Introduction

The MLB™ Showdown DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and MLB™ Showdown game rules. Players (referred to as “managers” in this document), spectators, and tournament officials must follow these documents while participating in DCI-sanctioned MLB™ Showdown tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

500. General MLB™ Showdown Tournament Rules

501. Format and Rating Categories

The DCI sanctions the following formats, all of which feed into one set of MLB™ Showdown manager ratings:

- Constructed
- Limited, including:
  - Sealed Deck
  - Rochester Draft
  - Booster Draft
  - Auction Draft

502. Authorized Cards

All MLB™ Showdown cards used in DCI-sanctioned events must be produced by Wizards of the Coast, Inc. In addition, all pitcher and hitter cards must be from the latest available year of MLB™ Showdown cards. However, tournament organizers may choose to run MLB™ Showdown events using pitcher and hitter cards from previous years if they do the following:

- Select one year that all pitcher and hitter cards should come from; and
- Announce before the tournament begins which year they plan to use.

Example: Only MLB™ Showdown 2000 pitcher and hitter cards may be used in an event scheduled for July 4, 2000. Managers, judges, and organizers know if the pitcher and hitter cards are from the correct year based on the game logo appearing on the back of each card. If it says “MLB™ Showdown 2000,” and the card was produced by Wizards of the Coast, the card is legal.

503. Card Interpretation

During sanctioned competition, managers must refer to the official game rules and card text definitions found in the MLB™ Showdown rulebook.

504. New Releases

New MLB™ Showdown card sets, including any expansions, are allowed in Constructed tournament play on the first day of the month following their retail release.

New card sets are allowed in Limited tournament play immediately, including before the retail release date in the case of a Prerelease tournament.

505. Roster Management

Each team’s roster must consist of exactly 20 pitchers and hitters, divided as follows:

- Four starting pitchers
  Managers may set up their own pitching rotations, in order, from first through fourth. The rotation may not be modified once the tournament begins. Each starter must always appear in his spot in the rotation.

- Nine regulars (hitters in the starting lineup)
  The following field positions (C, 1B, 2B, SS, 3B, LF, CF, and RF) must each be filled by one of the nine regulars when the manager’s team is on defense. Hitters listed as OF qualify for all three outfield positions.
  Managers may fill the 1B slot with a hitter that is not qualified at that position, but that hitter has -1 Fielding. If managers use a DH in the 1B slot, the hitter has -2 Fielding.

- Seven backup hitters/relief pitchers
  See section 523 for information regarding relief pitchers’ and backup hitters’ point values in Constructed events.
Managers must submit a written roster to the tournament organizer with each of these 20 positions filled before the tournament begins. Managers do not have to submit a written lineup for each game. The point value allotted for each player on the roster must be listed next to his name. Any reduced point values for backup hitters in Constructed events must be reflected on the roster sheet. (See section 523 for more information.)

Only pitchers and hitters filling the roster spots listed above are considered active, and may be used at the tournament. Any extra pitchers and hitters a manager draws or drafts in Limited tournaments beyond what is listed in the spots above are considered inactive, and may not be used in the tournament.

No trades are allowed between managers in DCI-sanctioned MLB™ Showdown events.

### 506. League Designation

Before the tournament begins, managers designate on their roster sheet whether their team is in the American League™ or the National League™. Once the roster is submitted to the tournament organizer, league affiliations may not be changed.

In National League™ games, one of the nine regulars does not begin the game in the starting lineup, but the starting pitcher does. The eight hitters remaining in the starting lineup must fill the field positions for regulars listed in section 505.

Player cards may be used in teams registered in either league, regardless of the actual player’s league affiliation.

### 510. MLB™ Showdown Tournament Mechanics

#### 511. Match Structure

MLB™ Showdown matches consist of one game per match.

Tournament organizers may run their events using multiple games per match, but match results—not individual game results—are reported to the DCI for the purpose of ratings and rankings. Organizers must announce how many games per match they are using before the tournament begins.

#### 512. Match Time Limits

The DCI recommends using 60-minute time limits for single-game matches.

If tournament organizers choose to run more than one game per match, the DCI recommends that organizers add 40 minutes to the match time for each game beyond the first. Multiple-game matches must consist of an odd number of games. Organizers choosing to run multiple-game matches must announce the revised match time before the tournament begins.

If all matches in a round finish early—and all managers continuing with the event are present—the organizer may begin the next round.

#### 513. Determining Home and Visiting Teams

The winner of a coin toss (or other random method) determines which team is the visiting team, and which team is the home team. Once the home team is determined, each participant in the match sets his or her starting lineup. If the home team is designated as an American League™ team, each participant’s starting lineup must have nine regulars. If the home team is designated as a National League™ team, each manager’s starting lineup must have eight regulars, plus the starting pitcher. All field positions (C, 1B, 2B, SS, 3B, LF, RF, and CF) must be represented by a regular.

#### 514. Pre-Game Procedure

The following steps must be performed, in order, before each game begins.

