

# Naruto Mythos TCG Tournament Rules

*In effect as of September 7th, 2026*

This document will explain the Tournament Rules that apply to official Tournaments for the Naruto Mythos TCG. It explains how a tournament works and what to expect. Anyone attending an event should get familiar with this document, which includes players, judges, spectators, organizers and other parties involved.

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# Introduction

The Naruto Mythos TCG Organized Play and its partners are dedicated to supporting a tournament environment that promotes fun, fast and fair tournaments for everyone. From the friendly tournament at your local store to the competition that will crown a world champion, the Tournament Rules should apply equally in order to guarantee a consistent experience where players know what to expect and how to have the best experience possible. It is the responsibility of any participant in a tournament, from spectators and competitors to Judges and Tournament Organizers, to read and follow the information presented in the Naruto Mythos TCG Tournament Rules and other associated documents.

This document will be updated on an as-needed-basis. As the updates will not come out in a predictable way, we recommend that you find the latest version of this document through the official [Naruto Mythos TCG website](#) each time you need to consult it.

## Participant responsibility

Anyone taking part of an event holds the responsibility to contribute to the fun, fast and fair continuation of the event. As such, if you take part in an event, you are expected to follow this document, even if you aren't playing. If you witness a situation that seems to contradict this document, you are expected to reach a Tournament Staff quickly.

## Participation

This section will cover the different profiles that may participate in an event and the various roles that they entail.

### All events

Anyone is allowed at an event, except for:

- Players that have been suspended by the Naruto Mythos TCG Organized Play
- Anyone under the effect of alcohol or comparable drug, no matter the legality of the substance in the territory hosting the event
- Anyone legally not allowed to stay close to minors
- Anyone that feels to be a threat to the well-being of the event, according to the Organizer
  - This includes cases when the store hosting the event decided to ban a specific person from all of their events.

Any person matching the list above are not allowed at events, not even as spectators.

On top of that, staff of a given event may not play at that event.

### Competitive events

Some events have higher prizes at stake, and have added requirements to ensure a fair environment. This includes Store Championships, Regionals and events above.

Anyone is allowed to play at these events, except for:

- Those not allowed as per the the **All events** list above
- The owner or employees of the store location where the event takes place
- Any member, or full-time contractor, of Cicaboom, Zvezdar, Breakflip, or any company directly involved with the production, distribution, or Organized Play of Naruto Mythos TCG.
  - This includes former employees and former contractors of any of these companies within 60 days of their final day of employment

## Suspended players

Our goal is to ensure a safe space for events where everyone can attend, have fun, and witness victories from skillful games. That being said, some individuals seem incompatible with that goal. The Naruto Mythos TCG Organized Play may, at its sole discretion, evaluate that an individual's presence doesn't match with the goal and should be suspended. When that happens, the suspended person will be reached with an explanation of the troublesome behaviour, and a minimum period length.

Only the Naruto Mythos TCG Organized Play may decide to suspend a player. A player disqualified from an event is still allowed to play at other events as long as they are not suspended.

Suspended players are not reinstated automatically after the suspension period is over. Instead, they should reach out to [narutomythostcg@breakflip.com](mailto:narutomythostcg@breakflip.com) and request to be reinstated. Only when an email confirms the end of the suspension that they may attend events again.

## Head Judge

The Head Judge is the final authority for any questions related to rules applications. If an event has only 1 Judge, then that Judge becomes the Head Judge.

The Head Judge holds multiple responsibilities. It is the final call for game play rulings and tournament rules interpretations, and no other individual can overturn a decision made by the Head Judge. Not even the Tournament Organizer, the Naruto Mythos TCG Organized Play or partner companies may overturn a Head Judge's decision.

On top of its duty as the warrant of correct application of the rules, the Head Judge also oversees the tournament's progress and the rest of the judge staff.

- The Head Judge holds a great responsibility and should take it seriously. They are expected to familiarize themselves with game rules, tournament rules and other official resources.
- The Head Judge cannot create decisions that contradict the game rules and tournament rules. The Head Judge cannot create new game rules or new tournament rules.
- The Head Judge must be physically present at the tournament.

If time allows it, the Head Judge should act as a mentor for the event's judges, help them become better judges or confirm the judges' strengths.

Only the Head Judge may disqualify a player.

- The Tournament Organizer may assist the process leading to a Disqualification in order to ensure that the investigation has been run fairly. However, they only act as support. The decision still belongs to the Head Judge only.
- The Head Judge, the Tournament Organizer and any staff member cannot suspend players. That decision belongs to the Naruto Mythos TCG Organized Play team only.

## Assistant Head Judge

If a team becomes large enough, the Head Judge may require an Assistant Head Judge to manage the various duties. An Assistant Head Judge has the same responsibilities as the Head Judge: they also take appeals regarding game and tournament rules, they mentor judges, they may disqualify players, etc. Any time the document mentions “Head Judge” in the rest of the document, Assistants are also included.

