

# MAGIC: THE GATHERING® DCI FLOOR RULES

*Effective September 20, 2004*

## **Introduction**

The **Magic: The Gathering** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Magic** game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Magic** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

See Appendix A for a list of the changes from previous versions of this document.

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

This document is updated quarterly. Please visit **thedci.com** for the most current version.

## **100. GENERAL Magic TOURNAMENT RULES**

### **101. Format and Ratings Categories**

The DCI sanctions the following formats. They may be sanctioned as single, two-person team, or three-person team events.

#### *Constructed Formats*

- Standard
- Extended
- Block

#### *Eternal (formerly Vintage) Constructed Formats*

- Vintage (formally Type 1)
- "Type 1.5" (this format will be renamed prior to the Jan 20, 2005 update)

#### *Limited Formats*

- Sealed Deck
- Booster Draft
- Rochester Draft

The DCI produces the following ratings categories:

- Constructed (includes Standard, Extended, and Block formats)
- Eternal (includes Vintage and "Type 1.5" formats)
- Limited (includes all Limited formats)
- Team Constructed (includes all Constructed team formats)
- Team Limited (includes all Limited team formats)

### **102. Authorized Cards**

Alpha cards (cards from the first print run of the core set) may be used in decks containing non-Alpha cards only if all cards are placed in completely opaque sleeves and only if the sleeves could not be considered marked.

If sleeves are not used, Alpha cards may be used only in decks that consist exclusively of Alpha cards.

Participants may not use cards from any special-edition sets or supplements, such as Collector's Edition, International Collector's Edition, Pro Tour Collector Set, World Championship decks, or *Unglued* cards.

**Note:** *Unglued* basic land cards are allowed in sanctioned **Magic** tournaments.

### 103. Card Interpretation

Cards are interpreted using the appropriate card ruling section of the Oracle card reference. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork.

Players may not use errors or omissions in Oracle to disrupt a tournament or otherwise abuse the rules. The head judge is the final authority for all card interpretations, and he or she may overrule Oracle when a mistake or error is discovered.

### 104. New Releases

The following card sets are scheduled to release during 2004 and 2005. They become tournament legal for DCI-sanctioned tournaments on the dates listed:

- *Champions of Kamigawa* Limited: October 1, 2004  
All Constructed formats: October 20, 2004
- *Betrayers of Kamigawa* Limited: February 4, 2005  
All Constructed formats: February 20, 2005

In the case of certain Limited tournaments, such as official Prereleases and Sneak Preview tournaments (including their side events), new sets are legal for use before the official Limited tournament legal date.

These dates are subject to change. Any changes will be announced via an official DCI announcement at [thedci.com](http://thedci.com).

### 105. Participation Minimums

The DCI requires participation minimums to be met for a tournament's results to be included in the appropriate set of ratings and rankings. For **Magic: the Gathering** tournaments, the participation minimums are as follows:

- For singles events, a minimum of eight players must participate.
- For team events, a minimum of four teams must participate.

If a participation minimum is not met, the tournament is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer should report the event as cancelled.

### 110. Magic TOURNAMENT MECHANICS

#### 111. Match Structure

Three is the default number of games in a **Magic** match, and tournament organizers must allow three games per match. If a tournament organizer chooses, he or she can run single-elimination final rounds as best three games out of five—this must be announced before the

tournament begins. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count towards one of the three games in a match. The match should continue until one player has won the majority of games as long as match time allows.

## 112. Match Time Limits

The minimum time limit for any match is 40 minutes.

The following time limits are **recommended** for each round of a tournament:

- Constructed and Limited tournaments—50 minutes
- Single-elimination quarterfinal or semifinal matches—90 minutes
- Single-elimination final matches—no time limit

The following time limits are recommended for Limited tournaments:

- Sealed Deck—20 minutes for deck registration and 30 minutes for deck construction
- Draft—30 minutes for deck registration and construction
- Team Sealed Deck—20 minutes for deck registration and 60 minutes for deck construction
- Team Draft—30 minutes for deck construction and registration

The following time limits are required for premier events for which the finals are held on separate days:

- In World Championships, Constructed Pro Tour events, and certain National Championships, the Swiss rounds will be 60 minutes; the final rounds will have no limit.
- In Limited Pro Tour events, Swiss rounds will be 55 minutes; the final rounds will have no time limit.

