

It's time for the 4th Tournament in our Discord server. In our server's Tournaments, we will severely limit ourselves in our card selection. We'll be given 1-3 Main Sets, a Starter/Structure Deck and possibly a side set. Oh, and I may throw in a custom card or two as well. We have to build our decks with only the cards found in those sets and decks. What sets and deck(s) are available for the 4th Tournament you will find later in this document.

Most important Tournament rules:

- All Tournament matches will take place on Dueling Book (www.duelingbook.com). This is a free in-browser simulator of Yu-Gi-Oh. All cards (even those exclusive to either OCG or TCG) are available in it.
- All Tournaments will make use of TCG legal cards, and the TCG Forbidden & Limited List at the time registrations open. Would a new Forbidden & Limited List be released after registrations open (even before the Tournament starts), the old list will still be used.
- All matches must take place in the Custom Cards (Unrated) section of Dueling Book (because custom cards are available).
- All matches must take place using Master Rule 3 (so Classic). This is the pre-Link Master Rule. This means Extra Monster Zones do not exist. To host a duel using Master Rule 3, you must check the 'Classic' box underneath where you'd write your Duel Note.
- All matches must be hosted as a '2 out of 3 Match' and must take place without a watcher's password.
- You have 3 days (72 hours) per Round to play your match. That means you only have to play once every 3 days. It's almost always possible to schedule a time to play against your opponent in these 3 days.
- If you require a judge (due to a ruling dispute or something else), please contact me on any of my accounts (Auke1993 or Gnihton), contact an in-game judge who is on duty, or contact a Tournament Organiser on Dueling Book that is an in-game judge for Unrated. These are Genexwrecker, Yang Xiao Long and Kara.
- Please remember to be nice to these judges. They are taking time out of their day to help people in Tournaments, such as in ours.
- It is likely that cards from a Tournament's card pool are added to the Forbidden & Limited List if I (or others) believe that one or more cards may be a bit too strong in that Tournament's format. If this happens, these cards will be listed in a bullet point at the bottom of this section.
- This Tournament will have 6 sets/decks available, in addition to four custom cards. You can use the links below to find all cards included in these sets/decks.
- Main Sets: Strike of Neos
(https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&sess=1&pid=11106000&rp=99999) and
Photon Shockwave
(https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&sess=1&pid=11110006&rp=99999).
- Starter/Structure Deck: Super Starter: V for Victory
(https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&sess=1&pid=13311000&rp=99999).
- Side sets: Duelist Pack: Battle City
(https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&pid=16609000&rp=9)

[9999](#)),

Zexal Collection Tin

(https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&pid=15510001&rp=9999) and

Star Pack ARC-V

(https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&pid=11114004&rp=9999).

- Custom Cards: Quetzalmon (<https://www.duelingbook.com/card?id=210520>), Level Calibration (<https://www.duelingbook.com/card?id=1066069>), Frost Golem (<https://www.duelingbook.com/card?id=1175283>) and Return from the Ashes (<https://www.duelingbook.com/card?id=1066931>).

- Only the four listed Custom Cards may be used. Make certain they say 'Auke1993' in the bottom-left corner to ensure you're using the card I created.

- You can find the 'custom card' section in the deck builder by clicking on 'More options' in the top-right corner. There, change the 'Custom' option to 'All Custom Cards'. If you then type 'Auke1993' in the Description box, only my custom cards should show up. If you then type a specific card's name in the Name box, you will be able to find the correct cards for this Tournament.

- All cards use their current errata. So if a card was re-released with new/updated card text, we will use that new card text.

- Using alternate artworks of cards is allowed.

- If you have any suggestions for cards that you feel should be added to the Forbidden & Limited list for this Tournament, please let me (Auke1993) know as soon as possible. Even a 'maybe' can spark discussion amongst members of the server. Feel free to discuss.

- 'Neo-Spacian Grand Mole' and 'Aria the Melodious Diva' will be Limited (1) during this Tournament.

- 'Galaxy-Eyes Photon Dragon' will be Semi-Limited (2) during this Tournament.

- If changes are made to this tournament's Forbidden & Limited List during the final day of registration, the practise day (detailed later) will be extended to two days to allow a potential rebuild of decks in case this change affect anyone's deck.

How to register:

- You have at least until this upcoming Thursday (26th of December) 5:50am GMT+1 to register (so that's the 25th for US Eastern time and west of that). Please register by sending me a private message on Discord informing me of your interest in the Tournament. Please do not tag me in a post in the server. A private message makes it much easier for me to keep track of the entries.