The only difference is that the Head Judge has the responsibility of coordinating responsibilities and transmission of information between the Head Judge and the Assistants.

## Floor Judge

The Floor Judge is on the tournament floor and actively watches the games in progress to ensure that no rule errors happen. They also answer questions asked by the attendees and handle different tasks based on the situation, such as Deck Checks or carrying match slips.

Judges are expected to be courteous and professional while staffing an event. They should respect the authority of the Head Judges and Team Leaders, and address every participant or attendee with respect. They should also strive for a fun, fast and fair event, and are expected to contribute to any task that they get asked for.

When a Judge is not judging an event, for example because they are on break or outside tournament hours, the Judge attire should not be visible.

- While judges may greet their friends in the tournament area, they should avoid any friendly interaction or bias while a player is currently playing. If a Judge feels biased towards or against a specific player during a Judge Call, that Judge is strongly advised to give the call to another Judge instead.
- Judges should not lend cards to players, trade with players, hold long conversations, hold phone calls, or any other activities that would distract them from the tournament.
- Judges should practice Active Judging by observing the tournament, walking the tournament floor, watching the games in progress, and help maintain the tournament area by tidying chairs, tablecloths, removing trash and bringing lost items to a safe Lost&Found area.
- Judges should intervene as soon as they see a rule error and before the game state becomes more damaged. Judges should not wait for a player to call them in order to intervene.
- Judges should avoid providing strategic advice or private information to players. See below.

Judges help players understand the game and the tournament rules. As such, judges are expected to answer questions on the following topics:

- Game rules, game mechanics, how the game works
- Explain how a card effect works
- The card text of a card on the board

If the player asks a question in order to avoid breaking the rules, then the Judge should **never** advise to try an action first; get an answer afterwards.

Judges should not advise players how to optimize their actions. As such, they may not answer the following questions:

- Any question about cards not currently in the player's hand or in the field (theoretical situation)
- Requests on how to better play their cards (coaching)
- Reveal Private Knowledge that the player isn't supposed to know

If a Judge is unsure if a request is about understanding tournament rules or fetching clues for optimized play, the Judge should ask additional questions to verify what the player is looking for.

When a player calls for a Judge, the Judge should

- Approach the table.
- Take note of the time (or stop the chess clock).
- Listen carefully to the question.
  - The Judge should let one player speak, then let the other player speak, without any player interrupting anyone. If players refuse to follow this protocol, this makes it more difficult for the Judge to understand the question, and the Judge may classify the behaviour as Unsporting Conduct.
- Ask for additional information if necessary, and seek confirmation from all players involved as much as possible.
- Make a decision.
  - A Judge unsure of the decision should warn the players that they will get confirmation for their decision and will come back. If it seems that players may not stay calm in the meantime, another Judge should watch over the players in the meantime.
- Explain the ruling, but do not apply it yet.
- Players may disagree with the decision. If that is the case, they may now request that a Head Judge reviews the decision as a second opinion: this is an Appeal to the Head Judge. See the Appeal Process below.
- If players agree with the decision, or if the Head Judge gives a decision, the decision is now applied.
- The Judge should issue a Time Extension, giving back every minute that the call took.
  - If in Chess Clock mode, the Judge should ensure that the chess clock resumes properly instead.

Judges are expected to keep playing the game regularly (outside the event in progress) to stay up to date with the most common ruling questions. They are also expected to review the

Game Rules and different Tournament documents regularly and each time a new version of those documents is available.

## Appeal Process

Judges are expected to gather necessary information and make a decision during a call. A player may disagree with the decision that the judge offers. If that is the case, the player may ask for a Head Judge to review the decision. This is called an Appeal to the Head Judge.

- Only when the Judge finishes explaining the decision, the Player may request an appeal to the Head Judge. Trying to request a Head Judge before the Judge's decision is an Unsporting Conduct.
- If the Judge delivering the decision is the Head Judge, that decision is final and cannot be appealed.
- The decision that the Head Judge takes during the appeal is final and may not be appealed again, even if there is more than one Head Judge in the tournament.

## Tournament Organizer

The Tournament Organizer is the person that declares the event, manages its swift execution, and reports the event properly. The Tournament Organizer must be physically present at the event.

The Tournament Organizer should also make sure that the competitors get access to necessary information, which includes:

- Tournament type (Swiss, Single Elimination...)
- Tournament format
- Number of Tournament Rounds and Top Cut
- Time per round
- If there will be a lunch break during the tournament
- Start time

Certain information should be announced far enough in advance because players need to prepare for it. This includes tournament type, time per round and start time.

Some other information varies based on the number of players participating and should be communicated before the start of the first round. This includes Tournament Rounds, Top Cut size, and judge team.

## Scorekeeper

The Scorekeeper is responsible for creating accurate pairings during the tournament, using the expected pairing software, and other tasks related to the tournament pairings.

Depending on the size of the event, the Scorekeeper could be its own role or it could be an added responsibility to a Judge or the Tournament Organizer.

