



Tournament Rules

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INTRODUCTION

Ravensburger and the *Disney Lorcana* trading card game Organized Play Team work to provide a welcoming, open, supportive, and safe environment for all event participants. Part of this work includes setting rules and standards for tournament roles, processes, and gameplay procedures.

All tournament participants agree to abide by the rules outlined in this document. Corrective action may be taken if these rules aren't followed. Other applicable documents that **all** participants must follow are available at the *Disney Lorcana* TCG Resources page, [here](#). These documents include:

- *Disney Lorcana* TCG Comprehensive Rules
- *Disney Lorcana* TCG Play Correction Guidelines
- *Disney Lorcana* TCG Organized Play Diversity & Inclusion Policy
- *Disney Lorcana* TCG Community Code
- We welcome constructive feedback and suggestions regarding this document. Please contact us at LorcanaOP@ravensburger.com to provide yours.

For a list of revisions to this document since its last publication, see the Update Summary at the end of this document.

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SECTION 1: TOURNAMENT DEFINITIONS

1.1 Tournament Types

Disney Lorcana TCG tournaments are divided into two types: Constructed and Limited.

Constructed tournaments are played with decks that the players have built before the tournament begins. Each player is responsible for bringing a deck that is legal for the specific Constructed format being played at that tournament. (See section 1.3.1, “Constructed Tournament Formats.”).

Limited tournaments are played with unopened *Disney Lorcana* TCG product that is provided by the Tournament Organizer. Players aren’t expected to bring any *Disney Lorcana* TCG cards with them to participate in a Limited tournament. Limited includes the Preconstructed, Sealed, Pack Rush, and Draft variants. (See section 1.3.2, “Limited Tournament Formats.”)

1.2 Tournament Levels

Disney Lorcana TCG tournaments are divided into three levels: Entry-level, Competitive, and Premier Play. All tournaments handle in-game errors by using the *Disney Lorcana* TCG Play Correction Guidelines, available on the *Disney Lorcana* TCG Resources page, located [here](#).

Entry-level tournaments are played with more relaxed rules and fewer, if any, prizes. These tournaments are intended for less serious play; Tournament Organizers are responsible for ensuring that these events are welcoming to less-experienced players. The focus of Entry-level tournaments is to be fun and educational for all. Prerelease events are examples of Entry-level tournaments.

Competitive tournaments are designed for more serious play and have stricter rules and higher expectations for players. They also feature unique and sometimes significant prizes for players. Because of this higher standard, players are expected to be familiar with the rules and policies outlined in this document. Some Corrective Actions from the Play Correction Guidelines are also modified at this level. Set Championships are examples of Competitive tournaments.

Premier Play tournaments are the highest level of *Disney Lorcana* TCG competitive tournaments. The focus of these events is competition, and players can win significant prizes. Due to this higher level of competition, players are expected to understand the rules and policies outlined in this document as well as the full Play Correction Guidelines. Challenge Events and World Championships are examples of Premier Play tournaments.

1.3 Tournament Formats

1.3.1 Constructed Tournament Formats

“**Constructed**” describes any event where players are expected to build their decks ahead of the tournament. There are two Constructed formats: Core and Infinity.

1.3.1.1 Core Constructed

- Constructed decks must contain at least 60 cards. There's no maximum deck size, but a player must be able to shuffle their deck in a timely manner without assistance.
- Constructed decks must not contain cards from more than two ink types. For example, if a deck contains Amber and Amethyst cards, it must not contain any Emerald, Ruby, Sapphire, or Steel cards. Decks may contain dual-ink cards as long as they contain only the two ink types on those cards. For example, an Emerald and Ruby deck can't contain a card that's Emerald and Steel.
- Constructed decks must not contain more than 4 of a single card as identified by its full English card name. For a character or location card, its full name is the combination of the card's name and its version. Thus, cards with the same name but different version names are considered distinct cards. For example, a deck may contain up to 4 copies of Ariel – On Human Legs as well as up to 4 copies of Ariel – Spectacular Singer.
- In a Core Constructed tournament, players may use only cards that are within the current rotation schedule to build their decks.
- In a Core Constructed tournament, players must not use any cards that are banned from the Core Constructed format. (See 1.6.2 “Banned Cards.”)

1.3.1.2 Infinity Constructed

- Infinity Constructed tournaments follow the same guidelines as Core Constructed tournaments with the following exceptions.
 - In Infinity Constructed tournaments, players may use any cards from any set as long as they follow the other guidelines outlined in 1.3.1, “Constructed Tournament Formats.”
 - Infinity Constructed tournaments feature their own banned card list that is separate from Core Constructed tournaments. (See 1.6.2, “Banned Cards.”)

1.3.2 Limited Tournament Formats

“**Limited**” describes any event where players are provided with unopened *Disney Lorcana* TCG product and are expected to build their decks on-site during the tournament. There are four Limited formats: Preconstructed, Sealed, Pack Rush, and Draft.

- Limited decks in Sealed must contain at least 40 cards. Limited decks in Draft must contain at least 35 cards. There's no maximum deck size, although decks are limited in size by the card pool they're built from.
- Limited decks aren't restricted in how many ink types they may contain.
- Limited decks may contain any number of copies of any individual card. For example, if a player in a Sealed tournament opens 6 copies of Genie – The Ever Impressive, they may play all 6 in their deck.

1.3.2.1 Preconstructed

- In a Preconstructed tournament, players are provided with a random preconstructed single-player deck from the set or sets chosen for the tournament. At the Tournament Organizer's discretion, players may add cards from or exchange cards among the preconstructed deck, the booster pack included in their single-player deck box (if applicable), and/or any additional sealed product supplied for the construction of the deck.
- Because the provided preconstructed deck is 60 cards, the deck must be a minimum of 60 cards after the deck construction period. Limited-format decks may contain cards of more than two ink types.
- Preconstructed tournaments can only be Entry-level tournaments.

1.3.2.2 Sealed

- In a Sealed tournament, each player is provided with a set of unopened booster packs from which to build their deck.
- The minimum number of booster packs to be provided for Sealed tournaments is six per player, from the set(s) of the Tournament Organizer's choice. Each player begins with the same number of booster packs from each set selected.
- Sealed events may be used at any tournament level.

