

DCI™ PENALTY GUIDE AND PROCEDURES

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INTRODUCTION

The DCI Penalty Guide provides judges the appropriate penalties and procedures to handle offenses that occur during the course of a tournament, as well as the underlying philosophy that guides their implementation. It exists to protect players from potential misconduct and to protect the integrity of the tournament itself. Rules violations usually require a penalty or they are unenforceable.

FRAMEWORK OF THIS DOCUMENT

This document is divided into four major parts: General Definitions and Philosophy (sections 1-99), Universal Infractions (sections 100-199), Card Game-Specific Infractions (sections 200-299), and Miniatures Game-Specific Infractions (sections 300-399). Infractions are broken down into general classes (such as Game Play Error, Unsporting Conduct, and Cheating), and further into subclasses for specific infractions. While many infractions could fall into a more general subclass, they are separate because:

- The DCI can identify the potential for significant advantage (such as Drawing Extra Cards).
- The procedure to correct the infraction deviates from the base philosophy for the class of infractions (such as Looking at Extra Cards).
- The DCI wishes to specifically track a player's repeated infractions across multiple tournaments (such as Marked Cards — Pattern).
- The DCI wishes to make it clearer if a penalty should be upgraded or not if it is repeated (such as Marked Cards — No Pattern).

See Appendix B of the DCI Universal Tournament Rules for further definitions of terms in this document.

This document is published in multiple languages. If a discrepancy exists between the English version and a non-English version of this document, tournament participants must refer to the English version to settle disputes concerning interpretations of the Penalty Guide.

This document is updated periodically. Please obtain the most current version at <http://www.thedci.com/docs>.

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1. GENERAL PHILOSOPHY

Judges at tournaments are to be neutral arbiters and enforcers of policy and rules. Judges do not intervene in games unless a rules violation occurs, they believe a rules violation may have occurred, a player has a concern or question, or to prevent a situation from escalating. Judges do not stop play errors from occurring, but deal with errors that have occurred, penalize those who violate rules or policy, and promote fair play and sporting conduct by example and diplomacy. Judges may intervene to prevent or preempt errors occurring outside of a game.

All players are treated equally according to the guidelines of an event's Rules Enforcement Level (REL). Knowledge of a player's history does not influence the recognition of an infraction or the application of penalties, though it may affect the manner of an investigation. The REL of an event defines what is expected from a player regarding his or her rules and policy knowledge and technical play skill.

Treating a player differently because he or she once played in a Professional event would mean holding each player to a different standard and would produce inconsistent rulings that depended on the judge's familiarity with the player. Professionals should be able to play in Regular REL events without being held to a higher technical level of play against less-experienced opponents who may not be as familiar with the rules.

The purpose of a penalty is to educate the player not to make similar mistakes in the future. This is done through both an explanation of where the rules or policies were violated and a penalty to reinforce the education. Penalties are also for the deterrence and education of every other player in the event and are also used to track player behavior over time.

The level of penalty an infraction carries is based on these factors:

- The potential for abuse (or risk of being exposed).
- The Rules Enforcement Level of the tournament.
- Repeated offenses by the player within the tournament.
- The amount of disruption it causes (time and people affected) in discovering, investigating, and resolving the issue.

Only the Head Judge is authorized to issue penalties that deviate from these guidelines. The Head Judge may not deviate from this guide's procedures except in significant and exceptional circumstances or a situation that has no applicable philosophy for guidance. Significant and exceptional circumstances are rare — a table collapses, a booster contains miniatures from a different set. The Rules Enforcement Level, round of the tournament, age or experience-level of the player, desire to educate the player, and certification level of the judge are NOT exceptional circumstances. If another judge feels deviation is appropriate, he or she must consult with the Head Judge.

Judges should be seen as a benefit to the players, helping to ensure the consistent and fair running of a tournament. Players should be encouraged to use judges as needed, and should not be afraid to call a judge if he or she feels one is required. If a player commits an offense, realizes it, and calls a judge over immediately and before he or she could potentially benefit from the offense, the Head Judge has the option to downgrade the penalty without it being considered a deviation, though he or she should still follow any procedure recommended to fix the error. For example, a player offers his deck to his opponent and while cutting his opponent's deck discovers that a card that belongs in his deck is in a previously removed from game pile. If he calls the judge over immediately, the Head Judge may choose to issue a Warning rather than a Game Loss.

The infractions in this document (with the exception of the Cheating and Unsporting Conduct sections) generally presume the offense is unintentional. If a judge believes the offense was intentional, the infraction may be Cheating or Unsporting Conduct, and those infractions should be considered first.

10. DEFINITION OF RULES ENFORCEMENT LEVEL (REL)

Rules Enforcement Level is a means to communicate to the players and judges what expectations they can have of the event in terms of rigidity of rules enforcement, technically correct play, and procedures used.

The REL of an event will increase based on the prizes awarded and the distance a player may be expected to travel. People who travel further are often more competitive and are likely to desire correctness over fun. The REL of the event should reflect this.

The penalties in this guide already take into account the REL of the event and as such judges are not to deviate from this guide based on a perceived “lower REL”.

Regular

Regular events are focused on fun and social aspects, not enforcement. Most tournaments are run at this level unless they offer sizeable prizes or invitations. Some Junior tournaments may also be run at this level even if they do offer sizeable prizes or invitations. Players are expected to know most of the game rules, may have heard of policy and what is "really bad", but generally play in a fashion similar to the way he or she does at home. Players are still responsible for following the rules, but the penalties tend to be less severe, and the focus is on education and sportsmanship over technically precise play.

Because of the social nature of Regular REL events, judges should be more lenient about inappropriate chatter during traditionally silent times, such as during a booster draft. Overt strategic statements are still illegal, and players are expected to refrain from being disruptive.

- These events do not require deck verification.
- These events do not require certified judges.

Competitive

Competitive events are those with significant cash prizes, pro points, and/or invitations awarded to Professional events. Players are expected to know the game’s rules – but not to a technically detailed level – and be familiar with the policies and procedures, but unintentional errors are not punished severely. These are events that protect the interests of all players by providing event integrity while also recognizing that not all players are intimately familiar with Professional-level event structure, proper procedures, and rules. At Competitive REL, a player not realizing that what he or she was doing was incorrect is not an appropriate reason to deviate.

- These events use a certified judge and almost always use deck verification procedures.
- The highest-level certified judge available should be on staff.
- These events may require a few staff or judges in support.

Professional

Professional level events offer large cash awards, prestige, and other benefits that draw players from great distances. These events hold players to a higher standard of behavior and technically correct play than Competitive events. Offenses will often receive a harsher penalty, even for minor errors.

- These events use a certified judge and use deck verification procedures.
- The highest-level certified judge available should be on staff.
- These events will use several certified judges in support.

20. DEFINITION OF PENALTIES

Caution

A Caution is a verbal admonition to a player. This is the lightest penalty that can be given. Cautions are used in situations of minor incorrect play or disruption where a quick word can easily correct the behavior or situation. It is also used for common mistakes in Regular events where the potential for advantage is low. No extra time is required for a Caution, as any Caution that takes more than a few moments to resolve should be upgraded to a Warning. A Caution is noted for the duration of the tournament in case of repeated offense, but does not need to be reported to the DCI.

The word “caution” does not need to be used in issuing this penalty. Any verbal admonition to a player, even if it is not made clear to the player that an official Caution has been issued, should be considered a Caution for purposes of upgrading repeated infractions.

Warning

A Warning is an officially tracked penalty. Warnings are used in situations of incorrect play when a small amount of time is needed to implement the corrective procedure. The purpose of a Warning is 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. A time extension should be issued if the ruling has taken more than a minute.

Game Loss

A Game Loss is issued in situations where the procedure to correct the offense takes a significant amount of time that may slow the entire tournament or causes significant disruption to the tournament, or in which it is impossible to continue the game due to physical damage. It is also used for some infractions that have a higher probability for a player to gain advantage.

A Game Loss ends the current game immediately and the player who committed the infraction is considered to have lost the game for the purpose of match reporting. The player receiving a Game Loss chooses whether to play or draw, if applicable, in the next game of that match. 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.

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. If a player receives a Game Loss at the same time his or her opponent receives a Match Loss, the Game Loss should be carried over into the next round. Simultaneous Game Loss penalties should not be deferred just because their application would give one player the match win. It is also acceptable for simultaneous Game Loss penalties to extend a match past the expected number of games if neither player has won a majority. Players will still receive a Game Loss if they drop from the tournament; if the penalty is issued between rounds, they will still receive it even though they will not be paired for the next round.

Some tournaments feature one-game matches, which make a Game Loss equivalent to a Match Loss. In Swiss rounds, unless otherwise specified (such as Tournament Error — Tardiness), apply a Match Point penalty for the first offense instead, and follow any instructions to continue the game.

Match Point

A Match Point penalty is a one-point loss assessed against a player's total match points for the tournament. They are usually used to replace a Game Loss in matches during Swiss rounds that consist of a single game. Match Point penalties are never used except as detailed in this guide and never for repeated offenses. Judges will never deviate from the Penalty Guide to assign a Match Point penalty. Doing so may result in a DCI investigation of the official.

In instances where a Match Point penalty is called for, but the game cannot be continued for physical reasons, issue a Game Loss penalty instead.

Match Point penalties require use of DCI Reporter 3.0 or greater. When this penalty is applied, DCI Reporter will place an (*) next to the player's name. Events not using DCI Reporter 3.0 or greater cannot use Match Point penalties as a replacement.

Match Loss

A Match Loss is a severe penalty that is usually the result of repeated offenses.