## Spectators

Any person in the venue that is neither staff nor playing in a tournament is a spectator. A player who has finished the round and watches another game in progress is also considered

a spectator. Spectating at an event is a privilege, not a right, and the privilege could be revoked in case the spectator doesn't contribute to the proper execution of the event.

- It is a spectator's duty to remain neutral while observing games in progress, and to make sure their presence does not disrupt the event. They should not talk to players that are part of a game in progress.
- If a spectator believes that a rule error happened, the spectator should report to a Judge immediately. They should not talk to the players at the table.
- Spectators should not be in the way of judges or players. If a judge cannot evaluate a table's game state because of the presence of a spectator, then that spectator should step back or move to a different part of the tournament hall.
- The Head Judge may decide to restrict or limit the right to spectate.
- A spectator that refuses to follow instructions from the staff team or the Tournament rules may be disqualified and asked to leave the tournament venue.

## Event Expectations

When attending Naruto Mythos TCG events, you are expected to understand and adhere to the rules outlined in this document and any other document related to your role in that tournament.

Naruto Mythos TCG Organized Play designs events to be fun and exciting. Interruptions to tournament's progress or integrity are taken seriously and may lead to penalties up to disqualification from the tournament.

## General expectations for Naruto Mythos TCG events

All participants are expected to adhere to the following points:

- Meet the registration and entry requirements of the event.
- Be free from the influence of mind-altering substances, including alcohol.
- Avoid inappropriate language and/or the discussion of provocative topics.
- Follow the direction of tournament staff.
- Be respectful and courteous towards all event attendees.

Failure to comply may result in removing your ability to stay in the event venue. This is true even if the behaviour did not happen at the event but is related to the context of the event: think of cyberbullying another player, for example, that may be penalized even if it doesn't happen inside the tournament venue.

## Troublesome Behaviours

As we would like a welcoming and comfortable environment for all participants, the following behaviours are incompatible and as such not tolerated:

- The sale or consumption of mind-altering substances other than alcohol in the complete venue.
- The sale or consumption of alcohol in the area dedicated to the event.
- Making bets on a game in progress, a result, or any part of the tournament (gambling).

- Offer compensation or accept compensation in exchange for a result of a game or tournament round (bribery).
- Weapon and any mock weapon that could be assimilated as a real one.
- Wearing clothes and using accessories not appropriate for a family-friendly environment.
- Wearing cosplays that have full face or head covering .

Individuals are also required to maintain a socially acceptable level of hygiene during the event. Depending on the clothing or level of hygiene, the Tournament Organizer may allow a participant to fix the issue and return to the venue. If that participant is a player, the player would then lose every Tournament Round that would be missed and then could resume play.

Refusing to comply with event staff regarding the issues described above may be grounds for removal from the tournament and venue, as well as post-event disciplinary action.

## Troublesome Behaviours during Matches

The following behaviours are not allowed during matches.

- Taking a phone call.
- Communicating or receiving information related to the match in progress of one of the parties involved.
- Starting the match with any written notes related to the match.
- Having drinks and food on the table where the match is played.

## Special Assistance

Some players may require special assistance so they could enjoy the event as much as other players. Any individual in need of special assistance should reach out to the Tournament Organizer as soon as possible, and for safety, make themselves known to staff members on-site. By reaching out to the Tournament Organizer in advance ahead of the tournament, it makes it easier for the event team to accommodate your situation.

Examples of accommodations that the Tournament Organizer may accept:

- A fixed seat to accommodate for handicaps.
- Certified service animals.
- Allowing noise-reducing equipment that cannot be used for communication.
- Allowing a support person to help with hand movements or card reading, as long as the support person does not provide advice or comments on the game in progress.

While events should be as accessible and inclusive as possible, certain accommodations may jeopardise the proper execution of the event and may not be granted. For example, if a request would create a breach of integrity to the event, the Tournament Organizer reserves the right to deny the request.

Examples of accommodations that are unlikely to be accepted:

- A dedicated staff member.
- Extra time for a specific match.
- Adjust the volume of the stream area or stream equipment.

- Staff-provided equipment.

## Game Communication

Both players have the responsibility to communicate clearly what is happening.

- If a player takes an action, the player must communicate that they realize the action.
  - Example: to reveal a character, the player announces that they will reveal a given card, reveals it, and pays the Chakra cost.
- If both players don't speak a common language, players may communicate by pointing fingers and pronouncing keywords.
  - Example: to reveal a character, the player points a hidden card, reveals it and pays the Chakra cost.
  - Example: after Player A revealed a character, Player B points to one character and pronounces "MAIN" to point out that said character has an effect caused by the previous reveal.

## Public information

The following information is considered Public Information. If asked, a player must answer truthfully. It includes:

- Number of cards in hand or deck.
- Name and text of a card in play.
- Name and text of a card revealed during the round.
- Name and text of a card in the Discard pile.
- The current Power value for a given card.
- What card is attached to another card.
- How many Mission Points a player has.