1.3.2.3 Pack Rush

- In a Pack Rush event, each player is provided with two unopened booster packs, either from the same set or from different sets, that will comprise their deck. Players will remove the marketing or puzzle cards from the packs and shuffle all the remaining cards from the two booster packs together to form a 24-card deck with no ink type restrictions.
- All players should follow the remaining guidelines outlined in the Pack Rush Rules, which can be found on the *Disney Lorcana* TCG Resources page, [here](#).

1.3.2.4 Draft

- In a Draft tournament, players take turns selecting, or "drafting," cards from unopened booster packs to form their card pools.
- The minimum number of booster packs to be provided for Draft tournaments is four per player, from the set(s) of the Tournament Organizer's choice. Each player begins with the same number of booster packs from each set selected.
- Players are seated in random groups called **Pods**. The number of people in each pod is at the discretion of the Tournament Organizer, although the guidelines here should usually be followed.
 - Each pod should have as close to eight players as possible.
 - Each pod should have at least six players.
 - There should be no more than one pod with an uneven number of players.

- Following these guidelines, here are the recommended pod sizes for smaller tournaments.

# of players	Pods
6-11	1 pod
12-14	1 pod of 6 1 pod of 6 to 8
15-16	1 pod of 8 1 pod of 7 to 8
17	1 pod of 8 1 pod of 9
18	3 pods of 6
19-20	2 pods of 6 1 pod of 7 to 8
21	1 pod of 6 1 pod of 7 1 pod of 8
22	1 pod of 6 2 pods of 8
23	1 pod of 7 2 pods of 8

- For the first booster pack, each player opens a pack, selects a card to add to their card pool, and then passes the remaining cards to their left. Then, they collect the cards passed from their right, select a card, and pass the remaining cards to their left. Card selection continues in this manner until all cards from the pack have been drafted. All players should pass cards at the same pace, taking care not to allow a player to fall behind.
- The direction of passing reverses for each booster pack after the first: cards from the second pack are passed to the right, cards from the third pack are passed to the left, and so on. Each booster pack should be passed in only one direction around the table. If a player falls behind or passes a booster pack the wrong direction, players could end up with an incorrect number of cards. Once all packs have been drafted, each player's selections become their card pool for deck construction.
- In Entry-level Draft tournaments, players may be paired against any other player in the tournament.
- In Competitive Draft tournaments, players must be paired against players in their own pod.
- The Tournament Organizer may create special deck construction rules for specific events at Competitive events. These rules must be communicated to players in a timely manner.

1.4 Tournament Roles

Tournaments may have multiple roles represented:

- Tournament Organizer
- Lead Lore Guide
- Lore Guide
- Scorekeeper
- Player
- Spectator
- Broadcast Representative

All the above roles except Player and Spectator are considered Tournament Officials. For purposes of this document, “Lore Guide” refers to anyone acting as Lead Lore Guide or Lore Guide in that tournament.

1.5 Eligible Players and Tournament Officials

Anyone is eligible to play in any *Disney Lorcana* TCG tournament, except:

- Anyone currently banned from playing in *Disney Lorcana* TCG events;
- Any Tournament Official for any event they’re a part of (Competitive and Premier Play only); and
- Anyone specifically prohibited from participation by Ravensburger North America Organized Play policy, which ensures fair play and transparency as well as mitigating conflicts of interest within competitive events.

Anyone is eligible to serve as a Tournament Official for a *Disney Lorcana* TCG tournament, except:

- Anyone currently banned from playing in *Disney Lorcana* TCG events and
- Anyone who has played in the tournament that they want to be a Tournament Official for, even if that person has dropped out of the tournament.

Tournament Officials are allowed to participate in Entry-level events. Tournament Officials are prohibited from participating in Competitive and Premier Play events, including Set Championships and Challenges, for which they’re serving as a Tournament Official.

1.6 Set Legality and Rotation

Disney Lorcana TCG sets are legal to play in *Disney Lorcana* TCG Sanctioned Constructed Tournaments immediately on prerelease in hobby stores and are legal to play in *Disney Lorcana* TCG Sanctioned Limited Tournaments immediately on prerelease in hobby stores. Alternate and special versions of cards, including preview and promo cards, become legal when their respective set does, regardless of when they’re released.

To maintain a dynamic and balanced competition circuit, Core Constructed tournaments will follow a rotation schedule that phases out older sets in a structured cadence.

Only cards from current legal sets are permitted in Core Constructed events. Players are responsible for ensuring their decks comply with the current rotation status at the time of the event. (See 1.6.1, “Rotation List,” for more information on how rotation works.)

If a card is legal in a particular format, any printing of that card can be used in that format. For example, if a card is from a set that is legal in Core Constructed, any printing of that card from current or previous sets can be used in Core Constructed.

Alternate and special versions of cards, including preview and promo cards, rotate when their respective sets do.

1.6.1 Rotation List

- With the release of Set 9, only cards released in Set 5 and later became legal to use in Core Constructed. The following sets rotated out of Core Constructed:
 - Sets 1, 2, 3, and 4
- With the release of Set 13, only cards released in Set 9 and later will be legal to use in Core Constructed. The following sets won’t be legal in Core Constructed:
 - Sets 1, 2, 3, and 4 (not legal in Core Constructed)
 - Sets 5, 6, 7, and 8 (rotating out – not legal in Core Constructed)

Additional rotations will be added in future updates to the Tournament Rules. Set rotation doesn’t apply to Infinity Constructed tournaments.

1.6.2 Banned Cards

The following cards are banned in Core Constructed Tournaments:

- No current banned cards

The following cards are banned in Infinity Constructed Tournaments:

- Hiram Flaversham - Toymaker

SECTION 2: TOURNAMENT ROLES

2.1 Tournament Organizer

The Tournament Organizer for a *Disney Lorcana* TCG Tournament is responsible for several tasks, including but not limited to the following.

- Obtaining permission from Ravensburger to operate the tournament.
- Providing and furnishing a sufficient site to operate the tournament.