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. Players will still be issued a Match Loss penalty if they drop from the tournament, though they won't be paired for the next round.

Disqualification

A Disqualification is issued for activity that damages the integrity of a tournament as a whole, for excessive repeat offenses, or for severe unsporting conduct. It may also be applied when a player is unable to continue in a tournament (due to losing portions of his or her deck, for example) but refuses to drop from the tournament.

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. If this happens, he or she must be entered into the tournament in DCI Reporter so that he or she may be disqualified and reported to the DCI.

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.

When this penalty is applied, the player loses his or her current match and is dropped from the tournament. If a player has already received prizes at the time he or she is disqualified, that player may keep those prizes but does not receive any additional prizes or awards he or she may be due. For Competitive and Professional events the Head Judge must report all Disqualifications to the DCI Investigations Manager. At Regular events only Unsportsing Conduct Disqualifications must be reported to the DCI Investigations Manager, though the Disqualification should be entered into DCI Reporter as usual.

When a player is disqualified during a tournament, he or she is removed from the tournament and does not take up a place in the standings. This means that all players in the tournament will advance one spot in the standings and are entitled to any prizes the new standing would offer. If the Disqualification takes place after a cut is made, no additional players advance in place of the disqualified player although they do move up a spot in the standings. For example, if a player is disqualified during the quarterfinal round of a Pro Tour Qualifier, the former 9th place finisher does not advance into the single elimination top 8, but he or she does move into 8th place in the standings.

Reports for the DCI Investigations Manager are submitted via the Judge Center: <http://judge.wizards.com>.

30. APPLYING PENALTIES

The DCI Penalty Guide applies to every game the DCI sanctions, but certain infractions may not apply to certain games. For example, games that do not have a mulligan rule will not use mulligan-related penalties.

Any penalty higher than a Caution is reported with the tournament report so that a permanent record can be kept in the DCI Penalty Database. Additionally, any penalty of Game Loss or higher should be reported to the Head Judge, and it is recommended that only the Head Judge issue penalties of this nature (with the exception of Tardiness and Deck/Warband Errors).

Any time a penalty is issued, the judge must explain to the players involved the infraction, the procedure for fixing the situation, and the penalty. If the Head Judge chooses to deviate from the Penalty Guide, the Head Judge is expected to explain the standard penalty and the reason for deviation.

Some penalties feature additional procedures to handle the offense beyond the base penalty. These procedures exist to protect officials from accusations of unfairness, bias, or favoritism. If a judge makes a ruling that is consistent with quoted text, then the complaints of a player shift from accusation of unfairness against the judge to accusations of unfairness against the DCI. Deviations from these procedures may raise accusations against the judge from the player(s) involved, or from those who hear about it.

These procedures do not, and should not, take into account the game being played, the current situation that the game is in, or who will benefit strategically from the procedure associated with a penalty. While it is tempting to try to "fix" game situations, the danger of missing a subtle detail or showing favoritism to a player (even unintentionally) makes it a bad idea.

If a procedure notes a variation is used for "single-game matches" this refers to matches consisting of one game, regardless of the game being played. For example, **Dreamblade** matches nearly always consist of one game to a match, but the **Dreamblade** Championship finals could be run as three games to a match. Then, the variation for "single-game matches" is not used, even though the rest of the rounds may have utilized it.

Separate infractions committed or discovered at the same time are treated as separate penalties, though if the root cause is the same, only the more severe one is applied. If the first penalty would cause the second one to be inapplicable for the round (such as a Game Loss issued along with a Match Loss), the more severe penalty is issued first, followed by the less severe penalty in the next round.

Some violations of tournament rules will not meet the criteria for any specific infraction. Many minor offenses that a player can commit, even intentionally, are not covered by a specific infraction should be handled initially with a Caution. If repeated, directly instruct the player not to repeat the offense, and handle further offenses as Unsporting Conduct — Major for failing to follow the direct instruction of a tournament official.

40. REPEAT OFFENSES

The penalty for the first offense is listed in the "Penalty" portion of each infraction. For a repeat offense at Competitive and Professional RELs, upgrade the penalty to the next level on the following upgrade path unless instructed otherwise in the penalty procedure:

Caution — Warning — Game Loss — Match Loss — Disqualification

Penalties continue to be upgraded with further offenses. Repeat offenses at Regular events may be upgraded at the Head Judge's discretion. A Match Point penalty is never used for repeat offenses. If a Match Point penalty is issued and the offense is repeated, it is upgraded to a Match Loss.

Game Play Errors have their own separate path that should be used for repeat offenses of infractions in that section.

50. PLAYER COMMUNICATION

Communication between players is essential to the successful play of any game that involves virtual objects or hidden information. While bluffing may be an aspect of games, there need to be clear lines as to what is, and is not, acceptable for players to say or otherwise represent. Officials and highly competitive players should understand the line between bluffing and fraud. This will confirm expectations of both sporting and competitive players during a game.

The philosophy of the DCI is that a player should have an advantage due to better understanding of the rules of a game, greater awareness of the interactions in the current game state, and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Regardless of anything else, players are expected to treat their opponents politely and with respect. Failure to do so may lead to Unsporting Conduct penalties.

There are three categories of information: free, derived and private.

Free information is so called because all players are entitled access to this information without contamination or omissions made by his or her opponent. If a player is ever unable or unwilling to provide free information to an opponent that has requested it, he or she should call a judge and explain the situation. Free Information includes:

- Details of current game actions and past game actions that still affect the game state.
- The name of any object in a public zone.
- The physical status (tapped/flipped) and current zone of any object.
- Player life totals and the game score of the current match.

Derived information is information to which all players are permitted, but opponents are not obliged to assist in determining and may require some skill or calculation to determine. Derived Information includes:

- The number of objects present in any game zone.
- All objects in public zones and any of their characteristics that are not defined as free information.
- Game Rules, Tournament Policy, Oracle content and any other official information pertaining to the current event. Cards are considered to have their Oracle text printed on them.

Private information is so called because players have access to this information only if they are able to determine it from the current visual game state or their own record of previous game actions.

- Any information that is not free or derived is automatically private information.

The following rules govern player communication:

- Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match.
- Players may not represent derived or free information incorrectly, improperly, or falsely.
- Players must answer completely and honestly any specific questions pertaining to free information.
- At Regular REL, all derived information is instead considered free.

Judges are encouraged to help players in determining free information, but must avoid assisting players with derived information about the game state.

51. Shortcuts

A shortcut is an action taken by players to skip parts of the technical play sequence without explicitly announcing them. Shortcuts are essential for the smooth play of a game, as they allow players to play in a clear fashion without getting bogged down in the minutia of the rules. Most shortcuts involve skipping one or more priority passes to the mutual understanding of all players; if a player wishes to demonstrate or use a new shortcut entailing any number of priority passes, he or she must be clear where the game state will end up as part of the request.

A player may interrupt a shortcut by explaining how he or she is deviating from it or at which point in the middle he or she wishes to take an action. If the players are confused by the use of a shortcut, they should be backed up to the beginning of the shortcut and no penalty should be issued (though they should be reminded to play more clearly). A player is not allowed to use a previously undeclared shortcut, or to modify an in-use shortcut without announcing the modification, in order to create ambiguity in the game.

A player may not request priority and take no action with it. If he or she decides they do not wish to do anything, the request is nullified and priority is returned to the player that originally had it.

Certain conventional shortcuts used in Magic are detailed below. If a player wishes to deviate from these, he or she should be explicit about doing so. Note that some of these are exceptions to the policy above in that they do cause non-explicit priority passes.

- The statement "Go" (and equivalents such as "Your turn" and "Done") offers to keep passing priority until an opponent has priority in the End of Turn step. Opponents are assumed to be acting then unless they specify otherwise.
- A statement such as "I'm ready for combat" or "Declare attackers?" offers to keep passing priority until an opponent has priority in the Beginning of Combat step. Opponents are assumed to be acting then unless they specify otherwise.
- Whenever a player adds an object to the stack, he or she is assumed to be passing priority unless he or she explicitly announces that he or she intend to retain it. If he or she adds a group of objects to the stack without explicitly retaining priority and a player wishes to take an action at a point in the middle, the actions should be reversed up to that point.
- "No attacks" or similar statements during combat are an indication that the active player has passed priority in the end of combat step.
- If a player announces an X spell without specifying the value of X, it is assumed to be for all mana currently available in his or her pool.
- If a player plays a spell or ability and announces choices for it that aren't normally made until resolution, the player must adhere to those choices unless an opponent responds to it. If an opponent inquires about choices made during resolution, that player is assumed to be passing priority and allowing the spell to resolve.
- Players are assumed to have paid any cost of 0 unless they announce otherwise.
- A player is assumed to have assigned all trample damage possible to the defending player unless stated otherwise.
- A spell or ability that targets an object on the stack is assumed by default to target the legal target closest to the top of the stack.
- Players are assumed to be attacking another player and not any planeswalkers that player may control unless they specify otherwise.
- The head to which damage is being assigned in Two-Headed Giant is undefined by default. If it is relevant, it is up to the team that knows it may be relevant to ask for clarification or to propose an alternate shortcut.

52. Out-of-Order Sequencing

At Regular and Competitive REL, it is acceptable for players to engage in a block of actions that, while technically in an incorrect order, arrive at a legal and clearly understood game state once they are complete.

All actions taken must be legal if they were executed in the correct order, and any opponent can ask the player to do the actions in the correct sequence so that they can respond at the appropriate time (at which point players will not be held to any still-pending actions).

