

Upper Deck Official Tournament Policy

1. How to Use This Document

The Upper Deck (UD) Tournament Policy is used to communicate rules and procedures that apply to all official tournament activities for UD trading card games (TCGs) and miniatures games (Minis), including the **Yu-Gi-Oh!** TCG, the **Vs. System** TCG, **World of Warcraft** TCG, **World of Warcraft** Minis and others. These rules and procedures exist to ensure that all players will have a fair and fun tournament experience.

The main section of this policy document applies to all UD games and should be universally followed for all games. Each appendix to this document applies to a different game and contains tournament policies that affect each specific game.

The following documents exist:

UD Official Tournament Policy: General rules that apply to all games.

Appendix A: Yu-Gi-Oh!-specific tournament policies.

Appendix B: Vs. System-specific tournament policies.

Appendix C: World of Warcraft TCG-specific tournament policies.

Appendix D: World of Warcraft Minis-specific tournament policies.

Appendix P: Tournament Penalty Guidelines to assist judges.

Appendix Y: Specialist policies.

Example: Appendix A contains rules that apply only to **Yu-Gi-Oh!** TCG tournaments. Appendix B contains rules that only apply to **Vs. System** tournaments. These include games that use the **Vs. System**, such as the Marvel and DC Comics TCGs. Appendix P contains guidelines for enforcing penalties in all official UD tournaments.

2. UD Official Tournament Policy (OTP) Version Information

- This version of the Official Tournament Policy was updated on December 01, 2008.
- The most up-to-date version of this document can be found at UDE.com/policy.
- Delete or destroy any older versions of this document to avoid confusion.

3. Eligible Players in Official Tournaments

Most UD tournaments are open to all players, without restriction. Players may participate in as many tournaments as they wish, as frequently as they wish.

Some tournaments are age-restricted, which means only players of a certain age may participate. For example, the UD Scholarship Series is restricted to players age 17 and under.

Some tournaments, such as the UD Pro Circuit, European Championship, or U.S. National Championship, are invitation-only, which means only players who have earned an invitation may participate in them.

Tournament organizers cannot arbitrarily prohibit a player from participating in their tournaments unless the player has engaged in acts of theft or vandalism, broken tournament site conduct rules, violated other tournament policies, and so on.

People who meet the following criteria may *not* participate in official UD tournaments:

- Any tournament official, including the judge staff, scorekeeper, or tournament organizer of the tournament.
- Players who have been suspended by UD because of policy violations. Further, players suspended by UD because of policy violations are not allowed on tournament premises at premier events.
- In certain cases (usually theft, or violent behavior), players who are under the investigation by the UD Penalty Committee because of suspected policy violations. UD Penalty Committee will attempt to notify such players via email or phone, but can not guarantee the success of such attempts.
- Employees of Upper Deck. Events, such as bounty tournaments, that are advertised as tournament play against Upper Deck employees are an exception to this rule.
- Employees of partner companies (Konami, Blizzard, Marvel, and DC Comics) that have prior knowledge of the card sets may not participate in tournaments for games managed by their companies.

Example: Konami employees that have prior knowledge of card sets, such as a licensing manager, may not participate in **Yu-Gi-Oh!** TCG tournaments.

Example: A Blizzard employee that does not have prior knowledge of card sets, such as a video games graphics artist, may participate in WoW TCG tournaments.

4. Required Tournament Materials

Players must bring the following materials to a tournament:

- For Constructed tournaments, a deck that follows all deck construction rules.
- A pen or pencil, to fill out match result slips.
- A method to track game scores and status. This can be a calculator, life counter, pen and paper, or another reliable tracking method.
- A copy of his or her personal nine-digit UDE membership number.
- Identification to present when registering for a tournament.

5. UDE Membership Numbers

Local tournament organizers assign UDE membership numbers to players. A player will receive a new UDE membership card the first time he or she participates in a tournament using the new tournament system. Getting a new number is as easy as filling out a membership card. The tournament organizer will send the registration information back to UD. Below is an example of a UDE membership card. Older UDE membership cards may be used, as long as they contain a UDE number in XXX-XXX-XXX format.