- Promoting the tournament to ensure sufficient attendance.
- Advertising the tournament type and format for player preparation.
- Acquiring sufficient staff for the tournament (e.g., Lore Guides and Scorekeepers).
- Providing sufficient materials to operate the tournament (e.g., product in a Limited tournament)
- Reporting the tournament results to Ravensburger, if requested.

2.2 Lead Lore Guide

Every *Disney Lorcana* TCG tournament must have a Tournament Organizer designate a Lead Lore Guide for that event. This person must be physically present throughout the duration of the event. For Entry-level tournaments, the Tournament Organizer may serve as the Lead Lore Guide. For Competitive and Premier Play tournaments, the Tournament Organizer and Lead Lore Guide must be two separate individuals.

The Lead Lore Guide is the final arbiter for any rules or tournament policy disputes at a *Disney Lorcana* TCG tournament. It's their responsibility to enforce the codes in this document, the *Disney Lorcana* TCG Comprehensive Rules, and the *Disney Lorcana* TCG Play Correction Guidelines. All tournament participants are expected to abide by the Lead Lore Guide's decisions.

For smaller tournaments, the Lead Lore Guide is typically the only Lore Guide needed. For larger tournaments, the Lead Lore Guide is expected to delegate tasks to other Lore Guides as necessary to facilitate smooth tournament function and timely responses to player questions.

If a player is dissatisfied with a Lore Guide's ruling, they may appeal the ruling to the Lead Lore Guide. The Lead Lore Guide's ruling is final.

In Competitive and Premier Play tournaments, if any player must be disqualified or otherwise removed from a tournament, the Lead Lore Guide must write a report of the incident and submit it to Ravensburger through the official *Disney Lorcana* TCG Tournament Disqualification Form, found [here](#).

The Lead Lore Guide may, in rare and extraordinary circumstances, depart from the rules and policies specified in this and associated tournament rules documentation. The Lead Lore Guide alone has the authority to make these modifications. These deviations from policy are intended to maintain the event's integrity, ensure equity, and address unforeseen or exceptional circumstances that aren't adequately addressed by current policies.

Appropriate circumstances for deviations from policy include, but aren't limited to, issuing a proxy if a card or other game element is inadvertently destroyed or damaged during a match. In this situation, the Lead Lore Guide may allow the use of a clearly identified proxy, which the Lead Lore Guide will supply and approve. Only Lead Lore Guides may issue proxies.

2.3 Lore Guides

Lore Guides are responsible for assisting players with rules questions and resolving errors made during play. They're expected to be impartial and to avoid assisting players with in-game strategy. Lore Guides shouldn't prevent play mistakes from happening but instead should pause a match only if an illegal action is taken or if a situation requires de-escalation. Lore Guides should hold themselves to a high standard of sporting behavior and should exemplify this to players and spectators whenever serving as a tournament official.

2.4 Scorekeeper

The Scorekeeper is responsible for recording all tournament results and generating all tournament pairings. For smaller tournaments, this role may be served by the Tournament Organizer or a Lore Guide. This person should be familiar with the Ravensburger Play Hub so that any issues or errors can be corrected in a timely manner and with minimal disruption to the tournament. If any egregious tournament scorekeeping issues arise, the Lead Lore Guide is the final arbiter for determining the appropriate action.

2.5 Player

Players in *Disney Lorcana* TCG tournaments have the following responsibilities.

- Always being respectful and courteous toward Tournament Officials, other players, and spectators.
- Always refraining from unsporting conduct.
- Arriving for the tournament and for all matches punctually.
- Supplying all required tournament materials, including an appropriate deck for Constructed tournaments. This can also include dice, a playmat, pen and paper, and non-marked card sleeves. (See 3.11, "Approved Accessories.")
- For Competitive and Premier Play Constructed tournaments, submitting their deck list via the approved method given by the Tournament Organizer.
- Verifying that their match results are reported promptly and accurately.
- Properly communicating with their opponent to the best of their ability.
- Promptly notifying Tournament Officials of any rules or policy violations observed, whether during their own matches or another player's matches as they occur.
- Abiding by the rules of this document, the *Disney Lorcana* TCG Comprehensive Rules, and the *Disney Lorcana* TCG Play Correction Guidelines as well as by all rulings made by Lore Guides.

Any assistance given by a Lore Guide does not remove these responsibilities.

2.6 Spectator

Spectators are expected to allow *Disney Lorcana* TCG tournaments to proceed unaffected by their observation. Any person present at a *Disney Lorcana* TCG event who isn't a Tournament Official or actively participating in an in-progress match is considered a Spectator.

Spectators are expected to remain silent and unobtrusive while matches proceed. If a spectator observes a rule violation, they should ask the players to pause their game while the spectator notifies a Lore Guide. The spectator shouldn't reveal any details of the perceived violation to the players but should instead relay the information to a Lore Guide so that the situation can be addressed correctly.

Players may always request that a spectator not observe their match. This request should involve a Lore Guide. Tournament Officials may always restrict the ability of spectators to observe matches.

For players who may require assistance to perform game actions or physically handle cards or other game objects, a spectator can be designated to assist the player. Such spectators can ask simple questions to clarify the intent of the player but aren't permitted to offer any kind of play or strategic advice.

2.7 Broadcast Representative

Broadcast Representatives are responsible for overseeing all event coverage and content production. They're responsible for running and overseeing the official event feed; recording games and event footage; taking pictures of players, the event, and the location; and handling all livestreaming requests. Broadcast Representatives are required to follow all policies outlined in section 4, "Broadcast."

Broadcast Representatives may be present in Entry-level, Competitive, or Premier Play tournaments but are most common at the Premier Play level.

Ravensburger and its partners may use any media gathered by the Broadcast Representative for editorial, marketing, or promotional purposes. Consent to be filmed, photographed, and recorded in this way is implied by participation in the event in any tournament role.

Unlike matches that aren't broadcast, broadcast matches could be subject to additional policies and different procedures, such as longer preparation times for coverage, microphone or headset use, and seating changes. Before the game, a Lore Guide must explain these changes to all parties. Players are expected to cooperate with and adhere to any broadcast-related instructions.

SECTION 3: TOURNAMENT OPERATIONS

3.1 Player Minimums

In order for a tournament to qualify as an official *Disney Lorcana* TCG tournament, a minimum of eight players must participate. The tournament is no longer formally approved by Ravensburger and should be reported as canceled if at least eight participants aren't present and prepared to compete.