Players may not try to use opponent's reactions to some portion of an out-of-order sequence to see if they should modify actions or try to take additional ones. Nor may players use out-of-order sequencing to try to retroactively take an action they missed at the appropriate time. In general, any substantial pause is an indication that all actions have been taken, the sequence is complete and the game has moved to the appropriate point at the end of the sequence.

Players at Professional REL events are expected to play in a technically precise fashion and may not take actions out of order. They will be held to any consequences that result.

Examples

- A. A player discards a card to pay for Masticore's upkeep cost before untapping their land.
- B. A player resolves Harrow and puts the card into their graveyard, then searches.
- C. While resolving Restore Balance, a player discards before sacrificing lands and creatures.
- D. A player with two creatures being put into the graveyard due to state-based effects resolves the leaves play trigger on one of them before putting the other creature in the graveyard.
- E. A player declares a blocker, then activates a Treetop Village to block as well.

100. UNIVERSAL INFRACTIONS

These are errors that apply to all games, though individual infractions may not be relevant to a particular game or tournament setup.

110. DECK/WARBAND ERRORS

This section deals with problems related to errors in the registration or contents of the card pool, deck, or warband at a tournament. Though these rules may refer to ‘decks,’ ‘cards’ and ‘decklists’ they also apply to the equivalents for games using items other than cards.

At all RELs, judges and other tournament officials should be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal list, or playing with an illegal deck.

In single-game matches, if the error is discovered during a deck check and would result in a Game Loss penalty, follow the procedure for the infraction, but issue a Match Point penalty instead.

Sideboards are considered to be part of a player’s deck for the purpose of these infractions.

111. Deck/Warband Error — Illegal Decklist

Definition

A player is considered to have an illegal decklist when one or more of the following conditions are true:

- The decklist contains an illegal number of cards for the format.
- The decklist contains cards that are illegal for the format.
- A card listed on a decklist is not identified by its full proper name, and could be interpreted as more than one card.
- The decklist contains cards that would make the deck illegal because it would violate a game rule (such as the four card limit rule in **Magic**® games or the three miniature limit for **Dreamblade**® games).

In events that are not using decklists, the contents of the deck itself are considered the decklist.

Examples

- A. A player in a **Magic** tournament has 59 cards listed on her decklist when the minimum is 60.
- B. A player in an Extended **Magic** tournament lists Skullclamp (a banned card) on his decklist.
- C. A player in a **Magic** tournament has a 56-card decklist. His actual deck contains 60 cards, with four Psychatogs not listed.
- D. A player in a Limited **Dreamblade** tournament has listed 17 miniatures on the warband list when the maximum warband size is 16.
- E. A player in a **Magic** tournament that is not using decklists has four copies of Terror in his main deck and two in his sideboard.
- F. A player in a Limited **Magic** tournament fails to list any of her sideboard cards in the "Total" column of her decklist.
- G. A player in a **Dreamblade** tournament lists four copies of Cannibal Pariah.
- H. A player in a **Magic** tournament lists 'Ar.Wurm' which could be either Argothian Wurm or Arrogant Wurm
- I. A player in a **Magic** tournament lists ‘COP’ instead of ‘Circle of Protection: Red’

Philosophy

If the decklist is illegal, the player is considered to have an illegal deck, regardless of the physical contents of his or her deck. However, because the majority of illegal decklists are due to clerical error, it is not in the best interest of the event to punish a player heavily for an illegal decklist. Whenever possible, it is best to correct the decklist to match the player’s actual deck.

Ambiguous or unclear names on a decklist may allow a player to manipulate the contents of his or her deck up until the point at which they are discovered. Use of a truncated name that is not unique may be downgraded to a Warning

at the Head Judge's discretion if he or she believes that the intended card is obvious and the potential for abuse minimal. When determining if a name is ambiguous, judges may take into account the format being played.

Penalty

All Levels
Game

Unless the judge has reason to believe that the deck itself is illegal for the format (usually the presence of an illegal card), this penalty should only be issued between rounds. In large events, the DCI recommends that tournament officials verify the legality of all lists as soon as possible, but the Head Judge should wait until the start of the next round to issue all decklist penalties. This minimizes the disruption to the game currently being played and provides consistency in case some players have finished playing their match before the penalty can be administered.

Correct a player's decklist so it is legal and then let the player continue playing in the tournament with a deck matching the corrected decklist. Remove any excess cards (cards violating a maximum-number-of-a-card restriction) or illegal cards from the deck, starting with the sideboard. If the player has a legal deck after these corrections, the decklist is corrected to match the deck. If further cards need to be removed from the deck as it violates a total maximum number of cards, remove them from the bottom of the offending part of the list, or at the player's choice if decklists are not being used. Then, if cards need to be added to make the deck legal, add basic resources of the player's choice, such as basic lands (but not Snow-Covered basic lands) for the **Magic** game. Not all games have basic resources and in these cases nothing is added.

For example, a player in a Standard Constructed **Magic** tournament has submitted a 58-card decklist with five Naturalizes. Because there is a four-of-a-kind limit on any one card, one of the Naturalizes must be removed. Now the decklist contains 57 cards, so three basic lands of the player's choice are added to meet the 60-card minimum. However, if the player's actual deck contained four Naturalizes and three Terrors which were left off of the decklist, the three Terrors would be added to the decklist and the player would be allowed to continue with his or her deck unmodified.

112. Deck/Warband Error — Deck/Decklist Mismatch

Definition

A player is considered to have a mismatch when the contents of their deck do not match their decklist. This includes players who have lost cards from their main deck, have cards from a previous opponent in their decks, have additional cards with their sideboard, have sideboard cards in their main deck at an incorrect time, or whose decks do not otherwise match their decklists. This infraction applies to tournaments for which decklists are being used and includes most errors involving the sideboard.

Players in Limited tournaments that do not feature decklists may change the configuration of their deck between matches. They may still commit this infraction if they have cards from another player's deck shuffled into their deck. Players in Constructed events without decklists are still expected to return to their original configuration at the start of each match.

The infraction for a lost miniature or lost sideboard cards is different and covered by Deck/Warband Error — Lost Miniature/Sideboard.

Examples

- A. A player in a **Magic** tournament is playing with 59 cards in her deck when the minimum is 60. Her decklist indicates a legal deck with 60 cards.
- B. A player in an Extended **Magic** tournament is playing with Skullclamp (a banned card) in his deck. His decklist indicates a legal deck with no banned cards.
- C. A player in a **Magic** tournament has a Pacifism in his deck from a previous opponent. His decklist indicates a legal deck.
- D. A player in a **Dreamblade** tournament has four copies of Blight Rat in his warband because he accidentally picked up a previous opponent's Blight Rat.
- E. A player in a **Dreamblade** tournament has listed only 15 miniatures, but is playing 16 miniatures.

- F. A player in a **Magic** tournament looking at his sideboard during a game fails to keep it clearly separate from her deck.

Philosophy

The decklist is the ultimate guide to a player's deck. Decklists are used to ensure that decks are not altered in the course of a tournament. If the decklist indicates a legal deck, but the actual contents of the deck do not match the decklist, the player needs to restore the deck to reflect the decklist. However, if the Head Judge believes that the error was obviously clerical (for example, a player marks “10 Islands” on his or her decklist and is only playing black cards), he or she may choose to alter the decklist to match the deck. When making this decision, judges should be mindful of potential abuse and if the potential exists or needs to be considered, they should use the contents of the decklist.

If the sideboard is not kept sufficiently separate from the deck during play, it becomes impossible to determine the legality of the deck. Additionally, if there are extra cards stored with the sideboard that could conceivably be played in the player's deck, they will be considered a part of the sideboard.

Penalty

Regular	Competitive	Professional
Warning	Game	Game

The player must make any changes necessary to make the contents of the deck match what is recorded on the decklist. If the game is to continue, replace all illegal cards with their legal counterparts (including random cards from the deck for any illegal cards in hand) and shuffle the randomized portion of the deck. If this is not possible, due to the illegal card being in a public zone or in a non-randomized portion of the deck, upgrade the penalty to a Game Loss.

If a player at Competitive or Professional REL discovers his or her error upon drawing an opening hand and calls a judge at that point, 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 wishes.

In the case that cards from the main deck are lost and cannot be recovered or replaced with identical cards (proxies are not allowed for lost cards) then the missing cards should be replaced with a basic resource of the player's choice and the decklist changed to match. If these changes cannot be completed within 10 minutes, an additional Game Loss should be issued (or two Game Losses if the initial penalty was a Warning). Once the player has made the decision to play the deck with these changes, the decklist cannot be reverted to its previous state, even if the missing cards are found.

113. Deck/Warband Error — Improper Registration of Limited Card Pool

Definition

This infraction applies to limited tournaments for which decklists are being used and only applies to errors made during the registration of the card pool before a deck swap or other form of registration verification. Registration errors made during deckbuilding are handled in Deck/Warband Error — Illegal Decklist.

Examples

- A. A player registers one copy of a card one slot below the card physically present. There are no copies of the registered card.
- B. A player fails to register a miniature opened in a starter when registering a warband.
- C. A player uses the “Played” column instead of the “Total” column to register the pool.

Philosophy

The correctness of card pools at a limited event is important. Errors in registration are somewhat disruptive but can be easily fixed.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

Once the judge has verified that the registering player has made an error, correct the decklist.

114. Deck/Warband Error — Lost Sideboard/Miniature

Definition

If a warband is found to contain less than the required or registered number of miniatures or point values, but otherwise is legal (and otherwise matches what was registered), the missing miniatures are considered to be lost. Similarly, if a player no longer has the full contents of his or her registered sideboard, the missing cards are considered to be lost.

