Enterplay Tournament Floor Rules

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This document is in addition to the MLP: CCG Comprehensive Rules, MLP: CCG Rules Update, and MLP: CCG OCR. This document outlines the policies governing Enterplay sanctioned tournaments. In the case of any conflicts, the Enterplay Floor Rules override any other official Enterplay document with regards to tournament play.

Section One
General Rules and Terms

Tournament System

Enterplay sanctioned tournaments are divided into different event Tiers. Each Tier has different rules and penalties. All tournaments are considered Tier 1 events unless otherwise noted. All Tier 2 and Tier 3 events will be properly noted in advance of the tournament date.

• Tier 1 – Local Tournaments
• Tier 2 – Local and Regional Championship Tournaments
• Tier 3 – National, Continental and World Championship Tournaments

Tournament Materials

Players must bring all materials required to play in a tournament. This includes but is not limited to the following:
• A valid deck for a Constructed Tournament
• Necessary event fees
• Materials necessary to keep score

Public Event Information

Enterplay reserves the right to publish any and all event information such as decklists, pictures, video, results, or transcripts of the event. This can also include any penalties associated with the event.

Enterplay Tournament Authority

The Enterplay Tournament Authority reserves the right to alter, interpret, modify or issue official changes to these rules without prior notice.

Tournament Organizer
The Tournament Organizer (TO) is the person who organizes a specific tournament or a series of tournaments. A Tournament Organizer organizing an event is required to find a Head Judge to run that event. A Tournament Organizer may be the Head Judge for any tournament he is organizing.

Judges
There are two types of judge for any specific tournament: one Head Judge and any number of Floor Judges. Floor Judges assist the Head Judge in running a tournament. Judges may play in Tier 1 events. Judges may not play in a Tier 2 or Tier 3 event that they are judging. Enterplay expects all judges to make rulings consistent with the rulings issued by Enterplay and the documents governing MLP: CCG. A player may appeal a ruling by a Floor Judge. It is the Head Judge's responsibility to issue a ruling on all appeals. A Head Judge's ruling in a tournament is final.
• Head Judge – The Head Judge is the person who has ultimate responsibility and authority for any specific tournament. A Head Judge's ruling in a specific tournament is final.
• Floor Judge – Floor Judges are one or more people who assist the Head Judge in running a tournament.

Deck Lists
Certain events and tournaments will require a deck list to be provided to the Head Judge prior to the start of the event. Deck lists must be filled out completely before being turned in. Deck lists must be written in English and include the complete name (including any subtitle) and quantity of every card included the deck. An incomplete or incorrect deck list will result in the deck or deck list having to be corrected which will incur penalties as described below. There are two types of deck list violations:
• Incorrect deck list – An incorrect deck list is a deck list that is filled out incorrectly with simple typos or omissions. Examples of an incorrect deck list include, but are not limited to: misspelling a card name, not filling out the total number of cards for a deck, using nicknames or acronyms that uniquely identify a card instead of the full title, or any decklist violation which is addressed prior to the start of the event at the discretion of the Head Judge. An incorrect deck list usually results in a Game Warning instead of a Game Loss.
• Invalid deck list – An invalid deck list is a deck list that describes a deck that is not legal for tournament play or that does not match the deck being played. Examples of an invalid deck list include, but are not limited to: omitting a card or cards, listing the incorrect card or cards, listing an incorrect number of cards, or creating a deck that is not legal for tournament play. Listing the incorrect subtitle or omitting a subtitle on a card that is not uniquely identified by its title will result in an invalid deck list. The minimum penalty for an invalid deck list is a Game Loss.
A deck list penalty should only be issued and corrected once per decklist – multiple errors on the same list should not result in multiple penalties.