## Private information

The following is considered Private information. If asked, a player must not answer. Lying about Private information isn't considered bluffing but cheating instead. Private information includes:

- Name and text of a card in hand that has not been revealed.
- The content of the deck.

## Randomizers

To decide who starts the game, or to apply a card effect with a random part, the players may use randomizer items as follows.

If you need to take a random decision between two options (for example who starts the game), any random method is allowed, as long as both players agree. In case of disagreement, the players should use Heads or Tails.

- A player offers Heads or Tails to the opponent, and presents the randomizer that will be used.
- The opponent chooses a side.
- The initial player uses the randomizer.

- The winner then starts the game.

## Dice

A dice may be used as a randomizer, as long as it matches the following:

- it must be transparent or translucent (you can see through it);
- if you add the value of two opposing sides, the sum is always the same;
  - example: for a six-sided dice, if you take two opposing sides, the sum must always equal 7;
  - if a dice replaces a number by a symbol, it must be clear enough what side has been replaced;
- the dice should be of an appropriate size so that both players and the Judge can read its result clearly;
- it must have well-rounded corners to ensure that they roll on the playing surface;
- a valid dice roll involves that the dice rolls more than 3 times;
- any dice that falls outside the play area is considered void and must be rolled again.

If a dice is used for Heads or Tails, then the even faces (2, 4 and 6) represent Heads and the odd faces (1, 3 and 5) represent Tails.

We recommend the use of six-sided dice, as they are optimal to roll and to read their result. Other dice formats may be harder to roll or they may accidentally start rolling again too easily.

## Coin

Any coin provided in an official Naruto Mythos TCG product is considered a valid coin. Players should refrain from using money coins, as it may give a wrong message to spectators.

If a coin is used for Heads or Tails, the coin must be held at shoulder length before flipping, and the coin must rotate at least 3 times before landing on the table. Players should not catch the coin during the flipping process.

Any coin that falls outside the play area is considered void and must be flipped again.

## Token

This section will cover the various tokens available during the game.

### Edge token

Any coin provided in an official Naruto Mythos TCG product is considered a valid Edge token.

The token could be any object as long as it can be clearly distinguished from other game materials. For example: you may not use a card to represent the Edge token.

## Power, Chakra and Mission token

Those tokens may be replaced with dice. If you use dice, we recommend the use of six-sided dice because they offer an optimum balance between ease to manipulate and steadiness.

The Mission token and Chakra token must be easy to differentiate.

## Game Mats

Players may use a game mat (or “playmat”) as a support to play.

Game mats that don't respect the Naruto intellectual property are not allowed.

## Buying and Selling

Event attendees may only buy or sell cards, products or services to the sellers explicitly allowed by the Tournament Organizer.

## Trading

Event attendees are allowed and even welcome to do trades.

Predatory Trading is the practice of offering unbalanced trades, sometimes by explicitly targeting less experienced event attendees. Predatory Trading is not tolerated and may cause its authors to be removed from the venue or other disciplinary action.

## Tournament Organization

This section will cover expectations towards the organization of a tournament.

### Allowed venues

When an event is organized by a store, the preferred venue is the store itself directly, so visitors may more easily notice people playing the game. However, a store might need to host the venue to a bigger location instead.

In any case, tournaments must happen in a venue that adheres to the following points:

- Is clean, safe, and open to the public, and will remain so throughout the duration of the tournament.
- Welcomes participants of any background, belief, or personal circumstance.
- Satisfies any applicable local laws.
- Makes a clear separation between the play area and the area where other customers drink alcoholic beverages.
- Doesn't sell mind-altering substances and doesn't allow the use of said substances (except for alcohol).

## Number of participants

The minimum number of players in a tournament is 4. If a tournament has less than 4 players, it must be cancelled.

## Tournament Round Structures

Anytime the document mentions Tournament Rounds, it means rounds that include one or more games of Naruto Mythos TCG. Each game then includes 4 Game Rounds.

Multiple Tournament Round structures are available. Certain competitive events must follow a specific format.

The number of Tournament Rounds is based on the number of players registered before starting Tournament Round 1.

## Swiss Tournament Rounds

During Swiss Tournament Rounds, everyone is paired against an opponent that has the same amount of wins or losses, or someone with a close result. This means that, if someone loses 4 times, they may still play Tournament Round 5 and will face a player with a comparable win score.

| Number of Players | Number of Swiss Rounds |
|-------------------|------------------------|
| 4-8               | 3                      |
| 9-16              | 4                      |
| 17-32             | 5                      |
| 33-64             | 6                      |
| 65-128            | 7                      |
| 129-256           | 8                      |
| 257-512           | 9                      |
| 512-1024          | 10                     |
| 1025-2048         | 11                     |

At the end of Swiss Tournament Rounds, the final Standings sort players based on their win ratios. If two players have the same number of wins, the tournament pairings application will use its own tiebreakers and will resort to randomness as its last resort.

