

Konami Digital Entertainment, Inc. (KDE-US)
Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy
Remote Duel Addendum

In Effect as of March 11, 2022

The Remote Duel Addendum to the Official KDE-US Yu-Gi-Oh! Tournament Policy document exists to explain Remote Duel-specific tournament policies.

Please refer to the Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy for questions about policy not covered in this Addendum. Unless indicated otherwise by this document, Remote Duel utilizes the same tournament policies as does the Yu-Gi-Oh! TRADING CARD GAME (TCG).

Tournament Policy documents help to keep events consistent, so that attendees will always know what to expect at any KDE-US Yu-Gi-Oh! TCG event.

Everyone who attends a KDE-US Yu-Gi-Oh! TCG tournament is expected to read, understand, and adhere to all Tournament Policy and Penalty Guideline documents.

For a complete understanding of tournament policies, please also read these documents:

- Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy
- Official KDE-US Tournament Infractions and Penalty Policy
- Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy Speed Duel Addendum

Specific events, such as the Yu-Gi-Oh! Championship Series (YCS), Regional Qualifier tournaments, etc., may have standardized Tournament Operation Documents that are provided to OTS and Tournament Organizers giving detailed instructions on how a specific tournament is held. **Any tournament-specific rules in these Operations Documents will supersede directions given in this policy document.**

Tournament Policy documents will be updated. There is not a set schedule for updates, and the most current version of any KDE-US Tournament Policy document can be found here:

Territory	Link
North America	http://www.yugioh-card.com/en/events/organizedplay.html
Latin America & the Caribbean	https://www.yugioh-card.com/lat-am/events/organizedplay.html

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I. Tournament Information - TCG

A. Remote Duel

Remote Duel is Sanctioned or Official Organized Play hosted in a virtual environment, run on designated Discord Servers. In order to participate, TCG Duelists will need to install Discord and use a webcam, smartphone, or tablet to display their field to their opponent.

You can find more details on Remote Duel on our website:

<https://www.yugioh-card.com/en/remoteduel/index.html>.

B. Formats

There are a variety of available formats for Sanctioned or Official Remote Duel Yu-Gi-Oh! TCG tournaments. Duelists should make sure they know the format for the tournament they plan to attend, and ensure they are adequately prepared.

Format	Description
Constructed	Duelists must bring their own tournament-legal Deck in order to play in a Remote Duel Constructed Tournament. Constructed Tournaments are run using either the Advanced or the Traditional card lists, according to the list legality dates posted on www.yugioh-card.com/en/ .
Sealed Deck	Duelists in Remote Duel Sealed Deck format events will need to provide the required product themselves and construct their Tournament Decks from that product only. Cards from these products cannot be swapped out for other versions or rarities of that card. Duelists should refer to the tournament information beforehand to determine what product will be required.
Speed Duel	Duelists must bring their own tournament-legal Deck in order to play in a Speed Duel tournament. Only cards with a Speed Duel Logo can be used in your Deck. Please see the Speed Duel Addendum for additional information about Speed Duel.

C. Time Limits

Remote Duel Yu-Gi-Oh! TCG rounds are 50 minutes in length at Tier 1 - 3 events.

The additional 10 minutes compensate for the longer time it takes to perform many in-game actions remotely.

Remote Duel Yu-Gi-Oh! TCG Speed Duel rounds are 40 minutes in length at Tier 1-3 events.

KDE-US may choose to adjust round lengths at certain Tier 3 or 4 events. Any changes made to the tournament round will be announced before the start of the event.

For Single-Elimination playoff rounds, the time limit may be increased at the discretion of the Head Judge, but only if the increase is announced before the start of the Playoff Rounds.

Time extensions in Remote Duel are like those at an in-person event. If there is a Judge call that lasts longer than one minute, then a time extension should be issued.

- Time extensions should **NOT** be issued for technical problems.

- Duelists are expected to know how to use Discord and their video equipment prior to registering for the event.

II. Tournament Play - TCG

A. Technical Requirements

In order to participate in a Remote Duel, you need an internet connection, a way to reliably stream your playing field, and a way to communicate directly with your opponent.

It is your responsibility to have:

- **A stable internet connection**
- **Discord installed on your computer (recommended) and/or mobile device or tablet**
 - You can download the Discord desktop client here: <https://discord.com/download>
- **All necessary equipment**
 - You can get more detailed information on equipment requirements in the Remote Duel Setup Guide, found here: <https://www.yugioh-card.com/en/remoteduel/index.html>.
- **Sufficient technical knowledge to run Discord on your equipment**

While judge and event staff may be able to assist you in case of problems, they are not responsible for providing technical support.