Deck Randomization
All players must sufficiently randomize their decks prior to the beginning of each game. Any shuffling method may be used to randomize a deck, as long as the faces of the cards cannot be seen. After a deck is randomized, it is presented to an opponent to be cut. That opponent must cut that deck.
A player may request for a judge to randomize an opponent's deck. This request is entirely at the discretion of the judge. If the judge decides to randomize the deck, the judge must randomize each player's deck and present it to that player's opponent to be cut.
Any time a deck is searched during a game, that deck must be randomized according to these guidelines

Pre-Game Actions
Prior to the start of each game, players must perform Pre-Game actions. All of these actions and only these actions may be performed before the game starts. These actions include the following and must be performed in this order.
- Put your Mane Character in play
- Select your Starting Problem and put it in play
- Randomly determine which player is going first
- Shuffle your Problem Deck and Draw Deck. Present those decks to be cut by your opponent
- Put six cards from the top of your Draw Deck into your hand
- In turn order, choose whether or not to mulligan (optional)

Conceding and Dropping
A player may choose to concede a game at any time. Once a judge records the match outcome, that outcome is final and may not be altered. A conceded game counts as a loss for the conceding player and a win for that player's opponent.

A player may choose to drop or withdraw from a tournament at any time. If this occurs during a game, that player is considered to have conceded that game. A player who is dropping out must notify the Head Judge prior to the next round being paired. If the round is already paired and a player drops, then that player is considered to have conceded that round.

Collusion or determining the outcome of a game by a random method is not allowed. Players may agree to split the advertised prize pool in any way, but may only split prizes offered to first and second place, may not include anything additional to the prize pool, and may not concede for prizes. All such negotiations must be done in the presence of the head judge. Players who collude or attempt to determine the outcome of a game randomly will be subject to penalties.

Outside Assistance
Note taking during a match is allowed provided it happens in a timely fashion. Notes taken prior to a match may not be used during that match. A judge may choose to not allow any outside devices or objects to be used during a game. This includes but is not limited to cell phones, tablets, laptops, drinks, or food.

Legal Cards
My Little Pony CCG cards are tournament legal upon release. The Official Card Reference contains tournament legal date(s) for all gameplay exclusive promotional cards. Alternate art and alternate treatment (such as foil) promotional cards are tournament legal with the corresponding product.
Only cards produced by Enterplay or their official partners are legal for play. Counterfeit cards, printed cards, and other proxies are not allowed.
To be legal for play, altered cards must be readable and discernible to all players. Legality of altered cards is at the discretion of the Head Judge.

Playing Surface
All cards must be visible from the playing surface. Cards may not be removed from view of the playing surface.

Card Sleeves

Card sleeves or deck protectors are allowed and encouraged for tournament play. All sleeves must be uniform and not visibly worn. All of a given deck's sleeves must be identical, but different decks may have different sleeves. Card sleeves with images or designs on the card back are allowed, provided they are not marked, worn, or reflective. No obscuring markings, images, or designs may be printed on the face of the card sleeve. The Head Judge may choose to not allow sleeves with images.

Game Markers

Game markers such as dice or counters are used to help keep track of the game state. Maintaining the accuracy of a game marker is the responsibility of the player using that marker. Game markers cannot be placed in a location to obscure the view of any game object in the field of play, but markers may be placed on top of decks as a player reminder as long as the marker does not obscure the deck. A judge may choose to not allow a game marker for any reason. Players are encouraged to keep a paper record of game state information tracked by game markers, such as points and actions.

Section Two
Tournament Penalties

All players are required to follow the proper rules and procedures to participate in a sanctioned tournament. Any violation of the rules and procedures outlined in official documents may result in a tournament penalty. There are four types of tournament penalties:

Procedural Error

A Procedural Error is a minor violation of tournament rules and procedures that occurs unintentionally. Some examples of an action that will result in a Procedural Error include, but are not limited to, the following:
• Attempting to play a card that can't be resolved
• Attempting to uncover a Troublemaker that can't be uncovered
• Missing a mandatory trigger
• Handling your opponent's cards without permission

Game Warning

A Game Warning is used as a stronger penalty for violation of tournament rules and procedures. The second Game Warning for the same violation during a tournament will result in a player receiving a Game Loss. Some examples of an action that will result in a Game Warning include, but are not limited to, the following:
• Looking at extra cards
• Marked cards without pattern
• Rude or unsporting conduct
• Misrepresenting public information
• Failure to maintain game state
• Slow play