If there is an odd number of players, one player with the lowest score is randomly selected to get a win by default. This is called a “bye”.

## Single Elimination

During Single Elimination Tournament Rounds, competitors need to win in order to stay into the tournament.

| Number of Players | Number of Single Elimination Rounds |
|-------------------|-------------------------------------|
| 4                 | 2                                   |
| 5-8               | 3                                   |
| 9-16              | 4                                   |
| 17-32             | 5                                   |
| 33-64             | 6                                   |
| 65-128            | 7                                   |
| 129-256           | 8                                   |
| 257-512           | 9                                   |
| 512-1024          | 10                                  |

## Swiss + Single Elimination

Some events will combine Swiss Tournament Rounds, followed by a Top Cut in Single Elimination.

Each phase may run different rules for their Tournament Rounds. We recommend running the Swiss part in Best-of-1 and the Top Cut in Best-of-3 (see below). Certain event types may have additional documentation enforcing stricter requirements on the Tournament round structure.

## Games per Tournament Round

Tournament Rounds are by default in Best-of-1 of 30 minutes.

If time is over but the game is still in the Action phase, the active player starts an action or finishes the current chain, or passes. Then, the next player starts or finishes 1 action, or passes. After that, without changing who currently controls the Edge, a Mission Evaluation phase immediately begins.

Finally, the winner of the game is the player with most Mission points, or in case of a tie in Mission points, the player with the Edge wins the game.

## Time extension

Anytime there is a Judge intervention, the Judge should give back the time that the intervention took. For every minute spent, the Judge should issue a Time Extension. The exception is if the penalty delivered during the intervention causes the Tournament Round to be over.

## Variant: Chess Clock

Instead of a fixed time per round, some events may replace the 30 minutes limit by a Chess Clock time limit. The following conditions apply:

- Time per player: between 10 and 15 minutes.
- Time regained when switching player: 0.

The same Chess Clock time value should be used for all games played during Swiss rounds or during Single Elimination rounds. For a tournament in Swiss + Single Elimination mode, it is allowed to use a different time value for Swiss and for Single Elimination mode (for example 13 minutes for the Swiss part and 15 minutes for the Single Elimination part).

During a round, players may only pause the clock in the following timings:

- Evaluating who won a given mission.
  - If the mission has a SCORE Instant effect, the clock must start again while the player decides to use the effect or not, and while the player executes the effect.
- Call for a judge.

Any attempt at using these pause times to get more time to think may be categorized as Stalling - see Penalties (todo Penalties).

Unless otherwise specified by the Tournament Organizer, players will use their own accessories, for example an app on their phone, to enforce Chess Clock mode. If a player uses their own phone, they must ensure that the phone doesn't receive communication related to the game in progress.

When a player's remaining time reaches 0, the player finishes solving the chain currently in progress. After that or if there were no chain in progress, said player immediately passes the turn and doesn't execute any effect anymore. This includes when Mission Score effects activate: the player does not apply those effects. Because the player has to pass the turn due to time rules, the player does not get the Edge this way.

If both players' remaining times reach 0, after the current chain is solved, the current round enters the Mission Evaluation Phase, and players don't apply any Mission Score effects. After that Mission Evaluation Phase, the player with the most Mission Points wins, and in case both players share the same score, the player with the Edge wins the game.

Due to the use of the Chess Clock system, for any Judge intervention, the clock will be paused, and there will be no Time Extension to the table. The Judge ensures that the clock starts properly once the intervention is over.

## Top Cut Rounds

Top Cut Rounds may be played in Best-of-1 or Best-of-3, up to the decision of the Organizer, unless there are specific rules for the tournament type.

If Best-of-1 is applied, you may apply the 30 minutes time limit or the Chess Clock variant (\*).

If Best-of-3 is applied, you apply the Chess Clock variant (\*). In Best-of-3, the player who loses Game 1 will decide who starts Game 2, and the player who loses Game 2 will decide who starts Game 3 (if a Game 3 is to be played), instead of the random method used at the start of the game.

(\*) See Variant: Chess Clock above for applicable time limits for each game. The same time per player value should be used for each game during a Best-of-3 Tournament Round.

## Tournament Round Structures per event

This document will now explain the expected tournament round structure per event type.

### Casual event and Weekly events

Organizers may freely decide their tournament structure.

We recommend a Swiss structure with Best-of-1 rounds and a 30 minutes time limit.

Due to the various tournament configurations available, it is the Organizer's duty to explain the tournament structure before the event starts.

Please refer to the previous sections to see what variations may be applied.

### Store Championships

The event must be run in Swiss + Single Elimination.

Swiss Rounds must be Best-of-1. We recommend a 30 minutes time limit.

Top Cut can be Best-of-1 or Best-of-3, up to the choice of the Tournament Organizer.

### Regionals and above

The event must be run in Swiss + Single Elimination.

See the event's website for more information on Tournament Round structure for these events.

## To start the game

First, the players decide who starts by using a randomizer item. See the **Randomizers** section above.

