

**Konami Digital Entertainment, Inc. (KDE-US)**  
**Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy**  
**Speed Duel Addendum**  
*In Effect as of July 30<sup>th</sup>, 2019*

The Speed Duel Addendum to the Official KDE-US Yu-Gi-Oh! Tournament Policy document exists to explain Speed 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, Speed Duel utilizes the same tournament policies as does the 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:

<b>Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy</b>	<a href="https://www.yugioh-card.com/en/gameplay/penalty_guide/Official_KDE-US_YGO_TCG_Tournament_Policy_v2.pdf">https://www.yugioh-card.com/en/gameplay/penalty_guide/Official_KDE-US_YGO_TCG_Tournament_Policy_v2.pdf</a>
<b>Official KDE-US Tournament Infractions and Penalty Policy</b>	<a href="https://www.yugioh-card.com/en/gameplay/penalty_guide/Penalty_Guidelines_v_2019June4.pdf">https://www.yugioh-card.com/en/gameplay/penalty_guide/Penalty_Guidelines_v_2019June4.pdf</a>

Specific events, such as the Yu-Gi-Oh! Championship Series (YCS), Ultimate Duelist Series (UDS), Regional Qualifier tournaments, etc., may have a standardized Tournament Operation Documents. **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:

<b>Territory</b>	<b>Link</b>
North America	<a href="http://www.yugioh-card.com/en/events/organizedplay.html">http://www.yugioh-card.com/en/events/organizedplay.html</a>
Latin America & the Caribbean	<a href="https://www.yugioh-card.com/lat-am/events/organizedplay.html">https://www.yugioh-card.com/lat-am/events/organizedplay.html</a>

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## I. Tournament Information

### A. Formats

There are a variety of available formats for Speed Duel tournaments. Duelists should make sure they know the format for the tournament they plan to attend, and ensure they are adequately prepared.

Format	Description
<b>Constructed</b>	Duelists must bring their own tournament-legal Deck in order to play in a Constructed Tournament.
<b>Sealed Deck</b>	Duelists in Sealed Deck format events will be provided with card product at the event, and they will construct their Tournament Decks from that product only.
<b>Open Dueling</b>	Open Dueling events are casual events that do not have set pairings, Win/Loss records, or time limits imposed on Duelists. This format is primarily used for Speed Duel Launch Events and Sneak Peeks.

### B. Time Limits

Speed Duel rounds are 30 minutes in length.

### C. Number of Duels

- Speed Duel Matches are run in a best-of-three Duels format.
  - It is possible to play more than three Duels in a Match, if Duels end in a Draw before the end of the round.
  - Some Tier 2 or higher events may offer different formats than best-of-three Duels. If so, the information will be provided ahead of time via event FAQs and Ops Docs.
- The first Duelist to win two Duels is declared the winner of the Match.  
If a Duelist loses two Duels, they are considered to have lost the Match.
  - If both Duelists have one Game Loss in a Match and both receive a simultaneous Game Loss, the Match is considered a Double Loss.
- If the Match is not concluded prior to the end of the round time, please refer to the End of Match procedure in the Official KDE-US Yu-Gi-Oh! TRADING CARD GAME Tournament Policy

## II. Tournament Play

### A. Field Layout

While a Game Mat is not required in order to play, you are responsible for placing all of your cards and Deck elements according to the layout established by the Game Mat.

Specified locations include the 3 Main Monster Zone, the 3 Spell and Trap Zone, the Field Zone, the Deck, the Extra Deck, and the Graveyard.

