

# COMPETITIVE PLAY GUIDE

## THE SCENE · THE RULES · THE PAPERWORK

The official resources page is a wall of PDF links with no explanation of how it fits together. This is the missing map: *what the tiers are, how you qualify, what's legal, and what happens on tournament day* — plus every official document worth knowing, on one shelf.

### 1 THE THREE TIERS

WHERE YOU FIT

| ENTRY-LEVEL                                                                                                                          | COMPETITIVE                                                                                                                       | PREMIER PLAY                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Come play</b><br>PRERELEASES · LEAGUE NIGHTS                                                                                      | <b>Prove it locally</b><br>SET CHAMPIONSHIPS                                                                                      | <b>The big stage</b><br>CHALLENGES · CCQS · CHAMPIONSHIPS                                                                                     |
| Relaxed rules, few or no prizes.<br>Must be welcoming to new players.<br><b>No deck list</b> required.<br>Altered-art cards allowed. | Stricter rules, real prizes.<br><b>Deck list required.</b><br>Deck checks: as many as possible.<br>Unaltered official cards only. | Best-of-three matches, always.<br>Deck checks on <b>10%+</b> of decks.<br>Full Play Correction Guidelines.<br>Broadcast, travel, big prizing. |

**The honest version:** the jump that matters is Entry-level → Competitive — that's where deck lists, deck checks, and rules knowledge start counting. Above Competitive it's the same skills under more pressure.

### 2 THE ROAD TO WORLDS

HOW QUALIFICATION WORKS

| START HERE                                                | STEP UP                                                           | QUALIFY                                                                      | COMPETE                                                           | THE SUMMIT                                                           |
|-----------------------------------------------------------|-------------------------------------------------------------------|------------------------------------------------------------------------------|-------------------------------------------------------------------|----------------------------------------------------------------------|
| <b>Local Store</b><br>League nights, prereleases, casual. | <b>Set Championship</b><br>First Competitive event, run each set. | <b>Challenge / CCQ</b><br>Premier events. Championship seats come from here. | <b>Continental Champs</b><br>NA & EU. 9 Swiss rounds, Top 16 cut. | <b>World Championship</b><br>Top 8 of each Championship get invites. |

| WHERE CHAMPIONSHIP SEATS COME FROM                                                                       |          |          | THE LAST CHANCE QUALIFIER                                                             |                                          |
|----------------------------------------------------------------------------------------------------------|----------|----------|---------------------------------------------------------------------------------------|------------------------------------------|
| SOURCE                                                                                                   | NA (136) | EU (200) | FIELD                                                                                 | 1,024 players in two random pods of 512. |
| Challenge events                                                                                         | 96       | 160      | STRUCTURE                                                                             | Single elimination, best-of-three.       |
| CCQ events                                                                                               | 24       | 24       | REWARD                                                                                | Top 8 per pod — 16 main-event seats.     |
| Last Chance Qualifier                                                                                    | 16       | 16       | <i>Roughly a 1-in-64 shot needing about nine straight wins. Real, but not a plan.</i> |                                          |
| CCQ = Challenge Championship Qualifier, run by stores and independent organizers — the accessible route. |          |          |                                                                                       |                                          |

| CHAMPIONSHIP WEEKEND                                                                                                                                                |                                                                                                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| FORMAT                                                                                                                                                              | Core Constructed — Sets 9 through 13 legal.                                                              |
| DAY 1                                                                                                                                                               | 9 rounds of Swiss, best-of-three. Top 16 advance.                                                        |
| DAY 2                                                                                                                                                               | Single elimination, <b>best-of-five</b> . Top 8 earn World Championship invites.                         |
| 2026                                                                                                                                                                | North America — Disneyland Hotel, Disneyland Resort (Aug 28–30). Europe — Disneyland Paris (Sept 11–13). |
| <i>Challenges themselves run 8 rounds Saturday plus 4 Sunday, then a Top 32 cut; Grand Finals best-of-five. Kids 12 and under enter free with a ticketed adult.</i> |                                                                                                          |

### 3 FORMATS

WHAT YOU'LL BE ASKED TO PLAY

#### CONSTRUCTED — YOU BRING THE DECK

|                                                                                                                                                                                                                                  |                                                                     |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| <b>CORE</b>                                                                                                                                                                                                                      | Only cards in the current rotation. The default competitive format. |
| <b>INFINITY</b>                                                                                                                                                                                                                  | Any card from any set, ever. Its own separate ban list.             |
| <b>Deck rules (both):</b> 60+ cards · no more than <b>2 ink types</b> · max <b>4 copies</b> of one full card name. Name + version is the full name, so Ariel – On Human Legs and Ariel – Spectacular Singer are different cards. |                                                                     |