The following time limits are required for the following premier events:

- Grand Prix events, Grand Prix Trials, Pro Tour Qualifiers, State/Province Championships, Regional Championships, JSS Challenges, and JSS Championship will use 50-minute Swiss rounds; and the final rounds will have no time limit.

## 113. Play-Draw Rule

The winner of a coin toss (or other random method) chooses either to play first and skip his or her first draw step or to play second. The winner of the coin toss must make this choice before looking at his or her hand. If the coin toss winner makes no choice, it is assumed that he or she is playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the **Magic** play rules. This is commonly referred to as the play/draw rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (there was no winner or loser), the player who decided to play or draw for that game chooses for the next game.

#### **114. Pregame Procedure**

Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure before the players look at their hands. (Note that players are not required to decide who plays first before sideboarding.) The following steps must be performed before each game begins:

1. Players may exchange cards in their decks for cards in their sideboards (only after the first game of the match).
2. Players shuffle their decks (see Universal Tournament Rules, section 21). Note that players may stop shuffling to perform additional sideboarding, but must then shuffle sufficiently.
3. Players present their decks to their opponents for additional shuffling and cutting.
4. If the opponent has shuffled the player's deck, that player may make one final cut.
5. Players present their sideboards and put them in a clearly distinguishable place.
6. Each player draws seven cards.
7. Each player, in turn, decides whether to mulligan (see section 115).

Once mulligans are resolved, the game can begin.

#### **115. Mulligan Rule**

Before each game begins, a player may, for any reason, reshuffle and redraw his or her hand, drawing one less card. This may be repeated as often as the player wishes, until he or she has no cards left in his or her hand.

The decision of whether to mulligan passes between players following the order established in section 113. After the participant who plays first mulligans as often as he or she likes, the decision of whether to mulligan passes to the other player. Once a player passes the opportunity to mulligan, that player may not change his or her mind.

#### **116. End-of-Match Procedure**

If the match time limit is reached before a winner is determined, the active player (as defined in the **Magic** game rules) finishes his or her turn and five total additional turns are played. For example, time is called on player A's turn. Player A finishes his or her turn. Player B takes his or her turn, which is turn 1. Player A takes his or her turn, which is turn 2. Player B takes turn 3, player A takes turn 4, and player B takes the final turn, which is turn 5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but any extra turn counts as one of the five end-of-match turns. Once the fifth turn is completed, the game finishes regardless of any remaining card-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until the end of the time extension.

#### **117. Determining a Match Winner**

In Swiss rounds, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. After the normal end-of-match procedure is finished, the player with more game wins is the winner of the match. If both players in a single-elimination tournament have equal game wins when the normal end-of-match procedure is finished, the player with the highest life total becomes the winner of the current game in progress. In the event the players have equal life totals (or are between games and the game wins are tied), the game/match should continue until the first life total change that results in one player having a higher life total than the other.

## **120. RULES FOR CONSTRUCTED TOURNAMENTS**

### **121. Deck-Size Limits**

Constructed decks must contain a minimum of sixty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. If a player wishes to use a sideboard, it must contain exactly fifteen cards.

With the exception of basic lands (Plains, Island, Swamp, Mountain, and Forest [including snow-covered variants]), a player's combined deck and sideboard may not contain more than four of any individual card, counted by its English card title equivalent. (Note that snow-covered lands are permitted only in formats that allow the *Ice Age* set to be used.)

### **122. Sideboard Use**

Before each game begins, players must present their sideboards and allow their opponents to count the number of cards in their sideboards (face down), if requested. Players may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area. The sideboard may not be kept where it could be easily confused or switched with other cards.

The deck and sideboard must each be returned to their original compositions before the first game of each match. Thus, cards transferred from a player's deck to his or her sideboard, and vice versa, must be returned before the player begins a new match. If a penalty causes a player to forfeit the first game in a match before that game began neither of the players of that match may use cards from their sideboard for the second game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboards remain at exactly fifteen cards at all times. There are no restrictions on the number of cards a player may exchange this way as long as one card from the deck is traded for one in the sideboard.

### **125. Standard-Format Deck Construction**

The following card sets are permitted in Standard tournaments:

- *Eighth Edition*
- *Onslaught* (leaves Standard format October 20, 2004)
- *Legions* (leaves Standard format October 20, 2004)
- *Scourge* (leaves Standard format October 20, 2004)
- *Mirrodin*
- *Darksteel*
- *Fifth Dawn*
- *Champions of Kamigawa* -- effective October 20, 2004

Card sets rotate into the Standard environment on the dates noted in section 104. Card sets rotate out of Standard, however, in blocks. A large expansion and its two small expansions—essentially a year of **Magic** expansions—enter Standard play as a new block when the large expansion rotates into the environment.

