

Frequently Asked Questions (FAQ) Remote Duel YCS VIP Qualifier

KONAMI Digital Entertainment, B.V. (KDE-E)
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Remote Duel YCS VIP Qualifier Information

What is a Remote Duel VIP Qualifier?

The Remote Duel YCS VIP Qualifier Very Important Player (VIP) Qualifier is a tournament which will allow select Official Tournament Stores (OTS) to award special prizes to individuals planning on participating in the upcoming Remote Duel Yu-Gi-Oh! Championship Series (Remote Duel YCS VIP Qualifier) tournament.

This Remote Duel YCS VIP Qualifier event is specific to the Remote Duel YCS VIP Qualifier that is being held on July 10 and 11 and will only award prizes to that Remote Duel YCS VIP Qualifier Event.

The Remote Duel YCS VIP Qualifier is a Tier 1 tournament.

Only select OTS, in good standing, are permitted to host a Remote Duel YCS VIP Qualifier.

Where and when are the Remote Duel YCS VIP Qualifiers?

The Remote Duel YCS VIP Qualifiers will be scheduled in the weeks prior to the Remote Duel YCS event that it will qualify players for.

- Remote Duel Invitational Qualifier Weekend – June 19 and 20 – OTS hosting the RDIQ will also be hosting RD YCS VIP Qualifiers
- 26 and 27 June
- 3 and 4 July

A list of locations for the Remote Duel YCS VIP Qualifier event can be found online [here](#).

Please contact the OTS for the exact tournament date and start time.

What is the attendance capacity for the Remote Duel YCS VIP Qualifier?

Depending on how comfortable each OTS is in hosting Remote Duel events via Discord, each Remote Duel YCS VIP Qualifier event's attendance capacity may vary from location to location. It is advised that you reach out to your OTS early enough to register for the Remote Duel YCS VIP Qualifier so that you can ensure a spot in the event. If you have any additional questions, please contact the OTS directly at the phone number that corresponds with the event in the Remote Duel YCS VIP Qualifier Locator page.

How much does it cost to enter the Remote Duel YCS VIP Qualifier?

The entry fee for the tournament will be the price of two (2) nine (9) card booster packs in your country. With your entry fee, you will receive two (2) 9 card booster packs. Some OTS might opt to use OTS Packs as entry prizing.

What are the prizes for Remote Duel YCS VIP Qualifiers?

In addition to the booster packs each Duelist receives upon entering the tournament, the 1st place Duelist will be eligible to receive a prize package at the Remote Duel Yu-Gi-Oh! Championship Series (Remote Duel YCS VIP Qualifier) for which the Remote Duel YCS VIP Qualifier is being held. These prizes are awarded at the qualifying Remote Duel YCS VIP Qualifier, and include the following:

- Free Entry into the Remote Duel YCS
 - Must be the Remote Duel YCS in which the Remote Duel YCS VIP Qualifier is qualifying for
 - Prize is non-transferable
 - Duelists will receive all Remote Duel YCS VIP Qualifier participation prizes they would have been eligible for with regular paid entry (Field Center Card, Participation Packs, Participation Game Mat)
 - Remote Duel VIP Field Center Card (FCC)
- Two-Round BYE in the Remote Duel YCS
 - Duelists will start the tournament in Round 3 with a 2-0 record (2 Wins and 0 Losses)

How many Duelists will earn invites at a Remote Duel YCS VIP Qualifier?

Only the winner of each Remote Duel YCS VIP Qualifier earns an invite to be a VIP at the Remote Duel YCS the Qualifier is held for.

Invites do not pass down and cannot accumulate towards multiple events.

What is the format for the Remote Duel YCS VIP Qualifier?

All Remote Duel YCS VIP Qualifier Tournaments are Tier 1 events a Constructed – Advanced Format, which means each Duelist must use his or her own Deck to compete. Decks must be constructed per the latest Advanced Format guidelines. (See here for more information [here](#). The Forbidden & Limited list is updated periodically; refer to the “UPDATED” date on that page to ensure your Deck matches the current format.

The event will be played in Swiss rounds.