- Due to the time I expect we'll need to discuss some Forbidden & Limited List changes, I've set the 26th as the earliest possible start date. I will extend this deadline if we're not done discussing the F&L list when we reach the initial deadline. If I don't say anything about an extension, do assume that this will stay the deadline.

- If you are not yet part of my Yu-Gi-Oh Discord server (Pleiades Tournament Dimension), you have to join that first to be able to register and participate. You can do so using the following link: <https://discord.gg/Prn2XQs>.

- When registering, please also let me know what your Dueling Book username is. That way, I can post that in the Tournament bracket, and it will be easier for your opponent to find you on Dueling Book.
- The Tournament bracket will be released on Friday the 27th of December. That's when the Tournament officially begins. There will be a practise day between registration closing and Round 1 starting. This is to allow those that register just before the deadline to still have time to test deck ideas and finalize their deck plan.
- As referenced earlier in this document, would there be a change to the current Tournament's Forbidden & Limited List during the final day of registration (the 25th), a 2nd practise day will be made available. If this happens, I will make an official announcement.

When/how to send in your deck + siding screenshot info:

- You must have completed your deck before Round 1 starts.
- You must send your deck to me via Discord private message before the start of Round 1. If you do not do this, you will be taken out of the Tournament and will be unable to participate. The deadline to send in your deck is upcoming Friday (27th of December) at 5:50am GMT+1.
- Please use the 'Export Deck' function within Dueling Book's Deck Constructor to 'create' the decklist that you send to me. This is an example of what such a deck image looks like: <https://www.duelingbook.com/deck?id=45797>.
- Make sure that you set up your Discord DM settings in such a way that others from the server (including myself) can DM you. This is required for setting up a Tournament match (for your opponents) and for verifying your deck (for me).
- Once I've verified your deck, you're not allowed to change your deck.
- Before I've verified your deck, you may submit a new deck. If you do so, please do so in a separate post and DO NOT delete your original deck submission until I tell you you can do so.
- You must use the same deck throughout the entire Tournament. If you make changes, you may be disqualified.
- You MUST take a screenshot of your entire deck during Siding. This is required for me to be able to verify you used the correct deck. Not submitting this will almost certainly require you to re-do the match. So ALWAYS take a Siding screenshot after your first duel (of the 2 or 3) to make sure you don't forget. This is an example of what a siding screenshot could look like: <https://imgur.com/FAUVPHA>.
- Screenshots have to be taken using the Dueling Book screenshot tool. This is the camera button in the top-right of the Dueling Book screen.
- Preferably, take the screenshot before you side any cards. You don't need to do your siding and then take the screenshot. I use these siding screenshots to verify you're using the same deck you registered with. I'm not interested in how you do your siding.
- You only need to take 1 siding screenshot during a match. (so if you side twice, no need to take a 2nd siding screenshot)
- If a siding screenshot is missing in a won match, you lose the won duels. You have to restart at a 0-0 or 0-1 score (depending on if your opponent won a duel or not).

- If a siding screenshot is missing in a 2-1 loss, you lose your duel win, making the result being treated as a 2-0 loss.
- If you're found to have used a different deck in your match, you will have to change that. If the rule breaking is not severe enough to be disqualified, you will receive an 'Incorrect Deck Strike' (explained later in this document).
- If you start a match with a completely wrong deck (for example Nekroz in a format without Nekroz), then you can restart it without taking a loss if you notify your opponent of your incorrect deck before any card is played. In this scenario, you must prove you used the incorrect deck via screenshot to me AND your opponent, and by submitting the Replay of that cancelled match to me.
- When submitting any screenshot to me, please give me the link to the imgur page of that screenshot (as shown earlier on this page). I need that as it makes verifying your used deck easier and because the imgur link created via the DB screenshot tool gives me a tool to check whether a screenshot has been altered or not.
- Please do not assume that because I have your deck data that I will be your back-up. I may not respond in time, and I may not want to send it to you either. It is your responsibility to keep a back-up of your deck in case something happens.

Definitions I use:

- Duel: 1 game of Yu-Gi-Oh against another player. Once a player's LP hits 0 (usually), the Duel ends. There are multiple Duels in a Match.
- Match: Two or three duels in a row. The first player to win two Duels wins the Match. In between every Duel during a Match, players are able to substitute any of their Main/Extra Deck cards for an equal amount of cards from their Side Deck.
- Set: Currently not in use. May come into play when the Tournament format changes. This is the only definition of the three that is not an official Yu-Gi-Oh term. Instead, it is one used in Challonge, the program/website I will use to generate the Tournament bracket.

