



Yu-Gi-Oh Shared Tag Team Rules.

A. Basic Rules.

- The Match is between two teams of two Duelists (designated Duelist A and Duelist B). Teammates are seated next to each other with the team on the opposite side of the table.
- Each Team has 6 Normal Monster Zones
- Each Team has 6 Spell & Trap Zones
- Each Team has 1 Field Spell Card Zone
- Each Team has 1 Link Zone
- Each Team shares their Pendulum Scale (if player 1A creates a scale player 2A may use the same scale created by player 1A)
- Each Duelist has their own Deck & Extra Deck Zone
- Each Duelist has their own Deck (2 Decks per team)
- Each Duelist has their own Graveyard (Duelists may use their teammate's Graveyard as if it was their own.)
- Each Duelist has their own Extra Deck. (Duelists may summon from their own Extra Deck and their teammates.)
- The Team has a combined Life Point Total of 16,000. (If it reaches zero, the team loses)
- Any member of a team may use any Monster Cards in play on their field for Tribute Summons, Ritual Summons, and Extra Deck Summons (Example: You may use your teammate's monster for a Tribute Summon).
- Teammates may not activate Spell or Trap cards set on their teammate's turn. (If player 1A sets Dark Hole on their turn player 2A cannot activate it on their turn)
- Teammates may talk, compare hands, and share information freely and with each other.
- A team loses if the team's Life Points reach zero or either Duelist on the team cannot draw a card from their Deck when required to.
- Limited Cards are counted per team and not per Duelist. So, for any given Limited Card, each team could include 1 copy in either Duelist's Deck, making a total of 1 copy that team can use.
- Semi-Limited Cards are counted per team and per Duelist. So for any given Semi-Limited Card, each team could include 2 copies in any combination between the team's Decks
- Both Duelists on a team can have up to 3 copies of a card that is not on the Forbidden and Limited list.
- The currently banlist applies.
- It will be best-of-1 matches and the team that reduces the opposing team's life points to 0 will be declared the winner
- Card effects that half opponent's life points becomes $\frac{1}{4}$

- If a card affects only your opponent's side of the field, it affects the entire side, or both opponents.
- If a card specifically states it affects all Duelists, Monsters, Spells, or Traps, then it affects both Teams (all 4 Duelists.)
- If a card affects "both Duelists" and "each player," then the Duelist activating the effect and the opponent sitting directly across from them are affected.
- If a card references another card that "you control" or "your" hand, Deck, Extra Deck, Graveyard, or Banished Zone, it counts cards in your teammate's Zones as well as your own. In the same way, cards that reference a card "your opponent controls" count both opponent's sides of the field.
- Cards Set by a Duelist can be viewed by the teammate, but they must be activated by the Duelist who Set them.
- "Owner" means the same thing as a standard Duel. The "owner" is the Duelist whose Deck the card started in.
- If a card effect prevents your opponent from performing an action, it prevents both opponents. If a card prevents you from performing an action, it prevents your teammate as well.



Anyone other questions I'll be there to answer on the event