

Unsporting Conduct –  
Cheating. (IPG 4.8)

Unsporting Conduct —  
Stalling. (IPG 4.7)

The player meet the following  
2 items to be considered  
Cheating. The player must be  
attempting to gain an  
advantage from their actions.  
The player must also be  
aware of what they are doing  
is illegal. (IPG 4.8)

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<p>Disqualification. The offender should be asked to leave the venue by the organizer. (IPG 4.6)</p>	<p>A player steals material from the event, such as cards or tournament equipment. (IPG 4.6)</p>
<p>Breaking a rule defined by the tournament documents, lies to a tournament official, notices an offense is committed in their (or teammates) match and does not call attention to it. The player must be attempting to gain advantage and must know they are doing something illegal. (IPG 4.8)</p>	<p>Disqualification, as the player is intentionally trying to take advantage of the clock. (IPG 4.7)</p>
<p>Unsporting Conduct — Stalling. (IPG 4.7)</p>	<p>Unsporting Conduct — Stalling. (IPG 4.7)</p>
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<p>Players use or offer to use an outside-the-game method to determine the winner of a game or match. (IPG 4.3)</p>	<p>Match Loss. The player must correct the behavior immediately, and can expect to be removed from the tournament venue upon further offenses. (IPG 4.2)</p>
<p>A player offers an incentive to entice an opponent into conceding, drawing, or changing the results of a match, or accepts such an offer. Refer to the Magic Tournament Rules for a more detailed description. (IPG 4.4)</p>	<p>Disqualification. No additional remedy is indicated for Improperly Determining a Winner. (IPG 4.3)</p>
<p>Disqualification. No additional remedy is indicated for Bribery and Wagering. (IPG 4.4)</p>	<p>When a player or spectator at a tournament places a bet on the outcome of a tournament, match, or any portion of a tournament or match. The wager does not need to be monetary, nor is it relevant if a player is not betting on his or her own match. (IPG 4.4)</p>
<p>Disqualification. The offender should be asked to leave the venue by the organizer. (IPG 4.5)</p>	<p>A player acts in a threatening way towards others or their property. (IPG 4.5)</p>

<p>disruptive behavior that may affect the safety, competitiveness, enjoyment, or integrity of an event in a significantly negative fashion. (IPG 4.0)</p>	<p>If you are the Head Judge and believe the deck's owner notices the markings to take advantage of this knowledge upgrade to a Game Loss. (IPG 3.8)</p>
<p>The Head Judge of the event. (IPG 4.0)</p>	<p>Yes. Although the guidelines are written for players, others such as spectators, staff, and judges are held to the same standards. (IPG 4.0)</p>
<p>An action taken by an individual that is disruptive to the tournament or its participants. It may affect the comfort level of those around the individual, but determining whether this is the case is not required. Failing to following the direction of a tournament official also falls into this category. (IPG 4.1)</p>	<p>Calming the situation while educating the player on the severity of his or her actions. The judge should inform the player how his or her conduct is disruptive. Finally, when the situation is under control, the judge should deal with infractions and penalties. (IPG 4.0)</p>
<p>Taking an action to insulting another person based on his or her race, color, religion, national origin, gender, disability, or sexual orientation. (IPG 4.2)</p>	<p>Warning. Educate the player to correct the problem immediately. Subsequent Unsporting Conduct – Minor offenses, even for different offenses, will result in a Game Loss. If a Game Loss is issued for repeated infractions, and it occurs at the end of a game, it is acceptable for the judge to apply to the penalty to the player's next game instead. (IPG 4.1)</p>

<p>if the card can be located the Head Judge may downgrade the penalty to a Warning and shuffle those cards back into he deck. (IPG 3.5)</p>	<p>Remove them from your opponents deck and shuffle them into yours. Issues warnings to both players. (IPG 3.5)</p>
<p>He receives a Warning for Communication Policy Violation. See MTR 4.1 for complete list of actions that fall in this category. (IPG 3.7)</p>	<p>it is a Limited Procedure Violation which is a Warning. (IPG 3.6)</p>
<p>False. The player will receive a Warning for Marked Cards and must replace the cards with unmarked ones. (IPG 3.8)</p>	<p>A backup maybe considered in cases where a player has clearly acted upon incorrect information provided totem by their opponent. Only backup to the action not the incorrect information. (IPG 3.7)</p>
<p>False. If cards have become marked through play in the tournament, the Head Judge may decide to issue a proxy. (IPG 3.8)</p>	<p>He may choose to replace those cards with basic lands. If he does, the decklist should be changed but may be reverted if the cards are acquired later. (IPG 3.8)</p>

The deck/decklist contains an illegal number of cards, a card not legal for the format, not identified by its full name or could be interpreted as more than one card unless story line characters (Planeswalkers, legendary permanents), the presented deck and sideboard do not match the decklist registered. The penalty is a Game Loss. (IPG 3.5)