A minimum of eight (8) Duelists is required to run a Remote Duel YCS VIP Qualifier

Number of Participants*	Number of Swiss Rounds
8 Minimum	3 Rounds
9 – 16	4 Rounds
17 – 32	5 Rounds
33 – 64	6 Rounds
65+	7 Rounds

***The Number of Participants is based on how many total participants are enrolled in the tournament once Registration closes. All Duelists added to the event after registration closes should not affect the number of Swiss Rounds.**

Examples	<i>After registration closes, 63 Duelists have registered for the tournament. This means that the tournament will have 6 Rounds of Swiss. Two Duelists register late, beginning the tournament with a Round 1 Match Loss. Even though this brings the attendance total to 65, only 6 Rounds of Swiss are played.</i>
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What will I need to participate in the Remote Duel YCS VIP Qualifier tournament?

You should have a tournament-legal Deck along with any tournament supplies you will need, such as paper and pen to track Life Points, dice or counters if you are using cards which require them, extra sleeves to replace any that become damaged, and so forth. If you have a CARD GAME ID number, you should have your number. You will also need a functional Remote Duel setup.

If I've never participated in a Remote Duel YCS VIP Qualifier tournament, what should I expect?

Read over the list of things you will need for the tournament, and make sure you have everything.

You will need to register for the event in order to play. Duelists should contact their OTS ahead of time to learn how the Remote Duel registration will work.

If you have a CARD GAME ID and have lost or forgotten it, you can ask the OTS to look it up for you. If you've played in a previous event, they may be able to retrieve your number.

Please enter the Discord server early enough before the Remote Duel YCS VIP Qualifier is scheduled to start, to ensure that you will be properly registered for the tournament. Registration generally closes 15 minutes before the scheduled start time. Duelists may register late (assuming event has not reached capacity) for an event and will begin the event with a Round 1 Match Loss.

Duelists are responsible for paying attention to information from judges and/or tournament staff in order to understand what is going on. If Duelists have questions about the event, either before or during the event, they should check with the OTS hosting the event.

Before participating in the event, all Duelists should read over the KDE-E Tournament Policy and Penalty Guidelines carefully. These documents tell you what you can and cannot do at an event (even if the event is occurring remotely) and give you a good idea of what to expect. You may find these Guidelines by clicking the following links.

- 1st time Duelists should review and take note of the Yu-Gi-Oh! Tournament Policy document in order to prepare for events [here](#)
- the Remote Duel Best Practices Guide, which also includes a list of cards Forbidden in Remote Duel only [here](#)

Your Deck list, if required, must be completed so it can be submitted when registering for the Remote Duel YCS VIP Qualifier. Make sure you have submitted your Deck list on the discord server, and that it is **complete and exactly matches your Deck** before attempting to register for the Remote Duel YCS VIP Qualifier.

Once a Deck list has been submitted it can no longer be changed.

Before participating in the event, all Duelists should read over the Konami Digital Entertainment, B.V. (KDE-E) Tournament Policy and Penalty Guidelines carefully. These documents tell you what you can and cannot do at an event and give you a good idea of what to expect. You may find these Guidelines by clicking the following links:

- [Tournament Policy](#)
- [Penalty Guidelines](#)

How long will each Remote Duel Match last?

Each Yu-Gi-Oh! TRADING CARD GAME Remote Duel Match will be a best 2-out-of-3 Duel with a 50-minute time limit.

Each Yu-Gi-Oh! TRADING CARD GAME Match will be a best 2-out-of-3 Duel with a 40-minute time limit.

Card Game	Games Played	Time Limit
Yu-Gi-Oh! TRADING CARD GAME RD	Best 2-out-of-3	50 Minutes
Yu-Gi-Oh! TRADING CARD GAME	Best 2-out-of-3	40 Minutes

What happens if I am not done with my Match after 50 minutes?

Sometimes a Match will not be finished when the time ends for a round. If this happens, it is both Duelists' responsibility to note whose turn it is when time is called. Duelists who require assistance with the End of Match procedures should call for a judge. The judge should be notified that the Match is ongoing and whose turn it is. The judge may or may not stay to supervise the End of Match procedure but should ensure that both Duelists understand the following procedures.