Examples

- A. A player in a **Dreamblade** tournament finds herself with only 15 miniatures instead of the 16 expected. The 15 remaining miniatures are all registered on her registration list, but the 16th miniature registered cannot be found.
- B. A player in a **Magic** tournament loses two of his sideboard cards. The 13 remaining cards are registered on the decklist.

Philosophy

There is no advantage to playing with less than the required number of sideboard cards or miniatures.

Penalty

All Levels
Caution

If the miniatures or cards are discovered to be missing during a round, or are found during a round, they may not be used in that round. If the miniature or card cannot be found between rounds, note which ones were lost. The player may continue playing without these miniatures or cards until he or she succeeds in finding them or exact copies. A player is not allowed to replace the miniatures or cards with items that have a different name. Players must inform their opponents before starting a match that they are playing fewer than the standard number of miniatures for the tournament, though this is not necessary for cards missing from the sideboard.

120. GAME PLAY ERRORS

Game play errors are caused by incorrect or inaccurate play of the game such that it results in violations of the game rules. Many offenses fit into this category and it would be impossible to list them all. The guide below is designed to give judges a framework for assessing how to handle a Game Play Error.

Most Game Play Error infractions are assumed to have been committed unintentionally. If the judge believes that the error was intentional, her or she should first examine the Cheating infractions to see if one should be used instead. Some infractions (such as Drawing Extra Cards) have their own separate penalties defined specific to their game types. All remaining Game Play Errors fall into one of the following five categories:

1. If the error is a simple clerical error, it is Game Play Error — Incorrect Representation.
2. If the game state is presently illegal, including any errors that are ongoing, it is Game Play Error — Illegal Game State.
3. If the error occurred as the result of a player forgetting a game trigger, it is Game Play Error — Missed Trigger.
4. If the error involves a failure to reveal information it is Game Play Error — Failure to Reveal
5. All other errors are defined as Game Play Error — Game Rule Violation.

Both players are expected to maintain the game rules, and to share some responsibility for any errors that may occur involving public information. As a result, no attempt should be made to determine or correct any advantage gained in assessing the penalty and associated procedures for fixing the offense. Additionally, a sixth type of Game Play Error - Failure to Maintain Game State - is issued to the opponent where specified by the other five infractions. In multiplayer games, all participants in the match other than the offending player should receive this penalty if they meet the criteria.

Repeat offenses at Regular REL may be upgraded at the Head Judge's discretion. At Competitive and Professional RELs, repeat Game Play Error offenses in the same category are upgraded as follows:

Caution — Warning — Warning — Game Loss — Match Loss — Disqualification

An error that an opponent can not realize has been committed should have its penalty upgraded. Such unnoticeable errors are rare and involve misplaying hidden information (such as the Morph ability). An unpreventable or irreversible error is not sufficient grounds for such an upgrade.

121. Game Play Error — Incorrect Representation

Definition

Due to a minor clerical error, the game is somehow inaccurately represented, but the game state is clear to both players and the action ultimately legal. If the error has affected game play or been allowed to continue to the point where ambiguity exists, treat it as a Game Play Error — Game Rule Violation instead.

Examples

- A. A player in a **Magic** tournament forgets to put counters onto a creature that comes into play with counters on it.

Philosophy

These errors do not have a significant impact on the game, but could cause confusion at a later point if not remedied.

Penalty

All Levels
Caution

Correct the erroneous representation.

122. Game Play Error — Illegal Game State

Definition

The ongoing state of the current game is illegal as a result of a prior misplay.

Examples

- A. In a **Magic** tournament, two copies of the same Legendary permanent are in play.
- B. In a **Magic** tournament, an Armadillo Cloak (cost 1GW) is enchanting a creature with Protection from Green.
- C. In a **Magic** tournament, a Voice of All is in play that continues to have had no color chosen for it.

Philosophy

Both players share a responsibility in allowing the game to continue in this illegal state. Because many decisions and plans may have been made based on this state, no effort should be made to back up the game and fix it or try to compensate for the effects of the illegal state.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

Apply state-based effects or other game-specific ways of making a game state legal. If the problem is due to a player not having made a required choice, the player does so immediately. In addition, the opponents and teammates of the player controlling the permanent that caused the game state to become illegal receive a Game Play Error — Failure to Maintain Game State infraction.

123. Game Play Error — Missed Trigger

Definition

A game event triggers, but the player controlling the trigger is unaware of its existence and/or forgets to perform the actions specified by the trigger. For the purposes of this infraction, the card drawn during the Draw Step in a game of **Magic** is considered to be a trigger.

Examples

- A. In a **Magic** tournament, a player has Braids, Cabal Minion in play. After he has declared attackers, he realizes that he has failed to sacrifice a permanent to Braids' upkeep trigger.
- B. In a **Magic** tournament, a player realizes that she forgot to remove the final counter from a Suspend spell.
- C. In a **Magic** tournament, a player forgets to pay Cumulative Upkeep for a creature.
- D. In a **Dreamblade** tournament, a player forgets to sacrifice a creature to the Appease ability of Eater of Hope when it was spawned.

Philosophy

Most games have "triggers" — actions that the game asks players to take as a result an event occurring. Because the representation of these triggers is invisible, players will miss them on occasion.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

If the trigger instruction is optional (“may”) and specifies no consequence for not doing it, assume that the player has chosen not to perform the instruction and issue no penalty.

If the trigger requires no choices to be made and has no effect on the visual representation of the game, assume the ability resolved at the appropriate time and issue no penalty. The visual representation consists of elements the

players are able to see happening or in play, such as zone changes and adding counters to permanents, as well as life totals.

If the trigger has an instruction that specifies a default action associated with a choice (usually "If you don't ... ") resolve the default action immediately without regard to the timing rules for that particular game. For example, in **Magic**, such a default action would be resolved without using the stack. If there are unresolved spells or effects that are no longer legal as a result of this action, rewind the game to remove all such spells or abilities. Resulting triggers generated by the action still trigger and resolve as normal.

If the trigger requires a choice that does not have a default action or a trigger with no choice will have an effect on the visual representation of the game, and the error is caught within the scope of a turn cycle (see below for definition), resolve the forgotten ability using game-specific timing rules. For example, in a **Magic** game, the forgotten ability would be placed on the stack. The player may not make choices involving objects that were not in the zone or zones referenced by the trigger when the ability triggered. If the error is discovered partway through an action (such as choosing blockers in **Magic**), back up to the beginning of that action. If the error is discovered after a turn cycle, continue the game without resolving the forgotten trigger.

For **Magic**, a turn cycle is defined as the time from the beginning of a player's step or phase to the end of that player's next same step or phase. For **Dreamblade**, it is defined as a single phase. If a turn cycle would end in a skipped step or phase (but not turn), the turn cycle expires when the step or phase is skipped.

If the missed trigger is not caught within a time that a player could reasonably be expected to notice, teammates and opponents who might potentially have benefited from the error receive a Game Play Error — Failure to Maintain Game State penalty. The opponents may not be able to recognize that a trigger has been missed until after some other irrevocable action has been taken, and this should be taken into account in determining whether it was caught immediately. No attempt should be made to rewind the game state to the point of the missed trigger.

124. Game Play Error — Failure to Reveal

Definition

A player forgets to reveal information that he or she has been required to reveal by a game rule or effect. If revealing the card was optional, treat the decision (and any resulting infraction) as though the other option was chosen.

Examples

- A. A player in a Magic tournament plays Worldly Tutor and places the card he searched for on top of his library without revealing it.
- B. A player in a Magic tournament resolves the trigger from his Dark Confidant., but puts the card directly into his hand.
- C. At the end of a game in a Magic tournament, a player shuffles her morph card back into her library without revealing it.

Philosophy

Failing to reveal a card prevents opponents from verifying that an effect was played correctly. While the error is easy to make, the potential for abuse is high and the DCI wishes to track players who repeatedly commit this infraction.

Penalty

Regular	Competitive	Professional
Warning	Game	Game

Few of these errors can be caught before the exact information and location of the unrevealed information is lost. If the card was ever in a position to be uniquely identified (such as on top of the player's library or the only card in hand), downgrade this penalty at Regular and Competitive RELs. If the card is still uniquely identifiable, reveal it to all appropriate players. Additionally, if not caught within a time that a player could reasonably be expected to notice, teammates and opponents who might potentially have benefited from the error receive a Game Play Error — Failure to Maintain Game State penalty.

125. Game Play Error — Game Rule Violation

Definition

This infraction covers the majority of game situations in which a player makes an error or fails to follow a game procedure correctly. Note that this is different from entirely forgetting a game trigger, which is handled in Game Play Error — Missed Trigger, a situation in which the game state itself is illegal or the error itself is ongoing, which is handled in Game Play Error — Illegal Game State, or forgetting to reveal a card, which is handled in Game Play Error — Failure to Reveal.

Examples

- A. In a **Dreamblade** tournament, a player forgets to pay extra spawn points for a miniature when that player does not have miniatures of the appropriate aspects in play or in the graveyard.
- B. In a **Magic** tournament, a player plays Wrath of God for 3W (actual cost 2WW).
- C. In a **Magic** tournament, a player does not attack with a creature that must attack each turn.
- D. In a **Magic** tournament, a player puts Serra Avatar into his graveyard instead of shuffling it into his library.
- E. In a **Magic** tournament, a player fails to put a creature with lethal damage into a graveyard and it is not noticed until several turns later.
- F. In a **Dreamblade** tournament, a player fails to assign blades before moving on to assign damage in combat.
- G. In a **Dreamblade** tournament, a player spawns a location in a cell that already contains a location.