Only officially recognized Ravensburger-approved tournaments, such as Prerelease events, Set Championships, and authorized Tournament Organizer events, are subject to this requirement. This requirement doesn't apply to informal events that aren't part of these activities.

There must be a minimum of eight participants in any tournament labeled Competitive or higher.

3.2 Round Minimums

In order for a tournament to qualify as an official *Disney Lorcana* TCG tournament, a minimum of three rounds must be played. The tournament is no longer formally approved by Ravensburger and should be reported as canceled if at least three rounds aren't played.

Only officially recognized Ravensburger-approved tournaments, such as Prerelease events, Set Championships, and authorized Tournament Organizer events, are subject to this requirement. This requirement doesn't apply to informal events that aren't part of these activities.

There must be a minimum of three rounds played in any tournament labeled Competitive or higher.

Additional rounds are added to tournaments with more players for better player experience. Based on the number of players in the first round, the following number of rounds are advised.

Players	Swiss Rounds	Top Cut
8	3	None
9-16	4	Top 4
17-32	5	Top 8
33-64	6	Top 8
65-128	7	Top 8
129-226	8	Top 8
227+	9	Top 8

Top Cut is required only for Competitive and Premier Play tournaments.

3.3 Match Structure

Any *Disney Lorcana* TCG tournaments must follow the Match Structure guidelines listed here for each type of event.

- Entry-level and Competitive Play
 - *Disney Lorcana* TCG Entry-level and Competitive tournaments may use a variety of Match Structures for their events. These match structures are decided by the Tournament Organizer. Ravensburger encourages all Competitive events with 64 players or more to use the Premier Play Match Structure below.
 - Note that some events, such as Set Championships, may have additional requirements for Match Structure in order to be considered a formally approved Ravensburger tournament.
 - Any Entry-level and Competitive-level tournaments that use a Best-of-Three (Bo3) format are encouraged to follow the Premier Play Match Structure.

- Premier Play
 - *Disney Lorcana* TCG Premier Play tournaments are played using a Best-of-Three (Bo3) format. Players will play a series of games, up to a maximum of three, with the first player winning two games determined as the winner of the match.
 - Three (3) match points are awarded for each match victory. Zero (0) match points are awarded for each match loss. One (1) match point is awarded for each match draw.
 - Prior to the match beginning and before any action has occurred in the match, the two players in the match must randomly decide which player has the choice of playing first or drawing first.
 - Any mutually agreed upon method may be used, such as rolling dice or flipping a coin. If players can't agree on a method, a Lore Guide will decide the method for the match.
 - The player who has been determined to make the decision will choose whether to play first or draw first in game one.
 - The decision to play first or draw first in either game one or any game in a match must be made before either player sees their opening hand for that game.
 - If a player is unable to decide whether to play first or draw first, they're presumed to be playing first in game one.
 - The player who plays first in each game doesn't draw a card at the start of their first turn.
 - Once a game is completed, the player who lost the most recent game chooses whether to play first or draw in the next game of the match.
 - In *Disney Lorcana* TCG Premier Play tournaments, there may be Single Elimination brackets for top players at the event. For Single Elimination brackets, matches are played using a Best-of-Three (Bo3) format. To be awarded a victory for the match, a player must win two of the three games of the match.
 - Prior to the match beginning, and before any action has occurred in the match, the player who's seeded higher from the Swiss Rounds has the choice of playing first or drawing first in game one.
 - Once a game is completed, the player who lost the most recent game chooses whether to play or draw first in the next game of the match.
 - The decision to play or draw in each game must be made before either player sees their opening hand for each game.
 - If a player is unable to decide, they're presumed to be playing first in the next game.
 - Matches are recorded by the number of games won-lost-drawn. Any mutually agreed upon draw games or unfinished games are recorded as draws in the match. For example, a match where a player wins two games in a row is recorded as 2-0-0.

If a player wins one game of a match and time runs out in the round with no winner in the End-of-Round procedure, the match is recorded as 1-0-1 in favor of the player who won one game.

- Single-Elimination brackets may have different End-of-Round procedures.

3.4 Match Procedure

Pregame

- Before a game begins, players first decide which player is to choose whether to play first or draw first, as described in section 3.3. Each player shuffles their deck. Then, each player offers their deck to their opponent, who then has the opportunity to shuffle the deck further or cut the deck. Once this is completed, each player draws their opening 7-card hand.
 - For every game of a match, each player has one opportunity to alter their hand before any action has occurred. For a more detailed breakdown, see the *Disney Lorcana* TCG Comprehensive Rules on the *Disney Lorcana* TCG Resources page, [here](#).
- **Pile Counting**
 - Pile Counting is a method some players use to verify the exact card count in their deck. In *Disney Lorcana* TCG tournaments, Pile Counting is permitted under the following conditions.
 - It must be done prior to shuffling.
 - It may be done only before the start of each game, not during or after gameplay has started. Pile Counting may be done only once per game.
 - It must not be used to manipulate the deck in any way.
 - Once the player finishes the pile count for the game that is about to begin, they must shuffle their deck and give their opponent a chance to shuffle the deck further or cut the deck.

Once this process has been completed, the first player begins their first turn. They won't draw a card during their Start of Turn Phase for this turn. For a more detailed breakdown, see the *Disney Lorcana* TCG Comprehensive Rules on the *Disney Lorcana* TCG Resources page, [here](#).

End of Match

At the conclusion of a match, it's the responsibility of both players to verify the match result and make sure that it's appropriately reported to the Tournament Organizer using the approved reporting method. This could be physical result slips or digital platforms such as the Ravensburger Play Hub.

Before submitting results, players must verify that the winner and the match outcomes (2-0-0, 2-1-0, 1-1-1, 0-0-3) are accurate. Both players must confirm the report with the Lore Guide or Tournament Organizer when requested.

The Tournament Organizer must be notified right away of any disputes or missing reports. Players who don't accurately report a match's result could cause disruptions to the tournament. Penalties for inaccurate reporting, including a match loss or disqualification, may be issued.