End of Match procedures should follow these three (3) rules:

Rule #1: If time is called while Duelists are in the middle of a Game, the current Game must have a decision (Win, Loss, or Draw)

Rule #2: Once the current Game has concluded with a decision, determine the winner of the Match by determining the number of Game Wins (or Game Losses) each Duelist has for the current Match. The Duelist with the most Game Wins will win the Match.

Swiss Rounds: If both Duelists have the same number of Game Wins, or if time was called in between games of a Match when both Duelists had the same number of Game Wins, then the Match is a Draw.

Single-Elimination Rounds: If both Duelists have the same number of Game Wins, or if time is called in between Games of a Match while both Duelists have the same number of Game Wins, they will begin a new Duel with specific guidelines.

- Neither Duelist may use his or her Side Deck. If time was called in between Games of a Match and at least one Duelist has already accessed his or her Side Deck, then both Duelists may use their Side Deck.
- Duelists must use a random method (die roll, coin flip, etc.) to determine who will go first.
- The Duel will continue for a total of four (4) turns, two (2) turns for each Duelist, unless a Duelist manages to win the Duel before the four (4) turns have concluded.
 - A "turn" is defined as the start of the Draw Phase until the end of the End Phase for a single Duelist.
- Once the four (4) turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match.
- If both Duelists' Life Points are the same after the four (4) turns are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game.

Rule #3: If a win condition occurs during End of Match Procedures, that Duelist wins the current Game.

Keeping these three (3) rules in mind, please follow these instructions when proceeding to End of Match procedures:

- 1. Continue with the current Phase of the Game. Once the Phase is over, stop the game**
- 2. Determine a Game Winner at this point, with the Duelist with the most Life Points winning the Game**
 - During Swiss Rounds, if both Duelists' Life Points are the same, the Game is a Draw. Compare Game Wins with the Duelist with the most Game Wins winning the Match. If the Game Win totals are the same, the Match is a Draw
 - During Single-Elimination, **if both Duelists' Life Points are the same at the end of the current Phase (Step 1 above), finish the current turn.** If both Duelists' Life Points are the same at the end of the turn, then play will

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continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game

- **Match Draws cannot occur during Single-Elimination Rounds**

What happens if I am not done with my Match after 40 minutes?

Sometimes a Match will not be finished when the time ends for a round. If this happens, it is both Duelists' responsibility to note whose turn it is when time is called. Duelists who require assistance with the End of Match procedures should call for a judge. The judge should be notified that the Match is ongoing and whose turn it is. The judge may or may not stay to supervise the End of Match procedure but should ensure that both Duelists understand the following procedures.

End of Match procedures should follow these three (3) rules:

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Single-Elimination Rounds: If both Duelists have the same number of Game Wins, or if time is called in between Games of a Match while both Duelists have the same number of Game Wins, they will begin a new Duel with specific guidelines

- Neither Duelist may use his or her Side Deck. If time was called in between Games of a Match and at least one Duelist has already accessed his or her Side Deck, then both Duelists may use their Side Deck
- Duelists must use a random method (die roll, coin flip, etc.) to determine who will go first
- The Duel will continue for a total of four (4) turns, two (2) turns for each Duelist, unless a Duelist manages to win the Duel before the four (4) turns have concluded
 - A "turn" is defined as the start of the Draw Phase until the end of the End Phase for a single Duelist.
- Once the four (4) turns are completed, Life Point totals are compared and the Duelist with the highest Life Point total wins the Match
- If both Duelists' Life Points are the same after the four (4) turns are completed, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game

Rule #3: If a win condition occurs during End of Match Procedures, that Duelist wins the current Game.

Keeping these three (3) rules in mind, please follow these instructions when proceeding to End of Match procedures:

3. Continue with the current Phase of the Game. Once the Phase is over, stop the game

4. Determine a Game Winner at this point, with the Duelist with the most Life Points winning the Game

- During Swiss Rounds, if both Duelists' Life Points are the same, the Game is a Draw. Compare Game Wins with the Duelist with the most Game Wins winning the Match. If the Game Win totals are the same, the Match is a Draw
- During Single-Elimination, **if both Duelists' Life Points are the same at the end of the current Phase (Step 1 above), finish the current turn.** If both Duelists' Life Points are the same at the end of the turn, then play will continue on a turn-by-turn basis, with the Duelist with the most Life Points at the end of a turn being declared the winner of that Game
 - **Match Draws cannot occur during Single-Elimination Rounds**

Invitations and Prizes

Do I need an invitation to participate in the Remote Duel YCS VIP Qualifier?

