

System Gate Tournament Guidelines.

Overview: This document will discuss the recommended way to run System Gate tournaments and provide an expectation to how official events hosted by Speedrobo Games will be conducted. Segments intended for players will be using **red** text. Segments intended for judges will be using **blue** text.

Tournament Levels: The level of the tournament indicates how penalties will be handed out, and how a few other procedures will be conducted such as deck lists.

Level 0: Level 0 tournaments are tournaments that are not officially hosted by Speedrobo Games. In addition, these tournaments do not have an entry fee, or prizes.

Level 1: Level 1 tournaments are tournaments that are not officially hosted by Speedrobo Games, but that do have an entry fee and/or prizes. Level 1 tournaments can also be tournaments that are officially hosted by Speedrobo Games, but do not have an entry fee or prizes.

Level 2: Level 2 tournaments are tournaments that are officially hosted by Speedrobo Games and have an entry fee and/or prizes.

Level 3: Level 3 tournaments are invitation only tournaments that are officially hosted by Speedrobo Games.

Deck Preparation: Each player must bring their own Main Deck, Sideboard, Gate, and Gate Master to the tournament. This combination will be referred to as the "deck." Each Main Deck must be between 50 and 100 cards. Each main deck can only contain 4 copies of a card with the same card name. Each deck must have 1 Gate, and 1 Gate Master. There may be 4 copies of a card in a main deck, and a fifth as the Gate Master. Gate cards cannot be placed in the main deck. Each deck must have one side board of 0 to 12 cards. The side board is kept outside of the main deck. Your side board can contain any number of any card you want, but when you swap or add cards your Main Deck, Gate Master, and Gate must be legal. (4 copies of cards in the main deck, 1 Gate as your Gate, and 1 Gate Master) Your Gate or Gate Master card may be an unofficial token card as long as all of the correct information is displayed on the unofficial token. Only Gate type cards may be used as your Gate. If your Gate Master card is an unofficial card, you CANNOT shuffle it into your main deck. If an effect would forcefully put it into your main deck, you lose the game.

Players: It is recommended that you sleeve your deck for Level 0 and 1 tournaments. For tournaments of Level 2 and higher events, sleeves are required. Opaque sleeves are the best to use. Make sure that all of your sleeves on your main deck are the same and uniform. It is recommended that your Gate Master is placed in the same sleeve as your main deck cards, however it isn't a requirement. If your Gate Master is in a different sleeve (or unsleeved while your main deck is sleeved), it cannot be shuffled into your deck. Your Gate doesn't need to be in the same sleeve as your main deck. Your side board is recommended to be in the same sleeves as your main deck. See the section on side boarding in this document for more information.

Judges: When it comes to deck checking, there's several things that can come up. Firstly, if someone is doing something that is obviously incorrect, (such as running 5 copies of a card, or using a card that was just put on a recent ban/restricted list) odds are these players are not doing it on purpose. They are just ignorant or made an honest mistake. In these instances,

use your best judgment and try to give a lower level infraction. Decks that are legal, but don't match up with the submitted deck list are almost certainly intentional infractions. When it comes to sleeves, check the sides to see if they are all cut to the same length and check the back for marks and scratches. Keep in mind that a lot of casual players don't keep good care of sleeves. So if you see some damage or marks, check the cards in the sleeves. If there is a pattern between the marked cards, then it's a clear infraction. If not, just encourage the player with the damaged sleeves to replace them. If the player refuses to replace the sleeves, then instigate an infraction.

Tournament procedure: All matches in all tournaments are to be conducted in best 2 out of 3 games with side boarding between games. The losing player chooses who goes first in the next game. Both players are to report the results of the match to the judge as soon as the match is completed. The tournament can be conducted in any format (round robin, single elimination bracket, double elimination swiss, etc.) at the tournament organizer's discretion.

Players: When you are told who you are playing, do your best to get the game started as soon as possible. Some tournaments may have a time limit, so keep that in mind. The starting player for the first game is determined randomly, dice work best. The player who rolls the highest **MUST** go first. After that, the losing player gets to choose who goes first.

