

# **Megacorp TCG Tournament Rules**

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## **Preamble**

These are the official Megacorp TCG tournament rules as written by the Megacorp Rules Manager.

This document is effective as of 1/30/2017. This document may be altered without warning at any time by the Megacorp TCG Team

The most up to date document can always be found on [www.megacorptcg.com](http://www.megacorptcg.com)

This document is intended to be paired with both the Official Megacorp Comprehensive Rules, and the Megacorp Penalty Guidelines. All documents can be found on [www.megacorptcg.com](http://www.megacorptcg.com)

## **Tournament Structure**

Megacorp TCG Tournaments should be played following a swiss round format followed by either a Top Cut or a prizing given by standings. This choice is left up to the Tournament Organizer but must be communicated to the players before the tournament starts

The minimum number of players needed for a Megacorp tournament is 8

The minimum number of rounds a Megacorp tournament has is defined by the following table.

<b>Players</b>	<b>Rounds</b>
8	3
9-16	4
17-32	5
33-64	6
65-128	7
129-256	8
257 - 512	9
513 - 1024	10

In extreme cases such as venue closing or other emergencies, the Tournament Organizer may alter the number of rounds by communicating it to the players, however efforts should be made to make sure to follow the table above.

### **Tournament Match Information**

Matches in a Megacorp tournament should be played in a best 2 out of 3 format.

Each player shuffles their decks, and decide who goes first according to the Megacorp C.R, this happens for all games in a match

Afterwards, both players should reveal their business and begin a game of Megacorp

Once that game is finalized, players are allowed to exchange cards from their decks and their sideboard. They may take up to 3 minutes doing this.

Matches shall be played until either player has won at least 2 games, should a game end in a draw, players will play another game until either time has finished or a player has 2 won games.

### **Time and End of Round procedures**

A round of Megacorp TCG is 50 minutes,. The exception being Top Cut matches which have no time limit. TheTO may increase or decrease this amount as he sees fit due to venue constraints or other reasons

Should time be called the active player will finish the turn, then both players will take 5 additional turns, starting with the opponent of the active player when time was announced

If no winner can be determined at the end of those 5 turns the game is a draw. If a winner must be determined such as in a Top Cut it shall be determined the following way: Total the number of valuation of all cards in a player's network plus the number of money he or she has. Whoever has the highest amount wins.

### **Note Taking**

Players are allowed to take notes, however they may not check or refer to notes from previous games during their game, nor should they be allowed to use those notes during sideboarding.

## **Tiebreakers**

Megacorp TCG uses the following tiebreakers in the following order:

1. The Total number of points earned during swiss play. Players earn 3 points for a win and 1 point for a draw
2. If players are tied in points, then the Opponent's Match win percentage, also known as strength of schedule is used
3. If the players have the same strength of schedule, then game points are used, players earn 1 point whenever they win a game, no matter if they win or lose the match
4. Finally, should all previous metrics be the same, apply the Opponent's Opponent's match win percentage

## **Judging**

Megacorp TCG tournaments should have a Head Judge and one or More floor Judges. While a certified Judge is preferred, it is only required for high level events. This requirement can be waived by the World Head Judge.

Judges are responsible for issuing penalties and ensuring that the game is played correctly. Judges should be impartial and not aid players.

Players have the right to appeal to the Head Judge. The Head Judge's ruling is final and cannot be appealed.

## **Sleeves**

Players are encouraged to sleeve their cards.

Players are allowed to sleeve their Resource Deck, Main Deck, Business and Founder in different sleeves. As long as all sleeves in one given deck are uniform

Players are allowed to use sleeves with designs on the back, provided they all face the same direction and are not used to mark cards

Players are allowed to first sleeve a card with a tight fit clear sleeve, and then sleeve the card in a plastic bigger sleeve. This is the only instance of double sleeving that is acceptable. Players may not use oversleeves.