

Find out if any of the deck is “known” (perhaps a previous spell put cards on the bottom?) then put the revealed card(s) back into, and shuffle, the “unknown” portion. The game can then continue normally.

When it was not acknowledged in anyway at the point where a required choice or visible in-game effect happens. If it was a “may” trigger assume it was declined. You may put the trigger on the stack if it is not to disruptive otherwise ignore it. A player does not have to point out their opponents missed trigger but it is encourage that they do.

Fix anything that is currently illegal. If the player forgets to draw or discard have them do so. If it is caught quickly enough and a rewind is relatively easy undo all the actions to the point of the error. Any cards drawn will have a random one put back on the library, untap permanents and undo combat. Use the rewind with caution as it can make the situation worse.

Determine how many extra cards have been drawn, then take that many cards at random from the players' hand and replace them on top of the library (do NOT shuffle the library) – or if this was their opening hand, shuffle them back in (they can make mulligan decisions based on this new hand).

Educate the player on how to do things better. And if the infraction is repeated, deal with it as any repeat infraction.

Remove any cards that shouldn't be there and replace any cards that should – or Basic Lands of their choice if the deck/sideboard is short. If discovered during a draw effect, have them redraw after fixing and shuffling their deck. Additionally, recommend that the players count their deck and sideboard before they start a match.

Give the player a stern chat and let him or her know how you want events run. If it continues the player has earned a Game Loss to reenforce the educational message along with letting them know the next step is ejection from the event.

Aggressive, violent or abusive behavior, Cheating, lying or intentionally making illegal game actions or avoiding penalties, Influencing Match outcomes, either by incentives, coercion or random methods, theft.

Education. Educate the player. Only intervene if something illegal happens.

<p>Regular REL events only.</p>	<p>Answers</p>
<p>Yes, but only at local events. This is because Magic is a social fun game</p>	<p>Common Issues, General Unwanted Behaviors, Serious Problems</p>
<p>Yes. Magic is a complex game and people make mistakes. It is our job as judges to figure out when players are cheating.</p>	<p>When it become strategic advice, this is not allowed.</p>
<p>Warn the player, then let him or her know that the next time it will be a game loss. Then if needed give the player a game loss.</p>	<p>The head judge. After he or she makes a ruling the game needs to continue.</p>
<p>If your event requires deck lists, provides large prizes or is otherwise of a more competitive nature.</p>	<p>After you make your choice let the player know and then the DCI would still like to hear his or her side of the story. Allow the player to complete a statement, including DCI number and contact details, which he or she can forward to the DCI - and you do the same.</p>