UD players have the following responsibilities, whether they are currently involved in a tournament or not:

- Know and follow the most current and applicable TCG rules and UD tournament policies.
- Follow instructions of any judge or tournament official.
- Ensure they only register for one UDE membership number.
- Act in a sporting and respectful manner at all times.
- Act responsibly and professionally while at, or near, the tournament site.
- Clearly communicate each move that they make during game play.
- Keep their hands and cards above the table during matches.
- Notify an opponent if he or she fails to follow any game rules or incorrectly tracks game score or life totals during a match, regardless of whom the error benefits.
- Avoid talking to any spectators during a match.
- Avoid swearing or using inappropriate language or gestures.
- Avoid wearing inappropriate or offensive clothing.
- Avoid making offensive comments to any player or official.
- Avoid insulting opponents or opponents' strategies and play skills.
- Maintain accurate birth date and contact information for his or her UDE membership account.
- Maintain an accurate tournament rating. If a player notices anything unusual or incorrect about his or her rating, he or she must email ude@upperdeck.com immediately.

7. Assistant Judge Responsibilities

An assistant judge aids the head judge in creating a fair and professional tournament environment. A judge may not play in the same tournament that he or she is currently judging.

An assistant judge must follow all of the responsibilities of a player (Section 6). An assistant judge has the following additional responsibilities:

- Maintain an expert level of knowledge of all game and tournament rules.
- Arrive at the tournament site at least 30 minutes before the first round begins.
- Observe the tournament area and players at all times.
- Act in a mature, responsible manner at all times.
- Perform deck checks quickly and accurately.
- Dress in professional attire that clearly marks him or her as a judge.
- Avoid wearing judge clothing when not judging a tournament.
- Avoid playing games, trading cards, or participating in other inappropriate activities that would distract him or her from the tournament in any way or appear unprofessional in any way.
- Avoid showing favoritism to any player or team.

- Quickly and efficiently resolve any rules errors that he or she witnesses.
- Notify the head judge immediately if a player appeals a ruling.
- Assist the head judge and tournament officials to run a smooth tournament.
- Ensure that he or she has been entered into the list of judges when the tournament organizer is using MANTIS tournament software.
- Ensure that all tournament warnings are reported to the scorekeeper.
- Ensure that match results are verified by both players and reported quickly.

8. Head Judge Responsibilities

A head judge is the final authority at a tournament. No other person, not even the tournament organizer, can overturn the ruling of the head judge. The head judge issues rulings, keeps the tournament running, and manages the entire judging staff. The head judge may not play in the same tournament that he or she is currently judging.

A head judge must follow all of the appropriate listed responsibilities of a player (Section 6) and an assistant judge (Section 7). A head judge has the following additional responsibilities:

- Be physically present and available throughout the tournament.
- Ensure all match results are submitted as soon as the round is finished.
- Ensure the scorekeeper prepares the next round pairings quickly.
- Ensure the start and end of a round are clearly and efficiently communicated to all players and judges.
- Ensure match result slips are handed out quickly and efficiently.
- Be available to moderate rulings which players have appealed.
- Ensure all judges are properly listed, if MANTIS software is being used.
- Ensure assistant judges are aware of their responsibilities and duties.

9. Tournament Organizer Responsibilities

A tournament organizer is the person responsible for ensuring the tournament is arranged properly before, during, and after all tournament activities.

The official tournament organizer may also be the head judge or an assistant judge. A tournament organizer may never play in a tournament for which he or she is the official organizer.

