

EPIC TOURNAMENT RULES

Revised 11/11/16

Section 1 - Overview

1.1 This document contains the Tournament Rules for the Epic Card Game. These are not the game rules, which can be found at epiccardgame.com/rules. These rules pertain to the running of an Epic Card Game tournament.

1.2 It is the responsibility of every player, judge, and organizer to familiarize themselves with the Tournament Rules. The latest version of these rules can always be found at <http://epiccardgame.com/rules>

1.3 Failure to comply with the Tournament Rules may bring penalties both inside and outside of the tournament structure. White Wizard Games may, at its discretion, choose to suspend players from playing in official White Wizard Games events. This may include behaviour outside of the tournament structure that is directly or indirectly related to White Wizard Games and its products. (For example: Making threats against another player on a social media group where Epic players meet and post.)

1.4 Official Tournaments are open to all players in good standing, except for the owners of White Wizard Games, their corporate partners, and their employees and contractors.

1.4a Exception to 1.4: Primary-level tournaments (casual events) are open to the owners of White Wizard Games, their corporate partners, and their employees and contractors, as long as the tournament is not a qualifying event for a higher-level tournament, and the total prize pool is under \$100.

Section 2 - Player Responsibilities

2.1 Players are expected to bring with them the necessary materials for tournament play. This should include a way to keep track of their Health. It is the responsibility of each player to keep track of their own Health in a way that is agreeable to both players. A player may choose to also keep track of their opponent's Health.

2.2 Card sleeves are allowed in tournament play, at the discretion of the judge or tournament official. Sleeves that are damaged, marked, or otherwise able to give some advantage should not be used. Sleeves of unreasonable thickness or size should not be allowed. The front facing of a sleeve should be relatively unobstructed as to not cause confusion.

2.3 Limited events require players to bring their own set of cards (or purchase one at the event) in order to play, although some tournament organizers may provide product at their own

discretion (eg, Dark Draft). Sets may be sleeved. It is the responsibility of each player to ensure that each set is complete and that no cards are missing or marked (including marked sleeves).

2.3 Proxy cards (cards not printed and distributed by White Wizard Games and its partners) are not allowed in Epic Card Game tournaments.

2.3.1 If a card has become damaged during tournament play, the tournament official or judge may issue a proxy replacement. This is usually done by writing the name of the damaged card on an undamaged card with an Epic Card Game back. The damaged card should be kept handy for reference.

2.3.2 *Exception to 2.3:* White Wizard Games provides official tokens for token champions in the Epic Card Game box. These are encouraged, but not mandatory, and players are free to use any tokens they wish, as long as they are agreeable to both players and tournament officials.

2.4 A player may concede a game or match at any time. A player may drop from the event at any time by notifying tournament staff.

2.5 Players may agree to call the match a draw without actually playing a game of Epic, or at any time during a game or match. The players should inform a judge or tournament official if they choose to do this.

2.6 Players are expected to play at a reasonable pace, including games or matches that are untimed.

2.6.1 Players are allowed to take notes on the game, as long as this does not impact the speed of the game in any significant way. Players may only reference notes they took during that match, and may not look at other notes.

2.7 Players may play with cards that are signed, or have their artwork modified (commonly called "Alters") as long as the name of the card remains legible to all players, and the markings are not considered to be an attempt to confuse or manipulate opponents. If in doubt, the Head Judge shall be the final arbiter, and may disallow cards if they see fit to do so.

2.8 Players may not access notes or information from outside a match in progress. They may use notes taken within a game or match during that match (cards revealed for Loyalty during this match, for example). Spectators that provide such information will be penalized.

Section 3 - Tournament Structure

3.1 Epic Card Game tournaments should comply with all applicable local, state, and federal laws.

3.2 Unless advertised as otherwise, all Epic Card Game tournaments are open to the general public. Individual players may still be disallowed due to a local venue or tournament organizer policy (e.g. a player banned from a store).