How will the Tournament run?:

- Each Round features a match that is Best '2 out of 3'. So you have to win 2 duels to claim victory for that Round.
- The Tournament will be a Swiss Tournament. This means that the amount of matches everyone will have (at minimum) depends on the amount of participants.
- Opponents in the Swiss Tournament are based on your results. So if you win a lot, you face others you have won a lot. If you lose your first match, you'll likely face someone else who lost their first match.
- A win is worth 3 points. A tie is worth 0 points. A loss will give you 0 points.
- At the end of the Swiss Rounds, there will be a Top Cut of the highest ranking players from Swiss that will move into a separate Single Elimination bracket to decide who becomes the champion.
- The amount of players that will be in Top Cut depends on the total amount of participants.

- There will be a match for 3rd place. This person, along with the finalists, will be entered into the [#hall-of-fame](#). The other Top Cut finisher(s) will not be entered.
- If you change your Discord name, please report it to me when you do. That way, I can edit your username in the bracket accordingly.
- Please have all communication during a match happen on Dueling Book. Being in a Discord call or any other way to speak to your opponent may be nice, but it's proven to cause very confusing moments. This is especially the case for me when I am verifying matches. I may decide to make a match not count if communication during a match happened through other means than the in-game duel chat.

Activity/inactivity information + rules against 'free wins':

- You have 3 days per Round to play your match. Please set up a time with your opponent that works with both of your schedules. Please refer to the pinned messages in [#tournament-chat](#) for tips on how to effectively communicate to set up a time and complete your match. If a match is not completed, I will be strict in checking if these tips are followed.
- If a match is not completed within the time-limit, I will decide on a winner based on who was more active in trying to get the match done. Would both players be equally active (or inactive), I may award a tie. In case of an incomplete match, players are required to send me screenshots to prove their activity.
- These screenshots must be full screenshots of that player's full conversation (via private message) with their opponent. I have to be certain that what is shown is the full conversation, and that nothing is hidden away.
- I recommend you set up a time with your opponent by messaging on Discord, due to previous messages there being visible in a clearer way than on Dueling Book. You may use Dueling Book for planning, but be aware that this is at your own risk.
- Inactive players during a Round will receive an inactivity strike. When a player has collected two inactivity strikes, they will be disqualified. They will still be allowed to join future Tournaments. I will be stricter on such players in future Tournaments.
- Inactivity during the final Round of Swiss causes INSTANT disqualification. This is to avoid people purposefully not playing to make sure they (or someone else) make it into Top Cut, or to avoid someone being inactive in Top Cut as well (would they qualify).
- Inactivity during Top Cut means instant disqualification.
- Purposefully not completing your match or playing badly to ensure yourself, the opponent or anyone else (not) reaching the Top Cut is not allowed. If it's found out, it will cause disqualification.
- Giving your opponent a 'free win' for any other reason is not allowed either (even in just 1 Duel). Accepting this is not allowed, and may also cause disqualification depending on the circumstances.

What happens when a player leaves early (by disconnection or other reasons):

- For this section of the rules document, I consider a disconnection to be important the moment a winner for RPS (Rock-Paper-Scissors) has been revealed. Any disconnection after that, even immediately after that, can mean a loss as explained by the points

below. If in the 2nd or 3rd duel, it starts counting as soon as a player has chosen to go 1st or 2nd.

- If there is a disconnection (referred to as DC for the remainder of this), the player who remains is allowed to take the win of that SINGLE duel. They MUST screenshot this DC screen as evidence of what happened.
- If that ends the match, nothing special has to be done. The winning player takes their victory screenshot, and sends it to me as normal.
- If that does not end the match, a full MATCH must be restarted. Players should then instantly admit defeat in such a way that the score returns to what it was after the DC.
- It is important that you restart a MATCH, even if the score is 1-1, to allow for siding to happen.
- If a match is restarted in such a way, I need screenshots from the restarted match as well. This means that you have to send me TWO siding screenshots if this occurs.
- Would the remaining player not accept the DC as a win, then the match must also be restarted. If applicable, players should again instantly admit defeat to bring the score back to what it was previously.
- In the rare case that the player who disconnects has an optimal field with which they would have certainly had victory in that duel, they take victory for that duel. Note that a 'very likely win' is not a 'certain win'. Whether this rare case happens is up to me. I can verify this using the Replay and potentially players' decklists where required. Would such a disconnection happen in my own duel, I will ask someone outside of the Tournament to make the decision for me, to avoid bias.
- A player that leaves early without disconnecting is treated as conceding the entire match. Only when the opponent agrees with it, I'm okay with the player that leaves only being treated as losing that duel, and the match continuing later (if the match isn't over by that point).

