

Flesh and Blood Penalty Guidelines

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Introduction

The purpose of this document is to ensure there is a consistent guideline in which penalties are given. The purpose of providing penalties to players is to ensure there is fair play amongst all players. The intention of these penalties is not to punish mistakes but to educate the players so there is a professional and high standard of play at all levels.

This document serves as a recommended guideline only. It’s up to the Head Judge, Judge staff and Tournament Organizers to deviate from it when appropriate.

Updates to this document are scheduled to coincide with the release date of each major booster set. Updates whether scheduled or otherwise, will be announced through an update bulletin posted to the homepage of fabtcg.com. **Updates to this document since its last publication are shown in red.**

Symbol table

- {i} intellect
- {r} resource point
- {h} life points
- {p} power
- {d} defense value

Tournament tier table

Tier	Examples	Rules Enforcement Level
1	On-demand events	Casual
2	Armory events, Pre-releases	Casual
3	Premier in-store events	Casual
4	Regional Qualifiers	Professional

5	The Calling, National Champs, World Championship	Professional
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1. Type of Penalty

1.1 Correction

An informal warning for an error that has occurred. Usually very minor and easily fixed, this is not recorded in the system. A Correction may be upgraded into a Warning at a Judge's discretion.

1.2 Warning

A formal warning for an error that has occurred. Warnings are recorded in the system for the current tournament to keep track of which errors each player has incurred. Multiple instances of the warning for the same or similar reasons may result in an upgrade to a harsher penalty.

1.3 Intellect Penalty - Minor (IP₂) / Major (IP₅)

An Intellect Penalty (IP) is used when a penalty is to be implemented but a game loss penalty would be too harsh. This is particularly relevant when the match structure is best of 1.

An Intellect Penalty is an invisible game effect that gives the penalized player's hero $-1\{i\}$ for 2 or 5 turns. At the end of the penalized player's turn, when the player would draw up to their hero's intellect, they draw one less card due to the penalty, then the turn cycle number of the penalty is reduced by 1.

For the sake of visualizing an intellect penalty, it can be considered a token outside the game with the following effect:

IP Penalty

IP Penalty starts with X turn counters on it, where X is the penalty issued. (IP₂ or IP₅).

Your hero has $-1\{i\}$ for as long as there is a turn counter on IP Penalty.

When your turn ends (after you have drawn cards up to your hero's intellect), remove a turn counter from IP Penalty.

If a player receives an IP penalty while currently subject to an IP penalty, the new IP penalty will be added to the current number of turns of the existing penalty. It will not stack as to create a lower hero intellect (e.g. two IP penalties will not cause a hero to have $-2\{i\}$.)

An intellect penalty can be issued for either 2 or 5 turns, being a minor or major infraction. Variations to this are not recommended.

Players are recommended to put a dice on top of their deck to keep track of how many turns of the IP penalty remain.

1.4 Game Loss

A game loss is a penalty that ends the current game and the person with the infraction loses the game. If they are between a game or match, the player will receive the game loss on their next game. If a player receives a game loss in a best of 1, they will lose the match.

1.5 Match Loss

A match loss is a penalty that ends the current match and the person with the infraction loses the match regardless of the current game score. If a match loss is given between rounds, the player will receive a match loss on their next round.

1.6 Disqualification

A disqualification is a penalty that results in the player being removed entirely from the tournament. A disqualification is the harshest penalty and the player will be required to write a statement which will be later reviewed by LSS for potential further infractions (such as suspension, or in rare cases, a permanent ban).

2. Gameplay Errors

2.1 Missed trigger

A missed trigger is when an ability that was supposed to become a layer on the chain and resolve is forgotten about and the game state has moved past the point in which the trigger was supposed to happen.

A trigger is an ability that becomes a layer on the chain and can be responded to. This is different from a static ability. An example of a triggered ability is the on-hit effect of Snatch and an example of a static ability is the +2{p} and go again effect on Rising Knee Thrust.

A trigger is considered missed at the point of when the relevancy of the trigger happens, and the player does not acknowledge the trigger. The point of when the trigger must be acknowledged is different for different triggers.

