



## *Disney Lorcana* TCG Play Correction Guidelines

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### 0. PURPOSE

#### 1. INTRODUCTION

- 1.0 Definition of Corrective actions
- 1.1 Rewinding a Game
- 1.2 Hidden Sets

#### 2. RULE ERRORS

- 2.1 Inkwell Error
- 2.2 Card Count Error
- 2.3 General Rule Error

#### 3. TOURNAMENT ERRORS

- 3.1 Tardiness
- 3.2 Slow Play
- 3.3 Deck Error – Minor
- 3.4 Deck Error – Major
- 3.5 Limited Error
- 3.6 Communication Error
- 3.7 Marked Cards

#### 4. UNSPORTING CONDUCT

- 4.1 Unsporting – Minor
- 4.2 Unsporting – Major
- 4.3 Unsporting – Severe
- 4.4 Cheating
- 4.5 Improper Match Result

Ravensburger and the *Disney Lorcana* TCG Organized Play Team work to provide a welcoming, open, supportive, and safe environment for all event participants. Part of this work includes setting guidelines and standards for corrective actions that tournament officials might take during a *Disney Lorcana* TCG Tournament; these rules are intended to provide an overview of those standards.

All tournament participants agree to adhere to the rules outlined in this document. Corrective action may be taken if these rules are not followed.

Other applicable documents that participants must all adhere to include:

- *Disney Lorcana* TCG Community Code
- *Disney Lorcana* TCG Tournament Rules

## SECTION 1: INTRODUCTION

### 1.1 Definition of Corrective Actions

**Caution:** This is the most basic level of corrective action. The player is cautioned that they should play more carefully to avoid making this error in the future. It is not tracked or recorded.

**Warning:** The player receives a verbal Warning that they have committed an error and should be more careful in the future. This Warning is recorded and tracked, and it may be upgraded if further errors are committed in the same tournament.

**Game Loss:** The player immediately loses the game currently in progress. If this corrective action is applied between games, then the player loses the next game they would play. If both players would receive a Game Loss for the same game, instead the corrective actions are recorded but the game is played as normal. These are known as "offsetting" corrective actions.

**Match Loss:** The player immediately loses the match currently in progress. If this corrective action is applied between rounds, then the player loses the next match they would play. If both players would receive a Match Loss for the same match, these corrective actions do not offset. Both players are given a loss for the match.

**Disqualification:** The player immediately loses the match currently in progress (if any) and is dropped from the tournament.

Judges must take care when issuing corrective actions to players. They must explain the reason for the corrective action and why the particular infraction applies in that situation. Corrective actions can also be applied to spectators, if necessary. If the spectator was or is a player in the tournament, the corrective action can be added in Melee. Otherwise, for significant issues, a brief report can be filed at [lorcanaop@ravensburger.com](mailto:lorcanaop@ravensburger.com). Include key event, player and spectator information, and a brief description of the incident(s).

Corrective actions must be applied in accordance with these Guidelines whenever possible. In significant and exceptional circumstances, the Head Judge may choose to deviate from these Guidelines. When this happens, the Head Judge must take care to explain the reasoning behind the deviation, and emphasize that this ruling is an exception and should not be expected in future tournaments.

## 1.2 Rewinding a Game

Several infraction remedies include the instruction of “rewind the game.” When rewinding a game, every action should be carefully reversed one at a time in order to reset the game back to the point where the error occurred. Judges should start from the most recent action and work backwards, returning the game to a previous state. If rewinding through a card draw, a random card should be sent back to the deck if the identity of the drawn card was not known to both players.

Not all errors should involve a rewind. If rewinding the game is likely to result in significantly different decisions being made (due to the introduction of new random elements), this is strong evidence that a rewind should not be performed. Generally, rewinding through more than two turns should be strongly discouraged unless every action taken was very simple. Since the determination of whether a rewind is justified is so sensitive, only the Head Judge may authorize a rewind.

## 1.3 Hidden Sets

The *Disney Lorcana* TCG has a unique challenge when it comes to the existence of hidden sets. Each player’s inkwell is a facedown set of cards that should be mostly known to both players but can still be easily confused if a player sets another hidden set of cards (such as their hand) down on the table nearby. Players are required to treat this situation with care, but this will not prevent errors from occurring.

