# RCC Judge Rulelist

**For the judge team and public view**




## Bans/disqualifications

-All players must first be given a warning before being disqualified. This rule may be disregarded under extreme circumstances.

-More than 1 offense does not necessitate a disqualification (but is up to judge discretion).

-First offenses include but are not limited to, harassment, vulgar language, incorrect decklists, slowplay, lying to judges about necessary information, failure to follow judge rulings.

## Time

-Slowplay is considered a difference of more than **7** minutes.

-If an opponent checks in but does not make an attempt to battle by **22:00** (8 minutes after the initial round starts at 30:00) it is considered a first offense and the win will be given to the opponent.

-We only allow extensions of **5** minutes.
Swiss: These 5 minutes will be the 5 minutes of check in time for the next round (the original round will not be extended). When the participant finishes their match, have them call you back so you can undo the automatic “tie” score and put in the correct winner.
Top Cut: Standard extension of 5 minutes in timeout

-End rounds when all matches are finished (unless an important call is occurring, decisions will have to be made on a case by case basis)

-Final round of top cut has no round timer, they can take as long as they need as there’s no one that needs to wait

## Top Cut

-In Top Cut the loser of each match is allowed to decide whether they go 1st or 2nd. The winner of the last match must always respect that decision. The decision of who goes first in game 1 of each top cut round is chosen by the higher seat (In accordance with Play Pokemon!).

-If time is called without a player winning 2 out of the 3 games, then the win will go to the one who won more games. If tied, then the win will go to the higher seated player in the standings.

-If a player requests a time extension, they can be issued an extra 5 minutes like Swiss

## Decklists

-In cases of incorrect decklist submission, the match may restart with the correct decklist but the opponent who did not have the issue will have the option to “restart his hand”. All this means is that they can take a look at their opening hand and if they dislike it they can restart the game and get a new one. (Can only be done once).
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IMPORTANT: If the issue is discovered before the game starts (before you have seen your opening hand) you can restart without any conditions attached.
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ALSO IMPORTANT: If the game is well into the match and the player with the wrong deck hasn't announced their error, the judge may also simply give the opponent an automatic win as there may not be enough time for a restart/bad sportsmanship

-In the case where someone has submitted the incorrect list they will be allowed to play but MUST inform the opponent of the correct list each round. Failure will result in an automatic loss (“Hi just to let you know my mega absol is actually an energy retrieval, judges said it was alright”) or (Sending the actual complete list)

## Glitches/crashes/bugs

-In cases of technical difficulties (bugs, crashes, ect.), the match may restart only if the opponent agrees. The opponent gets to decide if they’d like to go 1st or 2nd.
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IMPORTANT: If the issue is discovered before the game starts (before you have seen your opening hand) you can restart without any conditions attached.

-In the rare event that someone has “game win” and their device crashes before they can officially mark it, they are still allowed to take the official round win provided they have all necessary proof (proof of board setup + proof it’s their turn and no other circumstances can change their win outcome).

## Miscellaneous

-Judges are not required to speak in other languages, it is the responsibility of the participants to speak in English (but you may translate to another language if you like).