Examples:

- Snatch's hit trigger must be announced at the time it hits and before any other action happens after.
- Bittering Thorn's hit trigger must be acknowledged before the next action does damage and hence the +1{p} bonus becomes relevant.
- Spinal Crush's effect must be announced before the **crushed** player takes an action which would dictate **go again** was not lost.

Missed Trigger - Detrimental Effect

Detrimental effects are triggers that cause an effect that is detrimental or partially detrimental to the player. Detrimental effects include (but not limited to) loss of life, discarding cards, destroying cards of your own.

Examples:

- A player plays an attack action card while a **Quicken** aura token is in the arena and does not destroy the **Quicken** token.
- A player defends with an equipment with **Battleworn** and forgets to put a -1{d} counter on it when the combat chain closes.
- A player defends with **Blade Break** and forgets to destroy it when the combat chain closes.

Recommended penalty:

- **Casual** - Warning
- **Professional** - Warning

Missed Trigger - Beneficial Effect

Beneficial effects are triggers that cause an effect that is only beneficial to a player. Beneficial effects include (but are not limited to) gaining life, gaining resources, drawing cards, creating tokens and increases to power.

Examples:

- A player hits with **Snatch** and forgets to draw a card.
- A player plays **Flock of the Feather Walker** and forgets to create a **Quicken** aura token.

Recommended penalty:

There is no penalty for missing a beneficial trigger. However, if enough actions have passed since the trigger was supposed to happen, the trigger is considered missed. In the event of a missed trigger, the opponent is allowed the choice if they want that trigger to happen or not.

Example:

- Player A hits with **Snatch** and forgets to draw a card, then plays the last card out of his hand; **Sigil of Solace**. After resolving **Sigil of Solace**, both players realize Player A has forgotten to draw a card from **Snatch**. Player B now has a choice if Player A draws the card.

However, if a full turn cycle has passed, the trigger is considered missed completely and the opponent will not have a choice to add it as a layer on the chain.

Example:

- Player A hits with **Snatch** and forgets to draw a card, then plays the last card out of his hand; **Sigil of Solace**. Player A then draws up to their hero's intellect. During Player B's turn, they realize Player A has forgotten to draw a card from **Snatch**. The trigger is considered missed.

2.2 Looking at extra cards

A player has seen extra cards that they were not entitled to see (but have yet to reach a hidden zone).

Examples:

- A player sees extra cards while drawing or looking at cards from their deck.
- A player accidentally revealed cards from their opponent deck while shuffling their deck.

Recommended penalty

- **Casual** - Caution
- **Professional** - Warning

Casual and Professional fix

If this happens while the contents of the deck is not fully randomized (i.e. in the middle of the game when there are known pitched cards at the bottom of the deck), the extra card is revealed to both players and the opponent chooses if the card goes back to the top or bottom of the deck.

If this occurs while the contents of the deck are completely random (i.e., while shuffling up for start of game) the revealed card is to be shuffled back into the deck and play continues.

If a player uses this penalty intentionally to gain an advantage or to stall the game, it is considered **Unsporting Conduct - Cheating** and the penalty would be treated accordingly.

2.3 Hidden card error - Drawing extra cards

A player has drawn extra cards and they have touched a hidden zone; therefore, it is not possible to 100% distinguish which card or cards were the extra cards drawn.

Examples:

- A player draws to their intellect of 4 at the end of turn but accidentally draws up to 5 cards.
- A player hits with Snatch and draws 2 cards as the card sleeves was stuck together. The cards touch the player's hand.

Recommended penalty

- **Casual** - Warning
- **Professional** - Warning / IP2

Casual fix

The player shuffles their hand and a random card for each extra card drawn is revealed from their hand. The cards revealed this way are banished face down. Play continues and the appropriate penalties are applied. For repeated instances of this infraction, a penalty upgrade may apply.

Professional fix

The player reveals their hand and the opponent picks a card for each extra card drawn to be revealed and banished face down. Play continues and the appropriate penalties are applied. If the player is deemed to have gained a considerable advantage or it's a repeated incident, an IP2 is recommended.

2.4 Games Rule Violation

A player has made a play that is illegal and in violation of the game rules.