 - **Perform sound and equipment checks before the tournament is scheduled to begin.**
 - **Allow yourself time to correct any problems or locate replacements for malfunctioning equipment.**
 - **Even if your setup has worked perfectly before, *always* do these checks prior to an event.**

B. Preparing to Play

Prior to the tournament start, you should:

- Read through the Remote Duel Setup Guide for more detailed information on the equipment necessary for Remote Duel
- Read through the Remote Duel Best Practices Guide
- Read through any event FAQs
- Review Tournament Policy
- **Choose a Game Mat and sleeves that contrast with one another.**

Your opponent needs to clearly see the positions of all your cards, and they cannot do that if your sleeves and Game Mat are the same or similar color or pattern.

 - For example, choose a dark colored Game Mat with light colored sleeves.
 - A judge may require you to change your sleeves or Game Mat, if your play area does not look clear.
- **Choose a suitable play area.**

You need enough space for your equipment along with your Game Mat and cards. A quiet area with good lighting that is free of distractions, other people, outside noise, etc., is best.
- Your play area consists of the field immediately in view of your camera as well as the area within your immediate reach.

- A judge may require you to correct problems such as poor lighting, excessive background noise, other people around, etc. if your opponent cannot see or hear you.
- You may not have anything in your play area other than required tournament materials and your Deck.
 - You may not have any additional cards that are not part of your Deck.
 - You may not have any additional Card Cases, etc.
 - A judge may require you to remove any unnecessary items from your play area.
- **Dress and prepare your play area appropriately.**
 - You must be completely and appropriately dressed, to the same standards held at an in-person event.
 - If a judge deems your attire inappropriate or insufficient, you will receive a Warning for Unsporting Conduct – Minor, and you will be required to correct the issue.
 - Tournament materials may not contain any offensive images or language.
 - Items within view of your camera (including posters, etc.) may not contain any offensive images or language.
 - If a judge deems any items in view to be inappropriate, you will receive a Warning, for Unsporting Conduct – Minor and you will be required to remove the items.
- **Perform sound and equipment checks before the tournament is scheduled to begin.**
 - You are responsible for your setup and internet connection, and you must be ready to play when the event begins.
 - Allow yourself time to correct any problems or locate replacements for malfunctioning equipment.
 - Even if your setup has worked perfectly before, always do these checks prior to an event.
- **Place your camera so your entire field is visible.**
The view must be positioned either directly above your field or at an angle that shows your entire field.
- Make sure your lighting is not causing a glare that makes your cards hard to read.
- **Ensure that all the following areas are clear and visible at all times:**
 - **All Monster Zones** (including Extra Monster Zones)
 - **All Spell/Trap Zones** (including Field Spell Zone)
 - **Your Deck**
 - **Your Graveyard**
 - **Banished Cards (above or to the side of the GY, not below the Spell/Trap Zone).**
 - **Your Extra Deck**
 - **Your Side Deck** (placed to the side of an Extra Monster Zone is fine)
 - **Your hands** (not revealing the cards in your hand)

Make sure there is adequate space visible around the play area, to allow yourself room to move or rest your hands. If the camera is zoomed too tightly on the play area, you may inadvertently move your hand out of view.

C. Field Layout

The nature of Remote Duel makes it extremely important to understand exactly where everything is on your and your opponent's fields, prior to the start of the Match.

Ensure that all areas of the field are completely and clearly visible.

Duelists must use the official layout while in a Remote Duel.

- **Determine Columns**
 - Determining which column is which can be confusing with mirrored video images.
 - Ensure both you and your opponent know which column is which prior to the start of your Match, as it is important for card effects, link arrows, and the Extra Monster Zones.
 - Using a Game Mat with zones will make this easier. If either you or your opponent do not have a Game Mat with zones, please use an alternative method to label the columns, such as:
 - Note cards or tape labels
 - Adding a Field Center to indicate the center column
- **Before your Match begins** you and your opponent must each indicate the **left** edge of your field.
 - From there, indicate each Duelist's "Field Spell Zone" Column to determine the columns from left to right.
 - Identify zones numerically with your opponent, with the zone closest to the Extra Deck being Column 1 and the zone closest to the Main Deck being Column 5.
 - You and/or your opponent may need to adjust the camera to align the left edges of each of your fields opposite one another on the screen.