Second, the players present their Mission cards properly randomized. The player who starts the game places Mission cards in Mission D and Mission B hidden. The other player places Mission cards hidden in Mission C and A. Both players are not allowed to look at these hidden Mission cards during and after that process, and they may not look at the unused Mission cards.

At the beginning of any game round, one hidden Mission card is revealed, from D to A. This means that, at the first game round, Mission D is revealed; at the second round, Mission C is revealed; at the third round, Mission B is revealed; finally, at the fourth round, Mission A is revealed.

## Note taking

During a game, players may only take notes if those notes help to maintain a correct game state (to avoid a Game Play error). If players take notes, they must do so on a paper that is blank at the start of the tournament round. Notes must be visible and understandable for both players and any Judge that requests access to it.

Example of allowed notes:

- Use pen&paper to keep track of the Mission points.
- Use pen&paper to keep track of either player's Chakra.
- Write the total power value in each Mission.
- Run the correct calculations to decide who wins a mission.
- Write what character cannot receive any other Attachment due to a card effect.

Example of notes that are not allowed during the game:

- The name of cards present in the opponent's discard pile.
- When an effect forces the opponent to reveal a card in hand, you may not write down the card that has been revealed.
- Lyrics of an anime opening, while very cool, do not help maintain a correct game state.
- Your opponent's social media information (you may request it at the end of the tournament round instead).

## Conceding

Players are allowed to concede a game or tournament round. However, players must make sure of the following:

- You may not ask your opponent to concede.
- You may not offer or accept compensation (money, product, favor, etc.) in exchange for either player to concede the match.
- You may not decide the winner using an alternative method (ex: using a randomizer, using a made-up victory condition, using a completely different game).
- Once a game or tournament round is finished, players may not look at other tables' results in order to decide the winner.
- Players are not allowed to "split", or offer to share a part or all of their potential tournament prizes.

Any player doing so will be disqualified in order to protect the event's integrity.

## Penalties

The primary goal for Judges is to ensure that players have a great experience and manage to decide a winner through skillful play. When a player doesn't follow the game rules or tournament rules properly, the Judge may have to award a penalty to the player.

The goal of penalties is to educate the players in not repeating the error again. Some errors have too much impact on the game or event in progress and may lead to penalties with stronger consequences for the players involved.

Penalties are described in their own document: Tournament Infraction Guidelines.

## Deck

This section will cover the deck that the player uses.

## Construction Rules

A deck contains a minimum of 30 Character and Attachment cards combined.

As long as a player is able to randomize their deck without any physical difficulty and in a timely fashion, there is no enforced maximum deck size.

Cards are designated by their collection number listed at the bottom-left corner of the card, excluding any letter that reflects an alternative version. A player may use up to 2 copies of the card using the same numbering.

Additionally, there are 3 Mission Cards. A player may use up to 1 copy of a given Mission card using the same name.

Examples:

- 108/130 matches two cards: *Naruto Uzumaki (Fury of the Rasengan)* and *Naruto Uzumaki ("Believe it!")*. Even though the second one has the exact numbering 108/130 A, the A is ignored. A player may play up to 2 cards using that numbering: either 2 *Naruto Uzumaki (Fury of the Rasengan)* or two *Naruto Uzumaki ("Believe it!")* or 1 of each. However, even though *Naruto Uzumaki (Fury of the Rasengan)* is named *Naruto Uzumaki (Rasengan)* in French, it is a completely different card compared to *Naruto Uzumaki (Rasengan)* (same name in both English and French) numbered 133/130. A player may include two copies of 108/130 and two copies of 133/130.
- 113/130 matches multiple cards: *Kiba Inuzuka (Fang Over Fang)* and *Kiba Inuzuka (Stay with me Akamaru)*. Some of them may be numbered 113/130, 113/130 A, 113/130 V, however they are all considered the same card for gameplay purposes.
- *Hinata Hyuga (Gentle Fist)* is numbered 30/130 and *Neji Hyuga (Gentle Fist)* is numbered 36/130. Despite the same subtitles, same Chakra cost, same Power and same effect, they are different cards.

- *Itachi Uchiha (Tsukuyomi)* has two cards numbered 128/130 A and 140/130. These are considered two different cards.
- The Mission cards *New Forces* and *Call for Support* are both numbered 1. However, they are two different Mission cards. A player may use 1 of each.

## Legendary Numbered cards

Legendary Numbered cards are all considered an alternative version of an existing card. When a Legendary Numbered card lacks the numbering described above, a quick comparison of the card text with existing cards will allow to easily determine the expected numbering.

Examples:

- *Naruto Uzumaki (I'll be the greatest Hokage)* only shows XXXX/2000 and not its set numbering. However, it has the same attributes and effects as *Naruto Uzumaki (Rasengan)* numbered 133/130. They are considered the same card for gameplay purposes.
- *Jiraiya (Pervy Sage)* only shows XXXX/1500 and not its set numbering. However, it has the same attributes and effects as *Jiraiya (Battle of the Sannin)* numbered 144/140 and *Jiraiya ("This rivalry's gone on long enough.")* numbered 144/140 A. Those 3 cards are considered the same card for gameplay purposes.