Examples:

- Player A pitches Leg Tap to attack with Harmonized Kodachi then proceeds to play a Surging Strike. After Surging Strike is defended, players realize Harmonized Kodachi did not have **go again**.
- Player A plays Potion of Strength, then activates it and plays Wrecker Romp.
- You have 1 card **intimidated** and forget to add it back to your hand at the end of turn. You play your next turn as if the card did not exist then draw to your hero's intellect at end of turn. You then realize a card is set aside that was **intimidated** on a previous turn.
- Player A attacks with a card that has **dominate** and player B defends with a single card from hand. In the reaction window, Player A plays Pummel, then player B responds with Unmovable from hand. Players then move to the next phase.
- Player A pitches Enlightened Strike and attacks with Romping Club without having the correct amount of resources to pay for Romping Club's attack.

Recommended penalty

- **Casual** - Warning
- **Professional** - Warning / IP2

Casual Fix

If it has been caught immediately, the game state is reversed to the time it was last legal and play continues. Player committing the infraction is given a warning.

If it has been less than a turn cycle, the game state is to be reversed to the time it was last legal and play continues. Player committing the infraction is given a warning. The opponent gets a warning for failure to maintain game state.

If it has been more than a turn cycle, the Judge reviews to see if the game state has gone too far to be reversed. In most cases, too much has happened, and the Judge will request the game plays on as normal. Player committing the infraction is given a warning. The opponent gets a warning for failure to maintain game state.

Professional Fix

If it has been caught immediately, the game state is reversed till the time it was last legal and play continues. Player committing the infraction is given a warning.

If it has been less than a turn cycle, the opponent is asked if he would like the game state is to be reversed till the time it was last legal, if he does not, play will continue from the point the Judge was called. Player

committing the infraction is given a warning. The opponent gets a warning for failure to maintain game state.

If it has been more than a turn cycle, the Judge reviews to see if the game state has gone too far to be reversed. In most cases, too much has happened, and the Judge will request the game plays on as normal. If it's reversible, the opponent is asked if he would like the game state to be reversed to the time it was last legal. If he does not, play will continue from the point the Judge was called. Player committing the infraction is given a warning. The opponent gets a warning for failure to maintain game state.

If the player who infringed the warning is deemed to have gained a considerable advantage, it is recommended to issue an IP2.

2.5 Failure to maintain game state

A player (or both players) are playing with an incorrect game state. Not being aware of an opponent's game rule violation is a failure to maintain game state.

Examples:

- Opponent defends with Remembrance and both players are unaware that this is not allowed until two attacks later.
- A player forgets to reveal the card that they searched for with Show Time! It is not noticed until the next turn.

Recommended penalty

- **Casual** - Warning
- **Professional** - Warning

Casual/Professional Fix

The procedure for fixing this is the same as Game Rule Violation. The game state will be fixed as long as not too much has happened since the violation. In instances that this is caught by a player relatively quickly, only the player who did not correct the game state will get a warning for failure to maintain game state.

3. Tournament Errors

3.1 Tardiness

A player is not seated at their table once the round starts.

Examples:

- A player arrives at their seat 5 minutes after the round starts.
- A player sits down at the wrong table and does not realize until after they start playing with the incorrect opponent.

- A player plays a whole match with the incorrect opponent.
- A player loses cards in their deck and cannot find replacement cards within 10 minutes.

Recommended penalty

- **Casual**
 - Best of 1 match - IP5 (3mins after round timer starts), Match Loss (10mins)
 - Best of 3 match - Game Loss (3mins), Match Loss (10mins)
- **Professional**
 - Best of 1 match - IP5 (0mins after round time starts), Match Loss (10mins)
 - Best of 3 match - Game Loss (0mins), Match Loss (10mins)

Casual and Professional Fix

A player is considered tardy when the amount of time since the round timer starts has surpassed the threshold for the tournament. It's recommended 3mins/10mins for casual and 0mins/10mins for professional tournaments. This can be changed at Tournament Organizers discretion provided it is announced at the start of the tournament. The Judge will request the player present at the table to alert the Judge when their opponent arrives in order to apply the appropriate penalty. If a Game Loss is issued in a best of 3 match, the player who received the game loss will choose who plays first in the next game (if there is one).

