

10 rounds. (MTR Appendix  
E)

8 rounds. (MTR Appendix  
E)

7 rounds. (MTR Appendix  
E)

6 packs. (MTR Appendix D)

The Head Judge.  
Deviations must be  
announced ahead of time.  
(MTR Appendix B)

12 packs. (MTR Appendix  
D)

3 packs. (MTR Appendix D)

6 packs. (MTR Appendix D)

8 packs. (MTR Appendix D)

Registration – 20 minutes;  
Construction – 30  
minutes. (MTR Appendix B)

No time limit. (MTR  
Appendix B)

Registration – 20 minutes;  
Construction – 60  
minutes. (MTR Appendix B)

25 minutes. (MTR  
Appendix B)

40 minutes. (MTR  
Appendix B)

40 minutes. (MTR  
Appendix B)

Swiss pairing unless announced otherwise.  
Booster Drafts modify this.  
(MTR 10.4)

Yes. There must be sufficient number of qualifying events in advance that allow players a chance to qualify. (MTR 10.3)

40 minutes. (MTR Appendix B)

90 minutes. (MTR Appendix B)

50 minutes. (MTR Appendix B)

Teams are in pods where teammates sit by each other. The team opens the pack and selects 2 cards. Selected cards are placed in 1 or 2 piles. Start with passing to the left then reverse for each pack after for all 6 packs. (MTR 9.7)

The same as normal Limited except a different pack distribution. All cards not used are in a shared sideboard. (MTR 9.6)

4. (MTR 10.1)

8. (MTR 10.1)

2. (MTR 10.2)

3. (MTR 10.2)

The match is 1 game and draws do not count toward the one game. If there is time available the match continues until a team has won a game. (MTR 9.1)

The same as normal Sealed with each team getting the same product. 3 players is 12 packs, and 2 players is 8 packs. (MTR 8.6)

A team randomly determines who will play 1st or 2nd the choice happens before looking at their hand. If they look they are playing first. The team playing first skips their draw step on the 1st turn. (MTR 9.3)

Yes. (MTR 9.2)

It uses the Unified Deck Construction rules. The normal banned and restricted lists apply with one additional banned card, Erayo, Soratami Ascendant. No sideboards are used. (MTR 9.5)

The team determines who will be the primary player and sits to the right. Players shuffle their decks. Present the decks. Draw 7 cards. There is one free mulligan option to redraw to 7 cards. These mulligans occur in turn order. (MTR 9.4)

Yes, unless they leave the play area. (MTR 8.3)

No once picked it is retained. Player A will always play player A of the opposing team, B and C do the same. (MTR 8.2)

Clockwise 1A, 1B, 1C, 2A, 2B, 2C (MTR 8.5)

Teams may not have anymore than 4 of any card in all the team's decks except for basic lands. Only one copy of a restricted card may appear across all decks. These rules only apply when all members of a team have decks of the same format. (MTR 8.4)

The active player (the player that opened the pack) picks first then the pick goes in a horseshoe pattern clockwise for pack 1 and 3 and counter-clockwise for pack 2. The last player to pick chooses 2 cards and then it reverses direction. The most recent card picked must be displayed.(MTR 8.5)

Player B of the team picking first. (MTR 8.5)

It is a grouping where players in a Booster Draft and Team Rochester Draft play the same people they drafted with. (MTR 7.6)

Each player opens his or her pool, then the player across from him or her registers it, then passes it back to the original player. . (MTR 7.5)

They can at regular REL only. (MTR 7.7)

Players open the same pack type. Pick a card and pass to the left. Repeat with the 2nd pack going right and the 3rd back to the left. (MTR 7.7)

2 or 3 members with distinct DCI membership. If a member drops or is DQ'd the whole team is dropped. (MTR 8.2)

No. Officials may not allow offensive and/or obscene names. (MTR 8.1)

40. (MTR 7.1)

Just the cards in the expansions of the block, minus banned cards. (MTR 6.7)

Only in Regular REL Limited events which do not use decklists. The TO must inform players if this option is not being used prior to the start of deckbuilding. (MTR 7.2)

You can sideboard in as many cards as you want from the cards you opened or drafted as long as you have at least 40 cards. There is no one-for-one restriction. (MTR 7.2)

The player must call a judge. The Head Judge and the TO will make the decision to use or replace the product. (MTR 7.4)

