

European Yu-Gi-Oh! Championship Series (YCS) Frequently Asked Questions 2022 Season



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Event Information:

What happens at a YCS Event?

These are big, exciting 3-day open events that take place from Friday to Sunday. Duelists from all over will attend these events to compete in either the 2-day Main Event, or Public Events, or both!

The 2-day Main Event offers qualification to the World Championship Qualifier, exclusive prizing, and the title of YCS Champion!

Public Events offer lots of exciting formats for Duelists to compete in, to win exclusive prizing such as Giant Yu-Gi-Oh! Cards! Competitive or casual, there is something for everyone to do at a YCS weekend event.

When and where is the YCS?

You can find this information on the corresponding [events page](#).

What security information should I know for the YCS?

To all those entering the venue, there will be the following restrictions:

- All persons attending YCS are restricted to 1 bag per person within the tournament hall
- All bags will be checked upon entering the tournament hall
- Duelists may only remove their Decks, Game Mats and anything else required for playing while in the tournament hall, all other items must remain in their bag
- Trading is restricted to the designated trading area, or with the vendors present

Where can I find the schedule for the YCS?

You can find this information on the corresponding [events page](#).

Main Event Information:

Who can compete at a YCS Main Event?

YCS events are open events. Duelists who remain in good standing can compete at YCS events, regardless of whether they have already earned a WCQ invite or not. Duelists do not need to hold European Nationality or Residency to compete at a European YCS Event. Duelists do however need to register to compete in the YCS Main Event.

What are the entry requirements for the YCS Main Event?

Duelists will need to register to participate at a YCS Main Event. The event is open-entry, so anyone may register to participate, up to the capacity of the event. See Registration Information for further details.

What are the prizes for the YCS Main Event?

Place	YCS Prize
1 st Place	Yu-Gi-Oh! Championship Series Trophy Ultra Rare - YCSW-EN013 - Anotherverse Dragon YCS Branded Premium Messenger Bag Nintendo Switch™ Custom YCS Switch Case Physical Copy of Yu-Gi-Oh! Legacy of The Duelist: Link Evolution Yu-Gi-Oh! RUSH DUEL: Dawn of the Battle Royale!! download code Paid travel and accommodation to next WCQ Continental Championship*
2 nd Place	Super Rare - YCSW-EN013 - Anotherverse Dragon YCS Branded Premium Messenger Bag Nintendo Switch™ Custom YCS Switch Case Physical Copy of Yu-Gi-Oh! Legacy of The Duelist: Link Evolution Yu-Gi-Oh! RUSH DUEL: Dawn of the Battle Royale!! download code
3 rd Place	Super Rare - YCSW-EN013 - Anotherverse Dragon Nintendo Switch™ Custom YCS Switch Case Physical Copy of Yu-Gi-Oh! Legacy of The Duelist: Link Evolution Yu-Gi-Oh! RUSH DUEL: Dawn of the Battle Royale!! download code
4 th Place	Nintendo Switch™ Custom YCS Switch Case Physical Copy of Yu-Gi-Oh! Legacy of The Duelist: Link Evolution Yu-Gi-Oh! RUSH DUEL: Dawn of the Battle Royale!! download code
5 th -8 th Place	Nintendo Switch™ Custom YCS Switch Case Physical Copy of Yu-Gi-Oh! Legacy of The Duelist: Link Evolution Yu-Gi-Oh! RUSH DUEL: Dawn of the Battle Royale!! download code
9 th -16 th Place	24 packs of the latest booster set
Top 16**	Invite to the World Championship Qualifier 2023 tournament YCS Top Cut Game Mat

*In the event the winner is under 18, a legal guardian will also receive paid travel and accommodation

**If attendance is 513 - 2048 Duelists, extends to Duelists who rank 17th to 32nd

**If attendance is 2049 Duelists or more, extends to Duelists who rank 33rd to 64th

Are there any booster pack prizes?

The only booster pack prizes are listed above in the prize breakdown. No other booster pack prizes will be awarded.

What is the format of the YCS Main Event?