Philosophy

While Game Rule Violations can be attributed to one player, they usually occur publicly and both players are expected to be mindful of what is happening in the game. It is tempting to try and "fix" these errors, but it is important that they be handled consistently, regardless of their impact on the game.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

If the error was discovered within a time frame in which a player could reasonably be expected to notice the error and the situation is simple enough to safely back up without too much disruption to the course of the game, the judge may get permission from the Head Judge to back up the game to the point of the error. Each action taken is undone until the game reaches the point immediately prior to the error. Drawn cards whose identity is known to all players are reversed by returning them to the top of the library; all other drawn cards are reversed by placing a random card on top of the library. Once the game is backed up, it continues from that point.

If not caught within a reasonable time frame, or backing up is impossible or sufficiently complex that it could affect the course of the game, the judge should leave the game state as it is and not attempt any form of partial 'fix' — either reverse all actions or none. Additionally, teammates and opponents who might potentially have benefited from the error receive a Game Play Error — Failure to Maintain Game State penalty.

126. Game Play Error — Failure to Maintain Game State

Definition

This infraction is committed by a player who has allowed another player in the game to commit a Game Play Error and has not pointed it out before he or she could potentially gain advantage. If a judge believes a player is intentionally not pointing out other players' illegal actions, either for his or her own advantage, or in the hope of bringing it up at a more strategically advantageous time, the infraction is Cheating — Fraud.

Examples

- A. In a **Magic** tournament, a player's opponent forgets to discard a card to Masticore during his upkeep. It is not noticed until the end of turn.
- B. In a **Dreamblade** tournament, a player's opponent forgets to sacrifice a creature after spawning a creature with the Appear ability. The error is not noticed until the end of turn.

Philosophy

If an error is caught before a player could gain advantage, then the dangers of the ongoing game state becoming corrupted are much lower. If the error is allowed to persist, at least some of the fault lies with the opponent, who has also failed to notice the error.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

Judges should not usually upgrade this penalty, as players will be reluctant to call a judge if they believe that they could receive a significant penalty as a result.

130. TOURNAMENT ERRORS

Tournament errors are violations of the Universal Tournament Rules or the Floor Rules for the game being played. If the judge believes that the error was intentional, he or she should first examine the Cheating infractions to see if one should be used instead.

131. Tournament Error — Tardiness

Definition

A player fails to comply with announced time limits.

Examples

- A. A player arrives to her seat 5 minutes after the round begins.
- B. A player hands in his decklist after the time designated by the judge or organizer.
- C. A player loses his or her deck and must find replacement cards after the round has begun.
- D. A player sits at an incorrect table and plays the wrong opponent.

Philosophy

Players are responsible for being on time and in the correct seat for their matches, and for completing registrations in a timely manner.

Penalty

Regular	Competitive	Professional
Warning	Game	Game

A penalty will not be given if a round started early and a player arrived at his or her seat before the originally announced start time. At Regular and Competitive events, or in tournaments where matches consist of a single game, the tournament organizer may elect to give players the amount of time allotted for the pre-game procedure (3 minutes) before a penalty is issued. Otherwise, the appropriate penalty is issued as soon as the round begins. At any REL, if a player is not in his or her seat 10 minutes into the round, he or she is issued a second Game Loss (or two Game Losses at Regular REL). A player receiving two Game Losses for Tardiness in the same round (or one Game Loss for single-game matches) is dropped from the tournament unless he or she reports to the Head Judge or Scorekeeper before the end of the round.

In tournaments with single-game matches a time extension equal to the amount of tardiness should be applied if it is within the pre-game procedure time limit. Game Losses are not replaced by Match Point penalties for Tardiness. Repeated Tardiness infractions are only upgraded in exceptional circumstances.

132. Tournament Error — Outside Assistance

Definition

A player, spectator, or other tournament participant does any of the following:

- Seeks advice from others once he or she has sat for his or her match.
- Gives advice to players who have sat for their match.
- Any time after arriving at the play table, references notes made before the official beginning of the current match, including Oracle text that has not been provided by a judge.

These criteria also apply to any deck construction portions of a limited tournament. Additionally, no notes of any kind may be made during a draft.

Notes made during a match may be referenced during that match or between matches. Notes made outside the current match may not be referenced once a player has sat for his or her match until after his or her match is completed.

Examples

- A. During a **Magic** tournament match, a player references sideboarding notes that were created before the tournament.
- B. A player in a **Dreamblade** tournament references notes about his opponent's warband after arriving at the table for his match.
- C. A spectator at a **Magic** tournament points out the correct play to the player, who had not solicited the information.

Philosophy

Tournaments test the skill of a player, not their ability to follow external advice or directions. Any strategy advice, play advice, or construction advice from an external source is considered assistance. Notes made during a match are legal to reference during the match or between future matches.

Penalty

Regular	Competitive	Professional
Warning	Match Loss	Match Loss

Spectators who commit this infraction may be asked to leave the venue if they are not enrolled in the tournament.

133. Tournament Error — Slow Play

Definition

Players who take longer than is reasonably required to complete game actions are engaging in Slow Play. If a judge believes a player is intentionally playing slowly to take advantage of a time limit, the infraction is Cheating — Stalling.

Examples

- A. A player in a **Dreamblade** tournament repeatedly manipulates his figures without committing to a specific course of action.
- B. A player in a **Magic** tournament repeatedly reviews his opponent's graveyard without any significant change in game state.
- C. A player in a **Magic** tournament spends time writing down the contents of an opponent's deck when resolving Haunting Echoes.
- D. After 3 minutes into a round at a **Magic** Pro Tour™ Qualifier, a player has not completed his shuffling.
- E. In a **Dreamblade** tournament, a player takes an unreasonable amount of time deciding which creatures to spawn.
- F. A player gets up from his seat to look at standings, or goes to the bathroom without permission of an official.

Philosophy

All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit. A player may be playing slowly without realizing it. At lower RELs a comment of "I need you to play faster" is often appropriate and all that is needed. Further slow play should be penalized.

Penalty

All Levels
Warning

An extra turn is awarded for each player, to be applied if the match exceeds the time limit. For games in which a single turn encompasses equal actions for both players, such as **Dreamblade**, only a single turn is added. If multiple players on each side are playing the same game (such as in Two-Headed Giant) only one extra turn is awarded per team. This turn extension occurs before any end-of-match procedure can begin and after any time extensions that may have been issued.

No extra turns are awarded if the match is already in extra turns, though the Warning still applies.

If Slow Play has significantly affected the result of the match, the Head Judge may upgrade the penalty.

134. Tournament Error — Insufficient Randomization

Definition

A player unintentionally fails to sufficiently randomize his or her deck before presenting it to his or her opponent. A deck is not randomized if the judge believes a player could know the position or distribution of one or more cards in his or her deck. If the insufficient randomization was intentional, the infraction is Cheating — Manipulation of Game Materials.

Examples

- A. A player in a **Magic** tournament forgets to shuffle his library after searching for a card.
- B. A player in a **Magic** tournament searches for a card, then gives the deck a single riffle-shuffle before presenting the deck to her opponent.

Philosophy

Players are expected to randomize their deck thoroughly when it is required and are expected, especially at Competitive and Professional RELs, to have the skill and understanding of randomization to do so. Any time cards in a deck could be seen, including during shuffling, it is no longer randomized, even if the player only knows the position of one or two cards. Players are expected to take care in shuffling not to reveal cards to themselves, their teammates, or their opponents.

Players are assumed to know the order of their cards before starting to shuffle and sufficient randomization means the player could not gain advantage from this knowledge. A player should randomize his or her deck using multiple methods. Patterned pile-shuffling alone is not sufficient randomization.

Any manipulation, weaving, or stacking prior to randomization is acceptable, as long as the deck is thoroughly randomized afterwards. Doing so and not sufficiently randomizing afterwards is defined as Cheating — Manipulation of Game Materials.

Penalty

Regular	Competitive	Professional
Warning	Game	Game

If a Game Loss is called for in the Swiss portion of an event that has single-game matches, a Match Point penalty is issued instead and the game should be continued. If the game is to be continued, the deck should be thoroughly randomized, taking into account any parts of the deck ordered through game play.

135. Tournament Error — Failure to Follow Official Announcements

Definition

This infraction is committed by a player who fails to follow an instruction given to a broad audience he or she is included in. Most often these are registration instructions, safety instructions, or venue rules. Instructions given directly to an individual and not followed are penalized as Unsporting Conduct — Major.

Examples

- A. In a tournament, a player forgets to list her name or DCI# on a decklist following such an announcement made during the tournament registration period.
- B. A player smokes in a venue where signage indicates such is forbidden.
- C. A player fails to leave an area of the venue that a general announcement has asked all players to leave.

Philosophy

Players are required to be attentive and follow the instructions of tournament officials for the efficiency of the tournament and safety of all.

Penalty

All Levels
Warning

136. Tournament Error — Draft Procedure Violation

Definition

A player commits a technical error during a draft. This does not cover any attempts to view or reveal cards that are hidden, which is handled by Cheating — Hidden Information Violation.

Examples

- A. A player passes a booster to his left when it is supposed to go to his right.
- B. A player exceeds the amount of time allotted for a pick.
- C. A player starts to put a card on top of his pile, then pulls it back.

Philosophy

Errors in draft procedure are disruptive and may become more so if they are not caught quickly.

Penalty

Regular	Competitive	Professional
Caution	Caution	Warning

Announcements prior to the draft, or the specific Floor Rules for the format may specify additional penalties for Draft Procedure Violations.

137. Tournament Error — Player Communication Violation

Definition

A player unintentionally violates the Player Communication policy (see section 50). An intentional violation, or attempting to take advantage of a previously committed violation, is defined as Cheating — Fraud.