**Example:** The *Onslaught* block rotated into the Standard environment when the *Onslaught* set became legal for play. The *Legions* and *Scourge* sets are *Onslaught* block expansions and are legal in Standard. The *Onslaught*, *Legions*, and *Scourge* sets will rotate out of Standard together when the large expansion after *Mirrodin (Champions of Kamigawa)* enters play on October 20, 2004 -- two years after the *Onslaught* set was introduced to the environment.

The following card is banned in Standard tournaments:

- Skullclamp

## 126. **Extended-Format Deck Construction**

New card sets are allowed in Extended tournaments as described in section 104.

The following card sets are permitted in Extended tournaments:

- *Classic (Sixth Edition)*
- *Seventh Edition*
- *Eighth Edition*
- *Tempest*
- *Stronghold*
- *Exodus*
- *Urza's Saga*
- *Urza's Legacy*
- *Urza's Destiny*
- *Mercadian Masques*
- *Nemesis*
- *Prophecy*
- *Invasion*
- *Planeshift*
- *Apocalypse*
- *Odyssey*
- *Torment*
- *Judgment*
- *Onslaught*
- *Legions*
- *Scourge*
- *Mirrodin*
- *Darksteel*
- *Fifth Dawn*
- *Champions of Kamigawa* -- effective October 20, 2004

The following cards are banned in Extended tournaments:

- Ancient Tomb
- Dark Ritual
- Dream Halls
- Earthcraft
- Entomb
- Frantic Search

- Goblin Lackey
- Goblin Recruiter
- Grim Monolith
- Hermit Druid
- Lotus Petal
- Memory Jar
- Metalworker (effective September 20, 2004)
- Mind Over Matter
- Oath of Druids
- Replenish
- Survival of the Fittest
- Skullclamp (effective September 20, 2004)
- Time Spiral
- Tinker
- Tolarian Academy
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

### 127. Vintage Format Deck Construction

Vintage tournament decks may consist of cards from all **Magic** card sets, any extension of the core set, and all promotional cards released by Wizards of the Coast, with exceptions listed below. New card sets are allowed in Vintage tournaments as described in section 104.

Cards from the following sets are **not** allowed in Vintage tournaments, or any DCI-sanctioned tournament, unless it has been reprinted in a **Magic** Core or Expansion card set:

- *Portal*
- *Portal: Second Age*
- *Portal: Three Kingdoms*
- *Starter*

The following cards are banned in Vintage tournaments:

- Any ante card
- Chaos Orb
- Falling Star

The following cards are restricted in Vintage tournaments:

- Ancestral Recall
- Balance
- Black Lotus
- Black Vise
- Braingeyser (*unrestricted* effective September 20, 2004)
- Burning Wish
- Channel
- Chrome Mox
- Crop Rotation
- Demonic Consultation
- Demonic Tutor
- Doomsday (*unrestricted* effective September 20, 2004)
- Dream Halls
- Earthcraft (*unrestricted* effective September 20, 2004)
- Enlightened Tutor
- Entomb
- Fact or Fiction
- Fastbond
- Fork (*unrestricted* effective September 20, 2004)
- Frantic Search
- Grim Monolith
- Gush
- Library of Alexandria
- Lion's Eye Diamond
- Lotus Petal
- Mana Crypt
- Mana Vault
- Memory Jar
- Mind Over Matter
- Mind Twist
- Mind's Desire
- Mox Diamond
- Mox Emerald
- Mox Jet

- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Mystical Tutor
- Necropotence
- Regrowth
- Sol Ring
- Strip Mine
- Stroke of Genius
- Time Spiral
- Time Walk
- Timetwister
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Voltaic Key
- Wheel of Fortune
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

**128. "Type 1.5" Format Deck Construction**

This format will be renamed prior to the January 20, 2005 update.

"Type 1.5" tournament decks may consist of cards from all **Magic** card sets, any extension of the core set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in "Type 1.5" tournaments as described in Section 104.

