### **Shadowverse Evolve TCG Tier 2 Webcam Locals Tournament Ruleset**

**Tournament Format**:

* **Game Format**: Best-of-1, Swiss format. Online Webcam
* **Round Time Limit**: 30 minutes per round, 10 Min Overtime
* **Deck Requirements**: Only official Shadowverse Evolve cards are allowed; proxies are permitted
* **Entry Fee**: $15 or Free to All

### **Tournament Rules: Webcam Locals (Casual Event)**

1. **Player Eligibility**
   * All players must have paid the $12 entry fee or sign up at the start.gg-specific page before the tournament begins.
     1. Entry Fee Link: https://square.link/u/jjuVvWgd
   * Players must register with a Discord username and valid decklist, following the tournament guidelines.
     1. Discord Link: https://discord.gg/EZ253anHGD
   * Players must submit a valid decklist before the event start time
     1. Deck List Submission: <https://forms.gle/iTzG3wqZHJNSu5tH7>
2. **Game Format**
   * This is a Best-of-1 Swiss tournament. Each player will compete in every round, with pairings based on the number of wins/losses.
   * At the end of the Swiss rounds, players with the best win-loss records will be ranked for prize distribution.
3. **Deck and Card Requirements**
   * Only original, official Shadowverse Evolve cards may be used. Proxies or custom cards are allowed.
   * Players must choose their deck before the tournament begins and may not change cards or decks between rounds.
4. **Match Rules**
   * Each round lasts 30 minutes. At the end of the 30-minute period, players complete their current turn and begin “end-of-round” procedures.
   * Time rules go into effect at 8+ Players
   * If neither player has won by the end of the “end-of-round” procedures, the game will be considered a draw
   * End of round procedures.
     1. When regular round time ends and a winner is not decided yet, then the current turn player commences turn 0. After the turn 0 player passes the opposing player will start turn 1 and each pass will continue until turn 3. After turn 3 a winner will be decided in the following order.
     2. Whoever has more life by the end of turn 3 is the winner. If both have the same number of lives, we will move to the next deciding factor.
     3. The player with the highest combined stats on board is declared the winner. (Add up the total attack and defense of all followers on board, not including the ex-area.) If players have the same, we will move on to the next deciding factor
     4. The player with the most cards left in the deck is decided as the winner. If the result is the same, we will move to the next deciding factor.
     5. Players will roll 1 die to see who wins; the player who rolls the highest will be declared the winner.
5. **Scoring**
   * **Win**: 1 point
   * **Draw**: 0.5 points to each player
   * **Loss**: 0 points
6. **Rounds**
   * 1-7 Players: 3 Rounds
   * 8-15 Players: 4 Rounds
   * 16-32 Players: 5 Rounds
     1. Top Cut: Top 8
   * 33-64 Players: 6 Rounds
     1. Top Cut: Top 8
   * 65-128 Players: 7 Rounds
     1. Top Cut: Top 16
7. **Prizes and Rewards**
   * **15% Of The Prize Pool Goes To Support Tournament Organizers, Cover Fees, and Judges Of All In One Gaming Generation, LLC**

**All prizes will be shipped to the participants after the tournament!**

* **United States Of America: Current Set Packs**
* **International: Digital Goods More TBD**

**Prizing is based on your wins:**

**4 Wins: 3 Packs + Token promo**

**3 Wins: 2 Packs + Token Promo**

**2 Wins: 1 Pack + Token Promo**

**1 Win: 1 Token Promo**

* + **If Cash**
    1. **1st Place**: 60% of the prize pool
    2. **2nd Place**: 30% of the prize pool
    3. **3rd Place**: 10% of the prize pool

1. **Conduct and Fair Play**
   * Players are expected to maintain a positive, respectful attitude toward others. Unsportsmanlike behavior, including cheating, excessive slow play, or harassment, will not be tolerated.
   * Players found violating any rules may face disqualification without a refund.
2. **Disputes and Rulings**
   * Any disputes or rule clarifications should be addressed to the tournament organizer or designated judge immediately.
   * Tournament staff have the final authority on rulings and reserve the right to make decisions that uphold the spirit of fair play and competition.
   * Ruling Questions will be handled by a TO or on-site judge
3. **Refund Policy**
4. **Eligibility for Refunds**
   * Refunds will only be issued if the tournament does not reach the minimum required number of players to begin. If this requirement is not met, all registered players will receive a full refund of their entry fee.
5. **No Refunds for Voluntary Withdrawal or Forfeiture**
   * Players who voluntarily forfeit or withdraw from the tournament after registration will not be eligible for a refund. This includes any players who choose not to participate in their scheduled rounds or who stop participating mid-tournament.
6. **Refund Process**
   * If a refund is granted due to a lack of players, refunds will be processed within 5-7 business days. All refunds will be issued directly to the original payment method.

**By registering, all players agree to this refund policy.**

### **Additional Information**

* **Tournament Start Time**: Arrive 15 minutes early for check-in on the Website Host Page Or In The Discord
* **Event Platform**: Online Webcam
* **Deck Submission**: All decklists must be submitted to the organizer before the tournament starts using Google Docs Form
* Deck Submission Form: <https://forms.gle/iTzG3wqZHJNSu5tH7>

**Good luck to all your competitors! Let’s make this a great tournament with exciting matches and friendly competition.**