The YCS Main Events are Constructed Deck events, which means each Duelist must bring their own Deck to compete. Decks must be constructed according to the latest Advanced Format guidelines. [Click here for the Forbidden & Limited Cards List.](#)

You will need to make sure your Deck matches the current format, and that all your cards are currently legal. [Click here for card legality guidelines.](#)

What are the tournament details of the YCS Main Event?

If there are 512 Duelists or fewer registered for the YCS, then the Top 32 will advance to Day 2.

If there are 513 – 1024 Duelists registered for the YCS, then the Top 128 Duelists OR all Duelists with a minimum of 16 Points, whichever number is larger, will advance to Day 2.

If there are 1025 – 2048 Duelists registered for the YCS, then the Top 128 Duelists OR all Duelists with a minimum of 19 Points, whichever number is larger, will advance to Day 2.

If there are 2049 or more Duelists registered for the YCS, then the Top 256 Duelists OR all Duelists with a minimum of 19 Points, whichever number is larger, will advance to Day 2.

This is subject to change; an announcement will be made by the Head Judge at the start of the tournament informing Duelists how many rounds will be played during each day.

What will I need to bring to the YCS Main Event?

You should bring your event ticket, and proof of identity to ensure you are able to enter the tournament. You should also bring your registered tournament-legal Deck, as well as 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.

Your event ticket and proof of identity will be required to claim any prizes you are awarded from the Main Event.

We highly recommend that you bring a smart device with the NEURON support app installed on it, to ensure you always have access to your ID number used to register for any events. You should also bring money for your incidentals (food, drinks, Public Events, etc.).

I have never been to a YCS Main Event before, what should I expect?

The YCS are among the biggest of all Yu-Gi-Oh! tournaments and attract Duelists of all ages and skill levels. Many Duelists travel great distances to attend the YCS, so you can expect to meet hundreds of fellow Yu-Gi-Oh! fans from all over.

There are a lot of things you should do to make sure you are prepared before heading to the tournament. Read over the list of things you will need for the tournament, and make sure you have everything. You'll have a better time at the event if you don't have too many bulky or heavy possessions to carry around, as it can get crowded there on the floor. Think ahead while you are planning what to bring with you.

Firstly, you will need to ensure you have a ticket for the event. No in-person registration is possible for a YCS Main Event. Please see the Registration section of this FAQ for further information on how to register.

You will also need to ensure you follow instructions on the registration email and submit a Deck List before the end of the Deck List check-in period. Duelists who do not submit a Deck List in time are subject to starting the tournament with a Match Loss.

Please arrive at least 30 minutes before the YCS is scheduled to start to ensure you are in the hall on-time, as there may be checks on the way into the venue.

If Duelists have questions about the event either beforehand or while they are there, they should check with the Tournament Organiser.

Before heading to the event, all Duelists should read over the KDE 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 at this link.](#)

When you compete in a YCS Event, you'll be held to high standards of play and sportsmanship. You should know how the cards in your Deck work, and should take great care to prepare your Deck, sleeves, and Deck List. Duelists must pay attention to information from judges and/or tournament staff in order to understand what is going on. Duelists are expected to know and understand the information provided in the above policies and guidelines while at a Yu-Gi-Oh! Championship Series or any Sanctioned event.

YCS events are excellent places to test your skills, learn more about Deckbuilding and strategy, and see how well you match up against the other Duelists from other countries.

Remember, there is much more to do at a YCS event than just compete in the main tournament. There are lots of Public Events, vendors buying and selling cards, and other Duelists to trade with. Read over the FAQ carefully, and you'll be off to a great start.

I will be bringing my children to this event, is there anything I should know?

We will have a Parents' Area available, where parents can relax while their children are occupied in the tournament. This area is open only to parents and their children. You are not required to stay on site, but we strongly recommend that you do, especially if your children are young or if this is their first event. Please know that the tournament staff cannot be responsible for looking after your children, or their possessions. Always make sure your child has a way to contact you, and is provided with any necessities such as food, drink, or extra money if you do not wish to remain in the tournament area.

When your child is preparing for the event, encourage him or her to leave any bulky or expensive possessions at home. Electronics and large collections of cards are hard to keep track of during a big tournament – your child will have a much easier day without having to worry about these kinds of items.

