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Ultraman Card Game Floor Rules Ver1.0

*The most up-to-date version of this document can be found at <https://ultraman-cardgame.com/<insert permanent link here>>.

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1. Preface

The Ultraman Card Game Floor Rules are established to ensure fairness in games and tournaments, allowing players and spectators to sincerely enjoy the events. These rules are intended to serve as a foundation for communication between organizers and participants, so that everyone at the event can have an enjoyable experience.

2. To Players and Spectators of the Tournaments

At Ultraman Card Game events, participants are invited to engage with imagination, mutual respect, and a spirit of encouragement, creating tournaments where everyone can acknowledge, improve, and grow together.

3. Etiquette for Matches and Tournaments

▼Etiquette for Tournaments:

Participants in tournaments are expected to observe the rules and basic etiquette, treating others with respect and maintaining a fair and courteous attitude to ensure enjoyable matches for all. During the tournament, please follow the instructions of the organizers and comply with the rules established by the venue and surrounding areas.

▼Etiquette for Matches:

When playing the Ultraman Card Game, players are expected to keep the following etiquette guidelines in mind.

- Before the match, wish each other well with the cheer, 'Ultra League! Buddy Go!' After the match, commend each other's efforts with a cross-touch as a gesture of respect toward your opponent.

- The use of any item that violates public order and morals is prohibited. If the Organizer deems such an item inappropriate, you may be required to replace it or discontinue its use.

- During a match, only the deck and writing materials necessary for reporting results may be placed on the table.

(Please securely store items that are not needed during the match in your personal bag or elsewhere.)

- You may place a smartphone or other device with the official tournament app 'ULTRA LEAGUE' installed on the table. However, during matches, please avoid actions that judges or staff may deem suspicious or inappropriate, such as making phone calls, sending emails, or using other apps or notifications. Additionally, please adhere to any specific tournament regulations established for each event.

- Clearly declare effects and actions during a match, and ensure your opponent responds appropriately. Maintain clear communication with each other throughout the game

- Handle your opponent's cards with care. When checking your opponent's cards, always obtain their permission first.

- Unless directed by a card effect, do not look at your opponent's hand or deck.

- Do not engage in actions that may make your opponent uncomfortable, such as making false statements to mislead them, attempting to influence their actions, behaving in a way that could be perceived as suspicious, or showing a lack of respect toward your opponent.

- If you need to leave your seat during a match for any reason, inform your opponent, call a judge or tournament staff, and obtain permission from both before doing so. If you have any questions about game rules or observe a violation of the floor rules, call a judge for a ruling. Players are required to follow the decisions made by judges or staff

4. To Spectators

When spectating games during a tournament, please follow proper etiquette and watch from the designated areas to avoid disrupting matches or tournament operations. Do not make comments, give advice, or interfere in any way with the games. Spectators must also follow the instructions of judges and staff. Avoid actions such as shouting or making careless remarks, as they may influence the game. If such behavior impacts the game, penalties may be applied even to spectators. Additionally, taking photographs or making recordings is prohibited unless official permission is obtained.

5. About Judges

Judges are responsible for ensuring that tournaments are conducted fairly and smoothly. Players must follow the instructions of judges. If questions about the game rules or violations of the floor rules disrupt the match, do not attempt to resolve the issue among players. Instead, call a judge to make a ruling. If an incorrect action is confirmed under the game rules, the judge will verify the situation by hearing from both players. They will then make a ruling to ensure proper gameplay, and restore the correct gamestate. However, if an incorrect action is discovered after gameplay has progressed from an invalid state, the situation will not be reversed, and the match will continue as it is. Judges have the authority to intervene in games to identify and correct rule errors, address unfair behavior, or act on suspected misconduct. During the tournament, rulings and decisions made by judges are final and take precedence over all other considerations for that event.

6. Game Preparation

To participate in a tournament, each player must prepare a deck constructed in accordance with the rules. Deck contents cannot be changed during the tournament.

▼About Decks:

- A deck must consist of exactly 50 cards. Decks with "51 or more cards" or "fewer than 50 cards" are invalid.
- For some tournaments, players may be required to submit a decklist. If discrepancies are found between the deck and the submitted decklist, or if the decklist is incomplete, penalties may be applied.

7. Legal cards

In tournaments, players must use cards that comply with the rules set for each tournament. Counterfeit or fake cards are illegal and never allowed in tournaments. Copies of cards or homemade substitutes, often referred to as "proxies," are not allowed in tournaments and considered to be fakes. Cards with significant damage, markings, or warping on the back or sides that make them distinguishable from other cards in the same deck may be deemed unusable at the judge's discretion. Likewise, cards with severe stains, damage, or writing on the front that obscures game-related information may also be prohibited at the judge's discretion. Additionally, some early distributed cards or multilingual cards may have different card backs. When using such cards, all cards in the deck must be sleeved, ensuring that their backs are indistinguishable from one another.

8. Sleeves

Participants must use sleeves that comply with the regulations specified for each tournament. Sleeves must be opaque and of the same type and design. Sleeves that allow any card to be identified by viewing the deck from the back or sides are prohibited. Sleeves should not reflect the card surface and must have a single-colored border around the edges. Double-sleeving is allowed, but triple-sleeving or more is prohibited. Inside the sleeve, only the card being used and the additional sleeve for double-sleeving are permitted, and all cards must face the same orientation. Judges have the authority to prohibit the use of sleeves if they determine that the sleeves interfere with proper gameplay or tournament operations. If sleeves are deemed unsuitable, the player may either replace them with appropriate sleeves or compete without sleeves, provided the cards in the deck have no noticeable marks or damage.