Judges: Pick whatever tournament format works best, as different bracket and matching formats work better depending on how many people you have, if your tournament is digital or physical, and how your players are feeling. Challengr is a great free bracket building tool, so I recommend using that.

Deck lists: Deck lists are a formal submission of the content of a player's deck. Deck lists are submitted before the tournament and cannot be changed once submitted.

Players: If your tournament requires a deck registration, just follow the instructions. Make sure you tell your judge what's in your deck, Gate, Gate Master, and side board.

Judges: If you want a deck list for your tournament, there's several ways to go about it. Generally, just asking for a picture of the deck where all the cards are readable will do.

Side Boarding: Between games in a match, players may side board. To side board, players will exchange cards in the main deck for cards in their side board. Players may also put cards from the main deck into the side board or cards from the side board into the main deck as long as both the side board and the main deck remain legal. Side boarding takes place **AFTER** players determine who plays first in a game. After each game, the main deck and side board must match the deck registration sheet that was turned into the tournament organizer at the start of the event. If deck registration sheets are not used, please revert your deck and side board to how they were at the start of the match.

Players: Side boarding is a great way to change up your strategy mid match and turn the tide in your favor. I recommend having your side board in the same sleeves as your main deck to allow you to easily swap cards in and out. You don't have to though, and can unsleeve your main deck cards you want to swap.

Judges: There are times when players will forget to de-side their decks. This will result in taking an incorrect deck into the start of the next match. This is usually an accident, so go easy

on them. Beyond that, just make sure that people don't screw up their decks and side incorrectly or have too many cards in the side.

Card placement and game mats: Players are encouraged to use proper board placement. Properly placing the Center, Left, and Right is required. The other zones, especially deck, drop, and energy are less encouraged. You may use any configuration that you need to, but please make sure that your opponent's know what zone is what if you are using a non-standard layout. Using playmats with the 3 main field zones indicated is encouraged. The tournament organizer may provide mats, but are not required to.

Players: The reason I want folks to use proper board placement is that many cards, effects, and rules deal with specific zones. This way, players will always know what cards are in what zones. Therefore, people won't be confused and they won't have to ask "What zone is that card in?" every 5 minutes

Judges: Generally, don't give out infractions to players not using proper board placement, just ask them to clean it up. If they are consistently using a non-standard placement for zones beyond the Center, Left, and Right; that's 100% ok as long as they communicated where each zone is to their opponent. If a player is seriously struggling getting the board set up correctly, let them use a mat with zones on it, or have them register as a disabled player and assign them a helper. If none of that helps, you may have to DQ.

Disabled Players: We want our tournaments to be fun for everyone. If you are a disabled player who has problems playing the game or navigating the tournament, let the tournament organizer know before the event starts. This way, we can help you get the assistance you need to play the game correctly. This may involve keeping the disabled player/players at a single designated table for the duration of the event, having another person help the disabled player play the game, or allowing assistance animals in the event.

Players: If you have trouble playing the game normally or will have trouble participating in the event, don't be afraid to let people know. We all love this game and want people to play it with us! So in general, we'll all be happy to help out the best we can. If you need someone to help you play the game, make sure you bring your own buddy to assist. That would help a lot.

Judges: Do your best to accommodate disabled players to the best of your ability. I know that sometimes it won't be easy or possible to do. Unfortunately in these situations politely let the disabled player know the extent to which you can accommodate them. If that is acceptable, great! If not, well, then that's unfortunate. DQ.

Penalty types: These are the penalties that can be handed out to players for infractions during the event.

Verbal Caution: This is the lowest one. This doesn't do anything beyond letting the player know that they did something wrong. Hand this out for minor offenses and mid-level offenses during level 0 and 1 events.

Verbal Warning: This is the highest level penalty that doesn't have immediate ramifications to the player receiving it. This lets the player know, "Hey, you messed up, and if you do it again there will be consequences". Hand these out for minor offenses during Level 1

and 2 events. These are for major infractions during level 0 events. These generally should not be given out during level 3 events.