**Effective September 20, 2004, the Banned List for "Type 1.5" tournaments will be maintained separately from the Vintage Banned & Restricted List.**

Cards from the following sets are **not** allowed in "Type 1.5" tournaments, or any DCI-sanctioned tournament, unless it has been reprinted in a **Magic** Core or Expansion card set:

- *Portal*
- *Portal Second Age*
- *Portal Three Kingdoms*
- *Starter*

**Effective September 20, 2004, the following cards are banned in "Type 1.5" tournaments:**

- Amulet of Quoz
- Ancestral Recall
- Balance
- Bazaar of Baghdad
- Black Lotus
- Black Vise
- Bronze Tablet
- Channel
- Chaos Orb
- Contract from Below
- Darkpact
- Demonic Attorney
- Demonic Consultation
- Demonic Tutor
- Dream Halls
- Earthcraft
- Entomb
- Falling Star
- Fastbond
- Frantic Search
- Goblin Recruiter
- Grim Monolith
- Gush
- Hermit Druid
- Illusionary Mask
- Jeweled Bird
- Land Tax
- Library of Alexandria
- Mana Crypt
- Mana Drain
- Mana Vault
- Memory Jar
- Metalworker
- Mind Over Matter
- Mind Twist
- Mind's Desire
- Mishra's Workshop
- Mox Emerald



- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Necropotence
- Oath of Druids
- Rebirth
- Replenish
- Skullclamp
- Sol Ring
- Strip Mine
- Tempest Efreet

- Time Spiral
- Time Walk
- Timetwister
- Timmerian Fiends
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Wheel of Fortune
- Windfall
- Worldgorger Dragon
- Yawgmoth's Bargain
- Yawgmoth's Will

## 129. Block Format Deck Construction

The DCI sanctions a series of Constructed formats called Block formats. Each Block format consists of a maximum of three expansions (one large expansion and the two small expansions associated with it).

The DCI sanctions the following Block formats:

- *Mirrodin* Block (*Mirrodin, Darksteel, Fifth Dawn*)
- *Onslaught* Block (*Onslaught, Legions, Scourge*)
- *Odyssey* Block (*Odyssey, Torment, Judgment*)
- *Invasion* Block (*Invasion, Planeshift, Apocalypse*)
- *Masques* Block (*Mercadian Masques, Nemesis, Prophecy*)
- *Urza* Block (*Urza's Saga, Urza's Legacy, Urza's Destiny*)
- *Tempest* Block (*Tempest, Stronghold, Exodus*)
- *Mirage* Block (*Mirage, Visions, Weatherlight*)
- *Ice Age* Block (*Ice Age, Alliances, Homelands*)

The following card is banned in *Mirrodin* block tournaments:

- Skullclamp

There are no banned cards in *Onslaught* block tournaments.

There are no banned cards in *Odyssey* block tournaments.

There are no banned cards in *Invasion* block tournaments.

The following cards are banned in *Masques* block tournaments:

- Lin Sivvi, Defiant Hero
- Rishadan Port

The following cards are banned in *Urza* block tournaments:

- Gaea's Cradle
- Memory Jar
- Serra's Sanctum
- Time Spiral
- Tolarian Academy
- Voltaic Key
- Windfall

The following card is banned in *Tempest* block tournaments:

- Cursed Scroll

The following card is banned in *Mirage* block tournaments:

- Squandered Resources

The following cards are banned in *Ice Age* block tournaments:

- Amulet of Quoz
- Thawing Glaciers
- Timmerian Fiends
- Zuran Orb

## **130. RULES FOR LIMITED TOURNAMENTS**

### **131. Deck-Size Limits**

Main decks must contain a minimum of forty cards. There is no maximum deck size. All cards a player received but is not using in his or her main deck become that player's sideboard.

Players are not restricted to four of any one card in Limited tournament play.

### **132. Sideboard Use**

Any drafted or opened cards not used in a player's Limited deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Players can also request additional land at this time. There are no restrictions on the number of cards a player may exchange this way as long as the main deck contains at least forty cards. Cards do not need to be exchanged on a one-for-one basis.

### **133. Materials Provided**

Tournament organizers and/or the head judge may choose to provide basic lands for players to use during the tournament. If the organizer provides basic lands, he or she must make available the same amount of land cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic lands. Organizers may require players to return the land cards when they leave the tournament.

### **134. Rules for Sealed Deck Tournaments**

In Sealed Deck tournaments, players may exchange any number of nonpremium basic lands from the cards they receive in the sealed product for basic lands of their choice (provided by the tournament organizer). This exchange may take place any time between games in a match.