A tournament organizer has the following responsibilities:

- Ensure the tournament is officially sanctioned in advance with UD.
- Ensure the tournament is reported quickly after the tournament is completed.
- Ensure enough UDE membership cards are available for new players who may attend the tournament, and return all completed UDE membership cards to Upper Deck within one week.
- Ensure all new players show identification when registering for UDE membership cards to verify their ages and identities.
- Ensure the tournament site is reserved in advance.
- Ensure the site is equipped with tables, chairs, tablecloths, microphones, speakers, banners, table numbers, paper cutters, and all other necessary materials.
- Ensure scorekeeping equipment is available, including a fast printer, paper, a computer, a time clock, the latest version of MANTIS software, and so on.
- Ensure there is adequate room and seating for all players.
- Ensure that the tournament officials and judges are dressed appropriately for a UD Sanctioned Tournament.
- Ensure judges are fairly compensated for their judging services.
- Determine all prize payouts and tournament entry fees in advance.
- Ensure all prize payouts, tournament entry fees, tournament start times and tournament rules are clearly advertised before the tournament begins.
- Ensure players have a safe, clean, and well-ventilated tournament environment.

10. Spectator and Press Responsibilities

Spectators and press have the following responsibilities while in a tournament area:

- Act in a sporting and respectful manner at all times.
- Act responsibly and professionally while at or near the tournament site.
- Follow the instructions of any judge or tournament official.
- Notify a tournament official immediately if a player is observed failing to follow any game rules or incorrectly tracking game score or life totals during a match, regardless of whom the error benefits.
- Avoid standing close to tables or crowding walkways.
- Avoid talking to any players during a match or speaking loudly close to a match.
- Avoid swearing or using inappropriate language or gestures.
- Avoid wearing inappropriate attire.

- Avoid making offensive comments to any player or tournament official.

11. Conduct Unbecoming

Players or spectators violating responsibilities outlined above or committing tournament infractions that result in a disqualification penalty (see Appendix P for more information) may be found by Upper Deck's Penalty Committee as having conducted themselves in a manner unbecoming of a representative of Upper Deck's games. Such players may be suspended from all Upper Deck's tournaments at the discretion of the Penalty Committee. General suspension times and frequent infractions resulting in suspensions are listed below. Upper Deck's Penalty Committee may adjust individual suspension times based on factors including, but not limited to: players' willingness to cooperate with the investigation and previous player history. Upper Deck's Penalty Committee may also determine that the player's actions do not fall into any of the categories listed below, and in such cases it will determine the most appropriate suspension length based on the severity of the infraction.

Conduct Unbecoming – 1 year

Unsporting Conduct: Cheating
Unsporting Conduct: Severe
Failure to Obey Tournament Official's Instructions
Obstruction of Investigation
Playing under a Fraudulent Name or UDE Number
Presence at Tournament Venue While Suspended
Tournament Fraud

Conduct Unbecoming: Major – 3 years

Theft
Harassment
Violent Behavior
Vandalism
Severe Tournament Fraud

Conduct Unbecoming: Severe – 5 years or more

Assault
Severe Violent Behavior

12. Counterfeit or Fake Cards

Counterfeit or fake cards are illegal and never allowed in tournaments. Photocopied cards—sometimes called "proxies"—are not allowed in tournaments and are considered to be fakes. It is illegal to buy or sell fake cards.

If a player finds fake or counterfeit cards, he or she should bring them to a parent or tournament official. He or she should also send details to the UD Fraud Investigation Team at fit@upperdeck.com.

13. Marked Cards

Players must ensure that their cards are in good condition and do not have markings that would allow the cards to be identified from looking at the backs of the cards. Players should check their cards after every round and replace cards that are worn or marked.

Players may not apply decorations to a card that obscure a significant portion of the card's image or text. This includes significant art modification or art replacement.

14. Card Sleeves

All types of card sleeves are permitted in tournaments, with the following exceptions:

- All of the sleeves on the deck must be identical in every way.
- The sleeves must not obstruct the view of the card face in any way.
- Each card may only be in one sleeve. (Cards may not be double-sleeved.)

If a player chooses to use card sleeves, the sleeves must be from the same manufacturer, be the same color, have the same length, and have the same amount of wear. Players should replace sleeves frequently to avoid worn or marked sleeves. Large plastic top-loading card protectors may not be used in tournaments, as they disrupt the flow of play.