**Issue Insufficient Shuffling and have them present their deck. (IPG 3.4)**

**This is ok. There is only 1 Jace that is either Legendary or a Planeswalker in the format. We assume it is the Planeswalker in this case. (IPG 3.5)**

Yes, it is a Deck/Decklist Problem and that infraction has a penalty of a Game Loss. The Head Judge may choose to not issue this penalty if they believe what the player wrote is obvious and unambiguous, even if it is not the full, accurate name of the card or basic land counts in limited. This is based on the decklist and not based on intent or the actual contents of the deck; needing to check the deck for confirmation is a sign that the entry is not obvious. (IPG 3.5)

The Head Judge may downgrade the penalty, fix the deck, and allow the player to redraw the hand with one fewer card. The player may continue to take further mulligans if he or she desires. (IPG 3.5)

Promotional cards that have been handed out as part of the tournament. Double-faced cards represented by checklist cards in the deck. Double-faced cards being used to represent the 'night' side of cards in the deck. They can not be sleeved the same way as the deck or sideboard. (IPG 3.5)

It occurs when a player commits a technical error during sealed or a draft, such as exceeding the amount of time for a pick. It is penalized with a Warning. (IPG 3.6)

**Remove 1 of the cards that are 5 of leaving 58 cards. Since the deck is not the legal size add 2 basic lands of the players choice. (IPG 3.5)**

<p>No, except for Oracle™ pages. Players are permitted to only look at notes not taken in the match between games of the match. (IPG 3.2)</p>	<p>True, although the Head Judge is the final arbiter on what is acceptable. (IPG 3.2)</p>
<p>Players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit. Warning. (IPG 3.3)</p>	<p>False. They are actually committing Unsporting Conduct – Stalling. (IPG 3.3)</p>
<p>This is Slow Play. A loop has to provide an exact number of iterations and what the expected game state is going to be at the end of the loop. (IPG 3.3)</p>	<p>An extra turn is awarded for each player if not already in turns. (IPG 3.3)</p>
<p>True. “Mana weaving” is fine as long as the deck is thoroughly shuffled afterwards. (IPG 3.4)</p>	<p>When a player could know the position or distribution of one or more cards in his or her deck. They should receive a Warning for Insufficient Shuffling. (IPG 3.4)</p>

<p>Tournament Errors are violations to the Magic Tournament Rules (MTR). (IPG 3)</p>	<p>Warning. This penalty not upgraded. (IPG 2.6)</p>
<p>False. If a round started early and the player showed up before the time it was originally announced, he shouldn't receive a penalty. (IPG 3.1)</p>	<p>False. A second or subsequent warning for a Tournament Error in the same category should be upgraded to a Game Loss. Multi-day events the count resets between days. (IPG 3)</p>
<p>The player should receive a Match Loss and be dropped from the tournament unless he or she reports to the Head Judge before the end of the round. (IPG 3.1)</p>	<p>The player should receive a Game Loss for Tardiness. The players should receive a 7 minute time extension in addition to the penalty, corresponding to the length of the tardiness. (IPG 3.1)</p>
<p>Seeks play advice or hidden information about his or her match from others after sitting down for the match. Gives play advice or reveals hidden information to players who have sat for the match. During a game refers to note other than Oracle™ (IPG 3.2)</p>	<p>Tournaments are meant to test the skill of a player, not their ability to follow external advice or directions. Match Loss. (IPG 3.2)</p>

A violation of the Comprehensive Rules that is not covered by other Game Play Errors. Warning. (IPG 2.5)

They are assumed to be keeping their hand unless they are clear they are still going to mulligan or flip over multiple cards from the top of their deck. (IPG 2.4)

Both players receive a Game Rule Violation (IPG 2.5)

1. An illegal choice was made for a permanent on the battlefield. Do so.
2. Player forgot to draw cards, discard cards, return cards from their hand to another zone. The player does so.
3. A object known to all players was put into the wrong zone. If not disruptive put the object in the correct zone.
4. Attacker or Blocker order was not declared. Do so. Otherwise consider a backup or leave the game as it is. (IPG 2.5)

If an object is in an incorrect zone either due to a required zone change being missed or due to being put into the wrong zone during a zone change, the identity of the object was known to all players, and it can be moved with only minor disruption to the state of the game, put the object in the correct zone. (IPG 2.5)

back it up if possible if not leave things as they are. (IPG 2.5)

A player who has allowed another player in the game to commit a Game Play Error around an effect that he or she does not control and does not point it out immediately. If the judge believes the player is waiting to point it out at a more opportune time see Unsporting Conduct – Cheating. Does not apply to missed triggers (IPG 2.6)