3.3 Tournaments should be run as Constructed (3.4) or Limited (3.5)

3.3.1 For tournament play, a Match is a game or game series against an individual opponent. Some matches have multiple games. If a match does have multiple games, the winner of the match shall be the player that won the most games in that match, or won a predetermined number of games required to win the match. If a match consists of a single game, the winner of that game wins the entire match. If a match is a 3-game match, the winner is the first player to win two games in the match (with the third game only played if necessary to determine a winner).

Example: Two players are playing a 3-game match. If a player wins two of those games, that player wins the match.

Example: Time is called in a match. Player A won the first game, and the second game ends in a draw. Player A wins the match because they won the most games.

3.4 Constructed events require players to have built a deck before the event.

3.4.1 Constructed Decks must be a minimum of 60 cards, with no more than 3 copies of any one card. In addition, for each (0) cost card of an alignment in a deck, that deck must contain two (1) cost cards of the same alignment. (These do not have to be the same card.)

3.4.2 The only cards that are legal in Epic tournaments are the 120 cards that came in the original base set, and the 48 cards from the Tyrants expansion, and the 48 cards from the Uprising expansion (when released). Promotional cards are not legal for play in constructed events unless they also appear in the Base set. This rule will be updated when a set becomes legal.

3.4.2a Exception to 3.4.2: Promotional cards may be allowed in an event as long as this is communicated before the event. Official White Wizard Games Qualifiers (Secondary level events) do not allow Promotional cards.

3.4.3 Some events will require a decklist to be used. Any list may be used as long as it is reasonably legible. It is the responsibility of the player to ensure their decklist is accurate.

3.5 Limited decks must be exactly 30 cards unless otherwise stated. There are no other deckbuilding restrictions for Limited events.

3.5.1 Limited events may take several forms. White Wizard Games recommends certain ways to play Limited, but organizers may run a tournament any way they wish as long as each player has the same level of access and no one player has an unfair advantage.

3.5.1a (60 Random) Players bring a current set of Epic. Each player is provided with a list of 60 random cards they may use to construct their decks (each list is different). Players may choose to exchange a list for a new list with a different card pool that has fewer cards if they wish. Players must build a 30-card deck using only the cards they are allowed.

3.5.1b (30 Random). Players start with the 120-card set. Each player is dealt 30 cards from their own set randomly. Players play with these decks. When the round is over, the cards are returned to the 120-card set.

3.5.1c (Dark Draft) Players start with the current Epic set. Each player is dealt 5 cards at random. The players examine these cards, choose one, and pass the remaining 4 to their opponent. Of these 4 cards, the players choose 2, then they set aside the remaining 2 cards face-down. This process repeats until each player has drafted 30 cards. All undrafted cards (including unseen cards) are put aside face-down, and may not be examined by any player.

3.5.1d (Pod Draft) This requires a number of players, preferably 8, though no more than 12, and no fewer than 4. The players are given a number of "Packs" (piles of 10 or 12 cards taken at random from a predetermined pool of cards). Each player should have 3 Packs. When indicated, players start by examining the Pack, choosing a single card from it, placing that card face-down in front of them (drafting the card), and then pass the remaining cards to the player to their left (clockwise). Players then repeat this process, choosing one card from each Pack and drafting it. When the initial packs are exhausted, each player starts drafting their second pack with the exception that they pass to the right. The third Pack is drafted like the first, passing to the left. Players are then given the opportunity to build a 30-card deck from their drafted cards (if they drafted more than 30).

3.5.2 If a Limited format would give players more than 30 cards with which to build a deck, they should be given a deckbuilding period based on this formula:

Up to 10 additional cards - 10 minutes.

11-20 additional cards - 15 minutes.

21+ additional cards - 20 minutes.

