

Star Wars: Young Jedi CCG 2022 Unofficial World Championships Rules Primer - Call to Arms Format

The tournament will consist of 3 rounds. Each player will participate in 3 matches and gain 50 points per victory. Each player will also gain points equal to the remaining number of cards in their deck. The top 2 scoring players after the 3 rounds will participate in the Championship round. Ties will count as 25 points per player plus the number of remaining cards. There is no restriction on light or dark side decks.

Decklists must be submitted to the tournament organizer prior to the event.

We will follow the most up to date Star Wars Player Committee Updates with the following changes

- Ki-Adi-Mundi counts as a Jedi Master
- Duels may only be initiated against Jedi/Sith/Aurra Sing

Decks must consist of the required cards. Due to the fact the game has been extinct for 20 years the following rules for cards will be used

- Proxy cards will be allowed as long as they are printed to the size and shape of the cards and have a solid backing consistent with the rest of the deck. Proxies must be printed versions of the actual cards.
- All Player Committee Card updates will be accepted, but must be glued or otherwise affixed to the existing card.
- Fan sets and custom cards are not allowed, unless they consist only of variant art. All of which is subject to approval by the Tournament Organizer.