3.2 Outside Assistance

Players may not seek or offer outside assistance from any player, spectator, official or device during a game or match, **including referring to personal notes made prior to, or during the event. The exception to this is personal notes (but not other forms of outside assistance) may be referred to during the start of game procedure, for example "sideboard guides"**. Players may not give advice to players of a match they are a spectator of.

Examples:

- During a game (**after the start of game procedure has concluded**) you reference notes that were created outside of the match.
- You are communicating with someone outside the game using hand gestures, facial expressions, electronic devices, or other means of communication.
- You walk past a table with a game in progress and you say out loud "Oh, that Crippling Crush is going to devastate him!"

Recommended penalty

- **Casual** - Game Loss
- **Professional** - Match Loss

It's important to take into account intent. If the player did it intentionally, upgrade the penalty, which in some cases would make this infraction fall under **Unsporting Conduct - Cheating**.

In cases when the comment is harmless or out of ignorance, a downgrade to a warning is recommended, at the Judge's discretion.

Players and spectators not in the tournament giving outside assistance may be asked to leave the venue if outside assistance is deemed intentional or occurs on multiple instances. Additional penalties such as suspension may be applied if the outside assistance is deemed malicious.

3.3 Slow play

Players are expected to play at a pace sufficient enough to complete the match within the round time limit. Slow play is when a player takes longer than an acceptable period of time to make a decision in order to progress the game state. If a player looks to be taking advantage of the time limit to benefit their current position in a game or match, it's considered stalling - see section **3.14 Stalling**.

Examples:

- A player checking either player's graveyard multiple times before taking an action.
- A player taking excessive time to shuffle after they search their deck with Show Time!
- A player has one card in their hand and takes an unreasonable amount of time to decide what to do.

Recommended Penalty

- **Casual** - Caution
- **Professional** - Warning

If a player is suspected to be playing slowly on purpose, it's considered Stalling and is recommended that a Judge be alerted as soon as possible. Multiple instances of Slow Play Warnings can be upgraded to a game loss at both levels of play. This is up to the Judge's discretion and harsher penalties apply if the player has a history of stalling or slow play.

3.4 Decklist error

A player has incorrectly filled out their deck registration or card pool registration sheet (decklist) so that it does not match the cards they intended to play, or needs to be adjusted due to cards being lost during the tournament.

Examples:

- A player has 3 x Snatch (1) on their decklist, but only owns 2 and assumed they would get the third by the time the tournament starts but failed to do so. Now they are only playing with 2 x Snatch (1).
- A player lists 3 x "Pummel" but does not state what the pitch value of the card is, when there are 3 variations of Pummel that it could be.
- A player lists Snapdragon Scalers as one of their equipment, but they have Ironrot Legs in their deck instead.
- A player has 3 Potion of Strength on their decklist, but in their deck they have 3 Timesnap Potion and 0 Potion of Strength.

- A player has Primeval Bellow on their decklist, but Awakening Bellow in their deck.
- A player has 1 Harmonized Kodachi on their decklist, but has 2 in their deck.
- A player loses a number of cards in their deck during the event and cannot find replacements.
- A player has only 63 cards on their decklist, 4 of which are equipment cards, making their deck illegal as they can only present 59 main deck cards to their opponent.

Recommended penalty

- **Casual** - IP2
- **Professional** - IP2

Since casual tournaments usually do not require decklists, it's assumed that tournaments run at Casual with decklists are intended to be of a more competitive nature, therefore the penalty for Casual is harsher than it would be otherwise.

If it's thought there is an advantage gained by a decklist error, the penalty may be upgraded.

If the decklist error is caught before any play has begun, it is recommended that the penalty be downgraded.

If the decklist error is called upon by the player themselves, the penalty may be downgraded at the Judge's discretion.

3.5 Draft procedure violation

A player commits a procedural infringement during a draft.

Examples (minor):

- A player passes a pack the wrong way during the draft.
- A player forgets to count the cards in the pack after picking a card during a professional tournament.