When time is called in a round, any games still in progress will immediately proceed to the end-of-match procedure, as follows.

- The active player finishes their turn. This is known as turn 0 and doesn't count toward the five total turns remaining in the game.
- After that turn, there are five total turns remaining in the game.
- Regardless of which player's turn it is, every turn taken after the turn in which time was called in a round counts toward the five-turn total. This often converts to two turns for the active player when time is called and three turns for the inactive player.
- If the game ends during these turns, the match is reported following the normal rules.
- If neither player has won the game at the end of turn five and one player has more game wins than the other, the player with the higher number wins the match. Unfinished games are recorded as draws.
- Swiss Rounds: If neither player has won the game at the end of turn five, award match points as described in 3.3, "Match Structure." The match is a draw if, at the end of turn five, neither player has won any games or if players have won an equal number of games.
- Single-Elimination Rounds: When time is called in the round, if a player has more game wins than their opponent, they win the match. If both players are tied for game wins, they play five additional turns. A new game may be started to complete these five additional turns if one isn't in progress. If neither player has won the game at the end of turn five and both players have the same number of game wins, the player with the higher lore total in the current game wins the match. If the players have the same number of game wins and the same lore, the game continues until one player has more lore than the other. When this happens, the player with the higher lore wins the game immediately.

3.5 Out-of-Order Sequencing

Players can take a series of actions that, while not in the correct order, leads to the same legal game state as taking the actions in the correct order would have led to. Such out-of-order sequencing is allowed, with the following restrictions.

- All actions taken must be legal.
- Any action taken out of order can't affect other actions in different ways depending on the order of operations.
- This can't be used to gain any kind of information from the opponent.

For example, a player exerting in their inkwell before revealing the card they intend to play with that ink isn't technically following the correct order, but they still arrive at the same legal state of the card being played. However, if a player has an effect in play that reads, "At the start of your turn, discard a card" and they draw their card for that turn and then try to discard that card, out-of-order-

sequencing doesn't apply. This is because the action of discarding a card would affect a different set of cards depending on the order of the actions. In this case, corrective action may be appropriate.

Players should take care when applying out-of-order sequencing, as it doesn't cover any Missed Triggers.

3.6 Intentional Draws and Concessions

A player may concede an incomplete game or match at any time. That player immediately loses the game and, if applicable, the match moves on to the next game.

A player who refuses to play a match is considered to have conceded that match.

Players can't ask their opponents to concede a game. Players can't implicitly or explicitly offer or accept any reward or consideration in exchange for a concession. Players provided with such an offer must call a Lore Guide and report the incident.

At any point prior to the end of a match, players may agree to an intentional draw (0-0-3) for the match. A player may request an intentional draw only once per match and can't implicitly or explicitly offer any reward or consideration in exchange for the draw. Players provided with such an offer must call a Lore Guide and report the incident.

3.7 Takebacks

Players are expected to make clear, deliberate, and intentional decisions with their play. For standard policy, plays in *Disney Lorcana* TCG can't be undone once made. However, limited exceptions may apply in cases of honest mistakes or dexterity errors. These exceptions must be approved by a Lore Guide and follow all guidelines outlined below.

A Takeback is a complete reversal of a player's most recent play that restores the game state to what it was immediately before the play occurred, allowing the player to make a different choice or take a different action.

A play may consist of:

- A single action (e.g., challenging with a character), or
- A batch of several actions performed as part of a single declared Out-of-Order Sequence (e.g., questing with multiple characters at the same time).

During a Takeback, the entirety of such a declared sequence is considered one play.

3.7.1 Eligibility and Limitations

- A Takeback may apply only to the most recent play made by the player during their turn.
- A play can't be taken back if any subsequent play or action has occurred.

- Takebacks are never automatic and must be authorized by a Lore Guide.
- Players must not perform Takebacks without Lore Guide approval.

Lore Guides must carefully evaluate each request for a Takeback. A Takeback should not be allowed if the player gained additional information as a result of the play or action.

Additional information includes, but isn't limited to:

- Resolution of effects (e.g., drawing cards, revealing cards from the deck, or banishing characters),
- Triggered abilities resolving, and
- Observing or gauging an opponent's reaction or lack of reaction after the play.

If a Lore Guide is unable to determine whether additional information was gained or whether a Takeback would be appropriate, the standard policy is applied, and the Takeback is denied.

Exception: A card revealed from the player's own hand as part of the play (e.g., revealing a card to ink it and then requesting to ink a different card) isn't considered additional information for the purposes of evaluating a Takeback.

Players must not rush, pressure, or coerce their opponents into making plays or taking actions in an attempt to lock them into a decision and deny a potential Takeback.

3.7.2 Illegal Actions and Rules Errors

If a play involves an illegal action (e.g., inking a card that can't be inked, or choosing a character with **Ward** for an action), a Takeback may still be appropriate, provided all Takeback criteria are met. In these situations:

- The player has committed a General Rules Error (PCG 2.4) and will receive a warning.
- The Lore Guide may either:
 - Allow a Takeback, or
 - Perform a partial rewind and instruct the player to continue the play using only legal actions.

3.7.3 Examples of Eligible Takebacks

The following are examples of when a Lore Guide may decide a Takeback is allowed:

- A player chooses a character for an action and immediately says they want to choose a different character instead.
- A player reveals a card to ink and immediately says they want to ink a different card instead.
- A player declares a challenge against one character and immediately changes their mind before resolution.
- A player declares a challenge with multiple characters as a group, then immediately says they want to quest instead.

- A player plays Let the Storm Rage On, which reads “Deal 2 damage to chosen character. Draw a card.” They choose an opposing Cogsworth – Grandfather Clock for the damage, is informed he has **Ward**, and immediately requests a Takeback, before drawing a card.

3.7.4 Examples of Ineligible Takebacks

The following are examples where a Lore Guide must not authorize a Takeback:

- A player chooses a character for an action, resolves a triggered effect that draws a card, and then requests a Takeback after realizing the outcome was unfavorable.
- A player performs multiple separate challenges sequentially and then requests to undo all of them.
- A player inks a card and passes the turn. Their opponent takes an action, and the player then requests to undo the inking decision.

