

Megacorp TCG Penalty Guide

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Preamble

This guide is to be used by Judges in cases of a tournament. It is to be considered a guideline. Judges are allowed to deviate from this guide and rule as they see fit, as long as the spirit of the guide is respected. The Head Judge can upgrade or downgrade any penalty as he sees fit. The purpose of a Judge is to ensure the harmonious progression of a tournament.

Infraction and Penalty Types

Megacorp TCG distinguishes between 4 kinds of infractions Game infractions, Tournament infractions, Registration infractions and Cheating infractions

Megacorp has 4 kinds of Penalties: Warning, Game Loss, Match Loss, and Disqualification

Penalty Definitions

Warning (W): The player is warned about the infraction. While a warning does not carry any concrete punishment, multiple warnings will result in a game loss

Game Loss (GL): Player immediately loses the game. If this is assessed between matches, he or she loses the next game

Match Loss (ML): Player loses the match, If this is assessed between matches player loses the next match

Disqualification (DQ): Player is dropped from the tournament. All prizes are forfeit. If this happens after a top cut. Players do move up in standings, but they do not affect the top cut at all.

Upgrade Path

The upgrade path for infractions, unless specifically stated:

Warning > Warning > Game Loss > Match Loss > Disqualification

This upgrade path is followed for the same kind of infraction. That is, if a player commits two Game Infractions, the third one will be a game loss. However if he commits a Registration Infraction after committing 2 Game Infractions. It is only a warning.

Game Infractions

Game infractions occur when a game rule has not been followed, an illegal play has happened or players forgot to declare a trigger

Common Game infractions:

Game Rules Infraction:

This occurs when an illegal play is made or an illegal move is made. Common instances such as:

- Player attempts to deploy a card without being able to pay the cost to deploy it
- Player declares an illegal target for a spell or ability
- Player declares an illegal block

The suggested fix for this is to rewind the gamestate to the point previous to where the infraction was made and issue the player a warning. If the gamestate has progressed past the point where a simple rewind is possible, the penalty should be given, but the gamestate will remain as is.

Missed Trigger Infraction:

This occurs when a player misses a mandatory trigger. Mandatory triggers are those that do not have the “may” word and thus always have to be resolved.

If a player misses an optional trigger, it is assumed that he or she chose to not do it and no penalty is assigned.

If a player misses a trigger which involved a qualitative search, such as dead drop, then the player is assumed to have failed the find and no penalty is assigned.

If more than one full round has passed since the missed trigger. That is, if both player have finished a turn. Then leave the board state as is. Otherwise, the fix is to immediately put the trigger on the stack and resolve it.

Additional Information Infraction:

This infraction happens when a player gets access to information he is not supposed to have.

The most common scenario is looking at extra cards from the main deck, or revealing an additional resource card.

The Fix is to shuffle the deck or decks affected, keep in mind that if the player drew a card by accident, but said card has not touched his hand of cards, then it is an additional information infraction, otherwise. It is a Drawing Extra Cards infraction

Extra Cards Infraction

This infraction occurs when a player draws cards he or she shouldn't have drawn or cards exist in decks they shouldn't be in..

A card is considered drawn when it touches the player's hand of cards. If it is the only card in the player's hand, and the player has no other cards in hand. It is treated as an Additional Information infraction

This infraction also occurs if a player has cards from a deck in a deck they cannot be in. For example a player has Resource Cards in his main deck.

The penalty for a Drawing Extra Cards infraction is a Game Loss

Tournament Infractions

Tournament infractions are those that have to do with a player's actions and their conduct during tournament play.

Common Tournament Infractions:

Tardiness.

Tardiness refers to a player arriving after a certain time to their seat after a round has started

If a player arrives 5 Minutes after a round has started, the penalty is a Game Loss.