Card trading is a big attraction at large tournament, but if you are concerned about your child trading away valuable cards, talk to him or her before the event and set some guidelines. You can always have your child check with you before making a trade.

Will there be meal breaks during the tournament?

There will not be any meal breaks scheduled into the tournament.

What happens if I am not done with my Match after 45 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 raise their hand and 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:

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

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.

Will there be tournament coverage at this event?

This event will be reported and broadcast live on twitch.tv, youtube.com and facebook.com.

- [Click here to follow the event on youtube.com](#)
- [Click here to watch the event live on twitch.tv](#)
- [Click here to watch the event live on facebook.com](#)

You can also view footage after the event at all of the above channels.

Want to catch updates on the go, or share your best moments with your friends? Here are our social media channels where we'll be sharing all sorts of fun stuff!

Twitter: <http://www.twitter.com/yugiohcardeut>

Instagram: <http://www.instagram.com/yugiohcardeui>

Facebook: <https://www.facebook.com/YuGiOhCardEU/>

Snapchat: @yugiohcardeu

Will there be Feature Matches?

Selected matches during the event will be broadcast on Twitch.tv, YouTube.com and Facebook.com. Duelists will be approached before their match begins, so they can make their way to the Feature Match area and prepare for their match to be live streamed!

Can I opt-out of feature matches?

If you wish to opt-out of being considered for a feature match, you will be able to fill in a form at the Main Stage, please ask a member of staff at the Main Stage and they will help you with this.

We will do our best to avoid making a Duelist who has filled this form in compete in a Feature Match during Swiss rounds. We are unable to accommodate feature match opt-out's during Top Cut.

Who should I contact if I have any questions about the event?

If you would like to send us feedback, you are welcome to send an e-mail to eu-opsupport@konami.com.

Registration Information:

When can I register for the YCS?

Registration information can be found on the corresponding events page. Please ensure you have checked this information beforehand, as registration times can change between events.

If you have registered correctly, you will appear on the 1st Round pairings. The Player Meeting will occur while players are seated for the 1st Round of play, before play begins.

If you do not appear on the 1st Round pairings, approach the Main Stage with your KONAMI Player ID, Photo ID and proof of booking.

What will I need to bring in order to register?

For the YCS Main Event, Duelists must have a ticket to participate.

A Duelist will need all of the following:

- Your event ticket
- Your KONAMI Player ID (via the NEURON app)
- A proper form of identification, with your name and photo. A driver's license, school ID, or passports are all acceptable forms of identification

When do I turn in my Deck List for the YCS?

Duelists who have registered for the Main Event will receive an email with information outlining how to register their Deck for the event.

This will typically be sent out at the start of the week of the event. You can prepare your Deck using the NEURON App ahead of this submission deadline.

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

When will I receive my entry boosters?

Duelists will be able to scan their tournament entry QR code at the Information Desk and receive the booster packs from their tournament package.

Booster Packs as part of the tournament package are only claimable during the tournament weekend. Please see Terms of Entry for further information.

Will there be any additional participation items?

Additional participation items will be announced on the relevant YCS event page.

Invitations:

Do I need an invitation to compete in a YCS Event?

You do not need an invitation to participate. This event is open to all Duelists. You must however have a ticket for the event (see Registration).

If I earn a WCQ invite at the YCS, which World Championship Qualifier do I qualify for?

If you earn a qualification spot from the YCS, you will qualify for the territory in which you reside in at the next WCQ event. If there is a WCQ, and you do not participate, the invite will not carry forward to a future season.

If you qualify in an event outside of your country, the invite will be awarded to the WCQ event in which your regional would normally qualify for (North America, Latin America, Europe or Oceania). You will appear on that territory's respective invite list.

Public Events:

When do the Public Events take place?

You will be able to find a full list of Public Events under the respective event page.

What is a Swiss-Round Tournament?

Players are paired off based on each player's win/loss record. Players are not eliminated when they lose a match during Swiss tournaments – instead, they will continue to be paired against players with similar records for all remaining rounds of the event. If a player wishes to drop out of the tournament at any time, they can do so after any of their Matches.

What is a Single-Elimination Tournament?

Half of the tournament is eliminated after each round – the losing player is out of the tournament, while the winner goes on to the next round. This continues until only one player remains, which is then declared the winner.