Before sleeving their cards, players should always shuffle both their deck and the pack of card sleeves. This will help prevent noticeable marking patterns in the event that the sleeves have any kind of factory markings.

All sleeves must be in clean condition and be unmarked. A card sleeve is considered an extension of the card. If a sleeve is marked, the whole card will be considered marked, which will result in a tournament penalty.

15. Card Spoilers

If a UD member, through any means, receives spoiler information on an unreleased set, that person must notify the UD immediately at UDE@upperdeck.com. The spoiler information must be sent to Upper Deck and then be destroyed. Spoiler information must not be passed on to any other person. Any member who receives spoiler information and does not notify the UD within 24 hours may be suspended from playing in UD events.

Officially released public previews are not subject to this policy.

16. Ruling Appeals

If a player believes that an assistant judge has made an incorrect ruling, he or she has the option to appeal to the official head judge of the tournament. The head judge's ruling decision can not be appealed. Nobody, not even the tournament organizer, may overrule a decision made by the head judge.

17. No Match Draws

Match draws do not exist and are not permitted in official UD tournaments. This includes both unintentional and intentional draws. Individual games may still end in a draw, but matches may never end in a draw. It is possible for a match to end in a mutual loss if both players receive simultaneous match loss penalties, in which case both players would receive a loss for the match. Refer to the appropriate appendix for each game to find out how to determine a match winner when time is called and the match is unfinished.

18. Shuffling

To guarantee fairness, each player must ensure that his or her deck is thoroughly randomized before presenting it to an opponent at the start of any game. Players are encouraged to mix several different shuffling methods, such as pile shuffling and riffle shuffling, as they randomize their decks.

Once a player thoroughly randomizes his or her deck, he or she must present it to the opponent. The opponent may either shuffle the deck for at least ten seconds to further randomize it, or to make one cut. If the opponent shuffles the player's deck, then each of the players, first the player and then the opponent, must cut the deck. If the opponent chooses to just cut, without shuffling, then the deck is randomized and the players may not perform any additional shuffling or cutting.

Presenting your deck to your opponent implicitly states that you have thoroughly randomized your deck. Players may not pre-set or sort their decks in any specific order before shuffling. Stacking a deck or illegally manipulating the order of the cards while shuffling is considered cheating.

Players are expected to shuffle quickly. Players are limited to 30 seconds of shuffling during a game and two minutes of shuffling between games.

Players are expected to shuffle carefully. Players must shuffle in a manner such that they cannot see the bottom of the deck while shuffling. Players must ensure that no cards are damaged while shuffling their opponent's deck.

19. Determining Who Plays First

Before the start of the first game in a match, a random method is used to determine who chooses which player plays first. In a best-of-three match, the player who lost the previous game decides who will play first in the next game. If the previous game

was a draw, the player who chose in the previous game decides who will play first in the next game. If a player is issued a game loss prior to the first game in a match, that player chooses who plays first in the next game.

Players that do not explicitly choose which player plays first, prior to drawing their hand, are assumed to have chosen themselves to play first.

20. Challenge Value

Every tournament has a Challenge Value, abbreviated to C-Value. The C-Value of a tournament is an approximate difficulty measurement of the tournament relative to other types of tournaments. A player has more potential to rapidly change his or her UD rating at tournaments with a higher C-Value. A World Championship tournament will have the highest possible C-Value, and a smaller, local tournament will have the lowest possible C-Value.

| C-Value | Tournament Type |
|---------|--|
| 10 | Official Sanctioned UD Tournament, Sneak Preview Tournament |
| 20 | Elite Series, State Championships |
| 30 | Regional Championship, Pro Circuit Qualifier, Gadgetzan Challenge |
| 40 | National Championship, Shonen Jump Championship, or Dream Machine Championship |
| 50 | World Championship or Pro Circuit Tournament |

The C-Value of a tournament is modified by the certification level of the head judge. A skilled head judge can increase the C-Value of a tournament, which may help players who want to increase their UD ratings by winning matches at that tournament.