Examples (major):

- A player picks a card and adds it to their pile, then tries to pick it up to change it for another card.
- A player passes a pack with multiple cards the wrong way.

Examples (severe):

- A player looks at another person's pack during the draft in order to try and gain information they should not have.
- A player intentionally puts a Brute card in the front of the pack to signal the next player to go Brute.

Recommended penalty - Minor

- **Casual** - Caution

- **Professional** - Warning

Recommended penalty - Major

- **Casual** - Warning
- **Professional** - IP2

Recommended penalty - Severe

- **Casual** - Game Loss
- **Professional** - DQ

In some cases, it's important that the Judge does not interrupt the players train of thought as it would slow down and disrupt the draft. The Judge should wait until the current pack, or in some cases, the entire draft is finished before implementing a penalty.

3.6 Marked cards

Players must ensure that all cards and card sleeves in their deck are in good condition and do not have markings or any other features that make them identifiable while face down in a deck. This includes (but is not limited to) scuff marks, nail indents, bent corners, and curvature of the card itself.

Examples:

- A player has 3 cards in their deck with bending that is not uniform with the other cards in the deck. All 3 cards Snatch (1).
- A player has an amount of foil cards in their deck that are noticeably different from the rest of the cards in their deck.
- A player has a deck without sleeves and there is noticeable wear on a number of the cards in the deck. When inspecting it's noticed that all the cards with wear pitch for {r}{r}{r}.
- A player has an altered art card in their deck that is noticeably thicker than the other cards in the deck, due to paint on the surface of the card.
- A player has a deck of cards with different size sleeves that are easily distinguishable.
- A player has some amount of cards upside down and it is possible to tell the difference between the cards.

Players should check their cards and sleeves after every round and replace any that are considered worn or marked. If a player is unsure if their cards are in acceptable condition, it's recommended they check with the Head Judge.

Recommended penalty - Minor (no pattern)

- **Casual** - Caution
- **Professional** - Warning

Recommended penalty - Major (pattern)

- **Casual** - Match Loss / DQ

- **Professional** - DQ

A player may be asked by a Judge to change their sleeves. If they are between games in a match, the Judge may advise for the player to change the sleeves after the round as not to cause delays to the tournament.

3.7 Insufficient shuffling

To ensure fairness, both players decks must be sufficiently randomized prior to beginning the game and after anytime a player looks through the contents of a deck. Insufficient shuffling is when a player fails to sufficiently randomize their deck through shuffling, before presenting it to their opponent.

There are multiple ways to randomize a deck, and it is encouraged that more than one method is used, such as riffle shuffle, overhand shuffle, and pile shuffle with random variation.

Once a deck is presented to the opponent it's implied that the deck is thoroughly randomized.

Players are expected to shuffle their deck in an efficient manner so that it does not take longer than 30 seconds.

Examples:

- A player finishes their start of game procedure and riffle shuffles his deck a single time and presents it to his opponent.
- A player pile shuffles 1,2,3,4,5 then repeats until all cards are in the 5 piles. This is not considered random. However, 1,2,3,4,5 then 2,5,3,1,4 then 1,3,5,2,4 with random variations until completion is acceptable. *(However, this process cannot take an excessive amount of time or it would fall under **Slow Play**)*
- A player sits down and pre-creates sequences on hands they want in their deck then cuts a couple times before presenting the deck to the opponent.

Players are not allowed to presort, arrange the order of cards in their decks, or manipulate the order of cards before or during shuffling. This is considered **Unsporting Conduct – Cheating**.

Recommended penalty - Minor (no pattern)

- **Casual** - Caution
- **Professional** - Warning

Recommended penalty - Major (pattern)

- **Casual** - DQ
- **Professional** - DQ

3.8 Unsporting Conduct

Unsporting conduct is when a player displays negative, offensive, or disruptive behavior that affects the safety or enjoyment of others, and/or the integrity of the event.

The Head Judge determines what constitutes as Unsporting Conduct during their event. Each Head Judge may have a different opinion of what is acceptable, and this could be due to variables such as age demographic at the event, time constraints, venue rules etc.

Judges will inform the player as to why their behavior is unacceptable and the player is expected to remedy it immediately (if possible).