- Determine the home and visiting team. This decision determines whether the game is played in the American League™ or National League™. (See section 513 for more information.) The visiting team hits at the top of the 1st inning, while the home team pitches.
- On the scoresheet, note which starter is scheduled to appear in this game, and place that starter’s card in the middle of the playing area.
- Choose a batting order, write it on the scoresheet, and place those players on the table in the order that matches the batting order.
- Managers may swap cards between their strategy decks and their sideboards.
- Managers shuffle their strategy-card decks (see Universal Tournament Rules, section 21).
- Managers present their decks to their opponents for additional shuffling and/or cutting.
- If the opponent has shuffled the manager’s deck, the manager may make one final cut.
- Each manager draws three cards.
- Play begins.

506.-514.
515. **Keeping Score**

Over the course of each game, managers must maintain a written record of the information listed below on a scoresheet. Hitter’s statistics (per inning by hitter, following the sequence of the batting order):

- Outs
- Strikeouts
- Position on the bases

Pitcher’s statistics (by pitcher per appearance):

- Number of innings pitched
- Runs allowed

Managers are responsible for keeping their own scoresheets over the course of the tournament, in order to make sure starting pitchers, relievers, and closers are used properly. Managers missing scoresheets are considered to have made a severe procedural error (section 113—Universal Penalty Guidelines). The starter in the next game is determined based on who the manager’s official roster specifies should pitch that round. In addition, all relievers and closers are considered to have pitched the previous two games.

516. **Starting Pitcher Usage**—Updated June 15, effective immediately

Managers may not remove their starting pitchers from the game before the fifth inning of play, unless they become tired. If a starter becomes tired before the fifth inning, he may be replaced immediately.

517. **Strategy Cards That Affect Pitchers’IP**

Any strategy cards that impact a pitcher’s IP must remain on the table next to the pitcher.

518. **End-of-Match Procedure—Rainout**

If the match time limit is reached before a winner is determined, the managers finish the current inning and the game ends. If the game lasted at least five innings, the manager who is ahead gets the win. If the game is tied—or the 6th inning was not reached—the match ends in a draw.

520. **RULES FOR CONSTRUCTED TOURNAMENTS**

521. **Strategy Deck-Size Limits**

Strategy-card decks at Constructed events must contain exactly 40 cards. If a manager wishes to use a sideboard, it must contain exactly 15 cards.

A manager’s strategy deck and sideboard combined may not contain more than four of any individual strategy card.

522. **Sideboard Use**

Before each game begins, managers must allow their opponents to count the number of cards in their sideboards (face down), if requested. Managers may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area.

Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboard remains at exactly 15 cards at all times. See section 514—Pre-Game Procedure, to see when sideboarding is allowed. There are no restrictions on the number of cards a manager may exchange this way as long as one card from the deck is traded for one in the sideboard.

523. **Point Value Cap & Backup Hitter/Relief Pitcher Values**

The total point value of a Constructed team, including starting pitchers, regulars, backup hitters, and relief pitchers, must not exceed 5,000 points.

Relief pitchers’ point values are always counted at full value.

Point values for each hitter beyond the nine regulars may be set using one of the following two ways:

- **List players as backup hitters.** The point value for a backup hitter is calculated at one-fifth of the player’s total point value. Backup hitters may be used as pinch hitters at any time, but they may only remain in the lineup after the third out if they enter the game after the 6th inning.

- **List players as additional regulars.** The point value for an additional regular is calculated at the player’s full point value. Additional regulars may replace players in the starting lineup at any time, and stay in the game.

524. **Constructed Tournament Pitcher/Hitter Use**

A manager may not have more than one copy of the same pitcher or hitter on his or her Constructed roster.

*Updated June 15, 2000*
530. **RULES FOR LIMITED TOURNAMENTS**

531. **Strategy-Deck Size Limits**
Strategy-card decks in Limited events must contain at least 30 cards.

532. **Strategy Card Use Limits**
In Sealed-Deck events, managers may use as many copies of a strategy card in their decks as they choose.

533. **Limited Tournament Pitcher/Hitter Usage**
A manager may have more than one copy of a pitcher or hitter on his or her Limited roster. Managers who do not receive or draft a hitter to fill each field position (C, 1B, 2B, SS, 3B, LF, CF, or RF) in their roster of regulars must fill each open position with a generic player who always hits off the pitcher’s card, and has a defensive value of +0.

Generic hitters are represented in the batting lineup by unused strategy cards placed face-down in the appropriate lineup spots.

534. **Backup Hitters**
There are no backup players in Limited tournaments. Every hitter on a roster is considered a regular, even if that roster has more than nine hitters.

535. **Rules for Sealed-Deck Tournaments—Updated June 15, effective immediately**
Managers play only with the pitcher/hitter cards and strategy cards they received from the tournament organizer before the event began. Position requirements listed in section 505 apply.

Any opened strategy cards not used in a manager’s deck function as his or her sideboard in Sealed-Deck events. All strategy decks must contain at least 30 cards. Managers may not look at their sideboards during a game.

Managers may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a manager may exchange this way as long as the strategy deck remains at a minimum of 30 cards. Cards need not be exchanged on a one-for-one basis.