What are the rules for the Sealed Pack Play Tournaments?

1. The 8 Duelists are seated in a random order at a table.
2. Each Duelist is then given 5 (or 10, depending on format) sealed Battle Packs.
 - o These Battle Packs will not be the ones you play with and belong to another player.
 - o You may choose to keep these packs by dropping from the tournament at this point.
3. Duelists then record each card they open on the Battle Pack Checklist.
 - o If there are any discrepancies with the packs opened, Duelists must call a Judge for assistance.
4. The Judge for the event gathers each card pool and randomly distributes them among the Duelists.
5. The Duelists verify what cards they got with the checklist they receive.
6. The Duelists will then be given 10 minutes to look over their cards, build and sleeve their Main Deck (should they choose to sleeve their Deck, they must do so with tournament-legal sleeves).
 - o Duelists must complete the Check List listing which cards will be played in the Main Deck.
7. Once steps 2 thru 6 are completed, the Duelists then will play against their first round opponent in a best 2-out of-3 match.

Deck Construction Rules	
Main Deck Size (Minimum)	5 Pack Format: 20 non-XYZ Monster Cards in Main Deck 10 Pack Format: 30 non-XYZ Monster Cards in Main Deck
Side Deck Size	All non-XYZ Monster Cards not in the Main Deck
Extra Deck Size	All XYZ Monster Cards
Forbidden/Limited List	No Forbidden & Limited Card List is used

What are the rules for the Sealed Pack Play - Booster Draft Tournaments?

1. The 8 Duelists are seated in a random order at a table.

2. Each Duelist will open two packs and count the cards face down to ensure there are 5 cards in each pack. If there are more or less than 5 cards in either pack, or there are any damaged cards: the Duelist must call over a Judge to exchange the defective pack for a new pack.
3. Each Duelist will then pick up the cards from those packs and select one card to keep, placing it face down in front of them; and then passing the remaining cards in the pack face down to the Duelist on their **left**.
4. Duelists should count out the cards face down after each pick to ensure that the appropriate number of cards remain in the packs.
5. The previous two steps continue until each Duelist has 10 cards in front of them.
6. Each Duelist will then open their next two packs and count the cards face down to ensure there are 5 cards in each pack. If there are more or less than 5 cards in either pack, the Duelist must over a Judge to exchange the defective pack for a new pack.
7. Each Duelist will then pick up the cards from those pack and select one card to keep, placing it face down in front of them, and then passing the remaining cards in the pack face down to the Duelist on their **right**.
8. The previous two steps continue until each Duelist has 20 cards in front of them.
9. Each Duelist will then open their last two packs and count the cards face down to ensure there are 5 cards in each pack. If there are more or less than 5 cards in either pack, the Duelist must call over a Judge to exchange the defective pack for a new pack.
10. Each Duelist will then pick up the cards from those packs and select one card to keep, placing it face down in front of them, and then pass the remaining cards in the pack face-down to the Duelist on their **left**.
11. Duelists should count out the cards face down after each pick to ensure that the appropriate number of cards remain in the packs.
12. The previous two steps continue until each Duelist has 30 cards in front of them.
13. The Duelists will then be given 20 minutes to look over their cards, build and sleeve their Main Deck (should they choose to sleeve their Deck, they must do so with tournament-legal sleeves).
14. Duelists then will Duel against their first-round opponent in a best 2-out of-3 match.

Deck Construction Rules	
Main Deck Size (Minimum)	20 non-XYZ Monster Cards in Main Deck
Side Deck Size	All non-XYZ Monster Cards not in the Main Deck
Extra Deck Size	All XYZ Monster Cards
Forbidden/Limited List	No Forbidden & Limited Card List is used

What is Dragon Duel?

Dragon Duel tournaments are exclusive to Duelists born before a certain calendar year, with the calendar year requirement moving forward after the World Championship each year. The current year requirement is for Duelists born in 2009 or later.

Dragon Duels give a chance to earn an invite to the World Championship Qualifier. They are run using Swiss Rounds without a Top Cut playoff.