Example

- A. A player in a **Magic** tournament is asked how many cards he has in his hand and answers “Three.” A few moments later, he realizes that he has four.
- B. A player in a **Magic** tournament claims she hasn’t played her land for the turn, but it is determined that she had and forgot.

Philosophy

Clear communication is essential in the playing of any DCI-sanctioned game. Though many offenses will be intentional, it is possible for a player to make a genuine mistake and, while unfortunate, these should not be penalized harshly.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

140. UNSPORTING CONDUCT

Unsporting conduct is disruptive behavior that may affect the safety, competitiveness, or enjoyment of an event in a significantly negative fashion. An offense that doesn't seek in-game advantage is often unsporting behavior. If it could provide an in-game advantage the offense is handled by other infractions in the Penalty Guide.

Being enrolled in the tournament is not a requirement to receive an Unsporting Conduct penalty. Although these guidelines refer to players, other people in the venue, such as spectators, staff, or judges are held to the same standard of behavior.

Unsporting behavior is not the same as a lack of sporting behavior. There is a wide middle ground of "competitive" behavior that is certainly neither "nice" nor "sporting" but still doesn't qualify as "unsporting." The Head Judge is the final arbiter on what constitutes unsporting conduct.

Judges should inform the player how his or her conduct is disruptive. The player is expected to correct the situation and behavior immediately. However, while making sure that the player understands the severity of his or her actions is important, judges should focus first on calming a situation, and deal with infractions and penalties afterwards.

141. Unsporting Conduct — Minor

Definition

Unsporting Conduct — Minor is 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.

Examples

- A. A player uses excessively vulgar and profane language.
- B. A player inappropriately demands to a judge that her opponent receive a penalty.
- C. A player appeals to the Head Judge before waiting for the floor judge to issue a ruling.
- D. A player taunts his opponent for making a bad play.
- E. A player leaves excessive trash in the play area after leaving the table.

Philosophy

All participants should expect a safe and enjoyable environment at a tournament, and a participant needs to be made aware if his or her behavior is unacceptable so that this environment may be maintained

Penalty

All Levels
Warning

In addition to the Warning, the player must correct the problem immediately or face upgraded penalties for repeated infractions. A judge may upgrade repeated Unsporting Conduct — Minor infractions for different offenses.

If a Game Loss is issued for repeated or upgraded infractions, and it occurs at the end of a game, it is acceptable for the judge to apply the penalty to the next game instead. Game Losses (in the case of an upgrade) are never replaced by Match Point penalties for Unsporting Conduct — Minor.

142. Unsporting Conduct — Major

Definition

Unsporting Conduct — Major infractions fall into three categories:

- Failing to follow a direct instruction from a tournament official.

- Insulting another person based on his or her race, color, religion, national origin, age, gender, disability, or sexual orientation.
- Aggressive or violent behavior that is not directed at another person or another person’s property.

Examples

- A. A player is asked to leave the play area and is still watching a match a few minutes later.
- B. A player continues to argue with the Head Judge about a ruling after being asked to stop doing so.
- C. A player uses a racial slur against his opponent.
- D. After losing a match, a player throws his cards onto the table and knocks his chair over in anger.
- E. A player in a **Magic** tournament picks up one of his tokens that has been removed from the game and tosses it across the room.

Philosophy

Officials should expect their instructions to be followed without needing to issue an interim warning. This only applies to specific and directed instructions. Failure to follow general announcements is handled through specific infractions or in Tournament Error — Failure to Follow Official Instructions.

Hate speech and other insults targeted at a protected class indicate a deeper issue and must be dealt with swiftly. Even if unfounded, they may be offensive to spectators or other nearby individuals. Local areas may have additional protected classes that fall under this category.

Undirected aggressive behavior needs to be curtailed. It is disruptive, can leave a lasting negative impression on those around, and may turn to directed aggressive behavior if not dealt with swiftly. Care should be taken not to escalate the situation if at all possible. The player may need to be removed from the area to receive the penalty and may need a few moments to cool down, in which case a time extension should be granted.

Penalty

All Levels
Game

The player must correct the behavior immediately, and be expected to refrain from similar behavior or face more severe penalties. As with Unsporting Conduct — Minor infractions that have been upgraded due to repetition, if the offense occurs at the end of a game, it is acceptable for the judge to apply the penalty to the next game instead. In single-game matches, Match Point penalties are not issued for Unsporting Conduct — Major.

143. Unsporting Conduct — Randomly Determining a Winner

Definition

Players use or offer to use a random method to determine the winner of a game or match.

Examples

- A. As time is called in a tournament, two players about to draw roll a die to determine the winner.
- B. A player offers to flip a coin to determine the winner of a match.

Philosophy

Using a random method to determine a winner compromises the integrity of the tournament.

Matches that result in a draw due to time are expected to be reported as such and are not excluded from this penalty if the players use a random method to determine the outcome.

Penalty

All Levels
Disqualification

At Regular REL, the Head Judge may, at his or her discretion, downgrade the penalty to a Match Loss if he or she believes that the player committing the infraction was not aware that what he or she was doing was illegal.

In most cases this penalty will be issued to both players, unless the other player calls over a judge as soon as the suggestion to randomly determine the winner is made.

144. Unsporting Conduct — Bribery and Wagering

Definition

Bribery occurs when a player offers an incentive to entice an opponent into conceding, drawing, or changing the results of a match. Refer to section 25 of the Universal Tournament Rules for a more detailed description of what constitutes bribery.

Wagering occurs 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.

Examples

- A. A player in a Swiss round offers his opponent \$100 to concede the match.
- B. A player offers his opponent a card in exchange for a draw.
- C. A player asks for a concession in exchange for a prize split.
- D. Two players in a **Magic** tournament agree that the winner of the match will be able to choose a rare card out of the other person's deck after the match.
- E. Two spectators at a **Dreamblade** tournament place a bet on the over/under of total victory points in a match.

Philosophy

Bribery and wagering disrupt the integrity of the tournament and are strictly forbidden. Please refer to section 25 of the Universal Tournament Rules to ensure the proper application of this penalty.

Penalty

All Levels
Disqualification

At Regular REL, the Head Judge may, at his or her discretion, downgrade the penalty to a Match Loss if he or she believes that the player committing the infraction was not aware that what he or she was doing was illegal.

145. Unsporting Conduct — Aggressive Behavior

Definition

A player acts in a threatening way towards others or their property.

Examples

- A. A player threatens to hit another player who won't concede to them.
- B. A player pulls a chair out from under another player, causing her to fall to the ground.
- C. A player makes threats against a judge after receiving a ruling.
- D. A player tears up a card belonging to another player.
- E. A player intentionally turns over a table.

Philosophy

The safety of all people at a tournament is of paramount importance. There will be no tolerance of physical abuse or intimidation.

Penalty

All Levels
Disqualification

The offender should be asked to leave the venue by the organizer.

146. Unsporting Conduct — Theft of Tournament Material

Definition

A player steals material from the event, such as cards or miniatures.

Examples

- A. A player in a limited tournament pockets a **Magic** foil rare that he opened in the sealed pool he is registering.
- B. A player steals cards from the sideboard of his opponent.
- C. A player steals the table number from a table.
- D. A player in a **Dreamblade** tournament realizes she has a previous opponent's miniature, but she hides it instead of telling a tournament official.

Philosophy

Players enter a tournament expecting that their materials will be protected. This does not absolve the players from their responsibility to keep an eye on their possessions, but they should expect to be able to retain the product they began with or were given for the tournament. Other instances of theft not involving tournament materials are the responsibility of the Tournament organizer, though judges are encouraged to help in any way possible.

Penalty

All Levels
Disqualification

The offender should be asked to leave the venue by the organizer.

150. CHEATING

This section deals with some intentionally committed infractions that can give a player a significant advantage.

At Regular REL only, the Head Judge may downgrade the penalty for a Cheating infraction to a Match Loss if he or she believes that the player committing the infraction was not aware that what he or she was doing was illegal.

151. Cheating — Stalling

Definition

A player intentionally plays slowly in order to take advantage of the time limit. If the slow play is not intentional, please refer to Tournament Error — Slow Play instead.

Example

- A. A player in a **Magic** tournament has two lands in his hand, no options available to significantly affect the game, and spends excessive time "thinking" about what to do to eat up time on the clock.
- B. A player in a **Dreamblade** tournament is ahead in turns and significantly slows down his pace of play so the opponent has little chance to catch up.
- C. A player playing slowly appeals a warning in an attempt to gain advantage by having more time to make a decision.
- D. A player intentionally exceeds the pregame time limit before the third game in an attempt to make it harder for his opponent to win in time.

Philosophy

If it is clear that a player is stalling, the integrity of the match is compromised and he or she will face a serious penalty.

Penalty

All Levels
Disqualification

152. Cheating — Fraud

Definition

A person intentionally violates the Player Communication Policy or intentionally misrepresents procedures, personal information, or any other relevant tournament information in an attempt to gain advantage. Note that Fraud, like most cheating, is determined by an investigation and will often appear on the surface as a Game Play Error or Tournament Error.

Examples

- A. A player enters a tournament under an assumed name and/or using a different DCI number in an attempt to manipulate ratings.
- B. A player alters the results of a match after the match is over.
- C. A player lies to a tournament official to gain or keep an advantage.
- D. A player in a **Magic** tournament lies to his opponent about his life total.
- E. A player in a **Dreamblade** tournament intentionally spawns more miniatures than is possible with the current spawn points.
- F. A player observes his opponent or teammate make an illegal play but does not call a judge because it is to his advantage.
- G. A player gives false or misleading information to a judge or tournament official that helps another player to cheat.