The C-Value is increased by one for each level of specialization that the head judge has in Player Management *and* the Game Rules specialization that matches the game that was used at the tournament. Only the certification of the head judge affects the C-Value of a tournament. Scorekeeper, Tournament Organizer and Specialist specializations do not affect the C-Value of a tournament.

Example: A judge with a level 2 specialization in Player Management, a level 1 specialization in **Vs. System** Rules Knowledge, and a level 3 specialization in **Yu-Gi-Oh!** Rules Knowledge would add a total of 5 (2+3) to the C-Value of any **Yu-Gi-Oh!** TCG tournament for which he or she was the head judge. The same judge would only add a total of 3 (2+1) to the C-Value of a **Vs. System** tournament for which he or she was the head judge.

21. Ratings and Rankings

Players signing up for a UDE number will automatically receive a rating of 2500. As players participate in sanctioned tournaments, their ratings will either increase or decrease. A player's rating is calculated with a formula that takes into account his or

her current rating, the opponent's current rating, and the C-Value of the tournament. Non sanctioned tournaments do not affect player's ratings and rankings.

Example: Carl is playing in a 10 C-Value tournament and has a rating of 2500. Jasmine, his opponent, has a rating of 2500. Jasmine wins the round. Jasmine's rating will increase to 2505, and her opponent's rating will decrease to 2495.

Player ranking is calculated based on each player's rating compared to the ratings of players in the area for which the rankings are being determined. Rankings can be as general as "worldwide," or as specific as "city."

Example: Collin has a 3100 rating. He is ranked first in his city and first in his state. He is ranked tenth in his country, because nine people in his country have a rating higher than his. Collin is ranked thirtieth in the world, because 29 people in the world have a rating higher than his.

The difference between rating and ranking is important. A player's rating is an exact number that starts at 2500 and increases or decreases as he or she plays. A player's ranking is his or her position relative to other players. The person with the highest rating will be ranked first in the world. The player with the second-highest rating will be ranked second in the world, and so on.

Player rankings are used to determine invitations to various invitation-only championship tournaments, such as the UD Pro Circuit or National Championships. To check your rating and ranking, visit ude.com. Player rankings are updated each Wednesday.

22. **Game Concession**

Players may concede a game or match at any time, provided that the concession does not involve compensation in exchange for the concession. Players may not offer their opponents any type of compensation or bribe in exchange for a concession.

23. **Note taking**

During play, players may take any notes they wish regarding the game in progress and may refer to those notes as they wish. Note-taking must not interfere with the normal flow of play, and no additional time will be allocated for it. Notes are public information to both players.

24. **Outside Assistance**

Players are not allowed to give or receive assistance from anyone not directly involved in the game. This includes advice or hints from other players or spectators who are not involved with the game. This also includes notes written prior to the match, either by the player or someone else.

Judges can be directly involved in the game, and may answer rules questions, but they should avoid answering questions about in-game decisions that would give the player direct advice about the current game.

25. Tiebreaker System: MANTIS 2.0 and greater

As of August 1, 2005, any version of MANTIS prior to 2.0 is not supported. Organizers must download the most recent version available at ude.com/mantis

During the course of a Swiss tournament, some players will accumulate the same number of wins. To accurately rank players in the tournament, three tiebreakers will be used and applied in the following order. A tiebreaker may be a positive or a negative number. This tiebreaker system will be used by MANTIS 2.0 and higher.

- Tiebreaker Bonus #1: Win/Loss Sum

Tiebreaker #1 represents the performance of players that a player has played over the course of the tournament. Players that played against stronger opponents will be ranked higher within the tournament. The formula to calculate the number is: Total the number of points each opponent contributes. Opponents contribute +1 point for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a player's first tiebreaker.