Game Loss
A Game Loss is the strongest penalty a player can receive and still be allowed to participate in the tournament. A Game Loss will result in a player losing the current game. When a player receives a Game Loss, his opponent for that game will receive a win. If a player receives a Game Loss between games, he will lose his next game. If both players receive a Game Loss penalty during the same game then both players will receive a loss. Some examples of an action that will result in a Game Loss include, but are not limited to, the following.
• An illegal deck
• Marked cards with pattern
• Drawing extra cards
• Outside assistance
• Playing a non-Troublemaker as a face-down Troublemaker
• Tardiness

Tournament Disqualification
A Tournament Disqualification is only to be given by the Head Judge. All other penalties are assessed on the assumption that they are committed unintentionally; intentionally committing any of the previous infractions for game advantage is considered cheating. Circumstances that may result in disqualification include but aren't limited to:
• Cheating
• Physically threatening or attacking another person

All penalties are subjective, based on the Head Judge's opinion of the specific violation. Penalties for severe offenses may be upgraded at the Head Judge's discretion.

Slow Play vs. Stalling
Players are expected to take their turn and perform actions in a timely matter. If a player is playing too slowly, regardless of intention, then a judge may, at their discretion, give a Game Warning for Slow Play. Intentionally playing slowly in order to gain a game advantage or manipulate the round time is considered stalling, and carries the same Disqualification penalty as other forms of cheating.

Tardiness
Players are expected to begin their round on time. If a player is not present at the start of the round, judges should allow a five-minute grace period for the player to arrive and begin play. If a player is still not present five minutes after the beginning of round time, that player should be issued a Game Loss.

Section Three
Tournament Policies

Match Time Limit
The standard time limit for a constructed MLP: CCG game is 35 minutes per game.

Match Structure
My Little Pony CCG features a one game match.

Participation Minimums
There must be a minimum of four (4) players for an MLP: CCG tournament to be sanctioned.

Scoring
My Little Pony CCG uses the following scoring for tournament play.
• Win (W) – 3 points
• Loss (L) – 1 points
• Draw (DR) – 1 points
• Bye (W) – 3 points

Swiss Rounds
All My Little Pony CCG games should use Swiss pairings. The number of players at the tournament determines the suggested number of rounds for the tournament. The Head Judge will announce the number of rounds prior to the start of the tournament.

Suggested number of Swiss rounds:
• 4 players – 3 rounds
• 5 to 8 players – 4 rounds
• 9 to 16 players – 5 rounds
• 17 to 24 players – 6 rounds
• 25 to 39 players – 7 rounds
• 40 to 56 players – 8 rounds
• 57 to 98 players – 9 rounds
• 99 or more players – 10 rounds

End of Match Procedures
If time is called in a match before the match has concluded, the current turn is completed. Then, if the current turn player was the first player to take a turn in the current game and the game has not ended, the next player in turn order takes a turn. If the game still has not ended, the player with the most points wins. If players have an equal number of points, the game is a draw.

At the discretion of the head judge, the time available for this procedure may be limited to 5 minutes; if this limit is reached before end-of-match procedures are complete, play stops immediately and the player with the highest score wins.

Matches in elimination rounds may not end in a draw; if a match would end in a draw in elimination rounds, players begin another game to determine a winner. If time has been called, this game is played until the first change in points.

<p style="text-align:center">**Tier 1 Rules**</p>

My Little Pony CCG Tier 1 events include any local tournament, side events at conventions, Pre-Release tournaments, and any event that is described as a Tier 1 event. Tier 1 MLP: CCG tournaments carry no additional rules or requirements. My Little Pony CCG Leagues are not sanctioned tournaments and therefore are not Tier 1 events.

Player Eligibility
All players not suspended by Enterplay are eligible to play in a Tier 1 tournament.

Tournament judges are allowed to play in a Tier 1 tournament. A judge or TO of a tournament should refrain from playing if they create an uneven number of players, thereby creating a bye for the tournament, or if their participation might make it difficult to effectively administer the tournament (such as with a large number of players per judge).

Swiss Pairings
Tier 1 My Little Pony CCG events should use Swiss pairings.

Elimination Rounds
Elimination Rounds are not recommended for a Tier 1 MLP CCG event. Elimination Rounds are allowed if the Tournament Organizer or Head Judge chooses. All players must be made aware prior to the beginning of the tournament if Elimination Rounds are going to be used. For events with 16 or fewer players, only the top four finishers from the Swiss portion of the tournament should be selected for the Elimination Rounds. For events with 17 or more players, the top eight finishers from the Swiss portion of the tournament should be selected for the Elimination Rounds.
During Elimination Rounds, players are paired against each other with the highest seed paired against the lowest seed, the next highest seed paired against the next lowest seed, and so on. Matches are played as single elimination with the winner moving on, until one player remains.