9. Precautions During Tournaments and Games

▼Shuffling:

When shuffling the deck at the start of a game or when instructed by a judge to reshuffle, players must shuffle their decks in a manner visible to both players and ensure the deck is sufficiently randomized. Actions that could be perceived as suspicious, such as deliberately stacking specific cards before shuffling, may result in penalties. After shuffling their deck, players must offer it to their opponent to cut or reshuffle as confirmation that the deck has been properly randomized. This process may be simplified if both players mutually agree. It is recommended that players use a combination of multiple shuffling methods, including those listed below or other techniques, to achieve effective randomization. When shuffling for confirmation or cutting, it is not necessary to use multiple shuffling methods in combination.

*Examples of Shuffling Methods

• Deal Shuffle:

A shuffling method where cards are dealt into multiple piles, one card at a time, and then combined randomly into a single pile.

This shuffle is recommended once before the start of a game, as it allows you to check the number of cards in the deck and the condition of the sleeves. However, do not stack specific cards before performing this shuffle, as it may result in those cards being evenly distributed throughout the deck.

• Faro Shuffle:

A shuffling method where the deck is divided into two piles, and the cards are interleaved and pushed together. Repeating this process multiple times can effectively randomize the deck in a short period. As a precaution, ensure that the top and bottom cards of the deck are not left in the same position by slightly shifting them during the shuffle. Additionally, avoid looking at the card faces while performing this shuffle by turning your face away from the deck.

• Hindu Shuffle:

A shuffling method where small groups of cards are taken from the deck and placed back on top repeatedly. This process is repeated several times and then performed in multiple sets. It is important to note that this shuffle alone does not sufficiently randomize the deck. Therefore, it is recommended to use this shuffle in combination with another shuffling method.

▼Hand Position:

Players must keep their hand of cards above the playing surface, such as the game table. Moving the hand holding the cards below the table may lead to misunderstandings or concerns about fair play.

▼Excessive Contact with Cards in Non-Hand Zones

Repeatedly handling cards in the discard area, such as picking them up and putting them back down, may create misunderstandings or concerns about fair play. It is best to limit such actions to what is necessary.

▼Slow Play:

Whether intentional or unintentional, taking excessive time to think or engaging in inefficient gameplay that significantly wastes match time may result in penalties from a judge. If a player feels their opponent is doing so, they should promptly call a judge to assess the situation.

▼Time Limit: End of Game Procedure

If the scheduled time is up while a game is in progress, the current turn is completed, and (if required) one additional turn is played.

Then, if the game remains unfinished, the game winner is determined using the following process:

1. Count the number of battle wins in the battle area for each player. The player with more battle wins is the game winner.
2. If both players have an equal number of battle wins, the player who won the most recent battle is the game winner.
3. If the most recent battle was a tie, the Lead player is the game winner.

Note: In specific official tournaments (such as official tournament finals or single-elimination matches), this procedure may vary based on the regulations for that tournament.

▼Match Results:

Players must not determine match results by any means outside of gameplay, such as consulting with their opponent to agree on the outcome. During the tournament, players are expected to give their full effort in every match to determine the winner and loser. Additionally, if false reporting of match results is discovered, penalties such as rank demotion or cancellation of participation records may be applied, even after the tournament has ended.

▼Withdrawal During the Tournament:

Players are allowed to withdraw from a tournament. Players who wish to withdraw during the tournament must inform a judge or staff member and obtain permission. Players who withdraw midway will be removed from subsequent match pairings and will not receive a final ranking after the tournament ends.

▼Ultra Leaguer Points:

Players may be awarded Ultra Leaguer Points in the "ULTRA LEAGUE" app based on their participation and performance in official or authorized events and tournaments. Participants who achieve high rankings in cumulative point totals over a specified period may earn the right to participate in world championships or receive other benefits. Details will be provided in official announcements or the tournament regulations for such events.

10. Types and Application of Penalties

If a player or spectator fails to comply with the Ultraman Card Game Floor Rules, Ultraman Card Game Comprehensive Rules, or the tournament regulations specified for an event, judges or staff members may apply penalties within their authority. Additionally, if violations continue to occur even after penalties have been applied, more severe penalties may be enforced. Players and spectators are advised to avoid situations where penalties may be applied.

11. Examples of Judge's Decision on Rule Violations

▼Drawing extra cards

If a player accidentally draws extra cards, a judge will verify the number of excess cards drawn. The judge will then randomly select that number of cards, return them to the deck, and shuffle the deck.

▼Looking at extra cards

If a player accidentally looks at more cards in a deck than allowed, a judge will assess the situation and shuffle the deck.

▼Unnecessarily rearranging the positions of cards on the field:

If cards on the field are moved from their intended position to another location, a judge will assess the situation and restore the correct game state. However, if it is difficult to do so, the judge will, at their discretion, return the game to the most accurate state possible.

▼Setting invalid cards

During the Open Phase, if an invalid card is revealed to have been set during the Character Card Set Phase or Level-Up Phase, a judge will assess the situation and restore the correct game state. However, if it is difficult to do so, the judge will, at their discretion, return the game to the most accurate state possible.

▼Excessive Level-Ups

If a player performs more level-ups in a single turn than allowed, a judge will assess the situation and restore the correct game state. However, if it is difficult to do so, the judge will, at their discretion, return the game to the most accurate state possible.

▼Rewinding of play

If a rewind of play occurs during the game, a judge will assess the situation and restore the correct game state. However, if it is difficult to do so, the judge will, at their discretion, return the game to the most accurate state possible.

▼External interference or advice

If a player receives interference or advice from other players or individuals during the game, which affects gameplay or progress, a judge will assess the situation and restore the correct game state. However, if it is difficult to do so, the judge will, at their discretion, return the game to the most accurate state possible.