friday after their release**.

5.5 Preconstructed format

✦ **Pre-built decks cannot be modified.**

5.6 Game environment

5.6.1 Playing area

✦ **Organize the cards on the table for** a clear and easy read.

Zone	Use
Front of mat	Creatures + Doors
Carpet center	Creatures with summoning sickness
Back of carpet	Incantations
Carpet right	Deck + Cemetery+ Exclusion zone
Carpet left	Summoners + Levels + Stock & Ether

🔔 **The deck must be oriented north/south, with the opening of the card guard facing the opponent.**

5.6.2 Draw (randomization)

🎲 **Authorized method: Coin toss**

✅ The coin must be **tossed at shoulder height** and **rotated 3 times** before landing on the table.

✅ **If the coin falls outside the playing area, it must be thrown again.**

✅ **Official Rise TCG coins are the only guarantee of fair play.**

5.7 Shuffling and random sorting of decks

✦ **The deck must be randomly shuffled before each game.**

✅ **Shuffling process:**

✓ Shuffle your deck in the presence of your opponent.

✓ Present deck to **opponent for cutting**.

✓ The opponent may **shuffle briefly** before cutting.

🔥 If a player is in doubt about the mix, he can ask a judge to mix it.

5.8 Tournament procedure

5.8.1 Start of the game

The timing of a round starts from the Side phase and lasts 50 min.

5.8.1.1 Mulligan

♦ A **mulligan** allows a player to **reshuffle his hand in his deck** and draw a new starting hand **without penalty**.

✓ The first player is entitled to 1 mulligan.

✓ The other players are entitled to 2 mulligans.

5.8.2 Game outcome

🔴 When the allotted time has elapsed, games in progress do not stop immediately.

✓ The active player completes his turn.

✓ An additional turn is played for each player.

💡 **Formats affected :**

- Single-elimination tournaments → A winner must be chosen.
- Swiss round robin tournaments → The match may be declared a draw.

5.8.2.1 Tie-breakers

🏆 If a winner is to be decided at the end of regulation time in this order

1✓ The player with the most living **Summoners** wins the game.

2✓ The player with the highest sum of **Summoner hit points** wins the game.

3✓ The player with the most cards in his **deck** wins the game.

5.8.2.2 Resolving natural dead ends

In rare cases, a game may become **impossible to complete**.

✦ If an infinite loop prevents the end of the game, the main judge follows these steps:

1 Verification of the problem

The head judge **confirms** that :

- **The loop is infinite** and cannot be stopped.
- **Both players seek to avoid defeat** (not to deliberately slow down the game).

2 Attempt at resolution

✓ **Three more rounds are played** (the first being "Round 0").

✓ **If still no winner**, a **tie-breaking game** is played.

3 Judge's final decision

🔔 If the problem persists, the **highest-ranked player in Swiss rounds** is declared the winner.

✓ The judge may **shorten the procedure** if a **new infinite loop is detected**.

5.8.3 Match outcome

5.8.3.1 Delay clause

🚦 **Players must arrive on time for their match.**

🔔 **Penalties for late arrivals :**

- **If a player arrives late or leaves the table without authorization, he loses the match** once the time has elapsed and the additional rounds have been completed.

5.8.4 Pace of play

✦ **The game must be fast and fluid**, so that each player has a fair amount of time to think.

 **Recommended times for game actions :**

Action	Recommended time
Side phase	5 minutes
Deck set up and shuffling	2 minutes
Searching in the deck during the game	15 seconds
Card effect or attack	15 seconds
Thinking before play	10 seconds
Start of turn after opponent turn ended	10 seconds

 **Any player who systematically abuses playing time may be penalized for loss of time.**

5.8.5 Additional time

 **If a problem interrupts the game, a judge may grant extra time.**

✓ **This additional time is recorded** and must be clearly announced to both players.

5.8.6 Note-taking

 **Players can take notes during the game.**

✓ **These notes can be consulted freely, but must not be shared with other players.**

 **Note-taking rules :**

 **The use of electronic devices is forbidden.**

 **Note sheets must be blank at the start of the match.**

 **It is not possible to consult notes from a previous match.**

 **Do not pass notes to another player during the tournament.**

 **The judges can consult the scores and ask for explanations.**

 **Any attempt to mislead the staff by using codes or misleading information will be penalized.**

5.8.7 End of game

🔴 If time is up :

- ✓ The active player finishes his turn.
- ✓ A final round is played before the score is recorded.
- ✓ If a winner is to be decided, the player with **the most living Summoners** wins.