D. Shuffling and Cutting

Modifications to shuffling and cutting are necessary, since you and your opponent cannot access one another's cards.

When performing any action with your Deck, be certain to keep your hands, face-down cards, and your Deck in clear view of the camera. Proceed at a pace that does not obscure any of your actions.

- **Shuffling the Deck**
 - Remember to keep your Deck face-down.
 - Confirm with your opponent which shuffling method(s) to employ (pile shuffle, riffle shuffle, etc.)
 - Confirm with your opponent that the Deck appears to be sufficiently randomized.
- **Cutting the Deck**
 - Ask your opponent how many cards they would like to cut to, counting from the top of the Deck.
 - Without changing the order of the cards, count to that number and cut the Deck.
 - Your opponent may instead opt to allow you to choose where to make the cut.
 - If you make the choice, cut your Deck from about 50% of the way down to ensure a proper cut.

E. Changing Control of a Card

Remote Duel requires some advance planning for cards that may change control.

- Have blank note cards, or empty sleeves (they should be different from the ones on your Main or Extra Deck) ready in case control of a card shifts to the opposite field or to the opponent's hand.
- If you would take control of one of your opponent's cards or if a card would move from your opponent's hand or Deck to your hand or side of the field, use a note card as a placeholder for that card while it is in your control.

- Write the name of the card on the placeholder.
- You can place a blank card or paper inside a sleeve and write on the face of the sleeve with a dry-erase pen. The name can be wiped off once that placeholder is no longer needed.
- Avoid using actual Yu-Gi-Oh! TCG cards or empty sleeves that match your Main or Extra Deck as placeholders as this could become confusing during gameplay.
- Be careful not to accidentally mix placeholders into your Deck or Graveyard.
- If you would give your opponent control of one of your own cards, turn the card upside down and have it half visible on the top half of your field in the designated column to indicate the correct card location.

F. Communication

In addition to clear visuals of everything that is happening in a Match, verbal communication is extremely important to avoid a damaged Game State.

You must pay close attention and communicate accurately and effectively.

- **Announce your Phases.**
 - You should verbally announce each phase as you enter and leave it.
 - If you are unsure what phase your opponent is in, ask them.
- **Announce your actions.**
 - You should verbally announce your actions, such as Summoning a Monster, Setting or activating a Spell Card or Trap Card, etc.
 - If you are unsure of an action your opponent has taken, ask them.
- **Allow your opponent the chance to respond.**
 - If you are unsure if they wish to respond, ask them.
- **Confirm to your opponent when their action is okay to resolve.**
- **Allow time for lag to catch up.**
 - Notify your opponent if their feed is lagging.
 - Pause play while you wait for the feed to catch up.
 - Keep your hands still and in view while you wait for the feed to catch up.
- **Make sure your hands are always visible.**
 - If you need to remove your hands from the view of the camera, make sure you are not holding any cards.
 - When you return your hands in view of the camera, show your opponent you have nothing in your hands before you pick up your cards.
- **Make sure your opponent can see how many cards you have in hand.**
 - Don't reveal the cards themselves, hold your cards angled towards you.
- **Keep your Deck visible while searching through your Deck or Extra Deck.**
 - Be careful when searching, so you do not inadvertently reveal any Private Knowledge to your opponent.
- **Speak clearly and repeat yourself if needed. Don't talk too fast.**
 - Ask your opponent to clarify if you cannot hear or understand them.
- **Call for a judge** if you have any concerns about gameplay, or technical difficulties during the Match.

G. Disconnection

Disruptions in internet connection or other technical issues can result in interrupted or frozen video feed. Loss or corruption of video signal will result in a Game Loss, for **Procedural Error – Major**.

- The Game Loss is not intended as a punishment for the Duelist. It is necessary to maintain tournament integrity.
- It does not matter if the disconnection is the fault of the Duelist, Discord, technical issues, etc., the Game Loss must still be given.
- If you or your opponent's video freezes or disconnects, stop play immediately and call a judge.

H. Outside Interference

You must avoid outside interference during your Match.

- Do not listen to comments, streaming, etc., from outside sources.
- Any spectators who may be in your area or viewing your feed may not interfere in your Match.
- You can be penalized for any outside interference in your Match, whether you solicited the interference or not.

I. Streaming

Duelists should check event FAQs to verify whether the streaming or recording of Matches is permitted. If there is no event FAQ, check with the Tournament Organizer.

