



Navia Dratp Official Tournament Regulations

10/21/04

1. Regulations for the Bandai official tournament

Players are required to have the necessary Battle Pieces for competing in matches, as defined by the regulations. Players will build a Force by selecting seven Maseitai Battle Pieces and one Navia Battle Piece. There are three battle methods set by International Navia Dratp Association (hereafter referred to as INDA).

The Game Organizer shall announce which method is to be used for a given tournament prior to that tournament.

a. Constructed Match

Players build one Force for use throughout the entire tournament. Since only one Force may be used, players must possess a greater knowledge and experience of Navia Dratp in order to create an effective Force to battle. This method is recommended for tournaments featuring advanced players.

b. Flexible Match

A player may build a new Force for each match. This method is recommended for beginner-level tournaments.

c. Sealed Match

In this method, the Game Organizer provides a specified number of Booster packs to the players, who then build their Forces with the Maseitai and Navia Battle Pieces included in the provided packs. Because the Battle Pieces are randomized, players should possess the skill to use any of the Maseitai Battle Pieces. This method is recommended for upper-level tournaments to be held after series 2 Booster packs are released.

Note: The "duplication rule" which prevents a player from duplicating more than 2 Battle Pieces (regular & colored) does not apply to the Sealed Match format.

2. Tournament Format

The tournament format can be decided by a Game Organizer to determine the final rankings of the winners.

INDA recommends the SWISS ROUND TOURNAMENT.



a. Guidelines for Swiss Round Tournament

The following is merely a guideline for the Game Organizer deciding to use the Swiss Round Tournament format. It is not necessary to follow it exactly; however, the Game Organizer shall announce the time schedule and number of Swiss rounds before the tournament begins.

A Swiss Round Tournament has all the players battle one-to-one, with continued battles between players having similar winning rates. The Number of Swiss rounds is decided by the Game Organizer (or INDA) when the total number of entrants has been determined.

i. Force

The Force a player can use must fulfill the requirements of the Navia Dratp official rules and must also comply with the method the Game Organizer selected for the tournament.

ii. Number of Swiss rounds

For a given number of players, the standard number of Swiss rounds is equal to the number that will result in only 1 player winning all of the matches. For example:

2 matches (per player) for 3 to 4 entrants

3 matches for 5 to 8 entrants

4 matches for 9 to 16 entrants

5 matches for 17 to 32 entrants

iii. Length of a Match

50 minutes is the official duration of a match. If the winner is not determined at the end of that time, both players will play 2 more turns. The match will end in a draw if the winner is still not decided.

The Game Organizer may have players take a 5 to 15 minute break during the matches, if necessary. The Game Organizer shall announce the starting time of subsequent matches in advance. The player who does not return before the next match starts loses the match by default. A player who does not return during a match will be dropped from the entire tournament.

iv. Tie Breaker

When the match ends in a draw, the winner is determined by counting the Battle Pieces on the playmat (square playing area) each player controls.

Gulled --- 1 point

Maseitai --- 2 points



The player who has more points wins the match. The match is a draw if both players have the same number of points.

v. Victory Points in Swiss Round Tournament

The winner gets 3 VP (Victory Points) regardless of winning method (including winning a game by default). Both players in a draw match receive 1 VP.

vi. Match Making

- 1) Pair all entrants by a coin-flip or rock-paper-scissors. If there are an odd number of entrants for the tournament, the player who has no opponent is granted a game win by default. 1st round matches begin.
- 2) Starting with the second match, list the players in order beginning with the player having the highest VP (Victory Points) down to the player with the least VP at the bottom. If more than one player has the same VP, record their names randomly at the appropriate point in the list. The last player in the list is granted a game win by default. If it is the second time for that player, the default win is granted to the next player from the bottom of the list. Place the #1 player in the list on one side of a match, then scan the list to find a player who has not played against that #1 player. He will be the opponent for the #1 player. Repeat this procedure until all of the players have opponents. (For an odd number of players, one player will remain.)