6. Tournament rules for other formats

- 🔴 Rules for other formats are available in a separate document.
- 🔴 You can access these documents on the official Rise TCG Discord.

7. Infringements and penalties

7.1 Introduction

Rise TCG aims to ensure **fair and friendly competition** in all its events.

However, sometimes **rules are broken**, intentionally or unintentionally.

🔴 **Sanctions exist to correct these mistakes** and prevent a player from **gaining an unfair advantage** or disrupting the competition.

🔴 **Important:**

- ✗ A player may not refuse to accept a sanction.
- ✗ It is forbidden to circumvent a sanction (e.g.: concede a game to avoid a **Lost Game** sanction).

7.2 Types and categories of sanctions

🔴 **Penalties are listed in order of increasing severity:**

- 1 Caution (C)
- 2 Warning (W)
- 3 Death of a Summoner (DS)
- 4 Lost game (LG)
- 5 Disqualification (exclusion from the tournament)

🔴 **Rules for the application of sanctions:**

- ✓ Judges can only apply these sanctions and cannot modify them.
- ✓ The head judge always has the final say on the sanction applied.
- ✓ Organizers and judges must inform the head judge of any sanction given.

7.2.1 Caution (C)

✦ Definition:

⚠ **Caution** consist in a **verbal warning** given to a player who has broken a minor rule.

7.2.2 Warning (W)

✦ Definition:

⚠ A **warning** is an **official sanction** comprising :

- ✓ A **verbal reminder of the infraction**.
- ✓ A **written record of the infraction**.

✦ Application:

- ◆ The **main judge** decides on sanctions according to the **seriousness of the offence**.
- ◆ The **organizers and judges may issue sanctions**, but **any warning or more serious sanction must be reported to the main judge**.

7.2.3 Death of a summoner (M0)

7.2.3.1 Definition

✦ This penalty is used **in two main cases**:

- 1 A **serious error significantly distorts the game** and **no further correction is possible**.
- 2 A **player has already received a warning**, but a **Lost Game** sanction would be **disproportionate**.

7.2.3.2 Application

✦ Consequence of this penalty:

- ✓ The **penalized player's opponent has only one Summoner left to eliminate in order to win the game**.
- ✓ If the **opponent already has only one Summoner left to defeat**, the **game ends immediately** and he is **declared the winner**.

7.2.4 Lost game (GL)

7.2.4.1 Definition

✦ A game is considered lost in the following cases:

- 1 An irremediable error compromises the game.
- 2 A serious procedural error is committed.
- 3 A player significantly breaks a rule.

7.2.4.2 Application

🚫 Consequence of this sanction:

- ✓ The penalized player immediately loses the game in progress.
- ✓ If both players are responsible for serious errors, they may both receive a "Game lost" (in this case, the game is declared a **no-win**, not a draw).

✦ Specific case:

- ◆ If the penalty is applied between two rounds, it applies directly to the next game.

7.2.5 Lost match (ML)

7.2.5.1 Definition

✦ This sanction is applied when:

- ✓ A player's **behavior** compromises **the integrity of the entire match** (and not just one part).
- ✓ A player's attitude causes **major inconvenience** to his opponent, making it impossible to continue the match.

7.2.5.2 Application

🚫 Consequences of the sanction:

- ✓ The sanctioned player **immediately loses his current match**.
- ✓ If the penalty is imposed **between two rounds**, it applies **to the next match**.

7.2.6 Disqualification (DQ)

7.2.6.1 Definition

✦ **Disqualification is the most severe penalty.**

It is used **only in extreme cases**, when :

- ✗ **A player** disrupts **the integrity of the tournament** by a serious action, whether intentional or not.
- ✗ **The negative consequences are too great** for the player to continue participating.

🚨 **Consequences:**

- ✓ A **disqualified player must leave the tournament immediately.**
- ✓ He **may not receive any prize or reward.**

7.2.6.2 Application in Swiss rounds

- ✓ If a player is **disqualified during his match**, he receives a **Match Lost penalty**, and is then **excluded** from the tournament.
- ✓ If the disqualification occurs **outside the match**, it is applied immediately.