#### LIMITED — THEY PROVIDE THE CARDS

| FORMAT         | PACKS    | MIN DECK  |
|----------------|----------|-----------|
| Sealed         | <b>6</b> | <b>40</b> |
| Draft          | <b>4</b> | <b>35</b> |
| Pack Rush      | <b>2</b> | <b>24</b> |
| Preconstructed | deck     | <b>60</b> |

No ink restrictions and no copy limits in Limited. Draft runs in pods of about eight. Preconstructed is Entry-level only.

### 4 ROTATION & BANS

WHAT'S LEGAL RIGHT NOW

#### CORE CONSTRUCTED ROTATION

|                  |                                                        |
|------------------|--------------------------------------------------------|
| <b>AT SET 9</b>  | Sets 1–4 rotated out; Set 5+ became legal.             |
| <b>AT SET 13</b> | Sets 5–8 rotate out. <b>Set 9 and later are legal.</b> |

**The trap for returning players:** a deck that was legal a year ago may be entirely illegal now. Rotation does **not** apply to Infinity Constructed.

#### BANNED CARDS & LEGALITY

|                  |                                                                                |
|------------------|--------------------------------------------------------------------------------|
| <b>CORE</b>      | No banned cards at present.                                                    |
| <b>INFINITY</b>  | Hiram Flaversham – Toymaker.                                                   |
| <b>NEW SETS</b>  | Legal the moment they hit prerelease in hobby stores.                          |
| <b>PRINTINGS</b> | If a card is <b>any</b> printing is legal — promos and alternate art included. |

For the full set-by-set rotation history, see the companion Set Chronicle.

### 5 TOURNAMENT DAY

WHAT ACTUALLY HAPPENS

#### ROUNDS & CUT BY ATTENDANCE

| PLAYERS | SWISS ROUNDS | TOP CUT |
|---------|--------------|---------|
| 8       | <b>3</b>     | None    |
| 9–16    | <b>4</b>     | Top 4   |
| 17–32   | <b>5</b>     | Top 8   |
| 33–64   | <b>6</b>     | Top 8   |
| 65–128  | <b>7</b>     | Top 8   |
| 129–226 | <b>8</b>     | Top 8   |
| 227+    | <b>9</b>     | Top 8   |

An official event needs 8+ players and 3+ rounds or it's cancelled. Top cut is required only at Competitive and above.

#### TIMING & SCORING

|                    |                                                                                               |
|--------------------|-----------------------------------------------------------------------------------------------|
| <b>SWISS ROUND</b> | 50 minutes minimum, 60 recommended.                                                           |
| <b>TOP CUT</b>     | Untimed if possible; otherwise 70 minutes minimum.                                            |
| <b>POINTS</b>      | Win 3 · Draw 1 · Loss 0.                                                                      |
| <b>TIME CALLED</b> | Active player finishes ("turn 0"), then <b>5 more turns</b> . Most game wins takes the match. |
| <b>PLAY/DRAW</b>   | Random for <b>loser</b> of the last game chooses — always before seeing hands.                |

Sealed: 30 min to build, 20 to register the pool. Draft: 25 min to build and register.

### 6 RULES OF THE ROOM

WHERE NEWCOMERS TRIP

#### YOUR KIT

|                 |                                                                                   |
|-----------------|-----------------------------------------------------------------------------------|
| <b>SLEEVES</b>  | Identical size, color, style; opaque backs; unmarked.                             |
| <b>CARDS</b>    | Competitive+: unaltered official cards only. Signatures fine if art is untouched. |
| <b>COUNTERS</b> | Any clear set; the Companion app counts as a lore tracker.                        |
| <b>DEVICES</b>  | Allowed, but must stay in plain view of both players.                             |

#### TALKING & TRACKING

|                  |                                                                                       |
|------------------|---------------------------------------------------------------------------------------|
| <b>LORE</b>      | Announce every change <b>including your new total</b> .                               |
| <b>INKING</b>    | Say the full card name; let the opponent verify the inkwell symbol.                   |
| <b>NOTES</b>     | Lore totals only during a match; none at all during Draft.                            |
| <b>TRIGGERS</b>  | You must point out mandatory effects — even your opponent's.                          |
| <b>TAKEBACKS</b> | Most recent play only, with a Lore Guide's approval, never after gaining information. |

## CONDUCT — THE SHORT VERSION

No wagering on matches, no alcohol or illegal substances, no collusion or manipulated outcomes, no harassment or discriminatory behavior. **Prize splitting** is allowed at Entry-level and Competitive events if everyone agrees voluntarily, it's reported to an official first, and it's never tied to a match result.