You do not need an invitation to participate. This event is open to all Duelists.

Will Remote Duel YCS VIP Qualifier invites “pass down” if someone who has already earned an invite earns another one?

Invites will not pass down if a player has already earned VIP status.

How and when will I receive my invite?

The OTS hosting the Remote Duel YCS will receive your name and CARD GAME ID. They will be aware you are a VIP Player if you have earned a Qualification.

Card Legality

What cards are legal for play?

Please check the "[Gameplay](#)" page online at for at the most current legality dates of Yu-Gi-Oh! TCG product releases, prior to preparing your Deck for the event.

Is there an additional Forbidden List specific to Remote Duel?

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.

Please consult with the Head Judge for the event if you have questions about the legality of cards in your Deck. This Forbidden List is **in addition to** the Forbidden and Limited list posted on the website.

Card Name – Forbidden in 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
SPYRAL Gear - Drone
Transmission Gear

Can I use OCG cards (cards printed for use in Japan and other Asian territories) in my Deck?

No, cards printed for Asian markets are **not** legal for play in TCG tournaments, even if you have a translation available.

Can I use foreign language cards in my Deck?

You can use foreign language copies of legal-for-play cards printed for the TCG market, as long as you can show an official translation of the card, kept outside of your Deck and Deck box, when asked to do so by an opponent or tournament official. If an opponent or tournament official has difficulty reading the card text, make sure to have the full local language card name ready to ensure it can be found quickly in NEURON.

Miscellaneous

I may need assistance to participate in the Remote Duel YCS VIP Qualifier due to a disability or recent injury, what should I do?

Please contact the Tournament Organiser of your Discord server to make them aware of your concerns.

I want to judge at the Remote Duel YCS VIP Qualifier, instead of competing as a Duelist – how can I apply?

If you're interested in judging at the Remote Duel YCS VIP Qualifier, please email the [Tournament Organiser](#). Please provide your full name, contact information including email and phone number, and a description of your previous judging experience.

Potential judges are required to hold RC-1 certification and be registered as judges in the KDE-E Judge Program to judge at a YCS. All potential judges must pass the online Rulings Comprehension Level 1 test, and then complete an online application to join the Judge Program. You can find information about the test, and a link to take it [here](#).

Can I buy and sell from other people at the event?

Duelists are not allowed to buy or sell from one another on Remote Duel YCS VIP Qualifier Discord servers. If you do so, you risk incurring penalties, including being disqualified and removed from the event.

Buying and selling includes all items, not just cards or gaming supplies.

Trading is restricted to cards and Yu-Gi-Oh! related items such as playmats and dice – attendees may not trade other items on Remote Duel YCS VIP Qualifier Discord servers.

Attendees may not solicit business, distribute links to sites or servers, etc., while on the Remote Duel YCS VIP Qualifier Discord servers.

Can I get a CARD GAME ID number at the Remote Duel YCS VIP Qualifier tournament, or will I need to have one before I attend the event?

If you previously had a COSSY ID, that same number will carry over as your CARD GAME ID. You will still need to register online at <https://cardgame-network.konami.net/>.

If you do not remember your previous 10-digit ID, an Event Staff should be able to assist in finding your correct ID. Duelists should avoid acquiring new CARD GAME IDs if the previous ID can be found.

If you do not have a CARD GAME ID number, you can get one by registering online at <https://cardgame-network.konami.net/>.

Are there any items I am not allowed to have visible in my Dueling Setup during the tournament?

Attendees may not display or have visible any items that are prohibited by law in their area (**local, state, or national**). In addition, unlawful items/transactions, weapons of any kind, and substance drugs which may be illegal on a **local, state, and/or national level**, are not allowed at Sanctioned/Official events. Attendees who have any such items visible will incur penalties, including Disqualification and removal from the event, and risk suspension from KDE-E Organised Play.

