

## 2002–2003 Changes to the DCI™ Tournament Rules

*This document provides an overview of the changes from last season's documents. Minor editing changes are not necessarily noted. Changes to the DCI Floor Rules will be effective September 1, 2002.*

### General Changes

The following games are no longer supported:

1. **WCW™ Nitro™** card game
2. **X-Men™** trading card game (TCG)

The following games are now supported:

1. **Star Wars** TCG
2. **Subbuteo Football Champions™** TCG

### Universal Tournament Rules

1. **Star Wars** added to all relevant locations.
2. The three-judge system was removed (logistics and abuse have led to this decision).
3. Added Hasbro employees to the list of players who cannot play.
4. Removed "strategic partner" as a term.
5. Added Masters Series and Gateway tournaments to "premier events" glossary entry.
6. Clarified Wizards of the Coast® retail employees participation in Prerelease tournaments.
7. Added "tournament organizers" to the Publishing Event Information section.
8. Added Island Championships to "premier events" definition.
9. Added that tournaments must be reported to the DCI no later than fourteen days after the event has taken place.
10. Added email address for player rating complaints (**dci@wizards.com**).
11. Removed three-judge system as an option—tournament organizer of record and/or judges may not participate in their own tournaments.
12. Removed section 19.
13. Clarified how to handle deck-check time extensions.
14. Clarified section 24 to allow more judge discretion in midgame shuffling time limit.
15. Clarified section 25, "Conceding Games or Matches."
16. Clarified section 26, "Withdrawing from an Event," referencing how to handle players who withdraw from the Top 8 after the cut has been made.
17. Added to section 26, "Withdrawing from an Event," referencing players who drop for a round or more.
18. Clarified section 27, "Intentional Draw."
19. Added headphones to the list of electronic devices that a head judge may disallow.
20. Added that players may request Oracle™ card text if it is reasonable to do so.
21. Clarified section 37, "Game Markers."
22. Added section 38, "Deck Checks."

23. Added "statistics of cards in play" public information is as it relates to section 41, "Cheating."
24. Clarified section 43, "Slow Play."
25. Added player responsibilities to section 44, "Marked Cards."
26. Clarified section 62, "Card Use in Limited Tournaments," to allow organizers a choice of sealed deck and/or draft product that they may provide. For example, players can have a choice of different sealed decks and boosters as long as all players have access to that product.
27. Clarified section 72, "Draft Card Selection." Players will no longer be issued a random card should they fail to draft; they will instead be issued a warning. If they cannot draft a card for whatever reason, they are removed from the draft.
28. Added Booster Draft timing information.
29. Changed section 78 "Rochester Draft Order" to all cards drafted regardless of the number of players.
30. Changed when a card is considered drafted from when it's picked up to when it's put on the pile.
31. Added how cards need to be laid out during Rochester Draft.
32. Added that players may not take notes during a draft or during deck construction for a draft.
33. Added a definition for "DCI-sanctioned tournament."

### **Penalty Guidelines**

1. The name of the document has changed, dropping "Universal" to avoid confusion with the Universal Tournament Rules.
2. Clarified many of the examples to use the current sets and or cards.
3. Added **Pokémon** TCG examples.
4. Clarified how to handle disqualifications.
5. Added how to handle decklist errors at large events.
6. Added how to deal with players who swipe the incorrect player card in the **NFL Showdown™** sports card game.
7. Clarified section 30 "Definition of Penalties" so that it is clear that only the Head Judge may issue Disqualifications and how to handle Disqualifications without prize.
8. Changed section 30 "Definition of Penalties" so that a disqualification that is the result of accumulated infractions is not a Disqualification without prize.
9. Clarified section 40, "Repeat Offenses."
10. Clarified section 101, "Deck Problem—Illegal Main Decklists," penalty.
11. Clarified section 104, "Deck Problem—Illegal Sideboard List."
12. Clarified section 106 "Deck Problem—Illegal Sideboard (No List Used)."
13. Clarified section 111, "Procedural Error—Minor," to include game rules infractions.
14. Clarified section 112, "Procedural Error—Major," to include game rules infractions.
15. Upgraded "Shuffling your deck after your opponent has cut" to Procedural Error—Major.

16. Clarified section 113, "Procedural Error—Severe," to include game rules infractions.
17. Removed section 115, "Procedural Error—Misrepresentation."
18. Added a mandatory three minute time extension to section 141 "Slow Play—Playing Slowly"
19. Upgraded section 161, "Cheating—Stalling," to "Disqualification without prize at all RELs."

### **Magic: The Gathering® Floor Rules**

1. Updated section 104, "New Releases," for the 2002 season.
2. Changed the minimum time limit for matches to fifty minutes.
3. Changed the requirements for multiple-day events to apply only to premier-level events.
4. Renamed section 113, "Who Plays First," to "Play-Draw."
5. Added that although there is no set deck-size limit, you must be able to shuffle your deck with no assistance.
6. Added rules for team-format Sealed Deck.
7. Updated section 125, "Standard-Format Deck Construction," to reflect the *Onslaught*™ block.
8. Removed team-format Booster Draft—the DCI no longer supports this format.
9. Removed appendix A, "Premier Events."

### **Pokémon® TCG Floor Rules**

1. Updated 226, "Modified Deck Construction" to reflect new card sets.
2. Added rules for team play.
3. Added rules for Rochester Draft.
4. Added new sets to section 226, "Modified Deck Construction."
5. Added "appendix A."

### **Harry Potter™ TCG Floor Rules**

Changes made to the local-language rule to match the **Pokémon** TCG.

### **NFL Showdown Sports Card Game Floor Rules**

1. Changed Strategy-deck size to 28 cards.
2. Added the Full Play Sequence.
3. Salary changed to \$7000 in Section 751 "Auction Draft"

### **MLB™ Showdown Sports Card Game Floor Rules**

Updated section 502, "Authorized Cards," to reflect the changes in 2002 card backs.

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