Philosophy

There will be zero tolerance for this type of activity. One does not need to be a player in a game to commit Fraud. In particular, teammates observing the game are expected to point out problems and summon a judge to help deal with them if necessary.

A player must be aware that he or she has committed an error in representation in order for the infraction to be Fraud. For example, a player targeting a black creature with Terror has not committed Fraud if he or she forgot that Terror can not target black creatures, even though the action (playing Terror) was intentional and illegal. It is Fraud if a judge believes he or she was aware and hoping that his or her opponent would miss it.

Penalty

All Levels
Disqualification

153. Cheating — Hidden Information Violation

Definition

A player, spectator or other tournament participant intentionally and illegally seeks or reveals information in an attempt to gain advantage. A player has not committed an infraction if the information was revealed to them by his or her opponent accidentally, nor is he or she required to advise an opponent who may be doing so, as long as he or she does not go to excessive lengths to take advantage of this.

Examples

- A. A player in a Magic booster draft intentionally reveals a card she drafted to another player during the draft.
- B. A player in a Magic booster draft intentionally peeks at the cards from which his neighbor is selecting.
- C. A player in a Magic tournament intentionally peeks at the top card of her library when her opponent is not looking.
- D. A player in a **Magic** tournament intentionally looks at the faces of an opponent's cards while shuffling or cutting an opponent's deck.

Philosophy

Hidden information is a fundamental part of the play experience of many games, and attempting to undermine it violates the integrity of the tournament. Note that, in general, players are allowed to reveal information that is hidden to their opponents unless it is explicitly banned by the rules of the game or format.

Penalty

All Levels
Disqualification

154. Cheating — Manipulation of Game Materials

Definition

A player physically manipulates game materials (cards, dice, sleeves, figures, etc.) illegally to try to gain an advantage.

Examples

- A. A player in a **Magic** tournament orders some cards in his deck during a search and does not sufficiently randomize afterwards.
- B. A player in a **Dreamblade** tournament intentionally rolls dice into other dice that have been rolled but not tabulated, in an attempt to change the result.
- C. A player in a **Dreamblade** tournament moves a figure while her opponent is not looking.
- D. A player in a **Magic** tournament marks all of her Islands with a thumbnail mark on the corner of the sleeve.
- E. A player in a **Magic** tournament draws extra cards when his opponent is not looking.

F. A player in a **Magic** sealed deck tournament adds cards to his card pool.

Philosophy

There will be no tolerance for such blatant disregard for the rules.

Penalty

All Levels
Disqualification

200. CARD GAME-SPECIFIC INFRACTIONS

These infractions apply to games using cards, such as **Duelmasters** and **Magic**. They are intended to provide guidance for issues that come up during card games, such as errors in Card Drawing and Marked Cards.

210. CARD DRAWING

Card games usually involve drawing and discarding cards. Infractions in this section are a subset of Game Play Errors, and use the upgrade path described in that section.

211. Card Drawing — Looking at Extra Cards

Definition

Players are considered to have looked at a card when they 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 the other cards in their hand. This includes errors of dexterity or catching a play error before the card is placed into his or her hand. Once a card has been placed into his or her hand or if a player takes a game action after removing the card from the library, the penalty is Card Drawing — Drawing Extra Cards.

A player is not considered to have looked at extra cards when he or she places a card face down on the table (without looking at the card) in an effort to count out cards he or she will draw.

This penalty is applied only once if one or more cards are seen in the same action or sequence of actions.

Examples

- A. A player accidentally reveals (drops, flips over) a card while shuffling her opponent's deck.
- B. A player flips over an extra card while drawing from his deck.
- C. A player sees the bottom card of her deck when presenting it to her opponent for cutting/shuffling
- D. A player in a Magic tournament activates a Sensei's Divining Top that is no longer in play, and sees 3 cards before the mistake is noticed.

Philosophy

A player can accidentally look at extra cards easily. Drawing extra cards is a separate, more severe infraction because of the increased potential for abuse.

Players should not be using this penalty to get a "free shuffle," or to attempt to shuffle away cards they don't want to draw. This is Cheating — Fraud. Players also are not allowed to use this penalty as a stalling mechanism. The deck is already randomized, so shuffling in the revealed cards does not involve an excessive amount of effort. Make sure to give sufficient extra time to account for the shuffling.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

Shuffle the randomized portion of the deck (which may include the cards that were seen, if they were part of the random portion of the library). This requires first determining whether any portion of the deck is non-random, such as cards that have been manipulated on the top or bottom of the library, and separating those. Once the deck has been shuffled, any manipulated cards are returned to their correct locations.

Care must be taken before shuffling to make sure that there are no "legally known" cards in the library. Check with both players to verify this, and check the graveyard, removed from game, and in-play zones for deck manipulation cards, such as Brainstorm and cards with the Scry mechanic.

212. Card Drawing — Drawing Extra Cards

Definition

This infraction is committed when a player illegally moves a card into his or her hand, or a player moves a card into his or her hand from a zone other than the one from which he or she was instructed to move it. A card is considered to have moved into the hand once it touches the other cards in a player's hand, even if both players believe they can identify the card in question. If the player had an empty hand, bringing the hands together is an indication that the cards have been moved.

If a player moves cards into his or her hand while correctly resolving a legally played spell or ability, but that spell or ability was the result of a sequence of events caused by a different Game Play Error, the infraction is the appropriate Game Play Error, not Drawing Extra Cards.

Examples

- A. A player in a **Magic** tournament draws 4 cards after playing Ancestral Recall.
- B. A player in a **Magic** tournament draws an extra card from the ability of a Howling Mine that is no longer in play.
- C. A player in a **Magic** tournament draws a card from her graveyard instead of her library.
- D. A player in a **Magic** tournament resolves an effect that puts a card on top of his library by putting the searched-for card into his hand and his original hand on top of his library.

Philosophy

Though this error is easy to commit accidentally, the potential for advantage and the potential for it to be overlooked mandate a higher level of penalty. Until the card has entered the hand, the card is easily identified and the situation can be rectified, but the potential for abuse is higher afterwards.

Penalty

Regular	Competitive	Professional
Warning	Game	Game

If a Game Loss is called for in the Swiss portion of an event that has single-game matches, a Match Point penalty is issued instead. If the game is to continue, return the drawn cards to the zone from which they were moved (or random cards if the identity of the cards is not known to all players) and, if necessary, execute the action correctly.

213. Card Drawing — Improper Drawing at Start of Game

Definition

Players committing this infraction draw extra cards (or too few cards) when they draw their hands, either initially or while resolving a mulligan.

Examples

- A. A player in a **Magic** tournament draws eight cards in her initial hand (instead of seven).
- B. A player in a **Magic** tournament draws seven cards in his initial hand (instead of six) after taking a mulligan.
- C. A player in a **Magic** tournament who is playing first (as opposed to drawing first) incorrectly draws a card during her first draw step.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. Removing one more card than the player were supposed to have is quick, simple and avoids the possibility of a player gaining an advantage if he or she just wished to reshuffle his or her cards and draw a new hand.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

If the player has drawn too few cards, instruct them to draw up to the correct number. If the player has drawn too many cards, the judge will remove one more than the number of excess cards from the hand at random and shuffle them into the deck. The player may continue mulliganing from that point if he or she wishes.

214. Card Drawing — Failure to Discard

Definition

A player fails to move one or more cards from his or her hand to a zone other than in play when required to by an effect or the rules of the game.

Examples

- A. A player in a **Magic** tournament discards a single non-land card to Compulsive Research.
- B. A player in a **Magic** tournament forgets to discard down to seven cards at the end of his turn.
- C. A player in a **Magic** tournament plays Brainstorm and forgets to put two cards back on top of the library.

Philosophy

While this is technically a Game Rule Violation, the infraction requires an additional fix to mitigate the potential advantage.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

The player moves the number of cards that he or she was supposed to move from his or her hand to the appropriate zone.

220. MARKED CARDS

This section deals with marked cards or sleeves. As always, the penalties for these infractions assume the offense was unintentional. If the Head Judge believes the markings are intentional or the player is taking advantage of the markings, the infraction is Cheating — Manipulation of Game Materials.

If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.

221. Marked Cards — No Pattern

Definition

A player's cards are marked or oriented in a way that is unlikely to give an advantage to that player.

Examples

- A. A player in a **Magic** tournament has small marks on a few of his sleeves. The markings are on a Mountain, a Loxodon Hierarch, and a Lightning Helix.
- B. A player without sleeves has several premium cards that stand out significantly from the rest of her deck.

Philosophy

If the possibility for advantage is fairly low, the player should not receive a significant penalty. Note that almost all sleeves can be considered marked in some way; judges should keep this in mind when determining penalties. In cases of marked cards, educating players to shuffle their cards and sleeves before sleeving the cards is very important. A Marked Cards — No Pattern penalty is generally not upgraded on repeat offenses.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

The player needs to replace the card(s) or sleeve(s) with an unmarked version or, if no sleeves are being used, use sleeves that conceal the markings. If the cards themselves have become marked through play in the tournament, the Head Judge may decide to issue a proxy.

222. Marked Cards — Pattern

Definition

A player's cards are marked or oriented in a way that could potentially give a significant advantage to that player. If the judge believes that the player intentionally marked his or her cards, or took advantage of the markings on cards, the infraction is Cheating — Manipulation of Game Materials.