Unsporting Conduct - Minor

A player who does something that disrupts the flow of a tournament or the participants but does not require investigation or further penalties.

Examples:

- A player uses mild-moderate offensive language.
- A player throws their deck in frustration after they have lost a game or match.
- A player does not pick up litter they have created.
- A player shoves other players while moving through crowds.
- A player demands the Head Judge before being given a ruling from a floor Judge.
- A player demands that their opponent be given a warning before a Judge can resolve the issue.
- A player ignores a Judge that ask them to move out of the play area.

Recommended penalty - Minor

- **Casual** - Warning
- **Professional** - Warning

Unsporting Conduct - Major

A player who's actions negatively impact one or more players by making them feel threatened, harassed, scared, belittled or unsafe. This includes communicated (verbal and/or written) harassment and physical harassment towards another person.

Examples:

- A player makes a racial remark towards another person.
- A player uses intimidation tactics to get their way.
- A player harasses another person on social media.
- A player takes photos of another person with malicious intent.
- A player wipes a card on their backside or crotch before playing it.
- A player makes another person feel unwelcome at an event because of their sexual orientation.

Recommended penalty - Major

- **Casual** - Match Loss/DQ
- **Professional** - DQ

3.9 Improperly determining a winner

Improperly determining a winner is when players use a method other than playing a game to its conclusion to determine a winner and loser of a game or match. This includes using manipulation to try and trick the opponent into conceding a match.

Examples:

- Time is called in the round so players decide to roll a dice to determine the winner to avoid the match resulting in a draw.
- Trying to see the results of other matches to determine who has the better chance in the future rounds of the tournament.

Recommended penalty

- Casual - DQ
- Professional - DQ

3.10 Bribery

Bribery is when a player offers an incentive to entice their opponent into conceding, or changing the actual outcome of a match result. This also includes accepting such offers.

Examples:

- A player offers their opponent cash to concede.
- A player offers their opponent their eventual prizes to concede.
- A player offers their opponent cards out of their folder for a concession.
- A player offers to concede at a later date for a concession now.

Recommended penalty

- Casual - DQ
- Professional - DQ

At Professional tournaments, it's recommended that Judges remind players (especially before the last round of swiss) about the Bribery policy to ensure nobody is ignorant of this rule.

Casual fix

If the player is in the middle of a bribery statement but nothing has been agreed upon, this could be downgraded at Head Judge's discretion if the player is found to be new/ignorant.

3.11 Wagering

Wagering is when a player, spectator, or official of a tournament places or offers bets on the outcome of the tournament, match, or any part of a match result. The wager does not need to be of monetary value, neither is it relevant if the person offering the wager is the one participating in the match being waged on.

Examples:

- Two or more spectators wager \$10 that a specific player will win the current match.

Recommended penalty

- Casual - DQ
- Professional - DQ

3.12 Aggressive behavior

Aggressive behavior is when a person makes others around them feel uncomfortable by acting threatening and abusive.

Examples:

- A player threatens physical abuse to another player during a match.
- A player throws their own or another person's belongings.
- A player threatens a Judge when they are not happy with a ruling outcome.
- A player destroys or attempts to damage tournament materials, such as table or chairs.
- A player swears at their opponent during or after a match.

Recommended penalty

- **Casual** - Match Loss / DQ
- **Professional** - Match Loss / DQ

The penalty should be determined by the Head Judge based on the severity of the incident.

3.13 Theft

A player steals tournament materials from the event, or steals belongings from another player at the event.

Examples:

- A player secretly drops cards from the opponent's deck on the floor and hides them with intent of theft.
- A player steals tablecloths, or table numbers off a table.
- A player is given prizes, then says to tournament officials that they did not receive prizes with the intent of trying to get more.

Recommended penalty

- Casual - DQ
- Professional - DQ

Under rare cases, the penalty may be downgraded if there is miscommunication or ignorance involved and the player returns the item.

3.14 Stalling

Stalling is when a player intentionally slows the pace of a game down to take advantage of the time limit.

