

## **2001–2002 DCI Floor Rules Update**

*This document provides an overview of the changes from last season's documents. Minor editing changes are not necessarily noted. Changes to the DCI™ Floor Rules will be effective November 1, 2001 (except the Floor Rules for the Pokémon trading card game, which is effective October 15, 2001). All text in italics is explanatory and is not included in the main documents.*

### **DCI Universal Tournament Rules**

#### **3. Player Eligibility**

*Policy regarding employees has been revised and updated. Corporate employee (see Appendix B of the UTR) refers to any person whose place of employment is any Wizards of the Coast® office (Antwerp, Beijing, London, Milan, Paris, Seattle, and Sydney). This includes all full-time contractors; however, Hasbro corporate employees are allowed to participate in DCI-sanctioned play. The DCI feels that there is no significant benefit that any Hasbro corporate employee could gain by being an employee.*

*Wizards of the Coast employees must wait thirty days from their last days of employment to participate in DCI-sanctioned play. Strategic partner (see Appendix B of the UTR) refers to any person or company that manages regional organized play for Wizards of the Coast (for example, Hobby Japan or Amigo).*

- Wizards of the Coast corporate employees (see Appendix B of the UTR);
- Former Wizards of the Coast corporate employees (until thirty days after their last days of employment at Wizards of the Coast);
- Wizards of the Coast (including The Game Keeper®) retail store employees may play in Prerelease tournaments, Amateur Championships, Friday Night **Magic** events, and non-Premier events. However, Wizards of the Coast retail store employees may not play in any other Premier event as defined in Appendix B, and they may not play in any events that take place in the stores at which they are employed.
- Employees of Wizards of the Coast Strategic Partners (see Appendix B of the UTR) may not participate in DCI-sanctioned play (for example, Hobby Japan, Amigo Spiel, Devir, and so on).
- Playtesters and reviewers of a card set used in an event may not play in that event unless the event takes place at least eighteen days after the Prerelease tournament that featured that card set;

#### **6. Publishing Event Information**

*Wizards of the Coast may publish players' deck lists on **Sideboard™ Online** during a tournament. This information may be used in concert with, but is not limited to, Pro Tour™-level events. Wizards of the Coast also has the right to publish penalty and suspension information.*

Wizards of the Coast reserves the right to publish event information, such as the contents of a player's deck as well as transcripts or video reproductions of any DCI-sanctioned tournament, at any time (including during the tournament).

Wizards of the Coast reserves the right to publish penalty and suspension information.

#### **13. Player Responsibilities**

*The DCI requires that all players attempt to maintain accurate ratings. The DCI provides the tools necessary for players to manage their ratings in the form of the **Magic Player Rewards** program ([www.wizards.com/magicrewards](http://www.wizards.com/magicrewards)). If you urgently need to reach the DCI appeals center, you can contact them in North America, Europe, and Latin America at [dciappeals@wizards.com](mailto:dciappeals@wizards.com). In Japan, please use [mpr.jp@wizards.com](mailto:mpr.jp@wizards.com).*

Players must follow the rules interpretations and guidelines for play set forth by the DCI, the head judge, and other tournament officials. Players are expected to behave in a respectful and sporting manner at all times. Players who argue with the head judge or other tournament officials may be subject to the appropriate provisions of the DCI Penalty Guidelines. Players are still subject to the appropriate penalties even if a judge was present at the match at which the infraction occurred. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that the appropriate penalty, if any, is imposed.

All players are responsible for maintaining an accurate rating. If an anomaly occurs in a player's rating, he or she should contact the DCI immediately.

#### **14. Spectator and Press Responsibilities**

*The responsibilities of the press has been added to this section in order to cover the growing coverage at Premier-level events. Press includes any person who is covering the event for any media (this includes Internet-based media). Players may not request that a member of the press not observe their matches.*

Spectators are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress. Players have the right to request that a spectator not observe their matches. All such requests must be made through a judge.