If the format gives a deck of exactly 30 cards, the players should have at least 5 minutes to prepare (such as examining the deck and/or sleeving the cards)

3.6 Tournaments should be run as Swiss (3.7), or Single Elimination (3.8)

3.6.1 If a player is unable to be matched to an opponent because no opponent is available, that player is awarded a bye and wins his or her match. If Match Points are used, the player is awarded 3 Match points.

3.7 Swiss style tournaments use the Swiss pairing system. The Epic Tournament Software is available to all tournament officials, and is the preferred method of running an event of this type. It is possible to run a Swiss style event on paper, but this is not encouraged.

3.7.1 For Swiss, the tournament should be run for a number of rounds that is most likely to result in a single undefeated player. Players are not eliminated from a Swiss tournament until the playoff rounds. The minimum number of players should be 8. Use the following formula:

- 8 players = three rounds
- 9-16 players = four rounds
- 17-32 players = five rounds
- 33-64 players = six rounds
- 65-128 players = seven rounds
- etc.

3.7.2 For Swiss tournaments, the match point system is used. Each player that wins a match will receive 3 match points. If the match is a draw, each player receives 1 match point. Players that lose the match receive 0 match points.

3.7.3 After Swiss rounds are over, the tournament may continue with playoff rounds. This is typically the Top 8, or Top 4. For 16 players or fewer, use a Top 4 cut. See (3.8) for Single Elimination rules.

3.8 Single Elimination is usually used for small, quick events, or playoffs for larger events. When each match is over, any player that lost is eliminated from the tournament. Pairing for top 8 is as follows: 1v8, 2v7, 3v6, 4v5. Top 16 and top 4 cuts follow the same formula.

3.8.1 Single Elimination events cannot have drawn matches, and thus are ideally untimed. For situations when a match needs to be timed (usually for venue-related reasons), use the Sudden Death rule (3.10)

3.8.2 All byes in a single-elimination event should happen in the first round of the event. The goal is that, by the second round, the number of players should be a power of 2 (2/4/8/16/32/64/128 etc.) *Example: If there are 12 players, 4 players will receive a round 1 bye. The second round will commence with 8 players, which is an ideal number.*

3.9 In a tournament with timed matches, when time is called, the player whose turn it is will be given an opportunity to finish their turn, then the opponent will take one full turn. If there is no winner at the end of that second turn, the game is unfinished. Unfinished games are considered draws, unless the match is Single Elimination (see 3.10)

3.10 If a match would otherwise be a draw, and a draw is not a viable result because of single elimination rules, the match goes into Sudden Death. In Sudden Death, Health totals are checked, and the player with the highest Health total wins the game. If the Health scores are

still tied, the game continues, and as soon as there is any change in Health totals, the player with the highest Health total wins the game and the match. If a game has not yet started, a new game starts. When each player has taken three full turns (six total), Health totals are checked. The player with the highest health total wins. If Health is tied, the game continues until there is a change in Health totals that results in one player having the highest, and that player wins the game.

Example: Player A wins game 1. Time is called, and game 2 will end in a draw. Since Player A won the most games in the match, that player wins the match. The Sudden Death rule is not used.

Example: Player A wins game 1. After time is called, Player B wins the second game. The players will start a third game using the Sudden Death rule, with each player taking 3 turns.

Example: Player A wins game 1, and Player B wins game 2. When time is called in game 3, both players finish their turns. At the end of this, Player A has the highest Health total, and therefore wins the game and the match. If the players were tied for Health, the game would continue until a player's Health total changes.

Section 4 - Application of Rules and Rulings.

4.1 All cards are considered to have the wording of the most recent English language printing of that card, plus any errata. Errata can be found at <http://epiccardgame.com/rules>.

4.2 Players may, upon request to a judge or tournament official, be provided with the current wording of any card as long as they can identify the card to the satisfaction of the judge or tournament official.

4.3 Current individual card rulings may be found at <http://epiccardgame.com/rules>.

4.4 Players that require a ruling should solicit one from a judge or tournament official. Players should not attempt to make their own rulings, or solicit rulings from (including but not limited to) spectators, friends, opponents, pets, ghosts, themselves from the future, their congressman, or a box of Wheat Thins. That's what judges are for.