### **135. Rules for Draft Tournaments**

Players may add as many basic lands to their decks as desired; no maximum is imposed. Extra lands are allowed for sideboards, and players may add basic lands to their sideboards any time between games.

## **140. RULES FOR TEAM TOURNAMENTS**

### **141. General Team Requirements**

Each individual team must have unique, team-specific information, including:

- a team name,
- a team affiliation, if applicable (sponsor, school, retail store, and so on),
- a team city,
- a team state/province,
- a team country, and
- team members (with their respective DCI membership numbers).

Multiple teams may have the same affiliation, city, state/province, and/or country.

### **142. Team Names**

Wizards of the Coast reserves the right to disallow any team name it deems offensive and/or obscene. Tournament organizers and certified head judges should discourage teams from registering team names that may be considered offensive and/or obscene. Once a team is registered at the professional level (meaning the team has registered and played in a team-format Pro Tour event), that name is considered taken and may not be used by any other team.

### **143. Team Composition and Identification**

A valid team consists of two or three members, as appropriate to the DCI-sanctioned team format (see section 101). A team is identified by the individual DCI membership numbers of its respective members. Individual DCI members may be members of more than one valid team.

A team continues to exist as long as its respective members choose to identify themselves as a team. Any change in team membership (that is, the removal and/or addition of a member) constitutes a new team, with new team-specific information (see section 141). A team may change its name, affiliation, city, state/province, or country without becoming a new team.

### **144. Valid Team Participation and Player Designation**

Sanctioned team tournaments are open to teams consisting of two or three members. Only valid teams of the appropriate size are eligible for a DCI-sanctioned team tournament. If a player drops or is disqualified from the event, the entire team is dropped from the event.

Each team entering a DCI-sanctioned team tournament must provide the tournament organizer with its team-specific information (see section 141) when registering for the event. Failure to provide this information will result in the team's disqualification from the tournament.

**Example:** A sanctioned three-person team tournament is open only to teams consisting of three members; teams consisting of two members cannot compete in this event.

Teams must designate player positions during event registration. For example, in a three-player team event, each team must designate who is player A, player B, and player C. Players retain these designations throughout the entire tournament.

When two teams are paired against each other during the course of a tournament, the team members designated as player A play against each other, the team members designated as player B play against each other, and so on.

**145. Team Constructed Tournaments**

Event results for each DCI-sanctioned team Constructed tournament (Vintage, "Type 1.5", Extended, and Standard) are merged into one set of Constructed ratings for each team size.

**146. Team Limited Tournaments**

Event results for each DCI-sanctioned team Limited tournament (Sealed Deck and Rochester Draft) are merged into one set of Limited ratings for each team size. Team Limited tournaments using any DCI-sanctioned Limited format must adhere to all applicable sections of the **Magic** DCI Floor Rules and DCI Universal Tournament Rules for Limited tournaments.

**147. Team Rochester Draft Tournaments**

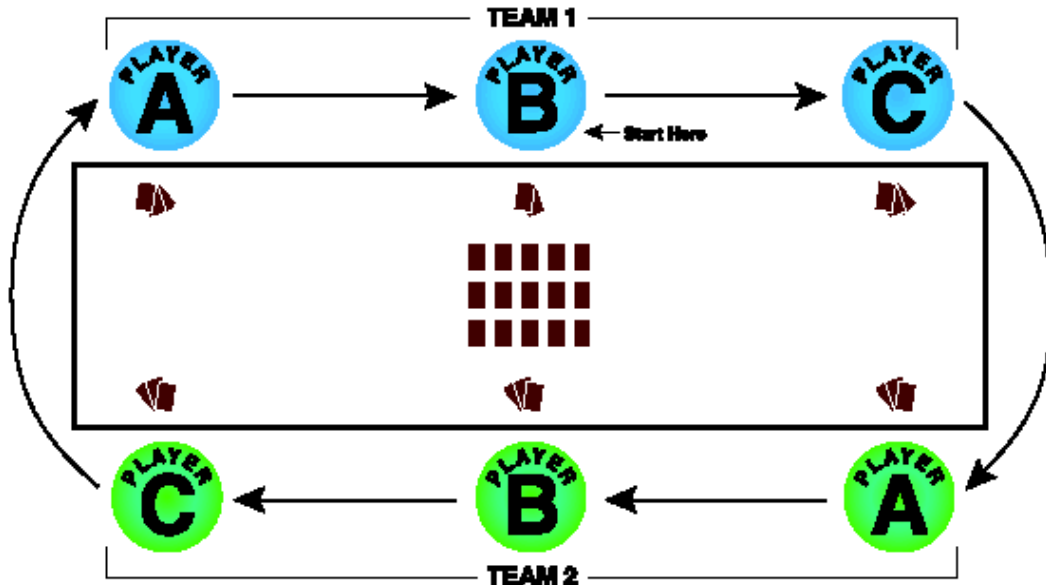
Team Rochester events require teams of three players each, and two teams are seated at each table for the draft. Team members sit opposite the opposing team's player with the same designation. (For example, in a three-person team event, players sit around the table clockwise in this order: 1A, 1B, 1C, 2A, 2B, 2C.)