III. Tournament Information – Yu-Gi-Oh! DUEL LINKS

A. Remote Duel

Yu-Gi-Oh! DUEL LINKS (Duel Links) Remote Duel is Sanctioned or Official Organized Play hosted in designated Duel Links tournament rooms. Designated Discord Servers are used to communicate with opponents and tournament officials. In order to participate, Duel Links Duelists will need to install Discord and have the latest version of the Duel Links app installed on their device.

B. Formats

Duel Links tournaments are run as Single-Elimination, best 3-of-5 Duel Matches unless specified otherwise.

C. Time Limits

Duel Links Remote Duel rounds are 45 minutes in length at Tier 1 - 3 events.

IV. Tournament Play – Yu-Gi-Oh! DUEL LINKS

A. Technical Requirements

In order to participate in a Duel Links Remote Duel, you need an internet connection and a way to communicate directly with your opponent and tournament officials.

It is your responsibility to have:

- **A stable internet connection**
- **Discord installed on your computer (recommended) and/or mobile device or tablet**
 - You can download the Discord desktop client here: <https://discord.com/download>
- **All necessary equipment**
 - You will need the latest version of Duel Links installed on your device.
 - Check to see if you need to update your app prior to registering for the tournament.
- **Sufficient technical knowledge to run Discord on your equipment**

While judge and event staff may be able to assist you in case of problems, they are not responsible for providing technical support.

 - **Perform sound and equipment checks before the tournament is scheduled to begin!**
 - **Allow yourself time to correct any problems or locate replacements for malfunctioning equipment.**
 - **Even if your setup has worked perfectly before, *always* do these checks prior to an event.**

B. Communication

You will use Discord to communicate with your opponent and with tournament officials.

- **Speak clearly and repeat yourself if needed. Don't talk too fast.**
 - Ask your opponent to clarify if you cannot hear or understand them.
- **Call for a judge** if you have any concerns about gameplay, or technical difficulties during the Match.

C. Disconnection

In case of a disconnect, win/loss will be determined by the result given in-game.

- If the app crashes, or both Duelists disconnect simultaneously and a win is not decided, the Duelists will restart that Duel using the same Decks.
 - Side Decking will not be allowed for that specific Duel.

D. Outside Interference

You must avoid outside interference during your Match.

- Do not listen to comments, streaming, etc., from outside sources.
- Any spectators who may be in your area or viewing your feed may not interfere in your Match.
- You can be penalized for any outside interference in your Match, whether you solicited the interference or not.

E. Streaming

Duelists should check event FAQs to verify whether the streaming or recording of Matches is permitted. If there is no event FAQ, check with the Tournament Organizer.

V. Card Legality - TCG

A. Forbidden List

Certain types of card effects involving Private Knowledge cannot be successfully resolved in Remote Duel, and are considered to be Forbidden in Remote Duel only.

Cards Forbidden in Remote Duel are not Forbidden for in-person play, therefore they are not displayed on the Advanced or Traditional Format Forbidden & Limited List: <https://www.yugioh-card.com/en/limited/index.html>

The cards on this list are Forbidden only for Remote Duel.

Please consult with the Head Judge for the event if you have questions about the legality of cards in your Deck.

Card Name
Ancient Telescope
Blizzard Warrior
Contact With the Aquamirror
Dark Scorpion - Chick the Yellow
Destiny HERO - Dominance
Diabolos, King of the Abyss
Flower Cardian Peony with Butterfly
Goddess Skuld's Oracle
Parasite Paracide
Senri Eye
Spell Vanishing
SPYRAL Gear - Drone
Transmission Gear

VI. Infractions and Penalties

The following chart lists some of the more common infractions relevant to Remote Duel. Duelists should familiarize themselves with the Official KDE-US Tournament Infractions and Penalties Policy document for a more comprehensive understanding of Infractions and Penalties.