3.8 Deck Registration

Players in Competitive and Premier Play *Disney Lorcana* TCG tournaments are required to register their decks.

For a Constructed tournament, players must submit their deck list either via Ravensburger Play Hub or on a paper deck list, following instructions from the Tournament Organizer. The Tournament Organizer should communicate the deck list submission deadline. If no such deadline is communicated, the deck lists will be due before the first round is created.

For a Limited tournament, players fill out a deck list as part of deck construction. These deck lists must be provided to a Tournament Official by the end of deck construction. The *Disney Lorcana* TCG Set Checklists can be found on the *Disney Lorcana* TCG Resources page, [here](#).

Players may request to see their deck list between matches. These requests will be granted whenever feasible.

Deck lists are considered the ultimate arbiter of which cards the player intended to play. Players must take care to use full card names, since many character cards have similar names.

The use of official deck list forms is recommended for submitting a deck list but isn’t required. The *Disney Lorcana* TCG Deck Registration Sheet can be found on the *Disney Lorcana* TCG Resources page, [here](#).

3.9 Deck Checks

Lore Guides at Competitive and Premier Play tournaments will perform Deck Checks where possible. Deck Checks are intended to verify that players are playing the correct cards as registered on their deck list. Decks should be examined after shuffling is completed and before players draw their opening hands.

For Competitive tournaments, Tournament Organizers are expected to check as many decks as possible during the event.

For Premier Play tournaments, at least 10% of decks are expected to be checked, and it's recommended that the Tournament Organizer check as many decks as possible during the event.

Deck Checks may happen at any time during a tournament.

3.10 Dropping from a Tournament

A player may drop out of the tournament at any time. Players are responsible for either dropping themselves using the Ravensburger Play Hub or by informing a Lore Guide or Scorekeeper. If the player is paired for any matches when the request to drop is made, that player is considered to have conceded all games in that match.

Players who don't show up for a designated match will be dropped from the tournament unless they inform the Lore Guide or Scorekeeper before that round ends.

If a player drops during a Limited tournament, they keep all cards provided to them by the Tournament Organizer to participate in the event. This includes opened and partially drafted booster packs.

3.11 Approved Accessories

Players are allowed to use personal accessories during tournaments as long as they follow the guidelines below. Accessories must not show offensive, graphic, or otherwise unsuitable content. Images that are violent, sexually provocative, or discriminatory in nature are prohibited.

The Tournament Organizer may, at any time, approve or disapprove of any accessory and request a player use an acceptable alternative. Players may be given a match loss or disqualified from the tournament for failing to comply with such a request.

Approved accessories are as follows.

- Playmats
 - Officially licensed *Disney Lorcana* TCG Playmats OR any Playmats that follow the guidelines in this section
 - All playmats must be clean, rest flat on the table, and not interfere with gameplay.
- Deck Sleeves

- Officially licensed *Disney Lorcana* TCG Deck Sleeves OR any Deck Sleeves that follow the guidelines in this section
- Each sleeve must enclose a single card entirely.
- All sleeves must not be reflective, damaged, or marked.
- All sleeves must be the same size, color, and style.
- All sleeves must have fully opaque backs.

Inner or over sleeves are allowed, provided that all other rules for sleeves are followed, with the exception of a fully opaque back.

If sleeves need to be changed for a non-urgent issue that is found during a match, Tournament Officials may allow the change to be made between games or after the current match has concluded.

- Dice
 - Officially licensed *Disney Lorcana* TCG Dice OR Dice that follow the guidelines in this section
 - Non-branded, polyhedral dice
 - All dice must be in good condition and have easily identifiable numbers.
- Lore Counters
 - Officially licensed *Disney Lorcana* TCG Lore Counters
 - *Disney Lorcana* Trading Card Game Companion app
 - Custom Lore Counters may be used but must be an easily identifiable object and can't be deceptive or confusing to players or Tournament Officials.
 - Written methods may be used to track Lore, provided they're approved using the guidelines in 5.2, "Notes and Information Tracking."
- Deck Cases and Storage Boxes
 - Officially licensed *Disney Lorcana* TCG Deck Cases and Storage Boxes OR Deck Cases and Storage Boxes that follow the guidelines in this section
 - Deck Cases and Storage Boxes may be used to store decks between games or matches but must not be used while gameplay is in progress, except to access another approved accessory.
- Altered Artwork Cards
 - Cards that feature any sort of alteration on the card may be used only during Entry-level tournaments. These cards can't offer any competitive or strategic advantage or include references to other trading card games or any unsuitable content, outlined in this section.
 - Competitive and Premier Play tournaments allow only unaltered, officially licensed *Disney Lorcana* TCG cards. Cards with signatures may still be used, provided their artwork isn't altered in any way and they follow the guidelines in this document.

3.12 Time Extensions

If a Tournament Official pauses a match for more than 1 minute while the round is being played, they should issue a time extension equal to the time the match was paused. For Deck Checks, the time extension should equal the time it took to perform the check plus 3 minutes.

SECTION 4: BROADCAST

4.1 Tournament Organizer Rights

The Tournament Organizer may work with Broadcast Representatives to televise, stream, film, photograph, record, or broadcast any part of events outlined in this document. The resulting content may be used for any purpose, including but not limited to marketing and promoting the event, the Tournament Organizer, the *Disney Lorcana* TCG, or other events.

4.2 Player Likeness Consent

Players agree to allow Tournament Organizer and Broadcast Representatives to record, use, and reproduce their name, likeness, voice, image, gameplay, and related marks or logos in any kind of media by taking part in any event covered by this document. This includes photography, video, audio, live or recorded broadcast, and digital and print promotional materials in any format.

This consent is valid globally and will be used to promote the marketing and documentation of *Disney Lorcana* TCG organized play.

For non-broadcast events or local tournaments, players can notify the Tournament Organizer before the event begins if they don't want to be photographed, filmed, or recorded. Reasonable efforts will be made to accommodate such requests; however, such accommodations may limit the players' participation in featured matches or other promotional opportunities.

SECTION 5: INFORMATION AND COMMUNICATION

5.1 Game Layout

During all *Disney Lorcana* TCG tournaments, players are required to maintain a clear and consistent Game Layout to support fair play and clarity for both players and Tournament Officials.