Game loss: This is the lowest level penalty that comes with ramifications. If a player receives this penalty, they immediately lose the game they are currently in. This is to be handed out for major infractions during level 1 and level 2 events. This is also for minor infractions in Level 3 events. In addition this penalty is handed out to players that have been given a Verbal Warning for the same infraction twice or more during the same event.

Match loss: This is the mid level penalty that comes with ramifications. If a player receives this penalty, they immediately lose the match they are currently in. This is to be handed out for major infractions during all levels of events.

Disqualification (DQ): This is the highest level of penalty that comes with ramifications. If a player receives this penalty, they are eliminated from the tournament. In addition, any player that has received a DQ may be asked to leave the tournament grounds by the tournament organizer. This is to be given out for major infractions during Level 3 events. This may also be given out after multiple game loss or match loss penalties have been dealt to a single player.

Types of infractions:

Incorrect gamestate: This is a minor infraction that can result from a multiple of sources. In general, this infraction is due to a player not correctly following game procedure.

Players: To avoid being dealt an Incorrect gamestate infraction, please familiarize yourself with the comprehensive game rules. In addition, please make sure to fully and correctly resolve all of your skills.

Judges: Imma be real guys, this is basically a catch all. If there's a problem and you don't know how to call it, just go with "incorrect gamestate". It will make you sound like you know what you are doing.

Unsportsmanlike Conduct: This is a minor infraction. This infraction can be dealt to a player for many reasons. Not responding to your opponent's game relevant questions, name calling, not allowing your opponent to cut your deck, not allowing your opponent to read your cards when asked, etc. all fall under this infraction.

Players: Just don't be dicks.

Judges: Just make sure people aren't being dicks.

Slow play: Slow play is when a player is intentionally taking time. This is usually done to run down the clock and win on a time victory. This is a minor infraction.

Players: We all understand that everyone needs time to think. Just do your best to play in a timely manner.

Judges: This is generally hard to call, and I can't really offer too much in the way of advice. This is just something that you will have to feel out yourself. Good luck!

Fast Play: Fast play is when a player is intentionally playing so fast that their opponent does not have time to respond to actions. This is a minor infraction.

Players: Always ask if your opponent has a response to your cards and skill, then there will be no problem.

Judges: Encourage your players to ask if their opponent has a response to skills and cards.

Incorrect deck / marked cards: This infraction is for when a deck is not correct, or it is in some way manipulated to give the player an advantage. This is a major infraction.

Players: After every game, make sure that your sleeves are clean and uniform. Also, always check to make sure that your deck is just like how it was when you started the tournament.

Judges: This is usually pretty easy to catch TBH. You've got this! If there's a problem with cheating in your area, don't be afraid to do random deck checks.

Intentional Cheating: This infraction is for when a player does something that is against the rules and they are aware of it. This is a major infraction.

Players: I know that it can be tempting to cheat. There's a lot of luck in our sport, and sometimes it doesn't go our way. I've been there. I've felt the temptation before too. The thought of "Oh, I've earned this." or "It's fine, everyone does it" or "It was going to happen anyway, so why not?" Trust me though, cheating is never worth it. For anyone.

Judges: We don't like to think about it, but it's true. People can and will cheat. There are jerks out there that will go to events and cheat away. Don't be afraid to call those guys out.

Player Rights: In this section, we will cover what the rights of the players are.

Judge Call: At any time, a player can call over a judge to check the game and/or ask questions. A player simply needs to raise their hand and call "judge!" to have a judge come over and help. If a judge call is made, game play must be stopped exactly where it is. The game is only to resume when the judge says that it may.

Judge cut: If a player is offered to cut a player's deck, either player may ask a judge to cut it instead. Simply make a judge call and ask for a judge cut.

Deck Check: If a player is not comfortable with an opponent's deck, and thinks something is off, that player may ask for a deck check. Simply make a judge call and explain that you would like a deck check.