## Card Legality

Only genuine Naruto Mythos TCG cards may be used at official Naruto Mythos TCG events, unless the staff issued a proxy (see below).

Players must ensure that they use cards that are legal for the tournament and not marked in any way.

## Disallowed Cards

Cards should be as much as possible in the same state as it was when opened from its original product. While a limited amount of wear is acceptable, the following is not allowed:

- **Marked Cards:** A card is considered marked if some aspect of the card makes it possible to identify it without seeing its front, due to: scratches, tears, discoloration, bends, etc.
- Cards that have undergone post-production alteration: cards where the artwork has been Modified or covered, or the text has been altered.
- Cards with a signature that hides important information.

## Cards with updated text or errata

Cards will occasionally undergo an errata or updated text. It is your responsibility to ensure you know the most recent text for all cards in your Deck.

The most recent text for all cards can be found in the [Card Gallery](#).

It is allowed but not recommended to play with cards that got a text update or errata. If you have to play with such cards, you are expected to present the up-to-date text to your opponent on-demand, in local language or English.

## Card Sleeves

Players may use Sleeves to protect their cards, make the shuffling process easier and keep track of who-owns-which-card in case a character changes control during a game. When they do so, the Card Sleeves must satisfy the same criteria as the cards themselves regarding marking. In addition, all sleeves in a deck must:

- hold a single card completely
- have only 1 card per sleeve
- have the same colors, design, dimensions, condition and texture
- have all edges of a single color (the artwork should not touch the edge of a sleeve)
- avoid inappropriate designs
- avoid being reflective to the extent that the face of cards may be clearly determined from looking at the surface

The Mission cards may use another sleeve design, to differentiate them with the rest of the deck.

Players are allowed to use inner sleeves or over sleeves, provided that any card and its sleeve layers combined follows the above criteria and the player as well as its opponent could still shuffle the deck.

The sleeve that is directly in contact with the player's fingers must have its opening pointing towards the opponent. In case of use of multiple sleeves pre card, each layer of sleeve used must face opposite directions.

Naruto Mythos TCG Organized Play recommends the use of sleeves with an opaque back, as they are the least translucent and increases the odds of hiding imperfections on the card itself. Any card that has imperfections noticeable even through its sleeve(s) may be considered marked.

Players are required to use Sleeves for Store Championships and above.

## Legal Languages

Naruto Mythos TCG cards are available around the world in different languages. In each part of the world, players have an easier access to certain languages. Players should be able to use cards obtained from anywhere in the world and be able to play them at home. That is why we allow players to use cards of any language during events.

If a player wants to use a card that is neither in a local language in the current country nor English, the player may present a copy (printed or digital) of that card, in a local language or English, to their opponent upon request.

If a player has doubts about a card text, for a card that isn't in the local language or English, that player may call a Judge and ask to confirm the translation.

## Proxies

Player-made proxies are not allowed. Such items are considered counterfeit items.

If a player's genuine cards become damaged during the tournament, to the point that the card cannot be played anymore (not even with different card sleeves), and the card cannot be replaced, the Judge may decide to issue a Proxy of that card, and the Proxy will act as the damaged card for the rest of the event. This is the only situation in which a non-genuine card may be played. That Proxy will only be allowed for the duration of the event in which the damage occurred.

If a player registers to a tournament with cards already damaged, said cards are not eligible for a Proxy replacement. It is the player's responsibility to enter in a tournament with a valid deck made of cards of a valid condition.

## Deck Registration

Some events require deck registration. The list of cards must be provided to the Tournament Organizer before the event starts: this is the decklist. During the event, tournament staff will expect that your deck contains exactly what is listed in the decklist.

### Decklist format

To register the cards that you play in your deck, please describe every Main Deck card using the following format:

*A Card name Card Version (B-CC/DDD E)*

A is the Quantity

Card name is the name of the Character or Attachment

Card Version is Character version.

B is the Set number. Konoha Shidô is Set 1, Shinobi Shiren is Set 2, etc.

CC is the card's collection number. It starts from 1.

DDD is the collection's official card count. Every card in the same set uses the same card count.

E is the Variant letter, if applicable.

And the Missions using the following format:

*Card name (B-MSSFF)*

Card name is the name of the Mission

B is the Set number. Konoha Shidô is Set 1, Shinobi Shiren is Set 2, etc.

FF is the Mission number in the card's corner.

