

UDE Tournament Appendices

Appendix C: World of Warcraft Policies

C-1. Version Information

- This version of Appendix C was updated on January 5, 2010.
- The most up-to-date version can be found at ude.com/policy.
- Destroy older versions of this document to avoid confusion.

C-2 How to Use This Document

Appendix C is a supplement to the Upper Deck Entertainment (UDE) Tournament Policy. It contains additional policies that apply specifically to the World of Warcraft trading card game (WoW TCG), while the UDE Tournament Policy contains overall policies that apply to *all* UDE games.

C-3. WoW TCG Tournament Formats

Each tournament format supported by UDE is either a Constructed or a Limited format. Players can also participate in events as part of a team.

In Constructed formats, players bring their own decks. UDE supports two variants:

- **Constructed**—All cards are legal.
- **Block Constructed**—Only cards from a specified block are legal (see Section C-8).

In Limited formats, players build decks from a limited card pool at the tournament using sealed product. UDE supports two variants:

- **Sealed Deck (including Team Sealed)**—Players open several WoW booster packs and build decks from the opened cards. For Team Sealed, players share the boosters they open.
- **Booster Draft (including Team Draft)**—Players open several WoW booster packs and pass them around the table, picking cards to add to their decks. For Team Draft, players do not share the drafted cards.

In Constructed formats, players construct their own decks using their own card pools prior to the tournament. A Constructed deck must adhere to the following rules:

- A deck must include at least 60 cards, not counting the hero.
- A deck can't include more than four copies of a single card unless that card has "unlimited" in its type line. You may include any number of unlimited cards in your deck.

C-5. Event Level

Each sanctioned WoW TCG tournament will be assigned one of two levels. These levels are:

- **Competitive** - World/National/Realm Championships and their Qualifiers
- **Normal** - Sneak Preview, Release Celebration, and Battleground events
- Other sanctioned tournaments unless otherwise specified

C-6. WoW TCG Honor Rankings

With the WoW TCG, UDE has introduced the Honor Ranking System. WoW TCG players are able to achieve "ranks" by playing in sanctioned events. The lowest level is rank 1, increasing to rank 14, as illustrated in the table below:

Rank	Alliance Title	Horde Title
1	Private	Scout
2	Corporal	Grunt
3	Sergeant	Sergeant
4	Master Sergeant	Senior Sergeant
5	Sergeant Major	First Sergeant
6 (Officer)	Knight	Stone Guard
7	Knight-Lieutenant	Blood Guard
8	Knight-Captain	Legionnaire
9	Knight-Champion	Centurion
10	Lieutenant Commander	Champion
11	Commander	Lieutenant General
12	Marshal	General
13	Field Marshal	Warlord
14	Grand Marshal	High Warlord

Players can earn ranks through both participation and performance in events. A player's rank is determined by the number of events he or she has participated in and, in competitive tournaments, how well he or she performed.

Players will earn rewards based on their ranks. For details, please see ude.com/wow/honor.

C-7. Legal Cards: Overview

WoW TCG cards become legal around the world at the same time. When a set becomes legal in North America, it also becomes legal in Latin America, Europe, Asia, and so on.

Any version of a WoW TCG card is legal to use in tournament play. This includes cards that are in a foreign language. When using such cards in a deck, players and tournament officials may refer to the official card text for that specific card found in the WoW TCG Official Card Reference.

Oversize hero cards are legal for tournament play. An Extended Art promotional version of a card from a set is legal whenever that set is legal and the card itself is legal.

C-8. Legality of Sets

Cards are legal for Limited tournaments at any time starting the first day of the Sneak Preview tournaments for a new card set. That means cards are legal for Limited even before the official release date.

