

Konami Digital Entertainment B.V. (KDE)
Yu-Gi-Oh! TRADING CARD GAME
2019 WCQ: Regionals FAQ

Basic Information	2
What are WCQ: Regionals?	2
Where and when are the WCQ: Regionals?	2
How much does it cost to enter a WCQ: Regionals?	2
Who can participate in a WCQ: Regionals tournament?	2
What is the format for WCQ: Regionals tournaments?	2
Can I play in more than one WCQ: Regionals?	3
I would like to provide feedback to Konami concerning the WCQ: Regionals I attended, who should I contact?	3
Will there be Public Events?	3
How long will the WCQ: Regionals tournament last?	3
What happens if I am not done with my Match during the WCQ Regional after 40 minutes? *Updated*	3
Preparing for the event	4
Can I get a KCGN ID number at the WCQ: Regionals tournament, or will I need to have one before I attend the event?	4
Will I need to complete and turn in a Deck List?	4
What cards are legal for play?	4
Can I use OCG cards in my Deck?	4
Can I use foreign language cards in my Deck?	4
If I've never been to a WCQ: Regionals tournament, what should I expect?	4
What will I need to bring to a WCQ: Regionals tournament?	5
Whom should I contact for more information about a specific WCQ: Regionals?	6
Prizes and qualifications to the WCQ: Continental Championship	7
What are the prizes for WCQ: Regionals?	7
How and when will I receive my invite?	7
How many Duelists will earn invites at a WCQ: Regionals?	7
Will WCQ: Regionals qualifications "pass down" if someone who has already earned an invite earns another one?	8
How do qualifications to the WCQ: Continental Dragon Duel Championship work?	8
Is travel or hotel included with my qualification?	8
Do I have to qualify in my own country?	8

Basic Information

What are WCQ: Regionals?

WCQ: Regionals are Tier 2 tournaments in which Duelists compete to earn invites to the WCQ: Continental Championship, along with exclusive prizes. Participants in WCQ: Regionals are held to the highest standards of sportsmanship and are expected to be fully prepared for the event.

Where and when are the WCQ: Regionals?

A list of dates and locations for currently scheduled WCQ: Regionals events can be found online at <http://yugioh-card.com> (section "Events"). New dates will be added to the calendar on a regular basis.

How much does it cost to enter a WCQ: Regionals?

For WCQ: Regionals using the Advanced Constructed format, entry fee must be between EUR 12 and EUR 20 (or local equivalent). All players entering an Advanced Constructed WCQ: Regionals will receive an appropriate number of boosters as participation prize. Any boosters received should be from the two more recent 9-card set boosters (for example, *Cybernetic Horizon* or *Soul Fusion* for WCQ Regional 2019 Season 1).

Who can participate in a WCQ: Regionals tournament?

Anyone can participate in a WCQ: Regionals event, unless they are suspended from official Yu-Gi-Oh! Organized Play, or any tournament official associated with the WCQ Regional. This includes, but is not limited to, the Judge Staff, Scorekeeper, Registration Staff, and Tournament Organizer.

A list of suspended players can be found at <http://www.yugioh-card.com>

WCQ: Regionals are open to players from foreign countries.

WCQ: Regionals are open to players who already hold an invitation to the WCQ: European Championship.

Tournament Organizers retain the right to refuse entry to players who have engaged in criminal behavior, such as theft or violent conduct.

What is the format for WCQ: Regionals tournaments?

WCQ: Regionals are run as Advanced Constructed.

WCQ: Regionals will be run using Swiss Format, which means all Duelists will play a set number of rounds determined by the number of Duelists enrolled in the tournament. Duelists are not eliminated during the event.

Swiss Rounds for the 2019 WCQ: Regionals 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
257 – 512	9 Rounds of Swiss
513 – 1024	10 Rounds of Swiss
1025 – 2048	11 Rounds of Swiss
2049 or More	12 Rounds of Swiss

The Tournament Organizer can choose to run a single-elimination playoff after those Swiss rounds, but qualifications and Regionals-specific prizes will always be given out based on standings after Swiss.

Can I play in more than one WCQ: Regionals?

Duelists can compete in any number of WCQ: Regionals, regardless if they have already earned an invite.

I would like to provide feedback to Konami concerning the WCQ: Regionals I attended, who should I contact?