**Who's who:** a **Lore Guide** is a judge — call one for any rules question or dispute, and never feel awkward doing it. The **Lead Lore Guide** is the final word, and you can appeal any ruling to them.

## 7 YOUR FIRST TOURNAMENT

A REALISTIC ON-RAMP

- FIND A STORE**  
Use the official Store Locator ([tcg.ravensburgerplay.com/stores/search](https://tcg.ravensburgerplay.com/stores/search)) to find a hobby store running sanctioned events.
- GO TO A PRERELEASE OR LEAGUE NIGHT**  
Entry-level and deliberately welcoming. Limited events need **no collection at all** — they hand you the cards.
- BUILD A CORE-LEGAL DECK**  
60+ cards, two inks, max 4 of a name, current sets only.
- PLAY A SET CHAMPIONSHIP**  
Your first Competitive event. Write the deck list *before* you arrive, using full card names including versions.
- THEN CHASE A CCQ**  
Challenge Championship Qualifiers are the accessible path to a Championship seat, and many run at ordinary stores.

**What it actually takes:** a legal deck, sleeves, dice, a written deck list, and enough Tournament Rules knowledge to avoid a warning. Everything else is practice.

## 8 THE OFFICIAL SHELF

RESOURCES PAGE, DISTILLED

### LEARN & PLAY

|                                                              |                                             |          |
|--------------------------------------------------------------|---------------------------------------------|----------|
| <a href="#">Quick Start Rules</a>                            | Learn the game in one sitting.              | Feb 2026 |
| <a href="#">Comprehensive Rules 2.2.0</a>                    | The final word on every edge case.          | Jul 2026 |
| <a href="#">Official FAQ</a>                                 | Card-specific rulings database (mindtouch). | —        |
| <a href="#">Pack Rush Rules</a>                              | The 2-pack, 24-card mini format.            | Nov 2024 |
| <a href="#">Card Gallery</a> · <a href="#">Companion App</a> | Search every card; track lore legally.      | —        |

### COMPETE

|                                            |                                                                    |          |
|--------------------------------------------|--------------------------------------------------------------------|----------|
| <a href="#">Tournament Rules</a>           | <b>The one to actually read.</b> Formats, rotation, bans, conduct. | Jul 2026 |
| <a href="#">Play Correction Guidelines</a> | What happens when something goes wrong — penalties and fixes.      | May 2024 |
| <a href="#">Deck Registration Sheet</a>    | Print and fill before a Competitive event.                         | Jan 2024 |
| <a href="#">CCQ Event Term Sheet</a>       | How Challenge Championship Qualifiers run.                         | Jun 2026 |
| <a href="#">Results Slip</a>               | How match results get reported.                                    | Mar 2025 |
| <a href="#">CORE — Lore Guide Document</a> | For anyone considering judging.                                    | Dec 2025 |

### POLICIES & STORES

|                                                                  |                                                     |          |
|------------------------------------------------------------------|-----------------------------------------------------|----------|
| <a href="#">Community Code</a>                                   | The behavior standard everyone agrees to.           | May 2023 |
| <a href="#">Diversity &amp; Inclusion Policy</a>                 | Organized play's inclusion commitments.             | Sep 2023 |
| <a href="#">Replacement Policy</a>                               | Damaged or misprinted cards.                        | Feb 2026 |
| <a href="#">Artist Policy</a>                                    | Signatures and alterations.                         | —        |
| <a href="#">Hobby Store Requirements</a>                         | What it takes for a store to run sanctioned events. | Jan 2024 |
| <a href="#">Store Locator</a> · <a href="#">Official Discord</a> | Find events and people to play with.                | —        |

**Always check the date.** These documents are revised often, and different pages of the official site sometimes link to different versions. The Resources page ([disneylorcana.com/en-US/resources](https://disneylorcana.com/en-US/resources)) is the authoritative index; dates above reflect what it listed when this was compiled.

Summarized from the official Disney Lorcana Resources page, Tournament Rules (effective 07/14/2026), and Challenge circuit information, compiled July 2026. Event schedules, rotation, and ban lists change — verify at [disneylorcana.com/en-US/resources](https://disneylorcana.com/en-US/resources) before any event.