<center>**Tier 2 Rules**</center>

Tier 2 My Little Pony CCG events include Store Championships, Regional Championships, World Qualifier Tournaments, and any events described as Tier 2 events. Tier 2 events are championship-level or World Championship qualifying events.

Player Eligibility
All players not suspended by Enterplay are eligible to play in a Tier 2 tournament, with some exceptions. The Tournament Organizer, Head Judge, and any other judges for a Tier 2 event are not allowed to play in the event. Enterplay employees are not allowed to play in any Tier 2 event. Some Tier 2 events require qualification and only those players that are qualified are allowed to play in those events. See the description for the specific Tier 2 event to see if there are any additional qualifications required.

Deck Lists
Deck lists are required for all Tier 2 events. Deck lists must be turned in prior to the advertised start time of a Tier 2 event. Changes may be made to a deck list after it has been turned in but only before an event starts and only with the Head Judge's approval.

Deck Checks
It is recommended that random deck checks are performed every round during a Tier 2 event. At the start of a round, at least one game is selected and judges then collect the decks from those games as they are presented to the opponent. Decks are then checked against their respective deck lists and returned to the players to begin their round. Any penalties resulting in an incorrect deck or deck list will be applied to that game. The selected players will be given extra time to finish the round.

Match Structure
Elimination Rounds for a Tier 2 event will be single-game matches.

Time Limit
For all Swiss rounds of a Tier 2 event, the normal 35-minute time limit will be used. Any single elimination rounds for a Tier 2 event will use a 45-minute time limit

Tier 3 Rules

Tier 3 My Little Pony CCG events are the Continental Championships and any other event described as a Tier 3 event.

Player Eligibility
Only qualified players are eligible to play in a Tier 3 event. All Tier 3 events require prior qualification. The Tournament Organizer, Head Judge, and any other judges for a Tier 3 event are not eligible to play in that event. Enterplay employees are not eligible to play in any Tier 3 event.

Deck Lists
Deck lists are required for all Tier 3 events. Deck lists must be turned in prior to the advertised start time of a Tier 3 event. Changes may be made to a deck list after it has been turned in but only before an event starts and only with the Head Judge's approval.

Deck Checks
It is recommended that random deck checks are performed every round during a Tier 3 event. At the start of a round, at least one game is selected and judges then collect the decks from those games as they are presented to the opponent. Decks are then checked against their respective deck lists and returned to the players to begin their round. Any penalties resulting in an incorrect deck or deck list will be applied to that game. The selected players will be given extra time to finish the round.

Match Structure
Elimination Rounds for a Tier 3 event will be best two (2) out of three (3).

Time Limit
For all Swiss rounds of a Tier 3 event, the normal 35-minute time limit will be used. Any single elimination rounds for a Tier 3 event will be untimed but expected to finish in two (2) hours or less.

Section Four
Format Legality

Harmony
Cards from any released product or set are legal for play in the Harmony format. The Harmony format uses a banlist. The current Harmony banlist is as follows:

Bulk Biceps, Extra Strong Masseuse (EO 103)
Fluttershy, Guidance Counselor (PR 83)
Globe Trotter, Sight Seer (CN 42)
I Need Answers (PR 175)
Magical Mailbox (CG 136)
Pinny Lane, Bowl'em Over (CN 47)
Rainbowshine, Cloud Wrangler (PR 16)
Tantabus, Night Terror (HM 150)
Twilight Sparkle, Element of Magic (CN 65)

Block
The current blocks are Premiere block and Odyssey block; Block tournaments will use a single specified block. Only cards from set releases within that block are legal for play. The Premiere block sets are Premiere, Canterlot Nights, Crystal Games, and Absolute Discord. The current Odyssey block sets are Equestrian Odysseys, High Magic, Marks in Time, and Defenders of Equestria.

Cards from supplemental products are not legal for play in the block format. Cards which are banned in the Harmony format are also banned in the Block format.