If a manager receives fewer than four starting pitchers, his or her starter with the lowest value fills the empty slots in his or her rotation. Each time this pitcher appears in the rotation, he is considered a different pitcher.

536. **Rules for Draft Tournaments**
After managers are grouped into drafting pods of roughly equal size, each manager receives one draft pack (including 45 strategy cards and 15 player cards), and one or two booster packs, depending on the draft format. (Each booster pack includes 2 strategy cards and 7 player cards). Managers may only compete against others from the same drafting pod.

At a signal from a tournament official, each manager opens the draft deck and booster packs at the appropriate time, and separates the strategy cards from the pitcher/hitter cards. Managers set aside their strategy cards for later use when building their strategy decks. The pitcher/hitter cards are then drafted according to one of the following sets of draft instructions, depending on which format the organizer chooses:

- Booster Draft instructions (sections 74 and 76–78 of the Universal Tournament Rules)
- Rochester Draft instructions (sections 75–78 of the Universal Tournament Rules)
- Auction Draft instructions (section 537)

537. **Auction Draft Instructions**
Managers participate in Auction Drafts in pods of four, with each manager receiving one booster pack and one draft pack. Each manager’s team has a point-value cap of 5,000 points. Each pod of four managers must have its own table judge.

After packs are opened and players are separated from strategy cards, the 22 player cards each manager opens are given to the table judge, who:
- verifies that 22 cards were received from each manager;
- combines all player cards from the four managers into one draft pool;
- sorts the cards by position:
  - (Starters and relievers are separated. Outfielders are grouped together); and
- lays the player cards out on the table, with all player cards facing one direction.
While the table judge sorts and lays out the player cards, managers should review the strategy cards they opened, and take any notes related to these cards that may help them in the draft. Upon the table judge’s announcement, managers have five minutes to review the 88 player cards on the table, and take any notes about the available players.

Each player receives a tournament roster sheet from the table to keep track of players they drafted and the points they have spent in the draft.

One manager is designated as the first to nominate a player and make the opening bid. Beginning with that first manager, participants take turns nominating a hitter or pitcher for auction, in an order established by the table judge, through the draft pod.

The manager nominating a player for the auction must turn the appropriate player card sideways to identify it as currently up for bidding.

Any manager may bid on a nominated player, provided he or she has an open roster slot that the pitcher or hitter is qualified to fill, has enough points left under the cap to acquire that player, and has 10 points left for each open roster spot remaining. All bidding must be in increments of 10.

The judge running the draft must use his or her best judgement as to when to begin the countdown on the last bid for a player. The DCI recommends starting the countdown a few seconds after each bid is announced in order to keep the draft moving.

The table judge maintains a draft record, with a column for each manager. After the table judge counts down and closes each final bid:
1. The table judge writes the name of the player drafted, the position filled and the point value produced by the final bid in the column under the appropriate manager’s name.
2. The manager drafting that player removes the card from the draft pool and writes the player’s name and auction point value on his or her roster sheet.

The auction continues until all positions are filled on each manager’s roster (four starting pitchers, nine position players, and seven backup players/relievers).

Periodically, the table judge should call for a brief break in the draft for a point check and player count. The judge should add up the totals he or she has written in the column for each player, and check those totals against what the players have listed on their roster sheets.

Managers exceeding the 5,000-point cap have their bid rejected on the player putting them over the cap (so the rights to that player fall to the next highest bidder), and the manager exceeding the cap must stop drafting players until all other rosters within the pod are complete.

Managers declare whether their teams are affiliated with the American League™ or National League™ on their roster sheets after the auction is complete.

### 538. Auction Draft Pairings & Games Per Round

The DCI suggests that MLB Showdown tournaments featuring auction drafts should feature 3-game matches, with the match winner being the manager who won two of the three games. See section 512—Match Time Limits, for more information.

If an organizer’s tournaments require faster match times, the DCI suggests one-game matches with managers being paired following the round-robin system, so each manager within the pod plays each other manager in the pod once. If a round-robin event ends in a tie, organizers may break ties based on the total number of runs scored by each manager during competition within the pod. Organizers choosing to use different tiebreakers must announce their tiebreakers before the tournament begins.

### 539. Drafting Starting Pitchers—Updated June 15, effective immediately

When managers draft a starting pitcher, they must place the card face down in front of them in a manner that allows the judge and all competitors to count the number of starters they have drafted. Once all managers in the pod have drafted four starters, the table judge announces that managers may now select starting pitchers whenever they choose.

If the draft does not contain enough starting pitchers to fill each manager’s starting rotation, lowest valued starter in the draft is proxied by the table judge to fill out the necessary quantity.

**Example:** After all players in a booster draft are selected, if any manager still has less than four starters, the table judge reviews each roster sheet to identify the drafted starter with the lowest point value. That starter is proxied and fills all open starter positions remaining on managers’ roster sheets. If players are tied at the lowest value, the table judge chooses the starter to be proxied randomly.

### 540. Draft Strategy Deck Construction

Managers build their strategy decks using cards opened for that draft. Any cards they do not use in their strategy decks function as their sideboards.

**Updated June 15, 2000**