The following cards are legal for Constructed events:

	<i>Heroes of Azeroth block</i>	<i>Burning Crusade block</i>	<i>Drums of War block</i>	<i>Scourgewar block</i>
Sets	<i>Heroes of Azeroth Through the Dark Portal Fires of Outland</i>	<i>March of the Legion Servants of the Betrayer The Hunt for Illidan</i>	<i>Drums of War/Drums Starter Blood of Gladiators Fields of Honor</i>	<i>Scourgewar</i>
Treasure	<i>Onyxia's Lair Molten Core</i>	<i>Magtheridon's Lair Black Temple*</i>		<i>Naxxramas</i>
Crafted		<i>Crafted 1-14</i>	<i>Drums Crafted Gladiators Crafted Honor Crafted</i>	<i>Scourgewar Crafted</i>
Badge		<i>Badge 1-4</i>		<i>Scourgewar Badge 1-4</i>
Special	<i>Feast of Winter Veil</i>	<i>Darkmoon Faire</i>	<i>Arena Grand Melee Death Knight Starter</i>	
Promo	<i>Burning Crusade CE Blizzcon 2007</i>		<i>Wrath of the Lich King CE</i>	

* Includes tournament-legal raid cards

General Tournament Rules

C-20. Tournament Match Structure

Rounds in WoW TCG tournaments can be played as either single-game matches or best-of-three matches (*recommended*). This is determined at the beginning of the tournament, before play has started, and must be clearly announced by the Tournament Organizer. This can't be changed once the first round has started.

Events that use single-game matches follow these rules:

- In each round of the tournament, each player will play one game against an opponent to determine the winner of the match. The first player to win a game is the winner of the match.

Most events will use best-of-three matches and follow these rules:

- In each round of the tournament, each player will play one best-of-three match against an opponent. The first player to win two games is the winner of the match.
- Matches may last longer than three games. If two players have drawn a game, and each player then wins a game, they will need to play additional games until one of them wins two games.

Team tournaments can be played using best-of-three or single-game matches.

When reporting match results, only the final winner of each match is recorded; the winner of each individual game within the match is not recorded. There are no draw results in UDE tournaments, so there will always be a match winner.

If a card modifies a future game in any way, it can only modify a later game in the same match. It can't modify a game in a different match.

C-21. Side Decks

Side decks are only used in best-of-three matches. However, they may be built for any tournament. In a tournament, any card that refers to a player's collection is referring to his or her side deck.

If a player wishes to build a side deck for a Constructed format, it must contain exactly ten cards. Side decks in Limited formats consist of all of a player's remaining cards not included in the main deck. The side deck must be clearly identified and separated from all other cards. Players may not look at their side decks during a game in progress.

Before the beginning of the second and subsequent games in a match, players may use their side decks by exchanging cards from their main decks for cards in their side decks. In Constructed tournaments, any exchange made in this way must be made on a one-for-one basis to ensure that the side deck remains at exactly ten cards. In Limited tournaments, a player may freely exchange cards so long as the main deck remains legal.

Decks may not be altered between rounds. Both the main deck and side deck must be returned to their original configurations after the completion of each match. If a penalty would cause a player to lose the first game of a match prior to the first game starting (if a player is late to the table, for example), neither of the players may use cards from his or her side deck for the second game.

The hero chosen at the time of deck construction may not be changed during side decking.

C-22. Time Limits

The time limit for a single-game match round is 30 minutes. The time limit for a best-of-three match round is 60 minutes. Time limits for any single-elimination Top 8 bracket are as follows:

Quarterfinals	60 minutes
Semifinals	90 minutes
Finals	120 minutes

When playing in a Sealed Deck tournament, players have 20 minutes to build their decks, or 30 minutes if decklists are being used. When playing in a Draft tournament, players have 10 minutes to build their decks, or 20 minutes if decklists are being used.

A tournament organizer can adjust time limits for a tournament only if necessary and only if the time limit changes are clearly announced to all players before the tournament begins.

C-23. End-of-Match Procedure

This end-of-match procedure is used for both single-game and best-of-three matches.

When time is called at the end of a round, players finish the current turn and then play either three or four additional turns, depending on when time is called. If time is called during the turn of the player who went first this game, three additional turns are played. Otherwise, four additional turns are played. Then, play stops, and the match winner is determined using the following process:

- A player wins the match if he or she has more game wins than his or her opponent.
- If both players have an equal number of game wins, the player whose hero has the most damage is the loser of the match. If damage on the heroes is tied, play continues. When there is a change in damage totals, the player whose hero has the most damage is the loser of the match. This is a pre-priority check.
- If both players have an equal number of game wins and are between games, the next game will start. Players may use their side decks. The match winner will be determined by checking the damage on the heroes after four turns. If damage on the heroes is tied, play continues. When there is a change in damage totals, the player whose hero has the most damage is the loser of the match. This is a pre-priority check.