Example: After four rounds, Scott has played against three opponents and has one bye. Scott's fourth-round opponent has four wins and zero losses, contributing +4 to Scott's tiebreaker points. Scott's third-round opponent has two wins and two losses, contributing 0 to Scott's tiebreaker points. Scott's second-round opponent has zero wins and four losses, contributing -3 to Scott's tiebreaker points (because each single opponent may never contribute less than -3 points to Scott's tiebreaker). Scott had a bye during the first round, which contributes 0 to Scott's tiebreaker points.

To determine Scott's Tiebreaker #1, add up all of the point contributions—+4 for his round four opponent, 0 for his round three opponent, -3 for his round two opponent, and 0 for a bye—for a total of +1.

- Tiebreaker Bonus #2: First Tiebreaker Sum

Tiebreaker #2 represents the performance of the opponents that all of a player's opponents played. Players that played against opponents who consistently played against stronger opponents throughout the tournament will be ranked higher. The formula to calculate the number is: Total the sum of Tiebreaker One for all opponents that the player played.

Example: After five rounds, Jeff played against five opponents. Jeff's first-round opponent's Tiebreaker #1 is +3. Jeff's second-round opponent's Tiebreaker #1 is -

2. Jeff's third-round opponent's Tiebreaker #1 is +5. Jeff's fourth-round opponent's Tiebreaker #1 is 0. Jeff's fifth-round opponent's Tiebreaker #1 is +4. To determine Jeff's Tiebreaker #2, add up all Tiebreaker #1 values from all of his opponents—+3 for his round one opponent, -2 for his round two opponent, +5 for his round three opponent, 0 for his round four opponent, and +4 for his round five opponent—for a total of +10.

- Tiebreaker Bonus #3: Timing

Tiebreaker #3 represents the importance of the rounds in which you lost. Players losing in later rounds will be ranked higher within the tournament. The formula to calculate this number is the sum of the squares of the rounds that you lost in.

Example: Jake has five wins and two losses. Jake's Tiebreaker #3 is 61. This means that Jake lost in round five and in round six.

26. UD Certification Program

As a service to judges and tournament organizers, UD offers a robust certification program. The program measures the many abilities of judges, tournament organizers, scorekeepers, and rules experts. For each area of specialization, a person is graded on a certification from zero to five. Zero represents someone who has not passed a test in that area of specialization, while level five represents the most skill and experience a person could achieve in an area of specialization. Players may advance in many areas of specialization.

To earn certification one in an area of specialization, a candidate must complete an online exam and score a passing grade, which is typically 80 percent. To earn higher certifications, a candidate must pass a written test administered by a higher-level judge or UD official. As a candidate progresses in level, the exams are progressively harder, requiring more practical experience and observation.

There are no fees associated with taking a certification test, although advancing to higher levels in a certification will inevitably require significant travel to larger tournaments. There is no specific compensation for becoming certified in a specialization. The specialization is merely a reflection of the skill and proficiency of an individual. Tournament organizers will often compensate skilled individuals for assisting with a tournament as judges, rules experts, or scorekeepers.

If the head judge of a tournament has the appropriate level of certification, he or she will add to the C-Value of a tournament, as described in section 19. For more information about the UD certification program, visit ude.com/judge.

27. MANTIS Tournament Software

To assist tournament organizers, UD publishes MANTIS tournament software. The software is updated regularly, and the latest version with operating instructions is available at ude.com/mantis. As of August 1, 2005, any version of MANTIS prior to MANTIS 2.0 will not be supported.

Tournament organizers should ensure they have the latest version of MANTIS for their tournaments. MANTIS may be installed on laptop or desktop computers. Organizers should ensure they have the latest updates to their Windows software (including the .NET framework installed) in order to run their tournaments as smoothly as possible. If you have any suggestions or bug reports regarding MANTIS software, please email ude@upperdeck.com.

Tournament organizers must use MANTIS if they want their judging staff to receive judge credit for judging at the tournament. Organizers should ensure that all judges are correctly entered into the MANTIS software in order for them to receive credit.