Only cards from boosters received from a tournament official. (MTR 7.3)

The main deck and sideboard must be legal. Cards do NOT need to be exchanged on a one-for-one basis. (MTR 6.2)

At least 60 cards and up to 15 for the sideboard. No more than 4 of any card except for basic resources can be included. (MTR 6.1)

Generally cards printed with the “new” card boarder as a set. Cards that are reprinted in dual decks may not be legal. See MTR 6.4 for specifics. (MTR 6.4)

The last 2 blocks, Origins, and Dragons of Tarkir. See MTR 6.3 for specifics as this can change based on the set specifics. (MTR 6.3)

All cards except cards in the Legacy banned list. (MTR 6.6)

All cards except cards in the Vintage banned list and more than 1 of the cards in the Vintage restricted list. (MTR 6.5)

<p>Yes, so long as it does not occur in exchange for any game or match result or the dropping of a player from the tournament. (MTR 5.2)</p>	<p>No, prizes can only be split in the last round of single-elimination offering ONLY cash and/or unopened product may be split evenly with permission of the TO.(MTR 5.2)</p>
<p>No, this is wagering. (MTR 5.3)</p>	<p>No, this is bribery. (MTR 5.2)</p>
<p>Slow play. (MTR 5.5)</p>	<p>Using profanity, making someone feel harassed, bullied or stalked, acting threatening, arguing with or being belligerent towards another person, violating personal privacy or safety of anyone, using social media to bully, shame or intimidate others, or failure to follow directions of an official. (MTR 5.4)</p>

<p>Yes (MTR 4.3)</p>	<p>A situation where actions are taken in the wrong order but if taken in the correct order would be correct. No information should be gained prematurely in the process for this to apply. (MTR 4.3)</p>
<p>Yes. However, if they could acquire any hidden information, they cannot communicate with the rest of the team during the match. Draft notes also cannot be made. (MTR 4.5)</p>	<p>When the controller takes an action past the point where the trigger would have an observable impact on the game. (MTR 4.4)</p>
<p>No, improperly determining the winner of a match is considered collusion. (MTR 5.2)</p>	<p>It will not be tolerated. (MTR 5.1)</p>

The one closest to the top of the stack. (MTR 4.2)

A player is assumed to have paid all 0 costs unless announced otherwise. (MTR 4.2)

Yes. It is assumed the player is targeting the player and redirecting the damage to the planeswalker. (MTR 4.2)

The player is always assumed the default if not specified. (MTR 4.2)

Damage is assumed to be assigned to the team's primary head unless otherwise specified. (MTR 4.2)

They player is assumed to have chosen to leave the cards in the same order. (MTR 4.2)

They offer to pass priority until an opponent has priority in the end step. Opponents are assumed to be acting then unless they specify otherwise. (MTR 4.2)

No. Any deviation from a shortcut or creation of a new one must be declared. (MTR 4.2)

They are assumed to be passing priority unless they indicate they are retaining it. If they add a group of objects and the opponent wants to take an action in the middle the actions after should be reversed up to that point. (MTR 4.2)

They offer to pass priority until the opponent has priority in the beginning of combat step. Opponents are assumed to be acting then unless otherwise specified. (MTR 4.2)

Unless the opponent responds, those are the choices the player has made. If the opponent is inquiring about choices made during resolution it is assumed they are passing priority and allowing the spell to resolve. (MTR 4.2)

It is assume that all mana in their pool is used. (MTR 4.2)

Any information that is not free or derived. (MTR 4.1)

(1) The number and type of objects in any zone; (2) all characteristics of an object in a public zone not considered free; (3) Game Rules, Tournament Policy, Oracle content and any other official information to the event. Cards are considered to have their Oracle wording printed on them. (MTR 4.1)

No, a player may not represent derived information incorrectly, but they do not have to be complete to an opponent. (MTR 4.1)

Yes, as FNM is a Regular event, derived information is considered free information. The number and types of object in a zone are considered derived. (MTR 4.1)

An action taken by players to skip parts of technical play sequence without announcing them. (MTR 4.2)

Yes, a player must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. (MTR 4.1)

Tapped cards must be turned 90 degrees and flipped cards must be turned 180 degrees. (MTR 3.13)

Yes. Players can reveal hidden information available only to them to their opponent unless other game rules prohibit it. (MTR 3.12)