4.4.1 If a ruling is given by a judge or tournament official that is not the Head Judge, and a player disagrees with the ruling, that player may appeal the ruling to the Head Judge. The ruling of the Head Judge is final and cannot be appealed.

4.4.1a While the decision of the Head Judge is final, they may, at their own discretion, tolerate a respectful attempt to change or alter their ruling. This is entirely up to the Head Judge. Players should be allowed to introduce a line of reasoning if they believe that the ruling is incorrect, as long as they are willing to accept that final decision.

4.4.2 If there is only one judge or tournament official, that individual is considered to be the Head Judge.

4.5 A judge is any individual that is tasked with running an Epic Card Game event. Judges must be impartial, knowledgeable, and in good standing with White Wizard Games and its partners. (i.e., not banned from events).

4.5.1 A judge should issue rulings and penalties with consistency. However, we understand if a judge wishes to use their judgment. The judge may, at their discretion, downgrade or upgrade any penalty if they consider circumstances to warrant such a departure. This should be done by the Head Judge, or with the approval of the Head Judge.

4.5.2 If a player controls a triggered effect, and the player either passes initiative, or plays a card or power without acknowledging that trigger, the player is assumed to have forgotten the triggered effect. Since most triggered effects are beneficial, the effect will not be applied unless their opponent wishes it to be applied. If the opponent decides they would like the trigger to resolve, it resolves immediately.

4.5.2a Players are under no obligation to remind their opponents about missed triggers. However, if a judge determines that a player is deliberately missing triggers to gain advantage, this may be construed as Cheating (5.2.1)

Section 5 - Penalties and Fixes

5.1 If a player has a question, breaks a rule, or performs an action in a tournament game in such a way that it has impact (or potential impact) on the game, players should immediately call for a judge. The judge should, if possible, attempt to assess and fix the error(s), and apply penalties if applicable.

5.2 This section deals with the types of tournament/game errors and levels of severity. This assumes that the judge does not consider the player to be cheating. See Appendix A for examples of infractions and suggested penalties.

5.2.1 A player is assumed to be cheating if the following is true:

- The player knew and understood a rule.
- The player understood that they were breaking the rule when they did so.
- The player gained some advantage from breaking the rule.

Example: a player obviously looks at the top three cards of their deck, then concedes. We can assume that the action of looking at the top three cards (in full view of their opponent) is a shortcut to the concession since there would be no way to do this without being observed, and the player has gained no advantage. We should not consider this cheating.

Example: A player reveals a card from their hand without a game effect instructing them to. This is technically an illegal action, but since it is not disruptive, and the player gains no advantage from it, it should not be considered cheating.

5.2.1a Players in Secondary and Legendary level events are expected to know all game and tournament rules. However, the judge may decide that it was reasonable that a player did not know or understand a rule when determining if a player was cheating (such as a very young player, or a player's first tournament).

5.3 If a player, with the same action or series of actions, violates multiple rules, the largest penalty should be applied. A player should not be issued two warnings for the same illegal action even if this violates two different rules.

Example: A player reveals two cards for Loyalty in order to draw two cards for Raging T-Rex. The player draws his cards before the opponent realizes he did not reveal two Wild cards. The penalty for Illegally Drawing Cards should be applied, but the warning for misplaying the Loyalty ability should be ignored.

5.3 MINOR INFRACTION

5.3.1 A Minor Infraction will have minimal effects on the game, and should be an easy fix. Minor Infractions should be tracked. If a player accumulates more than three Minor Infractions in a single match, the player should be assessed a game loss for this and all subsequent Minor Infractions in this match. Minor Infraction warnings do not carry over between matches.

Example: A player Banishes a card that should have gone to the discard pile. Both players can identify the card, and the card can be easily retrieved from the bottom of the deck.