***Example:** Matt and Jason are playing a match. Matt won the first game, Jason won the second, and Matt chose to go first in game three. Time is called during Matt's turn, so he completes his current turn, and then **three** additional turns are played, resulting in Jason taking the final turn. If time had been called during Jason's turn, four additional turns would have been played, again resulting in Jason taking the final turn of the game.*

C-24. Shuffling and Resources

Players may rearrange cards in their hand freely. Players may rearrange cards in their resource row, but not the orientation of those cards. Cards may be rearranged at any time, including between announcing a link and choosing that link's targets. Players must keep their resource row and hand separate from each other so as not to mix them.

C-25 Tracking Damage on Heroes

For competitive events, players are required to use pen and paper to track the damage on their heroes. It is also recommended that each player track the damage on the heroes of all of his or her opponents.

Tournament Format Rules

C-30. Limited Format: General Rules

These formats are called "Limited" because players open a limited number of packs and build their decks with some of those cards. This allows players to experience playing different cards than they normally would in a Constructed tournament.

There are many creative ways to play using sealed packs of cards, but the following formats can be used in official UDE tournaments:

- Sealed Deck
- Booster Draft
- Team Sealed
- Team Draft

The difference between these formats is the method of obtaining the pool from which to construct a deck. In a Sealed tournament, players open packs and build their decks with cards from those packs. In a Draft tournament, players open packs, select a card from each, and pass the packs around the table, selecting one card from each pack until all of the cards have been selected.

In all Limited formats:

- A tournament's hero pool includes all heroes from all sets being used in that tournament. Players are allowed to see the text of all heroes in that pool while drafting and building their decks.
- To build a deck, a player can choose any number of cards from his or her card pool that are legal with any one hero from the hero pool. If that player chooses less than 30 cards for any reason, he or she must call a judge and request "blank" cards to bring the total to exactly 30. If a player registers one or more blank cards, he or she can't use a side deck (or retrieve cards from his or her collection) with that deck. Demon heroes with printed Deckbuilding notes are an exception to this rule; blanks can't be requested for those heroes, and so a player must choose at least 30 legal cards in order to play with one of them.

***Example:** Lisa drafts three packs of March of the Legion. She can choose any hero from that set. Her deck choices include a 29-card Alliance Mage deck, a 30-card Alliance Priest deck, a 26-card Horde Mage deck, and a 27-card Horde Priest deck. She can choose any of those decks. If she chooses the Horde Priest, for example, she must call a judge and request 3 blank cards to bring the total to exactly 30. If she does, her deck must always match the 27 cards and 3 blanks registered; she can't exchange cards from her remaining card pool between games.*

C-31. Blanks

To make a blank for a player, take any WoW TCG card that can't be legally played in that player's deck and mark its front side in a way that clearly denotes it's being used as a blank. During a game, blanks have no name, type, tags, or text in any zone. A blank doesn't share or have the same name or type as any other card (including other blanks), nor does it have a different name or type than any other card. The cost of a blank is treated as 0.

C-32. Abnormal Boosters

Occasionally, a player in a Limited tournament may open a booster pack that contains an abnormal number of cards or an abnormal number of cards with a specific rarity. Such packs must be brought to the attention of tournament officials. The tournament officials will then decide either to allow the booster pack in the tournament or to replace it with another booster pack. This decision is made based on the level of the tournament and the specific situation.

At premier events, any booster containing any number of rare, epic, or legendary cards other than one or two (in the event of a foil or promotional rare) will be replaced by the Tournament Organizer.

C-33. Loot Cards

Unscratched Loot cards are not legal in any format. Scratched Loot cards are legal for Constructed play as long as they are not marked or distinguishable from any other cards in the deck.