7.2.6.3 Direct elimination application

- ✓ A disqualified player **immediately loses his last match.**
- ✓ If the disqualification **occurs outside the match**, the **opponent in the last round automatically advances to the next round.**

7.3 Sanction categories

7.3.1 Player behavior (Category A)

✦ **This category concerns breaches of the fundamental rules of tournaments.**

7.3.1.1 A.1. Procedure error

- ✓ **Minor:** Caution (C)
- ✓ **Major:** Warning (W)
- ✓ **Serious:** Game lost (GL)

✦ **Examples of procedural errors:**

- ◆ **Minor:** Forgetting to sign a game sheet (corrected immediately).

- ◆ **Major:** Arriving late (less than 5 minutes) or forgetting elements of the game.
- ◆ **Serious:** Arriving late (more than 5 minutes) or playing against the wrong opponent.

7.3.1.2 A.2. Unsportsmanlike conduct

- ✓ **Minor:** Warning (W)
- ✓ **Major:** Match lost (ML)
- ✓ **Serious:** Disqualification (DQ)

✦ **Examples of unsportsmanlike behavior:**

- ◆ **Minor:** Saying an expletive or leaving rubbish in the playing area.
- ◆ **Major:** Attempting to intimidate an opponent, deliberately slowing down play.
- ◆ **Serious:** Insulting, threatening or cheating.

7.3.1.3 A.3. Cheating

- ✓ **Serious:** Disqualification (DQ)

✦ **Examples of cheating:**

- ✗ Looking at your opponent's hand during the game.
- ✗ Drawing more cards than intended.
- ✗ Modifying in-game markers.
- ✗ Manipulating your deck to obtain specific cards.

🚫 **Any attempt to cheat will result in immediate disqualification.**

7.3.2 Rise TCG sanction guide (Category B)

7.3.2.1 B.1. Foul Play

- ✓ **Minor:** Warning (W)
- ✓ **Major:** Death of a Summoner (MO)
- ✓ **Severe:** Game lost (GL)

✦ **Examples of playing errors:**

- ◆ **Minor:** Playing a card without showing the effect to the opponent.
- ◆ **Major:** Drawing an extra card or playing a forbidden effect.
- ◆ **Serious:** Shuffling your cards with your deck without authorization.

7.3.2.2 B.2. Legality of decks

✓ **Minor:** Warning (W)

✓ **Serious:** Game lost (GL)

📌 **Examples of violations:**

◆ **Minor:** Card protectors too worn but with no clear advantage.

◆ **Serious:** mismatch between deck list and deck used.

🚫 **Illegal cards must be replaced immediately.**

7.3.2.3 B.3. Pace of play

✓ **Minor:** Warning (W)

✓ **Serious:** Death of a Summoner (MO)

📌 **Examples of slowing down the game:**

◆ **Minor:** repeatedly looking for a card in your deck.

◆ **Serious:** The pace of play is too slow and repetitive, even after warning.

7.4 Adjustment of penalties

📌 **Judges can adjust sanctions according to several criteria:**

✓ **Reversibility:** If the error can be corrected, the sanction can be reduced.

✓ **Repeated infractions:** A more severe sanction may be applied if the player continues to break the rules.

✓ **Age and experience:** Young players or beginners may receive a more lenient sanction.

7.5 Announcement of sanctions

📌 **When a judge applies a sanction, he must :**

✓ **Explain the reason for the sanction.**

✓ **Inform the player of his rights (appeal).**

🚫 **Sanctions must be applied tactfully to preserve a respectful environment.**

7.6 Sanction reports

📌 The Rise TCG team records the history of sanctions.

📌 Documents to be submitted after a tournament:

1 **Summary of sanctions** → .csv file with all tournament infractions.

2 **Disqualification report** → Detailed document explaining the facts.

📅 These documents must be sent within 7 days via the official Discord.

7.7 Disciplinary sanctions

📌 In the event of serious or repeated offences, Rise TCG may suspend a player.

📌 Consequences of suspension:

❌ The player may no longer **participate in or attend tournaments** (player, judge or spectator).

❌ If the player attempts to enter a tournament, **the suspension may be extended**.

✅ Summary of key points

✓ Sanctions vary according to the seriousness of the offence.

✓ Judges must apply sanctions impartially and tactfully.

✓ The Rise TCG team keeps a record of infractions.

✓ A suspended player may not participate in tournaments.