Yes. The sideboard cards must remain separate from the deck. (MTR 3.15)

Only when the format includes cards previous to the Urza's Saga™ expansion. (MTR 3.14)

(1) Details of current and past game actions that affect the game state; (2) name of any visible object.; (3) Type of any counter; (4) physical status and current zone of an object; (5) player life totals, poison count, and game score; (6) contents of each player's mana pool. (7) current phase, step, and active player. (MTR 4.1)

No, neither player may use their sideboards. The player receiving the penalty gets to decide whether to play or draw the next game. (MTR 3.15)

It is not considered sufficiently random and a judge must be notified. (MTR 3.9)

Some form of shuffling where no player knows the order or position of cards in any portion of the deck. Pile shuffling alone is not sufficiently random. (MTR 3.9)

Yes. It is a player's responsibility to ensure their sleeves are not marked. (MTR 3.11)

No. All sleeves must be the same. (MTR 3.10)

No. Players must keep their cards above the table. (MTR 3.12)

The player may replace the card with the basic land of their choice. (MTR 3.11)

No, each checklist card must have a copy of the actual card available. (MTR 3.5)

If a player has double-faced cards in their deck and is not using completely opaque sleeves. (MTR 3.5)

Yes, but only if they can uniquely identify the card. (MTR 3.6)

No, if a player uses checklist cards, all double-faced cards in the deck must be represented by checklist cards. (MTR 3.5)

Yes. Small game markers can be used as a reminder. (MTR 3.8)

The day they are released. (MTR 3.7)

<p>Lifetime, Yearly, and Professional. (MTR 3.2)</p>	<p>Sealed Deck, Booster Draft (Individual and Two-Headed Giant only), Rochester Draft (Three-person team only) (MTR 3.2)</p>
<p>Yes, provided that the modifications do not make the card art unrecognizable, contain substantial strategic advice, or contain offensive images. They also may not obstruct or change the mana cost or name of the card. (MTR 3.3)</p>	<p>No. The cards must meet the following conditions: (1) published by Wizards of the Coast; (2) has a standard Magic back or a double-faced card; (3) does not have square corners; (4) black or white borders; (5) not a token card; (6) not damaged or modified which may make it marked; (7) legal for format; (8) proxy issued by the judge of a tournament (MTR 3.3)</p>
<p>No. Proxies are not created for cards damaged intentionally or by negligence. Also, only a judge may issue a proxy. (MTR 3.4)</p>	<p>Yes. The Head Judge is the final authority on acceptable cards for a tournament. (MTR 3.3)</p>

Each player must indicate how they will keep track of their life total (including poison counters). It must be visible to both players (a shared method is acceptable). (MTR 2.14)

Generally yes. A player in the playoff matches of a Professional REL event may not decline to appear on camera though. (MTR 2.13)

(1) Match Points; (2) Opponents' match-win %; (3) Game-win %; (4) Opponents' game-win % (MTR 3.1)

That player should make a verbal announcement of the new life total. (MTR 2.14)

Vintage and Legacy. (MTR 3.2)

Standard, Block Constructed, Modern. (MTR 3.2)

Yes, as long as it is a brief set of notes. It is not required to be revealed. (MTR 2.11)

Yes. Players can take written notes during a match. The note sheet must start the match empty. The notes must remain visible though out the match. (MTR 2.11)

Players may refer to Oracle text at any time, either electronically or in paper form. It must be publicly and in a format that contains no other strategic information. If they wish to look at a card in private, they must call a judge. (MTR 2.11)

No. No notes can be taken during a draft or registering the card pool. Notes can be made when constructing the deck. (MTR 2.11)

Generally no. The Head Judge of a World Championship, World Magic Cut or Pro Tour may at their discretion. (MTR 2.13)

At Competitive and Professional REL electronics that are capable of taking and storing notes, communicating with other people, or accessing the internet is not permitted. (MTR 2.12)

It is too late to drop and the pairings stand. Help the player find their opponent or take their name to let their opponent know they won't be showing up. (MTR 2.10)

Yes. The player can appeal to the Head Judge once a ruling has been given. (MTR 2.9)

At the discretion of the Head Judge. They can't enter a portion that requires a deck they didn't draft or build. They can't re-enter after a cut is made. (MTR 2.10)

That player's opponent receives a bye for the round. No one moves up to replace the player once the cut is made. (MTR 2.10)