Since the cards order is known it is a Game Rule Violation. (IPG 2.3) Since the card is known to all players and if the disruption is minimal return it to the library. (IPG 2.5)

A player commits an error in the game that cannot be corrected by only publicly available information and does so without his or her opponent's permission. Warning (IPG 2.3)

To check for legally known cards before randomization. Ensure players are not using this penalty as a "free shuffle." (IPG 2.2)

The player reveals the set of effected cards and the opponent picks what card would have been drawn then apply the instruction on that card. if the instruction is then not legal those cards are treated as excess cards. (IPG 2.3)

The player reveals their hand and the opponent picks the card that would have been drawn and it is set aside. The player then discards from the remain cards and once complete draws the set aside card. (IPG 2.3)

If the player has a card with morph in their hand and has not added any cards to their hand since casting the morph and discovered the error them selves you may swap the cards. Other wise its a Hidden Card Error that is upgraded to a Game Loss. (IPG 2.3)

The effected player reveals the set of cards that contain the extra cards and their opponent selects the extra cards that will be returned to the correct zone. If that is the library then they are shuffled into the players random portion of their library. Do not repeat the instruction to that caused the card to be drawn again. (IPG 2.3)

The player may mulligan to 5 or reveal their hand and have their opponent select 1 card to be shuffled into their library. The cards removed are equal to the number of excess cards in the players hand. (IPG 2.4)

A player makes an error during the mulligan process. This does not apply to errors made once pre-game procedures are complete. Warning(IPG 2.4)

<p>Resolve it. The opponent chooses whether to resolve immediately or at the start of the next phase. This does not expire and can be resolved no matter how much time has passed (IPG 2.1)</p>	<p>Resolve it with the default action. (if you don't or unless). The opponent chooses whether to resolve immediately or at the start of the next phase. This does not expire and can be resolved no matter how much time has passed (IPG 2.1)</p>
<p>If it has a default or moves an object to a different zone resolve right away. If it has a non-expired duration or the opponent wants it to be placed on the stack. Place where it should be if possible otherwise on the bottom of the stack. (IPG 2.1)</p>	<p>Nothing instructs the players to continue playing and no penalty is applied. (IPG 2.1)</p>
<p>A player may have been able to observe the face of a hidden card, or when a card is moved any significant amount from a deck, but before it touches cards in another set (distinct group). This includes errors of dexterity. (IPG 2.2)</p>	<p>The missed trigger is detrimental and the active player is issued a warning. (IPG 2.1)</p>
<p>Remove any non-random parts of the library. Shuffle the remaining cards of the library with the accidentally seen cards. Return the legally known cards to their proper location. (IPG 2.2)</p>	<p>Warning. (IPG 2.2)</p>

<p>They are assumed to resolve. Awareness of the delayed trigger must be demonstrated (IPG 2.1)</p>	<p>The first time the effect would have an impact on the game state the controller of the trigger must take action or make it clear what the trigger does. (IPG 2.1)</p>
<p>Yes. If the triggered ability would have no impact on the game, it's not an infraction to fail to demonstrate awareness of it. (IPG 2.1)</p>	<p>They resolve automatically. How the resultant objects are handled determine if they are missed or not. (IPG 2.1)</p>
<p>No. If an opponent requires precise timing of a trigger they may need to acknowledge that ability's existence before its controller does. (IPG 2.1)</p>	<p>No. (IPG 2.1)</p>
<p>This is treated as a Game Rule Violation and not a Missed Trigger at that point. (IPG 2.1)</p>	<p>Not unless they intend to issue a warning or have reason to suspect the controller is intentionally missing their own triggers. (IPG 2.1)</p>

<p>A third or subsequent Warning in the same category should be upgraded to a Game Loss. For multi-day events, the penalty count resets between days. Failure to Maintain Game state is never ungraded. (IPG 2.0)</p>	<p>No. Game Play Errors are only for unintentionally committed infractions. Intentional actions should first look at Unsporting Conduct – Cheating. (IPG 2.0)</p>
<p>None unless the missed trigger is considered detrimental for the controller then warning. Don't take game state into account.(IPG 2.1)</p>	<p>A triggered ability triggers, but the player controlling the ability doesn't demonstrate awareness of the trigger's existence the first time that it would affect the game in a visible fashion. (IPG 2.1 )</p>
<p>The controller passes priority before announcing those choices. (IPG 2.1)</p>	<p>There are 4 conditions: 1. Requires its controller to choose targets (except target opponent), modes or other choices when going on the stack. 2. Causes visible change in game state or choice on resolution. 3. Changes the rules of the game. 4. Affects the game state in non-visible ways. (IPG 2.1)</p>
<p>The controller must prevent an opponent from taking any resulting illegal action. (IPG 2.1)</p>	<p>Controller must make it clear or take the action prior to taking any other actions that can only happen after the triggers would have resolved. (Casting Sorcery or moving to the next step/phase) (IPG 2.1)</p>

