

40 minutes. (MTR  
Appendix B)

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

90 minutes. (MTR  
Appendix B)

50 minutes. (MTR  
Appendix B)

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)

2. (MTR 10.2)

3. (MTR 10.2)

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)

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

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

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

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)

4. (MTR 10.1)

8. (MTR 10.1)

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)

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

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)

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

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)

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)

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

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

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

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)

No. This is considered Bribery. (MTR 2.10)

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)

Yes. (MTR 2.7)

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)

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

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

10% (MTR 2.8)

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

0-0-3 (MTR 2.4)

They are assumed to have conceded the match. (MTR 2.4)

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)

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)

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)

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<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>The player ranked higher in the Swiss rounds chooses whether to play or draw in the first game of the match. (MTR 2.2)</p>
<p>Yes. (MTR 2.3)</p>	<p>When both players have finished resolving mulligans (MTR 2.3)</p>
<p>No. That is considered Bribery. (MTR 2.4)</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>

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

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

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

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

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