If you attended one of our WCQ: Regionals and would like to send us feedback, you are welcome to send us an e-mail to eu-opsupport@konami.com

Will there be Public Events?

Some WCQ: Regionals will offer additional Public Events. Check with your Tournament Organizer to find out.

How long will the WCQ: Regionals tournament last?

The number of Swiss rounds is determined by the number of Duelists enrolled in the tournament. Rounds in the Yu-Gi-Oh! TRADING CARD GAME are 40 minutes long. Since you can play all rounds in a Swiss tournament, you should expect to be at the event for several hours.

What happens if I am not done with my Match during the WCQ Regional after 40 minutes?

Updated

Starting on June 1st, 2018, all Yu-Gi-Oh! TCG Organized Play will use brand-new End of Match procedures. Duelists should familiarize themselves with the new End of Match procedures prior to attending any event.

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.

Preparing for the event

Can I get a KCGN ID number at the WCQ: Regionals tournament, or will I need to have one before I attend the event?

If you do not have a KCGN ID number, you can get one at the event. If you already have a KCGN ID number but do not remember the 10-digit ID, a registration staff member on-site should be able to assist in finding your correct ID. Duelists should avoid acquiring new KCGN IDs if the previous ID can be found.

Will I need to complete and turn in a Deck List?

For all WCQ: Regionals run in Advanced Constructed format, Duelists must turn in a completed Deck List in order to participate. Please check with the onsite Tournament Organizer for additional information in regards to the Deck List collection process. Duelists can download the official KDE Deck List at http://www.yugioh-card.com/uk/gameplay/rulings/constructed_deck_list.pdf.

Duelists are encouraged to complete their Deck List before arriving at the tournament.

What cards are legal for play?

Please check the "Products" page online at <http://www.yugioh-card.com> for an updated look at the legality dates of Yu-Gi-Oh! TRADING CARD GAME product releases, **prior to preparing your Deck for the event.**

In addition to checking the tournament legality of a product, please check the current Advanced Format Forbidden/Limited list. Certain cards in products with tournament-legal dates can sometimes be excluded from the current format.

Can I use OCG cards in my Deck?

No. Cards printed for Asian markets are not legal for play in TCG tournaments.

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

If I've never been to a WCQ: Regionals tournament, what should I expect?

WCQ: Regionals are large tournaments, and attract competitive Duelists who are attempting to earn World Championship Qualifier invites, Regional prizes and keeping their Dueling skills honed.

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.

When you get to the event, you will need to register in order to play. You will also need a KCGN ID card – this is the ID number used to track you in the tournament. If you don't already have one, you will be able to get one at the tournament.

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

Please arrive at least 30 minutes before the Regional Qualifier is scheduled to start to ensure you will be properly registered for the tournament.

You will also need a Deck List. A Deck List is required to participate in the Regional Qualifier. You can get a Deck List form at the event when you register, or you can download one to fill out ahead of time by clicking on this link: http://www.yugioh-card.com/uk/gameplay/rulings/constructed_deck_list.pdf. Write the name of each card in full, and write down how many copies you have in your Deck.

- Make sure your name and KCGN ID are on your Deck List.
- Make sure your Deck List exactly matches your Deck.
- Write legibly and do not use abbreviations for card names.

Please check with the Head Judge for additional instructions on the Deck List collection process.

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 beforehand or while they are there, they should check with the Tournament Organizer.

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 <http://yugioh-card.com/uk/gameplay/>

When you compete in a WCQ: Regionals tournament, 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 Regional Qualifier or any Sanctioned event.

WCQ: Regionals are excellent places to test your skills, learn more about deck-building and strategy, and see how well you match up against the other Duelists in your area.

What will I need to bring to a WCQ: Regionals tournament?

You should bring a tournament-legal Deck as described above, 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 KCGN ID number, you should bring your number and barcode. You'll also need the entry fee for the tournament, as well as money for your incidentals (food, drink, Public Events, etc.). If you win a qualification to the WCQ: Continental Championship, the Tournament Organizer might require you to provide a form of legal identification, so bring a passport, school ID, driver's license or similar.

I want to judge at a WCQ: Regionals, how can I volunteer?

If you're interested in judging, you should contact the Tournament Organizer for the WCQ: Regionals as soon as possible. Most Tournament Organizers are always on the lookout for judge staff, so be

prepared to provide your full name, contact information including email and phone number, and a description of your previous judging experience.