Example: A player Banishes three cards but does not randomize them.

Example: A player attempts to play a non-Ambush Champion on their opponent's turn, and one of the players notices immediately.

Example: A player forgets to put a broken Champion in the discard pile and this is not immediately corrected.

Example: A player shuffles their deck before a match but does not offer to let their opponent shuffle and/or cut, and then draws an opening hand.

Example: A player reveals cards of the wrong alignment for Loyalty.

Example: A player curses loudly enough for others to hear, but the judge is convinced that it was not aimed at anybody in particular.

5.4 MAJOR INFRACTION

5.4.1 A Major Infraction will have a disruptive impact on the game. Sometimes a fix is not possible, If, in the opinion of the judge, a fix is not possible AND the player has gained a not-insignificant advantage by the infraction, the judge should assess a Game Loss. Otherwise the judge should attempt to fix the problem and instead issue a warning.

Example: A player plays a Recycle effect and draws two cards.

Example: A player does not discard down to 7 cards at the end of their turn, and this is not discovered for several turns.

Example: A player incorrectly writes down their health total, and their opponent makes play decisions based on this incorrect information.

5.4.2 If a player, upon realizing the error, chooses to concede, the player should be allowed to concede. If this happens, the game loss penalty should not be applied because the player has taken the penalty upon themselves.

5.5 UNSPORTING INFRACTION

5.5.1 An Unsporting Infraction will have a disruptive impact on the entire tournament. It can manifest as unsporting, aggressive, or deliberately inflammatory behavior. If, in the opinion of the judge and/or tournament organizer, a reasonable person would be affected by such behavior, the offending player should be removed and disqualified from the tournament. This type of behavior is not strictly defined in this document because it relies heavily on the opinion and judgment of the tournament officials. However as a rule of thumb, a tournament should be a safe space for all players, and behavior that impacts this will likely be actionable. If a player's actions break the law, it will likely be an Unsporting Infraction.

Example: A player uses a racial slur when describing another player.

Example: A player curses loudly, directing this at their opponent.

Example: A player threatens a spectator with physical violence.

Example: A player deliberately knocks his opponent's deck onto the floor after a loss.

Example: A player cheats (adds cards to a limited pool, deliberately misrepresents a game action, lies to a tournament official etc.) See 5.2.1 for clearer definitions of cheating.

5.5.1a If, in the opinion of a tournament official, a warning is more appropriate, they have the option to instead downgrade the penalty if they believe the tournament would be better served by doing this. In a tournament with multiple judges, the Head Judge should be notified.

5.6 Any attempt to offer a player or tournament official a bribe in exchange for any tournament consideration should be treated as an Unsporting Infraction.

5.6.1 Unless the event specifically disallows it, players in playoff rounds are allowed to agree to a prize split as long as the split is equally applied to all players currently in the tournament, and no match results are agreed to in exchange for the prize split.

Section 6 - Match Procedures

6.1 When players are seated for a match, they are expected to make a reasonable attempt to get to their seat on time, and ready to play.

6.1.1 If a player is not in their seat when the round is started, and the player is not making a reasonable effort to get to their assigned seat (or otherwise following the directions of a tournament official), the player is considered late. If a player needs a bathroom break, and this may make them late, the player should inform a judge in order to avoid a tardiness penalty. Players may avoid a tardiness penalty if given permission from a judge.

-For Primary level events (casual), tournament officials should be lenient with players, especially if the player is new to a tournament environment. If a player is more than 10 minutes late, they will forfeit the match.

-For Secondary-level events (competitive), a player should be allowed 3 minutes to reach their seat before being issued a penalty. After three minutes have elapsed, the late player should be issued a game loss. If ten minutes elapses, the late player will forfeit the match, and be dropped from the tournament. (If the player arrives after this happens, they may be re-entered into the tournament).

-For Legendary-level events (professional), players should be in their seats when the round starts. Any player not in their seats, or making a reasonable effort to reach their seats when the round starts will receive a game loss penalty. After ten minutes, the player will forfeit the match and be dropped from the event.