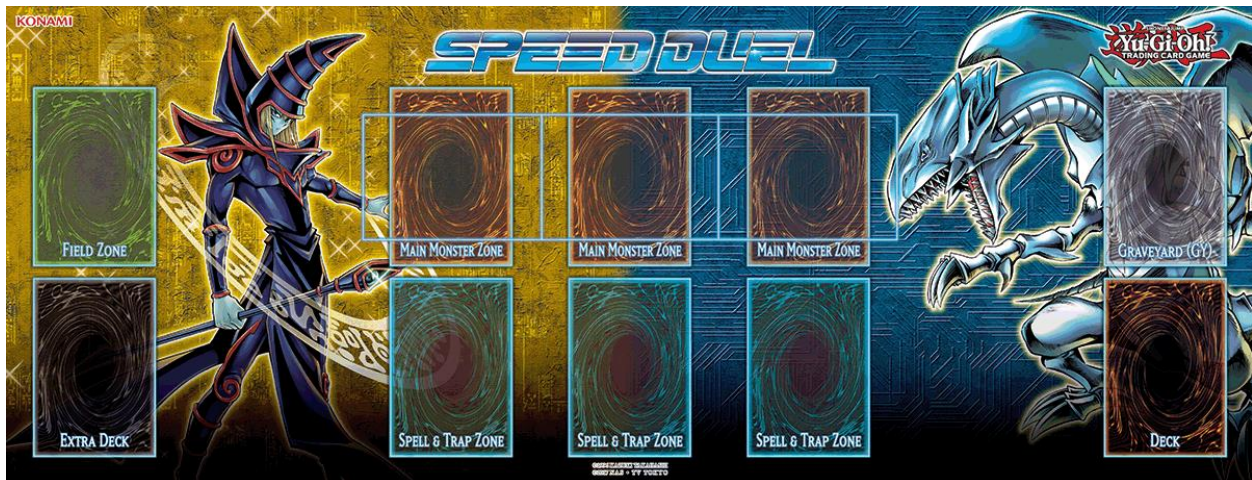
You may not create your own layouts. You may, however, modify layouts if it is necessary to meet physical needs such as an injury, left-handedness, etc.

If you need to modify the field layout, you are responsible for clearly notifying your opponent of the changes to the field.

You are required to maintain the positions of all cards as they are originally placed on the field, except when directed otherwise by a card effect.

Skill Cards should be placed next to the Field Spell Card Zone, in clear view of both Duelists.

Banished cards should be kept next to the Graveyard, in clear view of both Duelists.



<b>Examples</b>	<i>Avoid collapsing your field in order to save space.</i>
	<i>Do not shift cards from one zone to the next unless a card effect directs you to do so.</i>
	<i>Do not put anything in a zone reserved for something else, such as putting tokens or your Side Deck into the Extra Deck Zone.</i>
	<i>Skill Cards must be set face down up next to the Field Center Card Zone prior to deciding who will go first. If the Duelist who will decide who goes first has already presented a Skill Card, that Duelist must go first.</i>
	<i>Never place Banished cards underneath the Spell and Trap Zone.</i>
	<i>It is careless to set your hand down on the field.</i>

## **B. Skill Cards**

You should select your Skill Card as part of the Deck-building process. You may have up to one (1) Skill Card per Duel.

You are not required to use Skill Cards. If you choose to use a Skill Card, you must place it on the field prior to presenting your Deck to your opponent to shuffle and cut.

Skill Cards should be placed next to the Field Spell Card Zone, in clear view of both Duelists.

If you decide to place a sleeve on your Skill Card, the sleeve must be clear on both sides, and may not hide any of the text on either side.

You can have additional Skill Cards as part of your Side Deck. Skill Cards can be exchanged in between Duels, similar to utilizing the Side Deck in Master Duels.

Skill Cards in your Side Deck count towards the maximum number of cards you can have in your Side Deck.

If you choose not to use a Skill Card during the first Duel of a Match and you have Skill Cards in your Side Deck, you may use a Skill Card from the Side Deck as part of the Side Deck process for Game 2 or Game 3.

If a Duelist chooses to use a Skill Card during the first Duel of a Match, they may opt not to use a Skill Card for subsequent Duels in the Match.

## VII. Constructed Deck Information

### A. General

Constructed Decks for Speed Duel tournaments must meet specific guidelines for use in the event. You must ensure that your Decks meet these requirements before entering an event.

- Only cards with a Speed Duel Logo can be used in your Deck.
- Your Deck includes the Main Deck and may include a Side Deck and/or an Extra Deck.
- You may not have more than three copies of any card included in your Main Deck, Side Deck, and Extra Deck combined.

Speed Duel cards that are not registered on your Deck List as part of the Main Deck, Side Deck, or Extra Deck, or any Yu-Gi-Oh! TCG cards without the Speed Duel Logo, may not be kept with your Deck (in the Deck box, calculator case, in or around your play area, etc.) with the exception of cards used and clearly marked as Tokens.