If a player arrives 10 Minutes after a round has started, the penalty is a Match Loss

If a player is running late due to any problem or emergency, he or she can call a judge in order to make sure he makes it in time. If a judge is called and the problem explained, no penalty shall be assessed and the players should receive a time extension

Failure to Follow Judge Instructions:

This occurs when a player fails to follow a direct instruction from a judge, or a general announcement from the head judge of the tournament

The penalty for this infraction is a Warning. The penalty for a second instance of this infraction is a Game Loss

Playing the Wrong Opponent

This infraction occurs when one or more players finish their match and realize they played the wrong opponent. It is the responsibility of both players to ensure they are playing the right person.

The penalty for playing the wrong opponent is a Game Loss for the player who was not in his assigned table, and a warning for the player who was at his assigned table. If both players are not at their assigned tables, then a double Game Loss should be issued.

Accidental Marked Cards

This refers to a player having marked cards in his deck, but upon further investigation there is no visible pattern or reason to the marked cards. This normally occurs due to old or broken sleeves, bent cards, etc

The penalty for this infraction is a Warning. The player should be advised to acquire new sleeves, or continue playing without sleeves.

Slow Play:

Slow Play occurs when one player is not progressing the game state at a reasonable pace. While some thinking is permitted due to complicated board states, slow play occurs when a player is taking up too much time unintentionally

If this infraction is assessed, add 2 additional turns to the end of round procedure for the current game. For a total of 7 additional turns.

Failure to Remove Side Deck cards:

This infraction occurs when a player has, unintentionally left cards from his side deck in his main deck when starting a new round.

If the player catches it before starting the game, or in the first turn then he should call a Judge immediately. If he does then the penalty is a warning and the game is restarted, with the player removing the offending cards in front of the Judge

Otherwise, the penalty is a Game Loss

Outside Aid:

This penalty occurs if someone from outside the game provides aid to a player, whether the player requested it or not.

If the player requested the aid and he or she was given said aid. Then a cheating infraction should be assessed to both players

If the player did not request aid, then the player who gave the aid should be given a Game Loss effective next round. If the person who gave the aid is not a player he should be advised to leave the premises.

Unsportsmanlike Conduct

This infraction occurs when a player exhibits a conduct unbecoming of the tournament and Megacorp TCG, such as making fun of his opponent or losing control of his emotions.

Depending on the degree of the infraction different penalties should be assessed.
For a minor infraction, a warning should be issued and the player should be talked to.

For a more serious infraction, a Match Loss should be issued.

For a Major Infraction such as threatening a player or judge or physical assault a Disqualification should be issued. All Disqualifications due to this infractions should be reported to the rules manager or the regional Tournament Organizer

Registration Infractions

These infractions occur when a player registers himself or his deck for a tournament

Name Error:

This penalty occurs when a player does not put his name on his decklist.

The Penalty is a warning

Decklist Registration Error:

This penalty occurs if the decklist and the deck of the player do not match or the registered list is illegal due to for example having too few cards.

If this infraction occurs and the deck is a legal megacorp deck. Then the penalty is a warning and the judge should modify the decklist to match the deck.

Illegal Deck Error:

This infraction occurs when a player's deck is illegal. Due to having too few cards, banned cards, or the sideboard has more than 1 Founder.

The penalty for this infraction is a Game Loss. The player should be given an amount of time to make his deck legal. If he can't, he should be Disqualified. All Disqualifications due to these infractions should be reported to the rules manager or the regional Tournament Organizer

Cheating infractions

These compromise the integrity of a Megacorp tournament. The penalty for all these infractions is a Disqualification. Only the Head Judge can issue these infractions after an investigation.

Cheating:

This infraction occurs when a player has taken actions to actively cheat in a game of Megacorp. Actions such as stacking the deck. Playing marked cards with a pattern, or intentionally lying to an opponent are considered cheating infractions

Theft:

This infraction occurs If a player is caught stealing someone else's property.

Manipulating Match Outcome:

This infraction occurs if players determine the outcome of a match using any method that is not a game of Megacorp.

It also occurs if a player offers another player something in order to win the match. If the a player is offered something and accepts, both players should be disqualified.

Stalling:

This infraction occurs if a player is intentionally playing slow or using time wasting tactics in order to gain an advantage.