6.1.1a If a player thinks they may be late to a round for some reason (bathroom break etc), they may gain the permission of a judge to be late for their match with no penalty. Players that have not informed a judge they may be late have no recourse.

6.1.2 Players should have all tournament materials ready, including dice and tokens. Depending on the format, this may or may not include a deck.

6.2 If the format is Limited, and the players have not yet constructed a deck, the players will be doing so as part of the pre-match procedure. Cards should be provided for this purpose. If the players have constructed a deck already, proceed to (6.3)

6.2.1 Players follow procedures to draft their decks as laid out in the individual draft or limited format rules. See (3.5) for common limited formats, but tournament organizers are free to invent and run their own limited formats as long as no advantage is given to any one player or group of players.

6.2.2 Players assemble their decks per (3.5) Players should be given an opportunity to sleeve decks as long as this is done in a timely manner.

6.3 For the first game of the match, players determine who will go first. This will be done randomly, using a method agreeable to both players. Note that players are determining which player goes first, not determining which player chooses who goes first. Each player presents a shuffled deck to their opponent, who may opt to shuffle or cut the deck if they wish.

6.3.1 For the second game of a match (if applicable), the player that went first in game 1 will go second in game 2. For the third game of a match and beyond (if applicable), the player that lost the last game chooses which player goes first. If a game is a draw, the player that started the drawn game will start the next game of the match (if applicable).

6.4 The game proceeds per the Epic Rules.

6.5 At the end of the match, players should report the result to the tournament officials. In some events, match reporting slips may be used.

Appendix A

Game infractions

This Appendix assumes that the judge has determined that the player is not cheating (5.2.1).

-Failure to Randomize - Pregame: Minor Infraction. A player has not shuffled their deck sufficiently. The judge should ideally witness this infraction in order to issue a penalty.

-Failure to Randomize - Midgame: A player does not randomize cards that are being Banished. Judges should be forgiving of this infraction, since randomizing three can be a difficult process to do properly. If the fix is easy, no penalty should be issued (though repeated occurrences should be treated as a Minor Infraction).

-Illegally Accessing Hidden Information - A player performs an action and by this accesses information that should be hidden. If the fix is easy, the judge should issue a warning. If the fix is disruptive and/or impossible, this should be a Major Infraction and a game loss is appropriate. *Example: A player picks up the top card of his deck and sees it. The player thought his opponent passed the turn. The judge determines that the deck can be randomized (excluding the non-random portion ie Banished cards), and does so. This should be a Minor Infraction.* *Example: A player sees that his opponent is playing certain constructed cards, and deduces that they are playing a specific deck type. The player then looks at a decklist posted online to determine what is likely in their opponent's deck. This is a Major Infraction, since it cannot be undone.*

-Illegally Drawing Cards. During the game, players that draw cards they were not entitled to draw gain a significant advantage. Players are considered to have illegally drawn a card or cards as long as the card(s) have entered their hand, and can not be identified as the drawn cards. Exceptions may be made if (a), the hand zone had zero cards in it before the extra cards were drawn, (b), the contents of the hand were known to both players (eg, every other card in a players hand had been previously revealed for Loyalty). In these cases, the penalty should be Illegally Accessing Hidden Information, and that fix should be applied.

If the player drew a card because they thought that their turn had started, see (Illegal Turn Procedure) below.

If, in the opinion of the judge, a player has drawn cards they should not have drawn, the player is given a choice: They may concede the game, or they may reveal their hand to their opponent, and the opponent may choose a number of cards to banish equal to the number of cards that were illegally drawn. If the player chooses to concede, no other penalty is given. If the player opted to have a card banished, a warning should be given.