In Limited tournaments, all Loot cards and UDE Points cards are kept by the player opening them and will not be part of a deck swap. These cards are set aside from the rest of the cards in the pack and are not registered as part of the card pool. All Loot cards must be verified by a judge before they can be put away or separated from the rest of the card pool.

C-34. Hero Cards

When any pack is opened in Limited play, the hero cards are first removed and set aside for the judges to collect. Hero cards do not belong to the players opening the packs.

C-35. Set Distribution

If a Limited tournament involves more than one set, it will use the following distributions, where A, B, and C are sets in chronological order of release:

Two sets (A/B)

Booster Draft/Team Draft:	2A/1B
Sealed Deck (Sneak Preview*):	2A/4B
Sealed Deck (Other):	3A/3B
Two-Headed Ogre Sealed:	4A/4B
Team Sealed:	6A/6B

Three sets (A/B/C)

Booster Draft/Team Draft:	1A/1B/1C
Sealed Deck (Sneak Preview*):	2A/0B/4C
Sealed Deck (Other):	2A/2B/2C
Two-Headed Ogre Sealed:	4A/2B/2C
Team Sealed:	4A/4B/4C

* includes Release Celebrations

C-40. Sealed Deck: Specific Rules

These rules apply in addition to the general Limited rules in Sections C-30-35.

Each player opens **six** booster packs. Cards are not drafted or exchanged in any way. Players may not trade cards with other players and may not add any cards from their personal collections. Only the cards opened in those booster packs may be used.

Players have 20 minutes to build their decks once they receive their cards. If decklists are being used, players have 20 minutes to register their initial card pools before the deck swap, and an additional 30 minutes after the deck swap to build their decks and record the contents on their decklists.

C-50. **Booster Draft: Specific Rules**

These rules apply in addition to the general Limited rules in Sections C-30–35.

Each player starts with **three** sealed booster packs of cards. A player may use more than three packs as long as each player has the same number of packs, but three packs is the normal amount to use. The tournament organizer will decide how many packs are used and which sets the packs come from. The packs may be from different sets or the same set.

When playing in a Booster Draft tournament, players will be separated into pods of four or more players seated around a table. Each player will receive an equal number of packs.

The following steps are taken in a draft:

- (1) Each player opens his or her first booster pack and reviews the cards. If there are packs from more than one set, they are opened in order of release from earliest to latest.
- (2) Each player selects one card and passes the rest of the cards to the player to his or her left. The drafted cards are placed in a single, face-down pile in front of the player who selected them. This pile becomes the draft pile for that player. Once a player has selected a card and placed it on his draft pile he may not pick that card back up.
- (3) Once each player has picked a card and passed the rest to the left, players pick up the stacks that were just passed to them. The next stack should have one less card. Each player takes a card from this stack and adds it to his or her draft pile. There should now be two cards in each draft pile and two fewer cards remaining to be passed to the left.
- (4) Each time all players have picked a card and passed the rest to the left, each player then picks a card from the next stack and places it on his or her draft pile. Players continue picking a card from each stack and passing the remaining cards on until all of the cards have been drafted from the first booster pack.
- (5) Each player then opens his or her next booster pack, picks a card, adds it to his or her draft pile, and passes the rest to the right.
- (6) Drafting continues until there are no cards left in the booster packs.

During a draft, the first and third packs are passed to the left (clockwise). The second pack is passed to the right (counter-clockwise). Players have 60 seconds to review their draft piles between packs. They may not review their draft piles during the draft except during these review periods.

Once the draft is finished, all players should have the same number of cards in their draft piles. If three packs of 18 cards were used, then each player should have 54 cards from which to build his or her 30-card minimum deck.

Players receive 10 minutes to build their decks once they have their cards. If decklists are being used, players receive 20 total minutes to build their decks and record the contents on their decklists.

C-60. Team Formats: Specific Rules

Each team has three players, designated A, B, and C. These designations are chosen at the start of each tournament and never change during a tournament.

In each round of a team tournament, each team member designated A, B, and C will play against the opposing team member designated A, B, or C, respectively.

C-61. Team Sealed: Specific Rules

These rules apply in addition to the general Limited rules in Sections C-30–35 and the Team Formats rules in Section C-60.