Yes. The player will not be considered part of the event and won't receive any Planeswalker Points. (MTR 2.10)

No. This is considered Bribery. (MTR 2.10)

Yes, if logistically possible, but they can't be altered in anyway. (MTR 2.7)

Yes. (MTR 2.7)

No. players are not to communicate with anyone about any hidden information until they hand in their decklists. (MTR 2.7)

Generally, only in the single-elimination playoffs portion of constructed-format, Professional REL tournaments. (MTR 2.7)

Preserve the opening hand so the players receive the same hand back post-check. (Unless a GL is issued) (MTR 2.8)

10% (MTR 2.8)

Check to see if any time extensions exist for the match. Then the active player finishes their turn and 5 additional turns are played. If the game has not finished, then the game is a draw. (MTR 2.5)

0-0-3 (MTR 2.4)

Check to see if any time extensions exist for the match. Then the active player finishes their turn and 5 additional turns are played. If no player has more game wins, then play continues until a player has the highest life total. (MTR 2.5)

Check to see if any time extensions exist for the match. Then the active team finishes their turn and 3 additional turns are played. If the game has not finished, then the game is a draw. (MTR 2.5)

When a judge pauses a match for more than 1 minute. If this due to a deck check, the time is equal to the amount of time for the deck check plus 3 minutes. (MTR 2.6)

Check to see if any time extensions exist for the match. Then the active team finishes their turn and 3 additional turns are played. If no team has more game wins, then play continues until a team has the highest life total. (MTR 2.5)

<p>When both players have finished resolving mulligans (MTR 2.3)</p>	<p>Players do the following before each game begins: (1) exchange cards from their sideboard (post game 1); (2) shuffle their deck; (3) present their decks to their opponents (including sideboard if any); (4) decide which player plays first; (5) shuffle opponents' deck; (6) draw 7 cards; (7) decide to mulligan. (MTR 2.3)</p>
<p>Until the result slip is filled out. If no slips are used when the player gets up from the table. If the player who conceded won a game it is reported at 2-1. (MTR 2.4)</p>	<p>Yes. (MTR 2.3)</p>
<p>They are assumed to have conceded the match. (MTR 2.4)</p>	<p>No. That is considered Bribery. (MTR 2.4)</p>

Yes, as long as it is announced prior to the tournament start. (MTR 2.1)

The players play another game as draws don't count to get to the default of 2 wins. (MTR 2.1)

That player has indicated they are playing first by default. (MTR 2.2)

Players randomly determine someone and that player decides if he/she wants to play or draw. (MTR 2.2)

The player ranked higher in the Swiss rounds chooses whether to play or draw in the first game of the match. (MTR 2.2)

The same player from the previous game. (MTR 2.2)

The individual members are equally responsible for required tournament procedures, such as accurately filling out their match result slips. However, each player is only responsible for the games in which he or she plays, and not separate games being played by their teammates. (MTR 1.10)

The player retains all responsibilities even if provided with extra assistance. (MTR 1.10)

To not interfere with the tournament in anyway. This includes being silent at the match. If they believe something is incorrect they are encouraged to alert a judge as soon as possible. At Regular and Competitive they may ask the match be paused while I judge is called.(MTR 1.11)

Such players are subject to penalties and review by the DCI. Wizards of the Coast and the DCI reserve the right to suspend or revoke a player's membership without prior notice for any reason they deem necessary. (MTR 1.10)

Regular: Focused on fun and social. Competitive: Usually have significant cash prizes or invitations to professional events. Professional: Large cash awards, prestige and other benefits. (MTR 1.12)

The player may request that a spectator not observe the match. All such requests must be made through a judge. Tournament officials may also instruct a spectator not to observe a match or matches. (MTR 1.11)

The Scorekeeper's responsibilities include the following: (1) generating correct pairings each round and accurately entering the results of those rounds; (2) solving all scorekeeping problems that arise in conjunction with the Head Judge; (3) making sure all necessary information is included in the tournament's report to be submitted to the DCI. (MTR 1.9)

As soon as a rule has been broken or to prevent a situation from escalating. A judge does not intervene to prevent an illegal action. (MTR 1.8)

Be respectful, ensure game state is correct, tell a judge when something went wrong, be aware of the clock, have 1 DCI number, be familiar with the rules, don't enter an event they are not allowed to and physically be at any event enrolled in. (MTR 1.10)