Examples:

- A player has a weapon that cost $\{r\}\{r\}$ to activate and 1 card in hand with pitch value $\{r\}$. They spend an excessive amount of time running down the clock 'thinking' about what to do.
- A player is ahead in the game and starts to play significantly slower as it gets closer to the end of the round, making it very hard for the opponent to have a chance of winning.
- A player who repetitively checks either player's graveyard in a single turn without progressing the game with the intention of running down the clock.

Recommended penalty

- Casual - DQ
- Professional - DQ

Stalling is different from Slow Play. Stalling assumes the player is intentionally playing slow to gain an advantage. If it's deemed the person is not intentionally playing slow, the penalty should be a Slow Play penalty.

3.15 Cheating

A player that intentionally breaks Tournament Rules and Policy or Comprehensive Rules.

Recommended penalty

- Casual - DQ
- Professional - DQ

Quick Reference Table

Infraction	Casual	Professional
Game Play Errors		
Missed trigger	None/Caution	None/Warning
Looking at extra cards	Warning	Warning
Hidden card error - (Drawing extra cards)	Warning	Warning/IP2
Game rule violation	Warning	Warning/IP2
Failure to maintain game state	Warning	Warning
Tournament Errors		
Tardiness	GL or IP5/ML	GL or IP5/ML
Outside assistance	Game Loss	Match Loss
Slow play	Caution	Warning
Decklist error	IP2	IP2
Limited procedure violation	Caution/Warning/GL	Warning/IP2/DQ
Communication policy violation	Warning	Warning
Marked cards	Caution/Match Loss	Warning/DQ
Insufficient shuffling	Caution/DQ	Warning/DQ
Unsporting Conduct		
Minor	Warning	Warning
Major	Match Loss/DQ	Disqualification
Improperly determining a winner	Match Loss	Disqualification
Bribery & Wagering	Match Loss	Disqualification
Aggressive behavior	ML/DQ	ML/DQ
Theft	Disqualification	Disqualification
Stalling	Disqualification	Disqualification
Cheating	Disqualification	Disqualification

Disqualification and Suspended Players

Any player who has been disqualified from a Legend Story Studios (LSS) event will have the status of their GEM player account reviewed, to determine if suspension, banning, or other action as appropriate.

A disqualified player is responsible for completing a Disqualification Form, which allows them to share their side of the story. The Disqualification Form is available in the Rules and Policy Center <https://fabtcg.com/rules-and-policies/>.

The Head Judge may request information and reports from the opponent, spectators, witnesses, and/or other tournament officials who were involved in the incident.

LSS may contact any parties involved with the reports for further details and clarification about the incident that lead to the disqualification.

Disqualification reports and information will be reviewed by the LSS Penalty Committee, and the player under review will be notified of the outcome once a decision has been made.

In some instances, no further action will be taken, or deemed necessary for the incident. In other instances, the player may receive a suspension or be banned from attending future LSS events.

Any player that is suspended will be notified through their GEM player account and by email. The information will include the start and finish date of the suspension, and details of any restrictions the suspension holds.

The length of the suspension will be determined on the severity of the incident and past history (if any).

A suspended player is not allowed to participate in official Flesh and Blood organized play events, or attend any event run by LSS, in any capacity. If a suspended player is found to be in breach of their suspension, the suspension may be extended at the LSS Penalty Committee's discretion.

When a player has served their suspension, they will receive a notification that their GEM player account has been reinstated and the suspension is over.

A player who has registered more than one GEM player ID will have all GEM player accounts they have registered merged into a single suspended GEM player account. If it's found that a suspended has multiple GEM player accounts, or creates new GEM player accounts while being suspended, they will have all existing and future GEM player accounts suspended and be subject to the period of their suspension being increased.

A suspended player is constantly considered subject to review and can have their suspension extended at any time if the LSS Penalty Committee deems necessary. A player will be notified of any extensions to their suspension.

Infractions resulting in suspension or banning do not need to have occurred inside an LSS event venue. LSS reserves the right to suspend players from LSS events for behavior that is believed to negatively impact the Flesh and Blood community.

If a player is charged with a criminal offense, regardless if it took place at a tournament or not, LSS may automatically suspend that player if deemed reasonable by the LSS Penalty Committee.