

TOURNAMENT RULES

EDITION 1.00

A dark blue, rectangular stone plaque with a rough, weathered texture is embedded in a light brown, textured ground. The plaque is surrounded by green vines with leaves that are creeping over its edges. The text "MASTERS OF MYTH" is carved into the plaque in a bold, serif font. "MASTERS" is on the top line, "OF" is a smaller word in the middle, and "MYTH" is on the bottom line.

MASTERS
OF
MYTH

TM

- The following roles are defined for tournament purposes:
 - The **Tournament Organizer** of a tournament is responsible for all tournament logistics including:
 - Providing a site for the tournament that meets the tournament's expected needs.
 - Advertising the tournament in advance of the tournament date.
 - Staffing the tournament with appropriate tournament officials.
 - Providing all materials necessary to operate the tournament.
 - Reporting the tournament results.
 - The **Head Judge** of a tournament is responsible for adjudicating disputes and the following:
 - Ensuring that all necessary steps are taken to deal with game or policy rule violations that they notice or are brought to their attention.
 - Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge.
 - Coordinating and delegating tasks to floor judges as needed.
 - The Head Judge may disqualify a Player before, during, or after the tournament.
 - The Head Judge may ask a Spectator to leave the tournament viewing area.
 - The Head Judge may adjust the round's time remaining as they see fit when applicable.
 - All decisions made by Head Judge are final and supersede any discrepancies or
 - If necessary, the Head Judge may temporarily transfer their duties to any judge if they are unable to fulfill them for a period of time. Also, in exceptional circumstances, if the tournament's integrity would be damaged otherwise, the Tournament Organizer may replace the Head Judge.
 - The **Floor Judge(s)** are available to players and spectators to answer questions, deal with illegal plays, or assist with reasonable requests.
 - Judges will assist players in determining the current game state, can answer questions about the rules, interactions between cards, or provide the interpretation of wordings of relevant cards.
 - Judges do not intervene in a game to prevent illegal actions, but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

- The **Scorekeeper's** responsibilities include:
 - Generating correct pairings each round and accurately entering the results of those rounds.
 - Solving all scorekeeping problems that arise in consultation with the Head Judge.
 - Making sure all necessary information is included in the tournament's reports.
 - The Head Judge has the final authority in determining corrective action for scorekeeping errors.
- A **Player** is an individual who has entered into the tournament and is responsible for:
 - Behaving in a respectful manner toward tournament officials, other tournament participants, and spectators and refraining from unsporting conduct at all times.
 - Maintaining a clear and legal game state.
 - Complying with announced start times and time limits.
 - Calling attention to any rules or policy infraction they notice in their matches.
 - Bringing to a judge's attention any discrepancies in their tournament match record.
 - Being familiar with the rules contained within this document.
 - Being physically present for the tournament.
 - Being prepared for the tournament.
 - Bringing the cards related to your deck that the player will use during the tournament in compliance with the contents of the corresponding deck.
 - A player may pause the game in order to alert a judge about a suspected rule or policy violation. This only pauses players from playing cards and does not pause the clock related to the round.
- A **Spectator** is anyone who is physically present at a tournament and is not considered one of the categories above. Spectators are responsible for the following:
 - Remaining silent and passive during matches and other official tournament sections in which players are also required to be silent.
 - If spectators believe they have observed a rules or policy violation, they are encouraged to alert the players as well as a judge as soon as possible.
 - Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament officials may also instruct a spectator not to observe a match or matches.

- The first four roles above are considered tournament officials. The Head Judge and floor judges are collectively considered judges. A single individual may act in any combination of tournament official roles. Individuals who are not judges at a tournament are acting as spectators in any match they are not playing in. Members of the press are also considered spectators.
- Participation Eligibility
 - Anyone is eligible to participate as a player in a tournament except for:
 - Individuals twelve (12) years of age and younger who do not have their parent/guardians' permission;
 - Judges for the tournament
- Match Structure
 - A match consists of a series of games that are played until a player has won a set number of Victory Points or a set number of rounds have occurred. The number of Victory Points is decided by the Tournament Organizer and Head Judge.
 - If the round ends before a player has won the required number of Victory Points, the winner of the match is the player who has the most Victory Points at that point.
 - If there is a tie in the number of Victory Points calculate the Victory Points of the current game using current Devotion totals as ranking. (Please note that the Head Judge may choose to extend the time remaining).
 - You gain Victory Points for the current match based on the below:
 - 3 Points for winning
 - 2 Points for second place
 - 1 Point for third place
 - 1 Point for fourth place
 - 1 Point per opponent you have eliminated
 - If a player gets eliminated by multiple effects occurring at the same time, the player whose turn it is would have priority taking credit for the elimination. After that player, the priority would fall to the player who has their turn next and so forth until a player takes credit for the elimination.
 - If you eliminate yourself in your own turn the next player receives credit for the elimination
 - If you eliminate yourself in another player's turn the player whose turn it currently is will receive credit for the elimination
 - A judge may adjust Victory Points if they notice player cooperation to eliminate a player

- Start of Match
 - When deciding who goes first for a game, use appropriate randomization decided by the Head Judge ahead of time.
 - Shuffle decks before each game and offer deck cutting to any opponent player.
- Match Rules
 - Intentionally or unintentionally delaying the game may result in a Judge reducing your Victory Points. (Please note that the Head Judge has the ability to disqualify a player from the tournament).
- Deck Checks
 - Judges may elect to randomly perform a Deck Check of a player outside of a current match.
 - If a player is suspected of having an improper deck then a Judge may pause a game and perform a Deck Check. (This should be used sparingly in order to not affect the timing of the round. Please note that the Head Judge may choose to extend the time remaining.)
- If a player disagrees with a Judge's ruling, they may appeal the ruling to the Head Judge.
 - Rulings made by the Head Judge are final.
- Electronic devices are allowed but excessive use may result in a delay of game ruling.
- If a player chooses to use sleeves, all sleeves must be identical except for appropriate God card.
 - A Judge may disallow card sleeves if they believe the sleeves are marked in a way that allows the player to distinguish a difference between cards.
 - A player may be disqualified if cards or sleeves are manipulated in a way to allow the player to distinguish a difference between cards.
- Players may communicate about the game in any fashion they deem fit.
 - You may talk about the cards on the field, cards in their hand/discard, cards they suspect are in other players hand/discard.
 - Please note that Spectators may talk about cards on the field or discard, but may NOT talk about cards in any player's hand.
 - You may look at your discard at any time as long as you are not delaying the game.
 - You may NOT touch another player's discard without their permission unless you have a card that lets you do so. In which case be respectful with another player's cards.

- Field Layout should be followed to the best of your ability as this allows the best ease of play. A judgment of Delay of Game may be applied if a player is varying significantly or intentionally from the Field Layout.
- Sometimes, a player will realize that they have made a wrong decision after making a play. If that player has not gained any information or adjusted any devotion totals since taking the action and they wish to make a different decision, a judge may allow that player to change their mind.
- Cheating will not be tolerated. The Head Judge reviews all cheating allegations, and if they believe that a player has cheated, they will issue the appropriate penalty.