The Head Judge. (MTR 1.9)

A way to keep track of game information, DCI number and anything required for the event: Deck, decklist, etc. (MTR 1.10)

The player must contact Wizards of the Coast Customer Service at <http://www.wizards.com/customerservice> so that their numbers can be merged. (MTR 1.10)

Yes. Certain Premier events have multiple Head Judges and/or different Head Judges for different portions of the tournament. All Head Judges share the same responsibilities and exercise the same authority while they are serving as Head Judge. (MTR 1.7)

Only in exceptional circumstances in which the tournament's integrity would otherwise be damaged. (MTR 1.7)

Judges generally will not assist players in determining the current game state. At Regular REL, a judge may assist the player in the interest of education. (MTR 1.8)

Judges are available to players and spectators to answer rules questions, deal with illegal plays, or assist with reasonable requests. They do not have to be DCI-certified. Additional information about Floor Judge responsibilities can be found in the Infraction Procedure Guide. (MTR 1.8)

No, although he or she may request a tournament official to help translate. Such a request may be honored at the discretion of a floor judge. (MTR 1.8)

Yes. The request should usually be honored. (MTR 1.8)

The Premier Event Invitation Policy. (MTR 1.4)

The tournament must be run at Regular REL. Tournament officials are required to officiate the tournament fairly and without regard to their own self-interest. (MTR 1.4)

The Tournament Organizer is responsible for all tournament logistics including: (1) securing a sanctioning number from the DCI; (2) providing a site for the tournament that meets the tournament's expected needs; (3) advertising the tournament in advance of the tournament date; (4) staffing the tournament with appropriate tournament officials; (5) providing all materials necessary to operate the tournament (e.g., product for Limited format tournaments); (6) reporting the results to the DCI. (7) Saving match results slips from each event for a period of 6 months. (MTR 1.6)

Tournament participants must provide their DCI numbers to the Scorekeeper during registration; if a player does not have a DCI number, he or she must request one from the Tournament Organizer. (MTR 1.5)

No. It is beneficial but not required. (MTR 1.7)

The Head Judge must be physically present to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any DCI-sanctioned tournament and all other tournament participants are expected to follow his or her interpretations. The Head Judge is responsible for ensuring that all necessary steps are taken to deal with game or policy rule violations that he or she notices or are brought to his or her attention; for issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge; and for coordinating and delegating tasks to floor judges as needed. The Head Judge may temporarily transfer his or her duties to any judge if he or she is unable to fulfill them for a period. (MTR 1.7)

<p>Tournament Organizer, Head Judge, Floor Judge, Scorekeeper. (MTR 1.3)</p>	<p>The contents of one or more players' decks, descriptions of strategies or play, transcripts, and video reproduction. Wizards of the Coast may also publish penalty and suspension information. (MTR 1.2)</p>
<p>Anyone who does not fall into 1 of the following: Someone currently suspended by the DCI. Someone that is prohibited from participating by the DCI or Wizards of the Coast Policy. Individuals 13 or younger without their parents/guardians permission. Anyone prohibited by local laws, rules of the Tournament Organizer or a venue's management (MTR 1.4)</p>	<p>Player and Spectator. Individuals who are not judges act as spectators in any match they are not playing in. Members of the press are considered spectators. (MTR 1.3)</p>
<p>Friday Night Magic; Prerelease; Launch Party; Magic Game Day; other non-Premier Magic tournaments; and tournaments in which the official fact sheet for that tournament explicitly allows officials of that tournament to play. (MTR 1.4)</p>	<p>Anyone not currently suspended or who has played in the tournament unless explicitly allowed to play while acting as a tournament official. (MTR 1.4)</p>

Events run by Wizards of the Coast or select Tournament Organizers. They have unique names and features. A Premier event may have a fact sheet that takes precedence over clauses in the MTR. (MTR 1.1)

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In a Limited event, all product for play is provided during the event. In a Constructed event, each player must bring a deck prepared prior to the tournament. (MTR 1.1)

Any DCI-sanctioned event that is not a Premier event. (MTR 1.1)

Wizards of the Coast reserves the right to publish DCI-sanctioned tournament information at any time (including during the tournament). Tournament Organizers may also publish this information after their tournament is complete. (MTR 1.2)

Yes, some Premier tournaments may consist of multiple formats. (MTR 1.1)