- Characters, items, and locations must be positioned in front of the player's inkwell from the opponent's perspective. Characters that have moved to locations should be clearly identified as at the location they've moved to.
- A player's inkwell isn't required to be placed close to the edge of the table; it may be positioned to the left, right, or further back in the play area, as long as characters, items and locations are always positioned in front of the inkwell.

- Game Layout must remain clear and unambiguous throughout the game and not disrupt gameplay or lead to any uncertainty about the game's current state.

As long as the Game Layout is clear and understandable to all players and Tournament Officials, players who require additional accommodation due to age, disability, or other accessibility needs may adjust their Game Layout. If any accommodation is required, players are expected to request assistance from a Tournament Official or Lore Guide, who can assist in creating a clear and easily accessible Game Layout.

5.2 Notes and Information Tracking

Players may use tokens to track only their own in-game, public information. Players must not track any of their opponents' information, whether public or private. For example, a player may use tokens to remind themselves to gain lore from a particular location or that a character can't be readied at the start of their next turn. No numerical representation of any type is permitted on a token to track any in-game information other than damage.

Players are encouraged to keep written track of lore totals, but they're not permitted to take any other form of notes during a match. Referring to outside notes during a match is considered Outside Assistance. For more information on Outside Assistance, see the *Disney Lorcana* TCG Play Correction Guidelines, available at the *Disney Lorcana* TCG Resources page, found [here](#).

Outside Assistance can include, but isn't limited to, writing down the names of cards in an inkwell as they're revealed, using dice to denote the ink costs of revealed cards, and using other devices or processes to create any kind of record of game information. A Tournament Official will make the final determination of whether a form of note was made.

Players can't take or look at notes during Drafting or during Limited Deck Construction.

5.3 Electronic Devices

The use of electronic devices such as smartphones, tablets, and smart watches at *Disney Lorcana* TCG events is permitted so long as all devices are always in plain view of both players in the match. Using the *Disney Lorcana* TCG Companion app for tracking lore and referring to the card database are examples of allowed usage.

Players may use their electronic device for private reasons such as texting, making a call, or browsing after first informing a Lore Guide, who will help facilitate the request. At the Lore Guide's discretion, penalties such as warnings, match loss, or disqualification from the tournament will be given for any player not following these guidelines or attempting to hide any device use.

5.4 In-Game Information

There are two types of information in the *Disney Lorcana* TCG: public and private. Information is considered private if it exists in any facedown zone. Although the hand isn't a facedown zone, it's

considered private information from your opponent. Information in any other zone is considered public.

Players are allowed to know the status, characteristics, and contents of any public zone or of any card in a public zone. Players are allowed to know only the number of cards in a private zone.

If private information is revealed to the opponent, it's considered public information while revealed. Players are responsible for keeping private information from being accidentally revealed to other players.

During games, players are expected to communicate openly with their opponents.

When putting a card into their inkwell through the standard turn action (that is, inking a card), the player adding the card must ensure that their opponent has full knowledge of which card is being added, including by announcing the full name of the card. The opponent must be allowed to verify that the card has the inkwell symbol around the cost.

The current status of any card in play (e.g., exerted or ready, damage marked, whether the ink is dry, etc.) must be completely and correctly communicated by that card's player whenever requested by another player.

Exerted cards should be rotated roughly ninety degrees to indicate their status. Ready cards should be upright. A player may choose to exert their cards clockwise or counterclockwise, but they should be consistent with all of their cards.

Lore gains and losses must always be announced and must include the new lore total after the lore change for that player. This ensures that both players fully understand the current lore score and that any discrepancies can be found and remedied as soon as possible, likely with the help of a Lore Guide.

Players are expected to maintain a clear game state whenever possible. This includes pointing out mandatory effects whenever they occur, even if they're from an opponent's card. For purposes of this rule, a "mandatory effect" is one that doesn't include the word "may" in its text. Reminding another player of a "may" effect isn't mandatory, but players are strongly encouraged to remind their opponents of these effects in order to foster the most positive play experience for all involved.

5.5 Inkwell

Players are required to keep the cards in their inkwell cards distinct and separate from any other facedown cards that may be on the table. If there's any confusion about which cards are in a player's inkwell, the players should call a Lore Guide immediately so the error can be remedied. Additionally, all ready cards in a player's inkwell must be oriented in the same direction as each other; the same must also be true for exerted cards in that player's inkwell.

A player must leave cards that they put into their inkwell faceup during the turn they were put there. When that turn ends, the player must turn those cards (and any other faceup cards in their inkwell) facedown.

5.6 Card Naming and Descriptions

Certain card abilities in the *Disney Lorcana* TCG require a player to name a card. Stating the exact printed name of a *Disney Lorcana* TCG card is the preferred and most accurate method. However, if a player is unable to recall the exact name, they're allowed to give a description that can reasonably identify only one *Disney Lorcana* TCG card.

Only cards from the *Disney Lorcana* TCG may be named or referenced.

In cases where a card's name or description is unclear, players should call a Lore Guide immediately. Lore Guides have the final authority on whether a description is specific enough to satisfy the ability's requirements. Players are encouraged to resolve any uncertainties with the Lore Guide's assistance.

- Acceptable
 - “Stitch” or “The character that lets you exert characters you play that cost 2 or less ink”
- Unacceptable
 - “That one card with the guitar on it” or “The blue card”

SECTION 6: TIME LIMITS

6.1 General Tournament Time Limits

The time limit for a Swiss round is a minimum of 50 minutes, with a recommended maximum of 60 minutes.

It's recommended that all matches in single-elimination rounds be untimed. If a time limit must be imposed due to venue availability constraints, the time limit should be a minimum of 70 minutes and should be announced prior to the beginning of the single-elimination portion of the event. If the entire event is single-elimination and a time limit must be imposed due to venue availability constraints, the time limit should be a minimum of 50 minutes, with a recommended maximum of 60 minutes.

If all matches have finished before the time limit is up in a round, the Lead Lore Guide may choose to start the next round early. Players arriving for the next round after it has started but before the previous round would have ended shouldn't be issued penalties for late arrival.