*Spectators and members of the press who believe that they have observed rules violations should inform a judge, but they must not interfere with the match.*

#### **17. Appeals to the Head Judge**

*The responsibilities of the head judge have been clarified. Policy regarding the Team Leader judge system has been added because there have been situations in which players who wish to appeal to the head judge mistakenly appeal to a team leader. Any appeal of a judge's decision must go to the head judge and do not have to pass through a team leader.*

If players should disagree with a judge's decision, they are free to appeal the ruling to the head judge. The head judge has the right to overrule other judges' decisions. Players may not appeal to the head judge before the judge responding to the situation renders an initial decision. The head judge's decision is final.

The Team Leader judge system is a system in which the judge staff is divided into groups and team leaders are appointed. These leaders manage a small group of judges for the day. If the Team Leader judge system is used, all appeals must still be passed to the head judge, whose decision is final.

#### **21. Shuffling**

*The DCI has mandated the shuffling of opponents' decks at all REL 3 and above events. This mandate will help to reduce the number of incidents of cheating using an improper shuffling technique. Although there is no penalty for failing to shuffle an opponent's deck, the DCI feels that the inclusion of this clause in the Floor Rules will serve to educate players. Head judges can mandate the shuffling of opponents' decks at lower RELs (1 and 2) as long as he or she announces this at the beginning of the tournament.*

To aid in randomization, at REL 3 and higher events, players must always shuffle their opponents' decks at the beginning of games. The head judge can mandate the shuffling of opponents' decks at lower RELs (1 and 2) as long as he or she announces this at the beginning of the tournament. If a shuffling effect takes place, players may shuffle and must cut their opponents' decks after the shuffling effect is completed.

#### **25. Conceding a Match**

***The process of prize distribution has been streamlined to accommodate players who wish to split prizes during the final match of a single-elimination Top 8 round. Furthermore, players are no longer allowed to alter the prize distribution.***

***Players who wish to split prizes should make their intents clear and should make the offer in the presence of the head judge of the event.***

Players may concede a game or match at any time within the following guidelines. The conceded game or match is recorded as a loss for the conceding player. If a player refuses to play, it is assumed that he or she concedes the match.

The following actions are prohibited:

- Offering or accepting a bribe or prize split in exchange for the concession, draw or drop of a match
- Attempting to determine the winner of a game or match by a random method, such as a coin flip or die roll

Players who engage in these actions will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players are allowed to share prizes they have won as they wish, such as with teammates, as long as any such sharing does not occur as an exchange for concession or draw of a game or match.

Players in the final of a Top 8 single-elimination tournament have the option not to play their match. If both players of the final match agree not to play, one of them must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

Example #1: If all players in the Top 8 single-elimination portion of a tournament decide to split the first- through eighth-place prizes equally among them instead of following the original distribution announced by the organizer, they may do so as long as no matches are conceded in exchange for the prize split.

Example #2: Two players in the final of a Pro Tour Qualifier may agree to split the prizes (the travel award and the Pro Tour invitation), but this agreement cannot alter the results of the match. One player must drop from the event, leaving the travel award and the invitation to the player who did not drop from the event. That player is then free to split the prizes as agreed upon. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

## **28. Taking Notes**

***Players are now allowed to take any sort of notes, although they may not reference outside notes during the match.***

Players are allowed to take written notes during a match and may refer to these notes while the match is in progress. However, players are expected to take their notes in a timely fashion, and players who take too much time will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players may **not** refer to outside notes during the match. The exception is that writing on the faces of cards (including sideboard cards) is permitted as long as it is not disruptive or inappropriate.

## **41. Cheating**

*Illegal notes are no longer mentioned in this section. Providing a judge with false or misleading information is considered cheating.*

- Giving false or misleading information to a judge or tournament official

**43. Slow Play**

*This paragraph was reworded to make it clear that slow play is unacceptable.*

Players must take their turns in a timely fashion. Playing too slowly or stalling for time is not acceptable. If a judge determines that a player is playing excessively slowly at any point during the tournament, the responsible player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

**44. Marked Cards**

*Sleeved cards must be examined while in the sleeve to determine if they are marked.*

A card is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, unnatural bends, and so on. If a player's cards are sleeved, the sleeves are considered part of the cards, so the cards must be examined while in the sleeves to determine if they are marked.

**63. Abnormal Cards or Boosters**

*The head judge is encouraged to consult with the tournament organizer regarding abnormal cards or boosters.*

Players who have an abnormal number of cards in the decks or booster packs they receive must inform the head judge, who may replace the deck or booster pack at his or her discretion in consultation with the tournament organizer. The head judge makes the final decision.