During the draft, talking is not allowed. However, nonverbal signals such as pointing and gesturing are permitted.

The winner of a coin toss (or other random method) chooses either to pick first or to allow the other team to pick first. The "B" player of the team that picks first will lay out the first pack. All fifteen cards are drafted from the pack, but otherwise the draft follows the standard Rochester Draft rules for timing and active-player rotation (see the Universal Tournament Rules, sections 76 and 77).

**Example:** Team 1 and Team 2 are seated around a table. They are numbered 1A-1B-1C-2A-2B-2C in a clockwise order. Team 2 wins the coin toss, and the members of Team 2 choose to let Team 1 pick first. The active player for the first pack is Player 1B. The first booster pack for Player 1B is opened and placed face up in front of Player 1B. After the 30-second review period has expired, the draft order is as follows:

- |                  |                   |                   |
|------------------|-------------------|-------------------|
| Player 1B—card 1 | Player 1A—card 6  | Player 1C—card 11 |
| Player 1C—card 2 | Player 1A—card 7  | Player 1B—card 12 |
| Player 2A—card 3 | Player 2C—card 8  | Player 1B—card 13 |
| Player 2B—card 4 | Player 2B—card 9  | Player 1C—card 14 |
| Player 2C—card 5 | Player 2A—card 10 | Player 2A—card 15 |



**148. Team Sealed Deck Tournaments**

Teams are issued sealed product based on which expansions have been released in the current block.

*Three-Person Team Events*

Each team receives two tournament packs and four boosters. The tournament packs will always be from the large expansion. If no small expansions have yet been released, then the boosters must be from the large expansion. If the first small expansion has been released, then the four boosters must be from the first small expansion. If the second small expansion has been released, then two boosters must be from the first small expansion, and two boosters must be from the second small expansion.

*Two-Person Team Events*

Each team receives one tournament pack and five boosters. The tournament pack will always be from the large expansion. If no small expansions have been released, then the boosters must be from the large expansion. If the first small expansion has been released, then one booster must be from the large expansion and four boosters must be from the first small expansion. If the second small expansion has been released, then one booster must be from the large expansion, two boosters must be from the first small expansion, and two boosters must be from the second small expansion.

All cards must be assigned to a player, and each deck must be assigned its own sideboard. All decks must contain a minimum of forty cards. Any number of the remaining cards may be assigned as a sideboard to any player. Players may add as many lands as they need at the start of the tournament or between games.

## APPENDIX A — CHANGES FROM PREVIOUS VERSIONS

### Changes from June 20, 2004 version

Section 101: Vintage ratings category changed to Eternal. Type 1 tournament format changed to Vintage. "Type 1.5" format name to be changed at a later date.

Section 104: New sets updated.

Section 126: Extended banned card list updated.

Section 127: Type 1 changed to Vintage. Clarifies exclusion of all Portal cards in Vintage tournaments. Restricted list updated.

Section 128: "Type 1.5" to be renamed. Clarifies exclusion of all Portal cards in "Type 1.5" tournaments. "Type 1.5" banned list no longer tied to Vintage banned and restricted list.

### Changes from April 1, 2004 version

Section 104: New releases updated.

Section 105: Participation minimums moved from Universal Tournament Rules (no changes to minimums).

Section 112: Time limits changed (Minimum time limit for match round changed from 50 to 40 minutes. Recommended time for rounds is still 50 minutes.)

Section 125: Card sets and banned cards updated.

Section 127: Clarifies that Portal and Starter cards are not allowed in DCI sanctioned tournaments.

Section 128: Clarifies that Portal and Starter cards are not allowed in DCI sanctioned tournaments.

Section 129: Sets and banned cards updated.

Appendix A: Section added.

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