Examples

- A. A player in a **Magic** tournament has a marking on each of his land cards that makes them easily distinguishable from the rest of the deck.
- B. A player in a **Magic** tournament has four Early Harvests in her deck, all of which are in card sleeves that have a slight bend in one corner.
- C. A player playing without sleeves has all of his spells of one color turned upside down.

Philosophy

If the possibility for advantage is high, the player should receive a significant penalty. This penalty still presumes that the cards are marked unintentionally.

Penalty

Regular	Competitive	Professional
Warning	Game	Game

The player needs to replace the card(s) or sleeve(s) with an unmarked version or, if no sleeves are being used, use sleeves that conceal the markings. If the cards themselves have become marked through play in the tournament, the Head Judge may decide to issue a proxy.

If a Game Loss is called for in the Swiss portion of an event that has single-game matches, a Match Point penalty is issued instead and the game continued.

300. MINIATURES GAME-SPECIFIC INFRACTIONS

These infractions are intended for use in games that involve miniatures, such as **Dreamblade** and **Dungeons & Dragons® Miniatures**.

310. DICE ERRORS

Many miniatures games require players to determine a number of dice to be rolled. It is possible for players to miscount the total they are supposed to roll or the number of dice they actually select to roll.

311. Dice Error — Too Few Rolled

Definition

A player rolls fewer dice than required.

Examples

- A. A player in a **Dreamblade** tournament attacks with a seven-power creature, but only rolls six attack dice.
- B. A player in a **Dreamblade** tournament rolls three attack dice for a deathblow when the creature's power is five.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. There is little advantage to be gained.

Penalty

Regular	Competitive	Professional
Caution	Warning	Warning

The player needs to record the result of dice already rolled and then roll the remaining dice required, total the results, and continue.

312. Dice Error — Too Many Rolled

Definition

A player rolls more dice than required.

Examples

- A. In a **Dreamblade** tournament, a player rolls six attack dice when the combined power of his attackers is only five.

Philosophy

While some random method of eliminating the extra rolled dice could be applied to remove the results of those dice, the potential advantage of a player rolling extra dice without his or her opponent either noticing or being able to prevent it is significant.

Penalty

Regular	Competitive	Professional
Warning	Warning	Game

The opponent chooses which extra dice are not used.

If a Game Loss is called for in the Swiss portion of an event that has single-game matches, a Match Point penalty is issued instead and the game continued.

APPENDIX A — PENALTY QUICK REFERENCE

Infraction	Regular	Competitive	Professional
Deck/Warband Error (DWE)			
DWE — Illegal Decklist	Game		
DWE — Deck/Decklist Mismatch	Warning	Game	
DWE — Improper Registration of Limited Card Pool	Caution	Warning	
DWE — Lost Sideboard/Miniature	Caution		
Game Play Error (GPE)			
GPE — Incorrect Representation	Caution		
GPE — Illegal Game State	Caution	Warning	
GPE — Missed Trigger	Caution	Warning	
GPE — Failure to Reveal	Warning	Game	
GPE — Game Rule Violation	Caution	Warning	
GPE — Failure to Maintain Game State	Caution	Warning	
Tournament Error (TE)			
TE — Tardiness	Warning	Game*	
TE — Outside Assistance	Warning	Match	
TE — Slow Play	Warning		
TE — Insufficient Randomization	Warning	Game	
TE — Failure to Follow Official Announcements	Warning		
TE — Draft Procedure Violation	Caution		Warning
TE — Player Communication Violation	Caution	Warning	
Unsporting Conduct (USC)			
USC — Minor	Warning		
USC — Major	Game*		
USC — Randomly Determining a Winner	Disqualification		
USC — Bribery and Wagering	Disqualification		
USC — Aggressive Behavior	Disqualification		
USC — Theft of Tournament Material	Disqualification		
Cheating			
Cheating — Stalling	Disqualification		
Cheating — Fraud	Disqualification		
Cheating — Hidden Information Violation	Disqualification		
Cheating — Manipulation of Game Materials	Disqualification		
Card Game-Specific			
Looking at Extra Cards	Caution	Warning	
Drawing Extra Cards	Warning	Game	
Improper Drawing at Start of Game	Caution	Warning	
Failure to Discard	Caution	Warning	
Marked Cards — No Pattern	Caution	Warning	
Marked Cards — Pattern	Warning	Game	
Miniatures Game-Specific			
Dice Error — Too Few Rolled	Caution	Warning	
Dice Error — Too Many Rolled	Warning	Warning	Game

*A Match Point penalty should not be used to replace this penalty in Swiss single-game matches.

APPENDIX B — CHANGES FROM PREVIOUS VERSIONS

September 1, 2008

- 52:** New section covering how to handle game actions that are taken out of order.
- 121:** Removed two examples that are now properly handled under Out-of-Order Sequencing.
- 124:** Made it clear that an optional reveal should be treated as though that option was not selected.
- 132:** Merged into section 131. Playing the wrong opponent is treated as Tardiness.
- 138:** Moved to section 132 to fill the gap.

June 1, 2008

- General:** Lots of grammatical touchups. Using “he or she” to refer to a singular player.
- General:** Removed distinction between Disqualification with and without prize.
- 1:** Judges may intervene to prevent errors outside of game situations.
- 40:** Added reminder that Game Play Errors have their own upgrade path.
- 110:** Making the fix for the infraction in single-game matches handled by the specific penalty.
- 112:** Cleaner explanation of the first turn of the game.
- 130:** Removed “unintentional” from the definition.
- 134:** In games that are to continue, take into account any ordered parts of the deck from game play when randomizing.
- 137:** Now a Caution at Regular REL.
- 150:** Removed redundant sentence from first paragraph (now encompassed by the second paragraph).
- 151:** Added example D to indicate that Stalling can take place outside of a game.
- 210:** Infractions in this section follow the Game Play Error upgrade path.
- 211:** Removed example D (drawing from opponent’s deck), as it is more accurately Drawing Extra Cards.
- 212:** Better separation of Definition and Philosophy.
- Appendix A:** Player Communication Violation updated.

March 1, 2008

- General:** Reworded a lot of ‘should’ phrasing to make it clear that the action is not optional.
- General:** Removal of instructions to not deviate for purposes of education (some deviation now acceptable).
- General:** Making it clear that intentional infractions may be Cheating or Unsporting Conduct, but not always.
- 10:** Softening severity of handling infractions at Regular REL.
- 50:** Revised communication guide to take an information-centric approach.
- 110:** Lots of consolidation and cleanup in this section.
- 111:** In the absence of decklists, the deck is treated as the decklist.
- 112:** Renamed to Deck/Decklist Mismatch, incorporating old Failure to Desideboard.
- 112:** Extending the deck reconfiguration option to all limited events that do not use decklists.
- 112:** Provisions for continuing the game at Regular REL (now a Warning).
- 112:** New allowance for discovering the error before the game begins.
- 113:** Section removed (folded into 111).
- 114:** Renumbered to 113.
- 115:** Section removed (folded into 112).
- 116:** Renumbered to 114. Added lost sideboards to the infraction.
- 120:** Most infractions in this section now Caution at Regular REL.
- 138:** Added Tournament Error — Outside Assistance for situations involving notes and spectator aid.
- 143:** Allow for Regular REL downgrade if the player wasn’t aware they were breaking a rule.
- 144:** Allow for Regular REL downgrade if the player wasn’t aware they were breaking a rule.
- 150:** Allow for Regular REL downgrade if the player wasn’t aware they were breaking a rule.
- 153:** Revised and renamed to only handle intentional errors involving hidden information.
- 212:** Redefined to remove confusion with the Comp Rules definition of draw, which was different.
- 212:** Adding moving cards into hands from the wrong zone to this infraction.
- 212:** Instructions on continuing the game if needed.
- 213:** Faster approach to a remedy.
- 214:** Discarding now covers moving cards to zones other than the graveyard.
- Appendix A:** Updated to reflect the new penalty levels.
- Appendix C:** Deprecated.
- Appendix D:** Updated tournament list. Grand Prix Trials are now Competitive.

APPENDIX C — USING REPORTER V2.X WITH THESE GUIDELINES

DCI Reporter V2.X has been deprecated and should no longer be used.

APPENDIX D – RULE ENFORCEMENT LEVELS OF PREMIERE PROGRAMS

Unless otherwise noted a tournament's REL is Regular		
Brand	Event	REL
D&D Minis	Championship	Competitive
D&D Minis	Qualifer	Competitive
D&D Minis	Release Event	Regular
Dreamblade	Edge	Regular
Magic	Amateur Championship	Competitive
Magic	City Championship Finals	Competitive
Magic	Friday Night Magic	Regular
Magic	Gateway	Regular
Magic	Grand Prix Day 1	Competitive
Magic	Grand Prix Day 2	Professional
Magic	Grand Prix Trial	Competitive
Magic	(Format-Specific) Championship	Competitive
Magic	Magic Invitational	Professional
Magic	Nationals (Invitational top 8)	Professional
Magic	Nationals (Invitational)	Competitive
Magic	Nationals (Open)	Competitive
Magic	Prerelease	Regular
Magic	Pro Tour	Professional
Magic	Pro Tour Qualifier	Competitive
Magic	Regionals	Competitive
Magic	Release Event	Regular
Magic	Japan: U-18 Series	Regular
Magic	The Limits Store Qualifier	Regular
Magic	The Finals Store Qualifier	Regular
Magic	The Limits Regional Qualifier	Competitive
Magic	The Finals Regional Qualifier	Competitive
Magic	The Limits	Competitive
Magic	The Finals	Competitive
Magic	World Championships	Professional
Star Wars Minis	Championship	Competitive
Star Wars Minis	Qualifer	Competitive
Star Wars Minis	Release Event	Regular