What happens if you use an illegal card/deck:

- If a deck (Main, Extra and Side separately and as a whole) has any cards in them that were not in the deck when the Tournament started, that duel has to be restarted and that deck has to be changed back to the original.
- If the player with the illegal deck is 1-0 behind when the illegality is realized, the match will resume from that 1-0 score after it is corrected. If the score is 1-1 when it is realized, the player with the illegality loses their duel win, and the match resumes from 1-0 for their opponent.
- In the case that such a reset happens to a 1-0 or 0-1 score, a Match must be restarted. To allow for siding, the person who is behind must Admit Defeat instantly in the first duel. The match is resumed from that point.
- Always report it to me if you believe you've found an illegality in your opponent's deck. If you're able to, please provide the replay of that duel so I can verify it. If I am online at the time, you ask me to join your match as well so that I can verify it live.
- In severe cases, this occurrence will cause a disqualification (this is up to me). If not disqualified, the player will instead receive an 'Incorrect Deck Strike'.
- If the illegal thing is not noticed during the match, but only afterwards (by me), then the

change must still happen.

- In the above scenario, if the player with the illegality lost, that still counts as a loss. The losing player will receive an 'Incorrect Deck Strike'. Would the match result be 2-1, then that would be changed to 2-0. If the player with the illegality won the match, the match has to be restarted after the deck has been changed back to legal. An 'Incorrect Deck Strike' will be given in this scenario as well. If the score was 2-1 originally, the opponent of the player with the illegality will start the 'rematch' with a 1-0 lead (as their duel win was legal).
- Would a 2nd 'Incorrect Deck Strike' be applied to a player, they will be disqualified from that Tournament. They will still be allowed to join future Tournaments.
- Inactivity Strikes and Incorrect Deck Strikes do not stack. You can have one of each and not be disqualified. Two of the same are needed for a disqualification via strike.
- All players must make all choices in a match by themselves. They may not receive help from someone else. If it is found out that someone receives help in any way from another person during Tournament battles, then that participant may be disqualified.
- If the helper in the rule above is also a Tournament participant, then the helper may be disqualified as well.
- If a player is found to be lying or have lied to me (Auke1993) in a way that would give them any kind of advantage in the Tournament, that player will be disqualified.

How to use/save Replays + Victory screenshot:

- Replays of matches are always saved. You can find these under Duel Records in Dueling Book's main menu. You will have to scroll down in the menu options on the left side of the screen to reach 'Duel Records'.
- After you've finished your match, please send me the Replay of your match via Discord. You can obtain the Replay by going to 'Duel Records' on the main menu, and then clicking on 'Replay' next to the match you just had with your opponent. An example of a match replay is this: <https://www.duelingbook.com/replay?id=25663-13083214>
- Please also post your match replay in #tournament-replays. This way, I can confirm the result and check whether all rules were followed properly. Another reason to post it there is to allow all others (including Tournament participants) to watch your match.
- If you WIN your match, please take a victory screenshot. This is a screenshot after your opponent has admitted defeat (for the 2nd time, therefore giving you the match win). This screenshot will be required in case the replay does not work. Would the replay work, forgetting this victory screenshot is not a problem.
- In case of a disconnection causing the match to be played in multiple parts, you must also post the first Replay if at least one duel win is included in the first Replay. If it's not, and the 'winning' player decides to reset on a 0-0 score, you only have to post the 2nd Replay (of the proper match). Please do mention to me that a disconnection (and therefore a match reset) happened. In this scenario, please always send ALL Replays to me in DM.
- If a replay and a victory screenshot are missing I will likely ask you to re-do that match. I do not expect this to happen regularly though.
- Please do not mention who won when posting the Replay and/or victory screenshot.

- You may not use any (bot) commands to make your Replay hidden.
- I may use your Replays in Youtube videos.

Suggestions? Let me know!

- If you have a suggestion for an additional rule for this Tournament, adding certain cards to the Forbidden & Limited List for example, please let me know (via private message). I will consider all suggestions.
- Rule suggestions must be sent in, at the latest, 24 hours prior to the Tournament starting. This is to allow participants some time to change their deck would the new rule affect their deck.
- If you see anything in the Rules that is unclear to you, or that you feel may cause confusion, please let me know as soon as possible. I will clarify it (and notify everyone of this) if necessary.