-Illegal Turn Procedure

Since Epic has no mandatory visible resource management, there is no visual cue that a player is starting their turn until a player draws a card to start their turn. Most illegally drawn cards will be due to this communication error. Exceptions may be made if (a), the hand zone had zero cards in it before the extra cards were drawn, (b), the contents of the hand were known to both players (eg, every other card in a player's hand had been previously revealed for Loyalty). In these cases, the penalty should be Illegally Accessing Hidden Information, and that fix should be applied.

If, in the opinion of the judge, a player has drawn a card or cards because they incorrectly thought that their turn had started, apply the following fix:

-The player may concede the game, or they may reveal their hand to their opponent, and the opponent may choose a number of cards to banish equal to the number of cards that were illegally drawn OR

-The player may opt to take no further action until their turn starts (ie, they may not play cards, use powers, or block). If the player opts for this last option, the cards remain in their hand, and the player may take no action in the game until their turn starts. (The player may still make decisions when forced by a game effect or rule to do so.)

-If the player chooses the second option (to retain the cards and take no action), they may decide up to the start of their turn to employ the first option (to discard a card of opponent's choice) and regain the ability to take game actions. If the game state changes in such a way that an illegal amount of cards would have been drawn, apply the fix for Illegally Drawing Cards at the appropriate time OR if the player's hand becomes relevant to current play, the first option is immediately applied (before other effects).

Example: Robert thinks that Alice passed her turn, and draws 1 card for the start of his turn, and 1 for Muse. Alice calls a judge, and the judge determines that Robert thought his turn had started. Robert opts to retain the cards and take no actions. Alice then plays Juggernaut, and reveals 2 cards for Loyalty. Robert cannot choose to block the Juggernaut with the option he has taken, so he now chooses to have the illegal cards removed. He reveals his hand to Alice, and Alice chooses 2 cards to banish. After the cards are banished, Robert may play cards, use powers, and block.

Example: Robert thinks that Alice passed her turn, and draws 1 card for the start of his turn, and 1 for Muse. Alice calls a judge, and the judge determines that Robert thought his turn had started. Robert opts to retain the cards and take no actions. Alice then plays Banishment and banishes the Muse, then passes. Since Robert would have drawn only one card at the start of his turn, and he has drawn 2 (one for Muse), he has an illegally drawn card in his hand. The judge will apply the fix. Robert reveals his hand to Alice and she chooses a card for him to banish.

Example: Robert thinks that Alice passed her turn, and draws 1 card for the start of his turn. Alice calls a judge, and the judge determines that Robert thought his turn had started. Robert opts to keep the extra card and take no further action. Alice then plays Psionic Assault. Since the contents of Robert's hand is now relevant, and Robert has one more card that he should have, Robert reveals his hand to Alice and she chooses a card for him to banish. The Psionic Assault is then applied, and Robert will draw a card at the start of his turn.

If the player chooses to concede, no other penalty is given. If the player opted to have a card banished, or to retain their cards, a warning should be given.

Regardless of penalty, the judge should caution both players regarding the lack of communication.

-In-game Error - Minor/Major Infraction. A player plays a card or uses an in-game rule incorrectly, and gains an advantage by doing so. This will happen frequently, and the basic judge approach of "Is this fixable?" should apply.

Example: A player spends Gold multiple times and causes an unfixable game state would be a Major infraction. If the problem can be corrected with no disadvantage to the opponent, it should be a Minor infraction.

-Stalling: Major Infraction. A player deliberately plays slowly, or repeats the same actions without advancing the game, in a way that gives the player an advantage with regards to the round clock, or a perceived time limit (such as a venue limitation). A judge should give some indication that the player is playing slowly if possible. Stalling can be construed as cheating (5.2.1), but in most cases a player may not be aware that they are seeking an advantage in this way. Note that this does not mean that a player cannot play defensively.

Example: A player wins game 1. The round clock says 6 minutes left in the round. If game 2 is a draw, the player will win the match. The player is allowed to play defensively to force a draw, as long as they do not take excessive time for their turn, or repeat the same actions without advancing the game.