Swiss Rounds for the 2023 Dragon Duel Season

Number of Participants*	Number of Swiss Rounds
4 – 8	3 Rounds of Swiss
9 – 16	4 Rounds of Swiss
17 – 32	5 Rounds of Swiss
33 – 64	6 Rounds of Swiss
65 – 128	7 Rounds of Swiss
129 – 256	8 Rounds of Swiss

Participants are required to provide proof of age in order to participate in a Dragon Duel (Copy of Birth Certificate, Passport, etc).

Duelists must be born in 2009 or later.

A minimum of four (4) Duelists is required to run a Dragon Duel tournament.

A Deck List is required for participation into a Dragon Duel. Dragon Duel tournaments are considered to be Tier 2 events.

What are the prizes for Dragon Duel?

Place	Dragon Duel Prize
Winner	Super Rare set of the Darklord YCS Prize Cards
	Regional Deck Box
Top 4	Dragon Duel Medal
	Regional Game Mat
Top 8	2 Boosters
Top X	Qualification to World Championship Qualifier 2023

What are the rules for the 3 vs. 3 Team Duel event?

The 3 vs. 3 Team Dueling event will be Advanced Format Constructed, Single-Elimination with no Playoff Cut.

Duelists must use an uncut KDE Registration Form sheet to register for this event (3 Registration Forms per sheet). The top Duelist is automatically Duelist A, the middle is Duelist B, and the bottom is Duelist C.

Duelist A is the Team Captain and is the primary point of contact for administrative purposes.

Each team must register a Team Name. The Team Name must be written on the top of the Registration Form. Team Names may not be offensive or disrespectful in any manner. Event Staff reserve the right to request a new team name if they feel the name may be inappropriate.

Here are the basic rules:

When registering for the tournament, each team will designate one Duelist on the team to be Duelist A, one to be Duelist B, and one to be Duelist C.

Team members must keep their team designation throughout the tournament.

At the start of the round, Duelist A will play against Duelist A, Duelist B will play against Duelist B, and Duelist C will play against Duelist C. Team members play as individuals – they do not share cards, Decks, Life Points, etc.

All members of the team will play a best 2 out of 3 match.

The team with the most Match wins gets the win for the round.

Example of play:

Team 1 (Duelist A1, Duelist B1, and Duelist C1) and Team 2 (Duelist A2, Duelist B2, and Duelist C2) play each other in Round 1.

Duelist A1 sits across from Duelist A2, and they play each other, best 2 out of 3.

Duelist B1 sits across from Duelist B2, and they play each other, best 2 out of 3.

Duelist C1 sits across from Duelist C2, and they play each other, best 2 out of 3.

At the end of the Round, the teams compare Match wins.

Duelist A1 won the Match against Duelist A2.

Duelist B1 won the Match against Duelist B2.

Duelist C1 lost the Match against Duelist C2.

Since Team 1 has 2 Match wins, Team 1 wins the round.

What are the rules for a Structure Deck Tournament?

- The eight (8) Duelists are seated across from their first-round opponent.
- Each Duelist is then given one (1) of the same sealed Structure Deck.
- The Duelists will then be given 10 minutes to look over their cards and sleeve their main Deck and Extra Deck, should they choose to do so, with tournament-legal sleeves.
- Once the above steps are completed, the Duelists then will play against their first-round opponent in a best 2-out of-3 match.

Deck Construction Rules	
Main Deck Size	All Main Deck Cards
Extra Deck Size	All Extra Deck Cards
Forbidden/Limited List	The Advanced Format list does not apply

What is the Prize Wall?

Public Events at YCS Events award Prize Tickets. You can spend these prize tickets at the Prize Wall for items offered. These items are subject to change, and to availability.

How do I earn Prize Tickets?

Prize Tickets are awarded to the top finishers in Public Events. The number of tickets awarded for doing well depend on the type of tournament.

Card Legality:

What cards are legal for play?

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

[Also check this link for the current legality of all promotional cards.](#)

Can I use foreign language cards in my Deck?

You may 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 when asked to do so by an opponent or tournament official.

Translations do not have to be a local language version of the card. An official translation written down or printed is acceptable. If you want to use a local language version of the card as your translation, you must keep that card outside of your Deck box. For **English** language cards, you are **not** required to have an official translation.

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.