If the root cause is the same, only the most severe one is applied. (IPG 1.2)

They are treated as separate penalties. (IPG 1.2)

Take the non-random cards of the deck (Scry, Cascade) and set them aside. Verify with BOTH players. Check graveyard, exile and battlefield for effects that would have done this. Shuffle the rest of the deck and put the known cards back where they are to be. (IPG 1.3)

The more severe penalty is issued first, followed by the less severe penalty in the next round. (IPG 1.2)

The Head Judge. Some large tournaments may delegate this responsibility to Team Leaders (IPG 1.4)

As a last resort where leaving the game in its current state is substantially worse than backing up. A good backup will result in the information gained making no difference and the line of play will remain the same. Very minimal decision trees. (IPG 1.4)

With extreme caution. Any case where a player will end up with different cards than they would once they have correctly drawn those is bad. Example: Returning cards to a library when a player has the ability to shuffle their library is not something that is generally done except in extreme situations. (IPG 1.4)

Start with the most recent action and back up ALL actions until and including the error. If the identity of a card is unknown to one of the players a random card is chosen. A shuffle is reversed by shuffling again. (IPG 1.4)

<p>The Game Loss should be carried over into the next round. (IPG 1.1)</p>	<p>Record the penalties but they do not impact the match score. (IPG 1.1)</p>
<p>Match Losses are applied to the match during which the offense occurred unless the match has already ended, in which case the penalty will be applied to the player's next match. (IPG 1.1)</p>	<p>A Match Loss is a severe penalty that is usually issued when the match cannot be completed due to timing restrictions or because the match itself has been compromised. (IPG 1.1)</p>
<p>The recipient of a Disqualification does not need to be a player in the tournament. He or she may be a spectator or other bystander. (IPG 1.1)</p>	<p>A Disqualification is issued for activity that damages the integrity of a tournament as a whole, or for severe unsporting conduct. (IPG 1.2)</p>
<p>They should not be considered by the judge. (IPG 1.2)</p>	<p>Disqualification can occur without proof of action so long as the Head Judge determines sufficient information exists to believe the tournament's integrity may have been compromised. It is recommended that the Head Judge's report to the DCI reflect this fact. (IPG 1.1)</p>

<p>The Judging at Regular REL document. (IPG Introduction)</p>	<p>The judge should acknowledge the mistake, apologize to the players, and fix it if it is not too late. If the judge gives erroneous information that causes a player to commit a violation, the Head Judge is authorized to downgrade the penalty. (IPG 1.0)</p>
<p>To alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction in the DCI Penalty Database. (IPG 1.1)</p>	<p>An officially tracked penalty. Given when a small amount of time is needed to correct a situation of incorrect play. (IPG 1.1)</p>
<p>The player receiving a Game Loss chooses whether to play or draw, if applicable, in the next game of that match. (IPG 1.1)</p>	<p>If more than a minute was needed to resolve it. (IPG 1.1)</p>
<p>Game Losses should be applied to the game in which the offense occurred unless the players have begun a new game or the tournament is between rounds, in which case the loss should be applied to the player's next game. (IPG 1.1)</p>	<p>If a Game Loss is issued before the match begins, neither player in that match may use sideboards (if the tournament uses them) for the first game they play. (IPG 1.1)</p>

<ol style="list-style-type: none"> <li>1. Believe a rules violation has occurred.</li> <li>2. When a player has a concern or requires assistance.</li> <li>3. To prevent a situation from escalating.</li> <li>4. To prevent or preempt errors occurring outside of a game. (IPG 1.0)</li> </ol>	<p style="text-align: center;">23 Apr 16</p>
<ol style="list-style-type: none"> <li>1. To educate the player not to make similar mistakes in the future.</li> <li>2. To deter and educate every other player in the event.</li> <li>3. To track player behavior over time. (IPG 1.0)</li> </ol>	<p>Judges do not stop play errors from occurring. We deal with errors that have occurred and penalize those who violate rules or policy, and promote fairplay and sporting conduct by example and diplomacy. (IPG 1.0)</p>
<p style="text-align: center;">Only the Head Judge is authorized to issue penalties that deviate from these guidelines. (IPG 1.0)</p>	<ol style="list-style-type: none"> <li>1. The potential for abuse (or risk of being exposed).</li> <li>2. Repeated offenses by the player within the tournament.</li> <li>3. The amount of disruption it causes (time and people affected) in discovering, investigating, and resolving the issue. (IPG 1.0)</li> </ol>
<p>Examples include a table collapsing or a booster containing cards from a different set. (IPG 1.0)</p>	<p style="text-align: center;">Only in significant and exceptional circumstances or a situation that has no applicable philosophy for guidance. (IPG 1.0)</p>