Infraction	Penalty
Disconnection	If a Duelist gets disconnected from the video channel during a Duel, they will receive a Game Loss. This is a Procedural Error – Major infraction.
Frozen Video	If a Duelist’s video feed becomes disrupted or frozen during a Duel, they will receive a Game Loss. This is a Procedural Error – Major infraction. This is not the same as a temporary lag, please use the Pause/Play card or some other method to indicate lag.
Streaming during a Match (for events prohibiting streaming)	If a Duelist streams or otherwise broadcasts an ongoing Match at an event that has prohibited streaming, they will receive a Warning. This is an Unsporting Conduct-Minor infraction and can be upgraded if the Duelist repeats the infraction. Duelists should verify ahead of time whether streaming is allowed.
Revealing Private Knowledge	If a Duelist inadvertently reveals the contents of their Hand, etc. they will receive a Warning. This is a Procedural Error – Minor infraction and can be upgraded if the Duelist repeats the infraction.
Having items or clothing with offensive images or language on camera	If a Duelist is using tournament materials, wearing clothing, or displaying items within view of the camera with offensive language or images, they will receive a Warning and be required to remove the items in question. This is an Unsporting Conduct – Minor infraction and can be upgraded if the Duelist repeats the infraction. Tardiness or Slow Play penalties may also apply if the correction is not made in a timely manner.
Using a play area that is cluttered or unclear	If a Duelist is playing with a field that is poorly lit, lacking contrast between sleeves and mat, is cluttered with items not required for the current Match, etc. they will receive a Warning and be required to correct the issues. This is a Procedural Error – Minor infraction and can be upgraded if the Duelist does not correct the issues or repeats the infraction. Tardiness or Slow Play penalties may also apply if the correction is not made in a timely manner.
Not being appropriately dressed	If a Duelist is not properly dressed (shirts and pants, shorts, or skirts must be worn) they will receive a Warning and be required to correct the situation. This is an Unsporting Conduct – Minor infraction and can be upgraded if the Duelist repeats the infraction. Tardiness or Slow Play penalties may also apply if the correction is not made in a timely manner.
Not keeping hands in view/performing actions off camera	If a Duelist does not keep their hands holding cards or other game-related actions in view of the camera and their action is unintentional, they will receive a Warning. This is a Procedural Error – Minor infraction and can be upgraded if the Duelist repeats the infraction.
Outside interference in a Match	If a Duelist receives outside interference in their Match, they will receive an Unsporting Conduct infraction. The severity of the infraction will determine the appropriate penalty, which could range from a Warning to a Disqualification.
Including cards Forbidden in Remote Duel in the Deck	<i>If the error is caught prior to the start of the event</i> , the Duelist receives a Warning for a Deck Error – Minor infraction and must remove the Forbidden card(s). If removing the Forbidden cards results in an illegal Deck (less than 40 cards), then the Duelist must move cards from their Side Deck to the Main Deck to total 40 cards. <i>If the error is caught after the event has started</i> , the Duelist receives a Game Loss for a Deck Error – Major infraction and must remove the Forbidden card(s). If

	removing the Forbidden cards results in an illegal Deck (less than 40 cards), then the Duelist must move cards from their Side Deck to the Main Deck to total 40 cards.
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VII. Contact Information

A. Contact Information

For questions please e-mail:

Topic	E-Mail
Organized Play - North America	us-opsupport@konami.com
Organized Play - Latin America and the Caribbean	la-opsupport@konami.com
Customer Support (all other inquiries)	us-cardsupport@konami.com
Konami Judge Program (North and Latin America)	us-judgesupport@konami.com
KDE Penalty Committee	us-penalty@konami.com

B. Resources

Resource	Links
Konami Card Game Network (KCGN)	https://cardgame-network.konami.net/
Suspended Persons List	https://www.yugioh-card.com/en/events/suspended.html
Official Web Site	https://www.yugioh-card.com/
Remote Duel	https://www.yugioh-card.com/en/remoteduel/index.html
Speed Duel	
Rule Book (EN)	https://www.yugioh-card.com/en/rulebook/index.html
Rule Book (SP, PT, FR, IT, GE)	http://www.yugioh-card.com/uk/gameplay/detail.php?id=789
Registration Form (EN)	https://img.yugioh-card.com/en/events/forms/KDE_RegistrationSheet.pdf
Deck List (EN)	https://img.yugioh-card.com/en/events/forms/KDE_DeckList.pdf
Deck List (SP)	https://img.yugioh-card.com/lat-am/events/forms/KDE_DeckList.pdf
Deck List (PT)	https://img.yugioh-card.com/lat-am/pt/events/forms/KDE_DeckList-PT.pdf
Forbidden & Limited List (North America)	https://www.yugioh-card.com/en/limited/index.html
Forbidden & Limited Latin America and the Caribbean	https://www.yugioh-card.com/lat-am/limited/index.html
NEURON	Search for Yu-Gi-Oh! NEURON on your device's app store
Yu-Gi-Oh! Card Database	https://www.db.yugioh-card.com/yugiohdb/