Each team opens twelve booster packs and builds three decks. Only the cards opened in those booster packs may be used.

Teams have 50 minutes to build their decks. Teammates may openly communicate while deckbuilding. If decklists are being used, teams have 60 minutes to build and register their decks. Each player uses a separate sheet to register the cards he or she is playing. Each card not being played must be allocated to a player and registered as part of that player's side deck. Side decks need not be the same size.

If a deck swap takes place, teams receive 20 minutes to register their initial card pools before the deck swap. Each team uses a single sheet to register their card pool.

When two teams are paired each round, each player plays a match against the opposing player with the same designation. Player A plays against player A of the other team and, similarly, player B against player B, and player C against player C. The team with two or more winners is the winner of the round. Teammates may not communicate about game play during a match.

C-62. Team Draft: Specific Rules

These rules apply in addition to the general Limited rules in Sections C-30–35 and Team Formats rules in Section C-60.

A team draft involves two teams (team 1 and team 2). Teammates may not communicate verbally during a draft but are free to communicate non-verbally as long as it doesn't delay the draft.

Players sit clockwise within their own team, opposite of the opposing player with the same designation, alternating between teams, as illustrated below:

1A	2C	1B
=====		
2B	1C	2A

After the draft, each player plays a match against the opposing player with the same designation. The team with two or more winners is the winner of the draft.

The rules for a team draft are otherwise identical to the Booster Draft rules in Section C-50.

C-70. Two-Headed Ogre Formats: Specific Rules

Each team has two players, designated A and B. These designations are chosen at the start of each tournament and never change during a tournament. Player A is the team captain and makes the final decision in any team disputes. Both players may use the same hero.

Players on the same team sit next to each other. Team members may talk, compare hands, and share information freely with each other. Player A sits to the right of Player B.

1A	1B
=====	
2B	2A

Play starts with Player B of team 1 going first and continues clockwise, with each player taking individual turns (1B then 2A then 2B then 1A).

Both opposing heroes must be destroyed in order to win. If a single player is eliminated, play continues clockwise, skipping the eliminated player.

A “turn sequence” is a succession of turns in which each remaining player takes exactly one turn, starting with 1B (or if 1B has been eliminated, 2A, or if 2A has also been eliminated, 2B) and ending with 1A (or if 1A has been eliminated, 2B, or if 2B has also been eliminated, 2A).

Two-Headed Ogre tournaments use single-game matches with a 60-minute time limit. When time is called at the end of a match, players finish the current turn and then play one to four additional turns, depending on when time is called and how many players remain. If time is called during the final turn of a turn sequence, one additional turn sequence is played. Otherwise, the current turn sequence is completed. Then, play stops, and the match winner is determined using the following process:

- A team wins if they have more heroes in play than the opposing team.
- If both teams have the same number of heroes in play, the team whose heroes have the most combined damage loses. If combined damage is tied, play continues. When there is a change in damage totals, the team whose heroes have the most combined damage loses. This is a pre-priority check.

C-71. Two-Headed Ogre Constructed: Specific Rules

Each player on a team has an independent deck and hero. Both of a team’s heroes must be from the same faction.

C-72. Two-Headed Ogre Sealed: Specific Rules

These rules apply in addition to the general Limited rules in Sections C-30–35 and the Two-Headed Ogre Formats rules in Section C-70.

Each team opens eight booster packs and builds two decks. Only the cards opened in those booster packs may be used. A team's heroes may be from different factions.

Teams have 30 minutes to build their decks. Teammates may openly communicate while deckbuilding. If decklists are being used, teams have 40 minutes to build and register their decks. Each player uses a separate sheet to register the cards he or she is playing. Each card not being played must be allocated to a player and registered as part of that player's side deck. Side decks need not be the same size. Since Two-Headed Ogre tournaments use single-game matches, side decks are used only for cards that refer to a player's "collection."

If a deck swap takes place, teams receive 20 minutes to register their initial card pools before the deck swap. Each team uses a single sheet to register their card pool.

C-99. Contact Information

For the most recent information about tournament policies, or to find versions of this document in other languages, please visit ude.com/policy.

For general questions regarding UDE programs, please email ude@upperdeck.com.

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