28. Wagering and Random Outcome

Players and tournament officials may not wager on the outcome of any matches in official UD sanctioned tournaments.

Players may not randomly determine an outcome of a match.

29. Prize Splits

Players in the finals of a single-elimination tournament may agree to split prizes that would normally be awarded to the first and second place finisher in any way, provided that the negotiation of a prize split is done in a presence of a the Head Judge. Players may not offer additional product, cash, or other incentives that are not officially part of the first and second place prize pool during a prize split. Players may not concede in exchange for prizes. Players have the option to drop before the finals of a single-elimination tournament, after prize negotiations, in order to preserve their rating.

30. Event Information and Promotion

UD reserves the right to publish event information, such as the contents of a player's deck, photographs, interviews, or video reproductions of any official UD tournament, at any time for any reason. Tournament organizers are also permitted to publish this information after the completion of a tournament.

31. Minimum Number of Players

A minimum of four players is required for official UD tournaments. This applies to all games and all individual formats.

For team formats, a minimum of four teams is required for official tournaments.

32. Number of Rounds and Single-Elimination Cut

The number of Swiss rounds in a tournament and the cut for single-elimination rounds is determined by the total number of players enrolled in the tournament. Single game matches use a different table than three game matches to determine the total number of rounds, as well as the cut for single-elimination rounds. Tournament organizers may slightly adjust the number of rounds, but only if they clearly announce this prior to the start of the tournament.

| Three game match rounds and cut | | | One game match rounds and cut | | |
|---------------------------------|---|-------------------|-------------------------------|---|-------------------|
| 4-8 | – | 3 rounds (Top 2) | 4-8 | – | 4 rounds (Top 2) |
| 9-16 | – | 4 rounds (Top 4) | 9-16 | – | 5 rounds (Top 4) |
| 17-32 | – | 5 rounds (Top 8) | 17-22 | – | 6 rounds (Top 8) |
| 33-64 | – | 6 rounds (Top 8) | 23-36 | – | 7 rounds (Top 8) |
| 65-128 | – | 7 rounds (Top 8) | 37-52 | – | 8 rounds (Top 8) |
| 129-256 | – | 8 rounds (Top 8) | 53-94 | – | 9 rounds (Top 8) |
| 257-512 | – | 9 rounds (Top 8) | 95-152 | – | 10 rounds (Top 8) |
| 513-1024 | – | 10 rounds (Top 8) | 153-256 | – | 11 rounds (Top 8) |
| 1024+ | – | 11 rounds (Top 8) | 257-440 | – | 12 rounds (Top 8) |
| | | | 441+ | – | 13 rounds (Top 8) |

33. Official Tournament Sanctioning

Anyone with a level one certification in the Tournament Organizer Specialization may apply to sanction an official tournament using MANTIS tournament software.

Tournament organizers must keep all records of an official tournament for six months after the tournament is complete. This includes keeping backups of all computer files or hard copies of printed files. These records will be used in the event that an error is found in a player's tournament history.

Tournament organizers should direct inquiries to the UD Tournament Sanctioning Coordinator at TO@upperdeck.com.

34. Reporting Tournaments

Tournaments are usually reported by uploading the results through MANTIS tournament software.

Tournaments must be reported within seven days of the tournament date; otherwise, they will be considered late. Tournament organizers who report tournaments late may lose their privilege to sanction tournaments.

35. Document Updates

UD reserves the right to modify content in any official UD document with or without notice. All players and tournament officials are responsible for knowing and following the most current UD tournament rules and policies.

36. Contact Information

For the most recent information about tournament policies and for other language versions of the document, please visit ude.com/policy.

For general questions regarding UD programs, please email ude@upperdeck.com.

For Local Inquiries:

Australia: questions@upperdeck.com

Asia: ude@upperdeck.com

Europe: questions@upperdeck.com

Latin America: questions@upperdeck.com

North America: ude@upperdeck.com

For specific judge certification questions, please email judge@upperdeck.com.