Slight variations are acceptable as long as the Quantity (for Main Deck cards) and numbered information are correctly written. Here is an example:

Main Deck: 35

2x Akamaru - Ninja Hound (1-27/130)  
2x Kin Tsuchi, Kunoichi (1-72/130)  
2x Yashamaru - Gaara's Caretaker (1-84/130)  
2x Kiba Inuzuka Genin of Team 8 (1-25/130)  
2x Akamaru : Man Beast Clone (1-28/130)  
2x Gaara — Genin of the Sand Village (1-74/130)  
2x Kiba Inuzuka - All-Fours Jutsu (1-26/130)  
2x Kiba Inuzuka "Stay with me Akamaru." (1-113/130 A)  
2x Gaara - Sand Shield (1-75/130)  
2x Kankuro - Chakra Threads (1-77/130)  
2x Baki - Council Agent (1-81/130)  
1x Rasa - Fourth Kazekage (1-83/130)  
2x Akamaru - Two-Headed Wolf (1-29/130)  
2x Kin Tsuchi - Bell Sound Clone (1-73/130)  
2x Gaara - Sand Coffin (1-120/130)  
2x Gaara - You sad little pawn. (2-78-140 V)  
2x One-Tail - Partial Transformation (1-76/130)  
2x One-Tail - "I hope you're ready to die!" (1-130/130)

Missions : 3

1x Assassination (1-MSS04)  
1x High Priority Mission (2-MSS04)  
1x Chakra Training (1-MSS10)

## Side Deck

There are no Side Deck in a Naruto Mythos TCG tournament.

## Deck Checks

A Deck Check is the procedures that verifies each of these condition about a given deck:

- The deck content matches the decklist.
- The deck is legal.
- The cards and sleeves in the deck are legal to play.

Deck checks may happen at any time during the tournament on randomly selected players. A player may get randomly deck checked more than once. We recommend that at least 5% of the currently active players get a deck check during the course of the tournament.

The staff may offer a deck check service before Round 1 is paired. That courtesy does not count in the recommended deck check objective.

## Release & Legality schedule

Cards from a set are legal from the day of the set's official release date in their continent. If a card is already legal and gets a reprint in a future set, that card is legal from the day of the future set's Release events.

Cards released outside a set are legal one week after its release date for a given continent. If said card is a reprint of an already legal card, then it is instead legal for play on the day of its product's release date.

## Banned cards

There are currently no banned cards.

## Alternative formats

Other formats may deviate from the previous sections.

Alternative formats are only allowed during casual play, casual tournaments, and side events alongside a Regional (or above). If a store has leftover pre-release products, that store may use them for an event with an alternative format.

Please refer to the event's description for details on the Alternative format used by the event.

We will now present some Alternative formats. Tournament Organizers may propose different Alternative formats or a variation of the following formats, as long as they disclose that alternative format before the event.

### Limited Tournament Format

Some tournaments may be played using sealed products instead of a pre-constructed deck.

The deck construction rules are as follow:

- Each player receives multiple booster packs.
- Players may play more than 2 copies of a given Character or Attachment card (and ignore the usual restriction)
- Deck must contain at least 30 cards and each player should have 3 Mission cards

### Booster Draft

The Booster Draft is a variation of the Limited Tournament Format. Players will form groups seated in circles (we advise groups of 4 to 8 participants) and will each receive the same numbers of packs (minimum 4). The packs may be from the same sets or from different sets, as long as each player receives the same amount of packs for each set used.

Each player opens a pack (of the same set) at the same time. They keep the mission card, then, each player picks 1 card, adds it to their own reserve of cards, and passes the rest hidden to the player on their right. Once every player has selected their one card, each player receives a hidden stack from the player on their left, and the process shall be repeated until every card from the pack is taken.

When opening the next pack, repeat the same process by switching directions. For example, for the 2nd pack, the player shall pass the hidden rest of the booster to their left instead and receive a hidden rest of booster from their right. For the 3rd pack, the direction will change again, and so on.

If using 4 packs, the players should then build a deck of 20 cards and 4 Mission cards. If using more packs, the Tournament Organizer may adjust the deck size and Mission cards count.

## Shuffling

When the game starts, or if instructed by a card effect, the deck must be randomized. Anytime a deck is randomized, the deck must be offered to the opponent, who may either cut the deck, shuffle it again, or leave it as is. If the opponent chooses to shuffle the deck, the player owning the deck may cut it again or leave it as is.

A cut is when a player separates the deck in exactly 2 parts (the parts may have any size), takes the part that was on top of the deck and places it at the bottom of the deck instead.

- Players must shuffle while the opponent is present.
- Players may not look at the deck's front cards during the shuffling process.
- Players may not sort or pre-sort the deck's content during the shuffling process.
  - A player may not group all cards of similar kind together.
- Players must present a randomized deck to their opponent, but are expected to shuffle the deck in a timely manner.

## Pile Counting

Some players may try to shuffle their deck by creating piles, placing a card on each pile one-by-one. This method may be informally called "pile shuffling".

If practiced on a deck that isn't random, the technique arranges cards in a predictable way: it does not count as shuffling. If practiced on a deck that has been randomized, the technique counts as a slow shuffling method.

Pile Counting is only allowed for the purpose of checking how many cards are in a deck and making sure that no cards stayed in the deckbox or fell on the floor.