<b>Examples</b>	<i>"Lucky" or mascot cards</i>
	<i>Cards used as Translations</i>
	<i>Yu-Gi-Oh! TCG cards without the Speed Duel Logo</i>
	<i>Cards recently received in a trade</i>

### B. Main Deck

Constructed Main Decks for Speed Duel tournaments must have a minimum of 20 cards, and a maximum of 30 cards.

Only the cards in the Main Deck count towards this total; cards in the Side or Extra Decks do not count towards this total.

### C. Side Deck

In a Constructed Tournament, you may use a Side Deck consisting of 0 to 6 cards in addition to your Main Deck. Skill Cards can be included in your Side Deck.

When the Match begins, you and your opponent must both confirm the exact number of cards in each other's Side Deck.

Side Deck cards (with the exception of Skill Cards, which are not played in the Deck) may be exchanged for cards in the Main Deck or the Extra Deck between Duels in a Match, on a 1-for-1 basis.

If you choose to not use a Skill Card during the first Duel of a Match and you have Skill Cards in your Side Deck, you may use a Skill Card from the Side Deck as part of the Side Deck process for Game 2 or Game 3.

If a Duelist chooses to use a Skill Card during the first Duel of a Match, they may opt not to use a Skill Card for subsequent Duels in the Match.

<b>Examples</b>	<i>A Duelist may remove three cards from their Main Deck and two cards from their Extra Deck before the start of the next Duel in a Match, and replace them with the exact same number of cards from the Side Deck.</i>
	<i>A Duelist may start Game 1 with a Joey Wheeler Skill Card and then change to a Yami Yugi Skill Card before the start of Game 2.</i>
	<i>A Duelist may choose not to use a Skill card during Game 1, and then add a Skill Card from their Side Deck for Game 2.</i>

If the Side Deck is used between Duels, the Side Deck should be counted out in full view of the opponent, to show that the Side Deck remains the same size as was confirmed before the Match began.

Cards cannot be exchanged between the Main Deck and Extra Deck, even if you are keeping those cards in your Side Deck.

After each round of a tournament, both Duelists must remove all Side Deck cards and restore their Main and Extra Decks to their original state before the next Match begins.

You may not add cards to your Main Deck from your Side Deck before the first Duel in a Match.

If the first Duel in a Match is decided by a Game Loss penalty before the Duel has begun, neither Duelist may use their Side Decks before the second Duel of the match.

### D. Extra Deck

You may have an Extra Deck of up to 6 Extra Deck Monsters (Fusion, etc.).

Extra Deck Monsters are never kept in the Main Deck.

## VIII. Sealed Deck Information

### A. General

Sealed Deck events feature Decks that are constructed entirely of cards provided at that tournament. You may not add cards from any other source, unless instructed that you may do so by a judge.

Unlike in Constructed Deck tournaments, Sealed Deck tournaments have no restrictions on the number of any specific card in the Deck. You may include as many copies of any card you like, even more than three, provided all copies of those cards were obtained from the product given to you for that tournament.

The minimum Main Deck size in any Sealed Deck event should never be less than 20 cards. The minimum Main Deck size may be raised to a higher number if announced ahead of time before the scheduled event.

There is no maximum Main Deck size.

### B. Sealed Pack

You will receive a standardized amount of a specific card product and will use only the product given for that event to construct a Deck. You may not trade the cards you received in their product with other Duelists until the tournament is over, and you may not add cards you already own.

### C. Side Deck & Extra Deck for Sealed Deck Events

Deck	Description
Side Deck	Any cards not included in the Sealed Main Deck or Extra Deck may be treated as the Side Deck.
Extra Deck	Any Extra Deck Monsters that are not in the Side Deck may be treated as the Extra Deck.

## IX. Card Legality

### A. Speed Duel Card Legality

Only cards with a Speed Duel Logo can be used for Speed Duels. Cards with the Speed Duel Logo can be used outside of the Speed Duel format.

Skill cards can only be used in the Speed Duel Format.

### B. Forbidden & Limited List

There is currently no Forbidden & Limited list for Speed Duels.