The use of electronic and/or vapor cigarettes are not permitted to be visible during any Sanctioned/Official Remote Duel events.

What Tournament Policy information do I need to know for a Remote Duel Event?

Duelists are responsible to know the information contained in KDE-E Official Tournament Policy documents, which can be found [here](#).

Until we have a Remote Duel Policy addendum, we will 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 appropriately dressed	If a Duelist is not appropriately 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	<p><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.</p> <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>

Am I allowed to stream or record any of my Matches?

Duelists are not allowed to stream or record any of the Matches during this event.

Resource Links and Contact Information

Contact information

For Questions please e-mail:

Topic	E-mail
KDE-E Organised Play Support	eu-opsupport@konami.com
KDE-E Penalty Support	eu-penaltysupport@konami.com
KDE-E Judge Support	eu-judgesupport@konami.com
KDE-E OTS Support	eu-otssupport@konami.com

Resources

Topic	Link
Official Yu-Gi-Oh! Events web page	UK: https://www.yugioh-card.com/uk/events/ FR: https://www.yugioh-card.com/fr/events/ DE: https://www.yugioh-card.com/de/events/ IT: https://www.yugioh-card.com/it/events/ ES: https://www.yugioh-card.com/es/events/ OC: https://www.yugioh-card.com/oc/events/
OTS Store Locator	UK: https://www.yugioh-card.com/uk/storelocator/ FR: https://www.yugioh-card.com/fr/storelocator/ DE: https://www.yugioh-card.com/de/storelocator/ IT: https://www.yugioh-card.com/it/storelocator/ ES: https://www.yugioh-card.com/es/storelocator/ OC: https://www.yugioh-card.com/oc/storelocator/
KDE-E Official Yu-Gi-Oh! TRADING CARD GAME Tournament Policy:	https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/KDE-E_TCG_Tournament_Policy_2_1.pdf
Official Yu-Gi-Oh! Rule Book	https://img.yugioh-card.com/uk/gameplay/detail.php?id=789
Tournament Infractions and Penalties Policy:	https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/Official_KDEE_Tournament_Infractions_Penalties_Policy_V2.pdf
KONAMI Card Game Network	https://cardgame-network.konami.net/
NEURON Webpage	https://www.konami.com/yugioh/neuron/en/

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<p>Forbidden and Limited List</p>	<p>UK: https://img.yugioh-card.com/uk/gameplay/detail.php?id=1155 FR: https://img.yugioh-card.com/fr/gameplay/detail.php?id=1170 DE: https://img.yugioh-card.com/de/gameplay/detail.php?id=1166 IT: https://img.yugioh-card.com/it/gameplay/detail.php?id=1172 ES: https://img.yugioh-card.com/es/gameplay/detail.php?id=1168 OC: https://img.yugioh-card.com/oc/gameplay/detail.php?id=1155</p>
<p>Card Legality Page</p>	<p>UK: https://img.yugioh-card.com/uk/gameplay/detail.php?id=426 FR: https://img.yugioh-card.com/fr/gameplay/detail.php?id=307 DE: https://img.yugioh-card.com/de/gameplay/detail.php?id=405 IT: https://img.yugioh-card.com/it/gameplay/detail.php?id=368 ES: https://img.yugioh-card.com/es/gameplay/detail.php?id=344 OC: https://img.yugioh-card.com/oc/gameplay/detail.php?id=1386</p>
<p>KDE-E Official Constructed Deck List</p>	<p>https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/YGO_Constructed_Decklist_EN.pdf</p>
<p>KONAMI Judge Program Overview</p>	<p>https://img.yugioh-card.com/uk/gameplay/detail.php?id=783</p>
<p>Remote Duel Best Practice Guide</p>	<p>https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/Remote-Duel-Best-Practice-Guide.pdf</p>
<p>Remote Duel Set Up Guide</p>	<p>https://img.yugioh-card.com/ygo_cms/ygo/all/uploads/Remote-Duel-Set-Up-Guide.pdf</p>