3. Supplemental rules

Unless otherwise noted, the basic rules described in the rulebook are applied to the tournament play. During the tournament, the decision by the Referee (or Game Organizer) is always taken as the final decision, even if the decision conflicts with basic & tournament rules. Players must follow his final judgments or the Referee may give them a game loss.

- a. Regulation for the Battle Pieces / Attribute cards
 - i. All Battle Pieces in Force and attribute cards must be authentic Bandai merchandise.
 - ii. The Maseitai and Navia Battle Pieces modified by the owner may be used in play unless the appearance of the Battle Pieces is drastically changed. However, the player must substitute the regular Battle Pieces if the opponent or Game Organizer requests that he use them. Any modifications on the compass (including Dratp effects) are NOT allowed.
 - iii. Basically, use of substitute Battle Pieces and Attribute cards is not allowed except

under the following conditions. The substitutes are provided by the Game Organizer at his discretion.

- 1) Originals have become worn down or broken during gameplay
- 2) Originals are lost during the tournament

b. **Watching the Game**

Non-entrants or entrants who are not playing in a match may watch the matches as audience members. They must remain quiet and not communicate in any manner with the players involved in the matches. If a player feels uncomfortable with an audience member(s), he may request the Referee to take care of it. The Referee may order the audience member(s) out of the tournament area during the match. An audience member may notify the Referee (without disturbing the match) if he notices a violation during the match.

4. Guideline for penalties

The Referee will give a warning to a player who has violated the rules. If the player does not correct it, the Referee may impose penalties including disqualification or removal from the game. The Game Organizer shall report the player's information and circumstances to INDA afterwards.

a. **Use of illegal Battle Pieces and Attribute cards**

The Referee or Game Organizer may provide substitutes as described in section 3.a, however, they may decide not to provide them. (In the flexible match format, players have their own substitutes.) If a player refuses the substitutes provided by the Referee and continues to use illegal Battle Pieces or Attribute cards, the Referee shall give him a warning and may decide to order him out of game if he does not comply.

b. **Tardiness**

If a player shows up within 10 minutes after the starting time and is able to start playing immediately, the match is valid. The opponent can request the Referee to extend the play time by the amount of time the player was late. If a player does not appear until after 10 minutes have passed, the player loses the match by default. The match is considered invalid if the opponent and Game Organizer allow the late-comer to play after 10 minutes. If a player does not show up until after the match has ended, he shall be disqualified for the entire tournament, unless the Referee or Game Organizer deems that the player has an acceptable reason being late.



c. Intentional Delay

Players cannot delay their play time intentionally. The Referee may give a warning if it is considered to be intentional. Warning guidelines are: around 5 minutes for the first 40 minutes, and 1 minute in the last 10 minutes. The number of warnings affects the results of the Tie Breaker by reducing a player's points by 2 per warning. If the Referee finds that a player is purposefully playing slowly in order to gain a victory by stalling until the match time has elapsed (egg. Avoiding opponent's Navia Goal), the Referee may disqualify the player with the approval from the Game Organizer.

d. Foul Play

Foul play must not be allowed at any time. The Referee and Game Organizer may penalize a player with a warning, disqualification, or removal from the game. The player who committed the foul play shall be investigated by INDA and may receive an additional penalty afterwards.

The following are the examples of foul play:

- i. Receiving advice from the audience or coach
- ii. Altering the final match result
- iii. Intentionally playing Battle Pieces or Attribute Card effects incorrectly
- iv. Artificial manipulation of the player's or opponent's Force
- v. Using delaying tactics intentionally
- vi. Reporting incorrect information to the Referee or Game Organizer
- vii. Providing false representation to the Referee or Game Organizer

e. Unsportsmanlike Conduct

The Referee, players, audience, and staff members must conduct themselves fairly and sportsmanlike. Quarreling and derisive behavior is unworthy of Navia Dratp gameplay. The Referee and Game Organizer may penalize offenders with a warning, disqualification, or removal from the game.