Whenever handling a situation that involves a hidden set such as an inkwell, judges must investigate to determine as much information as possible about the hidden set in order to come to the best resolution. Players are required to announce and reveal every card they add to their inkwell using the once-per-turn action, so most (if not all) of a player’s inkwell should be known information, for example.

## SECTION 2: RULE ERRORS

If a player receives a third Warning within a single category of Rule Error in a tournament, that third Warning should be upgraded to a Game Loss.

For example, if a player has received two Card Count Error Warnings, their third Card Count Error Warning is upgraded to a Game Loss. In contrast, if a player has received two Card Count Error Warnings and then receives an Inkwell Error Warning, that third Warning would not be upgraded.

## 2.1 Hidden Information Error

Definition: A player sees a card they were not allowed to see, such as a card in their inkwell.

Corrective action: Casual – Warning / Competitive – Warning

Remedy: If the seen card was added to the inkwell through the normal once-per-turn action, reveal the card to the opponent, then return it to the inkwell. If the card was added by any other means, reveal it to the opponent, then shuffle it into the player's deck and replace it with a random card from that deck. In either case, strongly reinforce that looking at cards in your inkwell is against the rules. Further violations should be handled as Unsporting – Cheating.

If the seen card was not in an inkwell, shuffle it into the random portion of its owner's library.

## 2.2 Card Count Error

Definition: A player has an incorrect number of cards in their hand or inkwell.

Corrective action: Casual – Warning / Competitive – Warning

Remedy: If a player has too few cards in their hand, instruct them to draw cards equal to the difference. If the player has too many cards, investigate to identify which cards definitely belong in that player's hand. Once this is done, remove cards at random from the remaining cards until the hand is the correct size. Shuffle the removed cards into the random portion of the player's deck.

If a player's inkwell contains too few cards, investigate to identify which card is missing, if possible. If the identity of the card is unknown, add a random card from the player's deck facedown. The players do not get to learn the identity of the card.

If a player's inkwell contains too many cards, investigate to identify which cards definitely belong in the inkwell. Once this is done, remove random cards from the remaining inkwell cards until the inkwell contains the correct number of cards. Shuffle the removed cards into the random portion of the player's deck.

## 2.3 General Rule Error

Definition: A player commits an in-game rule violation that does not fall under Inkwell Errors or Card Count Errors. A player missing an effect that uses the word "may" has not committed this infraction.

Corrective action: Casual – Caution / Competitive – Warning

Remedy: Either rewind the game to the point of the error or leave the game as is. If choosing to rewind, this must be done with the approval of the Head Judge. If leaving the game as is, be sure to handle any game objects that are currently illegal (such as a character with damage equal to or greater than its Willpower that hasn't been banished) before instructing the players to continue playing.

## SECTION 3: TOURNAMENT ERRORS

If a player receives a second Warning within a single category of Tournament Error in a tournament, that second Warning should be upgraded to a Game Loss.

### 3.1 Tardiness

Definition: A player arrives up to 10 minutes late to their match or turns in their deck list after the deadline.

Corrective action:

If the player is late by:	0–2 minutes	2–10 minutes	Over 10 minutes
Casual	Caution	Warning	Match Loss + drop
Competitive	Warning	Game Loss	Match Loss + drop

Remedy: Issue the affected match a time extension equal to the time the player was late.

If a player is more than 10 minutes late to their match, they should be issued a Match Loss and be dropped from the tournament. If the player shows up before the end of the round, they may be re-enrolled at the discretion of the Head Judge.

### 3.2 Slow Play

Definition: A player takes an inordinately long time to make a play decision. A player should be prompted to make a play if the judge believes they may be playing too slowly, and further delay should result in this corrective action.

Corrective action: Casual – Caution / Competitive – Warning

Remedy: If the match is still going when time is called in the round, the match should be an additional two extra turns for the end-of-match procedure.

### 3.3 Deck Error – Minor

Definition: A player has a deck that is illegal deck in a minor way. Examples include playing with a 39-card Limited deck or with more than 4 of a single card in a Constructed deck and catching it themselves. This also covers situations where a deck is illegal but the corresponding deck list is legal.