Judges are encouraged to take the Level 1 Rulings Comprehension test available at <http://www.yugioh-card.com/uk/gameplay/judges.html>. Following their successful completion of the test, they should follow the instructions at the above link and register as a judge with KDE.

Whom should I contact for more information about a specific WCQ: Regionals?

Your best resource for answers about a specific WCQ: Regionals event is the contact listed in the list of WCQ: Regionals dates and locations, as posted on www.yugioh-card.com. Konami won't be able to answer questions such as "How do I get to the venue?", "Where should I park?", "When does registration start?", and so forth. For questions such as these, you will need to contact the Tournament Organizer directly.

If you have more general questions about WCQ: Regionals, you can send them to eu-opsupport@konami.com. Please be as detailed as possible, so we can try to provide you with the answers you're seeking!

Prizes and qualifications to the WCQ: Continental Championship

What are the prizes for WCQ: Regionals?

In addition to the participation prize each Duelist receives upon entering the tournament, prize distribution will be as follows:

- Top 8 Duelists each receive a 2019 WCQ: Regionals Game Mat.
- Top 4 Duelists also receive a Yu-Gi-Oh! TCG Deck Box.
- At the Tournament Organizer's discretion, the above prizes may be supplemented with additional Yu-Gi-Oh! TCG product or accessory.
- Qualifications for 2019 WCQ: Continental Championship, depending upon the total registration of the event.

How and when will I receive my invite?

A list of Duelists who have earned qualifications to a WCQ: Continental Championship is posted online. A list of qualified Duelists can be found at <http://www.yugioh-card.com/>.

- You will not receive an invite or certificate in the mail.
- You will not receive an invite or certificate via email.
- You will not be required to present any kind of certificate in order to enter a WCQ: Continental Championship.
- Your name and information will be added to the list of qualified players, and that is proof that you qualified.

If you have a question about your qualification status, you can email eu-opsupport@konami.com and ask. Please provide your **full name**, **KCGN ID number**, and the **date** and **location** of the event at which you qualified, along with your question, so we can answer you quickly and efficiently.

Please remember that qualification status information isn't automatically or instantly updated, so you should allow approximately 2-8 weeks after the conclusion of your event for results to be posted from your tournament.

How many Duelists will earn invites at a WCQ: Regionals?

Qualifications to the 2019 WCQ: Continental Championship are awarded after the final round of Swiss. Qualifications are awarded to the first place finisher and extend down to the specified number of places based on attendance (1 qualification for every 8 participants, rounded up).

# of players	qualifications	# of players	qualifications
4-8	1	89-96	12
9-16	2	97-104	13
17-24	3	105-112	14
25-32	4	113-120	15
33-40	5	121-128	16
41-48	6	129-136	17
49-56	7	137-144	18
57-64	8	145-152	19
65-72	9	153-160	20
73-80	10	161-168	21
81-88	11

Qualification notifications are not mailed out. Duelists who earn a qualification will be able to see their name on the list of qualified players for their WCQ: Continental Championship within 2-8 weeks after the completion of the event they qualified in. A list of qualified Duelists can be found at <http://www.yugioh-card.com/>.

Will WCQ: Regionals qualifications “pass down” if someone who has already earned an invite earns another one?

Yes! If a Duelist who already holds a qualification would earn another one, it passes down to the next Duelist in final standings.

How do qualifications to the WCQ: Continental Dragon Duel Championship work?

The WCQ: Continental Dragon Duel Championship is open entry to all players born 2006 or later. If a player born 2006 or later earns a WCQ: Continental Championship invite at a WCQ: Regionals, he can choose to participate in **either** the 2019 WCQ: Continental Championship **or** the 2019 WCQ: Continental Dragon Duel Championship, which will both take place on the same weekend in the same location. Those players do not need to decide in which to participate when earning the qualification; instead, they will announce their decision when enrolling for either of the two Championships.

Is travel or hotel included with my qualification?

Travel and/or lodging are not included with qualifications earned at a WCQ: Regionals – the expenses incurred in attending a WCQ: Continental Championship tournament will be the responsibility of the Duelist.

Do I have to qualify in my own country?

You can earn a WCQ invite through WCQ: Regionals in any country. No matter where you qualify, you will always qualify towards the Continental Championship of your home country. For example, if a Duelist from Mexico qualifies in Italy, he or she will still play in the Central American World Championship Qualifier.