Travel:

What is the closest airport to the tournament venue?

You can find this information on the corresponding [events page](#).

What is the best way to get from the venue from the airport?

You can find this information on the corresponding [events page](#).

Are there any nearby hotels?

You can find this information on the corresponding [events page](#).

Other Questions:

I may need assistance to participate at a YCS due to a disability or recent injury, what should I do?

Please contact the Event Team at eu-opsupport@konami.com to make them aware of your concerns so that you can be provided with a comfortable gaming experience.

If you require assigned seating on site, please notify the Head Judge team at the Main Stage.

If you wish to discuss any other requirements, for example, alternative registration method. Please seek out the Tournament Organiser at the event.

I want to judge at the YCS instead of competing as a player, how can I volunteer?

Application Calls for upcoming events are provided through our Judge Program. If you have not joined the Judge Program yet and wish to do so, [please click here for more information](#).

Any people wishing to work at an event as a Judge or Staff member must be an officially recognised member of the Konami Judge Program and at least 18 years of age. Further information on the application process (and deadlines) can be found on the official Konami Judge Forum.

It is recommended that you check the Judge Forum as soon as an event is announced, as the application periods are short, and teams tend to get chosen quickly.

Am I allowed to trade, sell or advertise in the venue?

Although trading is both allowed and encouraged, please note that the following things are not permitted at this event:

- Buying/selling cards with anyone except for our authorised vendors
- Advertising without receiving permission from the on-site Event Manager
- Using suitcases, large sports bags, etc. for the purpose of transporting excessive amounts of trade stock, there will be a restriction of one trade binder on display per person
- Offering to alter cards in exchange for some form of compensation
- Utilising an excessive amount of space when trading
- Displaying price tags/stickers on cards and/or Game Mats

I want to vend at a YCS, who should I contact?

Vending space is available at YCS venues but is only available to Official Tournament Stores in good standing. Vendors must meet certain requirements and agree to abide by set guidelines. Interested vendors should click here: eu-opsupport@konami.com.

Vendors will be required to apply for each event at which they wish to vend. Keep in mind that KDE-E handles the applications for vending at YCS events.

Cash transactions with anyone other than an approved vendor at an approved location are prohibited at YCS events. Attendees who conduct cash transactions, such as selling of cards or product, to anyone other than an approved vendor at a YCS event risk incurring penalties, including disqualification and expulsion from the venue.

Anyone buying and/or selling as an unauthorised vendor at a YCS venue may also risk incurring penalties, including but not limited to, being disqualified and removed from the event, suspensions from Konami Organised Play, and suspension as an Official Tournament Store.

Can I get a KONAMI Player ID at the event, or will I need one beforehand?

If you already have a KONAMI Player ID, and have forgotten it, we may be able to find this for you at one of the Event Stages at the event.

If you have not had a KONAMI Player ID before, we recommend you download the NEURON smartphone app, which will generate an ID for you.

What is a Fan Content Area?

For all the budding and experienced content creators out there, at each event we set up a special Fan Content Area. Want to make a video about your experience? A Deck Profile video with someone in the Top Cut or someone who has an interesting Deck? Interviews with other players? There will be a dedicated space for you to do just that at the YCS. Table space and backdrops are provided for those wishing to use the Fan Content Area.

Want to take photos at the event? Photos are permitted in any public area of the event! We recommend using the official event hashtag and tagging the following social media platforms to share your pictures from the event!

Platforms:

Twitter: @yugiohcardeu

Instagram: @yugiohcardeu

Facebook: @yugiohcardeu

What are the rules of using the Fan Content Area?

Those wishing to make use of the Fan Content Area will be required to review the posted guidelines and sign up to use the area onsite. Filming anywhere around the venue is strictly prohibited, except within the Fan Content Area. Full details will be available at the event!

Where can I get food and drinks at the venue?

There will be catering available at the venue.

What if I lose my personal belongings while at the event?

If you misplace one of your possessions at the event, please head to the information point and inform a member of staff. You will be asked to describe the item you have lost in detail, and if an item matching that description has been handed in, it will be returned to you.

How will my personal data be used?

Your data will be used in accordance with our Privacy Notices.

You can find further details here: [Privacy Notices](#)