6.2 Limited Tournament Time Limits

The time limits for deck construction and registration, if being used, at Competitive or Premier Play events are as follows.

- Sealed deck construction: 30 minutes
- Sealed deck pool registration: 20 minutes
- Preconstructed deck construction: 10 minutes
- Draft deck construction and registration together: 25 minutes

The time limits for individual Draft picks, if being used, at Competitive or Premier Play events are as follows.

- 12 cards remaining: 30 seconds
- 11 cards remaining: 25 seconds
- 10 cards remaining: 25 seconds
- 9 cards remaining: 20 seconds
- 8 cards remaining: 20 seconds
- 7 cards remaining: 15 seconds
- 6 cards remaining: 10 seconds
- 5 cards remaining: 10 seconds
- 4 cards remaining: 5 seconds
- 3 cards remaining: 4 seconds
- 2 cards remaining: 3 seconds

For Draft picks, players may review their cards for 30 seconds after the first pack has been opened, increasing by 15 seconds after each subsequent pack.

SECTION 7: PLAYER CONDUCT

7.1 Prohibited Conduct

To ensure a safe, fair, and inclusive environment for all players, the following conduct is strictly prohibited at all *Disney Lorcana* TCG events, regardless of scale or setting.

- Wagering money or anything of value on the outcome of matches or events.
- Use, possession, or distribution of illegal substances.
- Consumption or possession of alcohol.
- Unsportsmanlike conduct, including disrespectful or disruptive behavior toward players, guests, Tournament Officials, Lore Guides, spectators, or the public.
- Collusion, including agreeing to manipulate match outcomes or share prizes.
 - Prize Splitting may be allowed at Entry-level and Competitive tournaments so long as the following guidelines are followed:
 - All remaining players must voluntarily agree to the split

- The split must be reported to the Tournament Official before splitting
- The agreement must not involve any discussion or offer related to match outcome (e.g., “If you concede, I’ll split the prize with you”).
 - Tournament Officials reserve the right to deny any Prize Split requests.
- Harassment, including sexual harassment, discriminatory language, intimidation, and any behavior that makes others feel unsafe, unwelcome, or uncomfortable.

Violations of this policy may result in penalties ranging from warnings to removal from the event and potential suspension from future organized play events, at the discretion of the Tournament Organizer.

For more information on Prohibited Conduct, see the *Disney Lorcana* TCG Play Correction Guidelines, available at the *Disney Lorcana* TCG Resources page, found [here](#).

7.2 Sponsors and Teams

Sponsors or teams of players are subject to prior approval and a discretionary evaluation by the Tournament Organizer to be allowed to be represented as sponsors or teams at any *Disney Lorcana* TCG event. A Tournament Organizer may reject any proposed sponsorship of a player being represented at an event.

Sponsors or teams involved in the use, consumption, or promotion of the following are strictly prohibited:

- Gambling
- Drugs
- Pornography
- Firearms
- Alcohol
- Tobacco or cannabis
- Unlawful activity

7.3 Interviews and Other Content

During an event, players may be asked by the Tournament Organizer or Broadcast Representative to participate in interviews or additional content, including but not limited to video, audio, written interviews, social media content, or promotional content. If approached, players are expected to use their best efforts to cooperate and participate in a respectful manner, following any reasonable direction given by the Tournament Organizer.

Participation in content is intended to highlight the player experience and promote the *Disney Lorcana* TCG community. While participation isn’t mandatory, refusal to participate without reason may affect future content opportunities or promotional content at the discretion of the Tournament Organizer.

Players can't decline being broadcast as part of a featured match.

During participation in interviews, featured matches, or other content, player attire must follow these guidelines.

- Clothing must be neat, clean, and appropriate for broadcast.
- Players should avoid casual attire such as pajamas, torn clothing, etc.
- Players must not wear clothing that includes or promotes:
 - Offensive or inappropriate gestures
 - Alcohol, tobacco, or drug references
 - Hate speech or discriminatory messages
 - Overtly sexual or revealing clothing
 - Logos, brands, or promotion from non-Disney properties that conflict with the event's agreements
 - Any sponsored team's merchandise or apparel
 - Third-party sponsor logos

Final discretion on clothing rests with the Tournament Organizer or Broadcast Representative.

SECTION 8: TRAVEL INFORMATION

8.1 Travel Documentation and Accommodations

Players are solely responsible for obtaining and maintaining any and all travel documentation necessary to attend and participate in *Disney Lorcana* TCG events, including passports, travel permits, and entry visas. It's the player's obligation to ensure these documents are valid and obtained in a timely manner.

Tournament Organizers may assist with information that's helpful in obtaining travel documentation, but the responsibility is the player's to secure or obtain the necessary documents. Tournament Organizers aren't responsible for any expenses, delays, or disqualifications caused by incomplete or rejected travel credentials. Failing to obtain necessary travel documentation could lead to a player's forfeiture of an invitation to a *Disney Lorcana* TCG event.

Tournament Organizers may provide players assistance with travel expenses, such as airfare, hotel rooms, or travel stipends for official invitations. Any deadlines, rules, or documentation that the Tournament Organizer provides must be followed by players who are receiving this travel assistance.

8.2 Player Replacements/Alternates

If a player is unable to attend an invite-event due to Travel Documentation, Accommodations, or other reasons or if a player is disqualified or travel is forfeited for any reason, the Tournament Organizer may replace them with an alternate player. The alternate is given the original player's

Travel Accommodations, current position in a tournament, and/or the prizing linked to that player's current placement.

SECTION 9: PRIZING

9.1 Prizing Earned

Prizes awarded at *Disney Lorcana* TCG tournaments are contingent upon adherence to all tournament rules. To be eligible for prizing, players must:

- Meet all eligibility conditions and any additional restrictions specified by the Tournament Organizer;
- Abide by all event regulations, guidelines, and conduct policies during participation in the event; and
- Fill out any necessary documentation as requested by the Tournament Organizer (such as waivers or identification).

At the Tournament Organizer's discretion, a player may be considered to have forfeited their prizing if they're disqualified or ineligible or they don't reply to the Tournament Organizer or submit the required documentation by the deadline set by the Tournament Organizer, which must be within 90 days of the event's conclusion.