Corrective action: Casual – Warning / Competitive – Warning

Remedy: For a Limited deck that is under 40 cards, randomly add cards from the player's remaining card pool until the deck minimum is achieved. For a Constructed deck that breaks the 4-card limit, remove the excess cards until the error is corrected. If this causes the deck to no longer be 60 cards, then the corrective action is Deck Error – Major. If a deck is illegal but has a legal list, alter the deck to match the list.

### 3.4 Deck Error – Major

Definition: A player has an illegal deck in a major way. Examples include playing a Constructed deck with 59 cards or more than two ink colors represented.

Corrective action: Casual – Game Loss / Competitive – Match Loss

Remedy: If the deck list and deck both contain too few cards, the player must obtain and add cards until the deck minimum is satisfied. If the deck contains too many ink types, the inks with the fewest cards must be removed and replaced with cards of the two ink types most represented. If there is a tie, randomly determine which ink is to be removed.

### 3.5 Limited Error

Definition: A player makes an error during a draft, such as looking at cards already drafted at Competitive Level.

Corrective action: Casual – Caution / Competitive – Warning

### 3.6 Communication Error

Definition: A player incorrectly represents information in a game, and their opponent makes a gameplay decision based on the erroneous information.

Corrective action: Casual – Caution / Competitive – Warning

Remedy: With the approval of the Head Judge, the game may be rewound to the point of the decision made based on the incorrect information.

### 3.7 Marked Cards

Definition: A player has cards or card sleeves that can be visually distinguished from the rest of their deck.

Corrective action: Casual – Warning / Competitive – Warning

Remedy: The player should replace the sleeves or cards with unmarked versions at their earliest convenience.

Upgrade: If the Head Judge determines that the marked cards are identifiable easily enough to be significantly abused, the player should replace the sleeves or cards immediately. If the tournament is at Competitive, the corrective action should be upgraded to a Game Loss.

### 3.8 Outside Assistance

Definition: A player or spectator gives or receives hidden information or play advice while currently playing a match, or a player consults notes made outside of the current match.

Corrective action: Casual – Game Loss / Competitive – Match Loss

Remedy: If the person committing the infraction is a spectator, they should be asked to leave that match.

## SECTION 4: UNSPORTING CONDUCT

If a player receives a second Warning within a single category of Unsporting Conduct in a tournament, that second Warning should be upgraded to a Game Loss.

### 4.1 Unsporting – Minor

Definition: A player takes an action that causes minor distress or discomfort to others.

Corrective action: Casual – Warning / Competitive – Warning

Remedy: Most Minor Unsporting infractions will be unintentional, so the player must be informed of why their behavior was distressing or discomforting and remedy the situation if possible.

### 4.2 Unsporting – Major

Definition: A player takes an action that could reasonably be expected to cause major discomfort or alienation, particularly with regard to discrimination based on a protected class (race, gender, ethnicity, etc.).

Corrective action: Casual – Match Loss / Competitive – Match Loss

Remedy: The players should be separated immediately, and the offending player must be educated as to why the behavior is unacceptable. If the player is unrepentant and refuses to acknowledge that their conduct was unacceptable, the Head Judge is strongly encouraged to upgrade this corrective action to Unsporting – Severe.

### 4.3 Unsporting – Severe

Definition: A player takes an action that significantly disrupts the tournament and/or risks injury to another person.

Corrective action: Casual – Disqualification / Competitive – Disqualification

Remedy: The player should be removed from the venue through any safe means available. The Tournament Organizer may choose to involve local authorities if they deem it necessary.

### 4.4 Cheating

Definition: A player intentionally breaks a game rule or tournament rule in order to gain an advantage. This infraction also includes lying to a Tournament Official or intentionally playing slowly to take advantage of a time limit.

Corrective action: Casual – Disqualification / Competitive – Disqualification

#### 4.5 Improper Match Result

Definition: A player offers an incentive in exchange for a concession or accepts such an offer, or players determine a match result by an outside-the-game method such as flipping a coin or rolling a die.

Corrective action: Casual – Match Loss / Competitive – Disqualification

Remedy: The Head judge is responsible for assuring that the players involved are educated as to why this behavior is unacceptable.

*We welcome constructive feedback and suggestions regarding this document.  
Please contact us at [LorcanaOP@ravensburger.com](mailto:LorcanaOP@ravensburger.com) to provide yours.*