



These Best Practices are designed to adapt Dueling for a Remote environment. By following the instructions in this document, both you and your opponent can enjoy fair and friendly competition with a standardized set of rules.

Please read through this entire document prior to entering a Remote Duel tournament.

Setting Up to Play:

- **Read through the Remote Duel Setup Guide for information on the equipment you will need in order to Remote Duel:**
<https://img.yugioh-card.com/en/remoteduel/guides/Remote%20Duel%20Set%20Up%20Guide.pdf>
- **Read through event FAQs**
- **Review Tournament Policy**
- **Prepare to Play**
 - Requirements for in-person events, such as appropriate dress and tournament materials, also apply for Remote Duels.
You must be completely dressed, and items within view of your camera must not have offensive language or images.
- **Choose a suitable area**

You need enough space for your equipment and your Game Mat and cards. A quiet area with good lighting that is free of distractions, other people, outside noise, etc. is best.

 - A judge may require you to correct problems such as poor lighting or excessive background noise if your opponent cannot see or hear you.
- **Test all your equipment before your event is scheduled to start**

You are responsible for your setup and internet connection, and you should be ready to play when the event begins.
- **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 mat are the same or similar color or pattern.

 - A judge may require you to change your sleeves or mat, if your play area does not look clear.

- **Place your camera so your entire field is visible.**
It looks best 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:

- **All Monster Zones** (including Extra Monster Zones)
- **All Spell/Trap Zones** (including Field Spell Zone)
- **Your Deck**
- **Your Graveyard**
- **Your Extra Deck**
- **Your Side Deck** (placed to the side of an Extra Monster Zone is fine)
- **Your Banished cards**
- **Your hands** (not revealing the cards in your hand)



An example of a play area properly set up, with the entire field and all zones visible.



Use the empty space above the Graveyard for banished cards.



Lighting can cause glare on your cards. Arrange your setup so that your opponent can clearly see your cards, especially the name and artwork of the card.

- **Determine Columns**

- We recommend using Game Mats with zones, to help you and your opponent determine which zones and columns are which.
- Determining which column is which can be confusing with mirrored video images.
- **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.
- 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.
- 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.



You and your opponent should each point to the left side of your field, to verify which column is which.

If you or your opponent do not have a Game Mat with zones, any of the following methods will help maintain accuracy. Remember this must be done **prior** to the start of your Match.

- Label zones with note cards or tape.
- Use a Field Center to indicate the center column.
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.



Remote Duel Etiquette:

- **Communicate with your opponent**
Whatever is happening, let your opponent know! If you are unsure about something your opponent has said or done, ask!
- **Announce your Phases**
“Draw Phase!” “Standby Phase!” “Main Phase!” “Battle Phase!” “Main Phase 2,” and “End Phase!”
- **Announce your actions**
For example: “Normal Summoning **Sangan**”; “Special Summon **Cyber Dragon**”; “Activate **Mermail Abyssmegalo** effect in hand”; “Link Summon **Cross Sheep**”; “In response, I’ll activate **Ash Blossom & Joyous Spring’s** Quick Effect”; “Activate **Pot of Desire**”; “Set one card” etc.
- **Play at an appropriate, considerate pace**
Do not play your cards so quickly that your opponent cannot keep up with what is happening.
- **Avoid unnecessary action and movement, such as rapid hand shuffling**
- **Allow your opponent a chance to respond**
- **Confirm to your opponent when their action is okay to resolve**
- **Allow time for lag to catch up.**
We have a Pause/Play card that you can download from our website <https://www.yugioh-card.com/en/remoteduel/index.html> to communicate lag issues with you opponent.
- **Speak clearly and repeat yourself when needed if your opponent doesn’t hear or understand you**
Ask your opponent to clarify if you cannot hear or understand them.
- **Always keep your hands visible**
If you need to remove your hands from the view of the camera, make sure you are not holding any cards.
- **Make sure your opponent can see how many cards you have in your hand, without revealing what is in your hand**
Holding your cards angled towards you helps with this.
- **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.
- **Avoid outside interference**
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.

Shuffling and Cutting the Deck:

When shuffling the Deck:

- Remember to keep the Deck face down
- Shuffle at an appropriate pace so your opponent can clearly view the shuffle
- Pile shuffling, followed by riffle shuffling, is a good randomization method

When cutting the Deck:

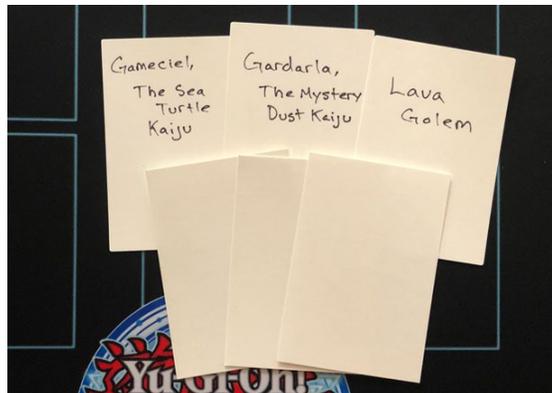
- Ask your opponent how many cards they would like to cut to, counting from the top of the Deck.
- Without changing the order of the cards, count to that number and cut the Deck.
- Do not count cards one by one, as this changes the order of the shuffled Deck.
- Opponents may opt instead to allow the owner of the Deck to choose where to make the cut. If you do this, cut the Deck about halfway down to ensure a proper cut.

Manipulating a shuffle or a cut is **Unsporting Conduct: Cheating**.

Changing Control of a Card:

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

- Keep some blank note cards, or empty sleeves (they should be different from the ones on your Main or Extra Deck) nearby 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! 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.



Write on blank cards to create placeholders for cards that change control.



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.

Remote Duel Format and Time Limit:

Remote Duel Format:

- Yu-Gi-Oh! TCG Remote Duel Events 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.

Remote Duel Time Limit:

- Duelists will have 50 minutes each round to complete their Duels before proceeding to the End of Match Procedure.
- The additional 10 minutes compensate for the longer time it takes to perform many in-game actions remotely.
- Duelists should still receive Time Extensions for situations such as judge calls, Deck checks, etc.

Remote Duel 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.

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

SYPRAL Gear – Drone

Transmission Gear

Remote Duel Tournament Policies:

Duelists are responsible to know the information contained in KDE-US Official Tournament Policy documents, which can be found here: <https://www.yugioh-card.com/en/events/organizedplay.html>

Until there is a Remote Duel Policy addendum, please use the following Infractions/Penalties for common issues in Remote Duels.

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 properly 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	If the error is caught prior to the start of the event , 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.

	<p><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.</p>
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