**67. Sealed Deck Swap**

*The Sealed Deck swap is now more thoroughly explained.*

A Sealed Deck event may require participants to perform a sealed deck swap. In a sealed deck swap, players do not play with the decks they originally receive at the event. Instead, the sealed products—as well as deck-registration sheets—are handed out to all players in the event. Players open their decks and record the contents on their deck-registration sheets. This process is called “registering a deck,” and 20 minutes is allowed for it. Tournament officials will then collect the sealed product and the corresponding deck-registration sheets. Next, the tournament officials hand out decks randomly to all players. It is perfectly acceptable for some players to receive their original decks back at this point. This entire process is called a sealed deck swap. Players are then allowed 30 minutes to construct their decks (60 minutes for team events) from the product they have at that time.

**74. Booster Draft Procedure**

*Pokemon tournament organizers are encouraged to use five booster packs (not six) for **Pokémon** Booster Draft tournaments.*

After each player's first pack is drafted, a tournament official will instruct players to open the next specified pack and draft in the same fashion, except that the direction of drafting is reversed. This process is repeated until all cards in all booster packs are drafted. For example, if five booster packs of *Pokémon: Team Rocket*<sup>™</sup> cards were being drafted, the first, third, and fifth packs would be drafted clockwise and the second and fourth packs would be drafted counterclockwise.

**75. Rochester Draft Rules**

*The active player now lays out the booster pack (instead of the pod judge).*

**Example:** The active player lays out cards from a booster pack. The cards can be considered to be in chronological order (1–15), where 1 is the first card placed on the table and 15 is the last card placed on the table. If a player fails to draft in a timely manner, the cards on the table are examined by the pod judge and the first card that was placed on the table is given to the player. If that card has already been selected, the second card that was placed on the table is given, and so on.

#### **76. Rochester Draft Table Preparation**

*Players now receive thirty seconds (not twenty) for the Rochester Draft review period.*

In preparation for each pack being drafted, the pod judge lays out the entire contents of the pack face up on the table, with the cards facing the active player (see Section 77, Rochester Draft—Active Player Rotation). Players are given 30 seconds to review the cards before drafting begins.

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

#### **104. New Releases**

*The Magic Floor Rules now specify the exact dates when new cards sets are legal.*

The following card sets are scheduled to release during the 2001–2002 tournament season:  
*Odyssey™, Torment™, and Judgment™.*

They become legal in Constructed tournaments on the following days:

- *Odyssey* set: November 1, 2001
- *Torment* set: March 1, 2002
- *Judgment* set: July 1, 2002

These dates are subject to change. Any changes will be announced via an official DCI announcement.

New card sets are allowed in Limited play at any time, including before their public releases

#### **111. Match Structure**

*Games that result in a draw no longer count toward the game totals of a match. For scorekeeping purposes, however, draws are still counted. For example, if game 1 is won by Player One, game 2 is won by Player Two, game 3 is a draw, and game 4 is a draw, players must play a fifth game (time permitting). Whichever player wins the fifth and deciding game will be declared the winner of the match, and the match result will be entered as 2-1-2.*

*Unfinished games (games that cannot be completed due to time) count as a draw.*

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 they can run the single elimination final rounds as a best 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 toward one of the three games in a match. The match should continue until one player has won the majority of games as long as time allows.

#### **112. Match Time Limits**

*Policy regarding the minimum time allowed for a match (45 minutes) has been added. This has been long thought of as a rule, but has never been written in the Floor Rules. It is being included to ensure that players are provided an adequate amount of time to play all games in a match.*

***Required time limits have been added to Premier-level events. This ensures that all events, no matter where they are held, maintain the same time limits.***

***Policy regarding a standard set of time limits for Limited deck construction has been added. This policy is only a guide; however, the DCI strongly suggests that tournament organizers use these suggested times. The DCI has found that these time limits offer players enough time to create their decks and accurately fill out their decklists.***

The minimum time limit for any match is 45 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 required:

- In multiple-day tournaments in which the finals are held on a separate day (such as some National Championship, Continental Championship, World Championship, or Pro Tour events), the Swiss rounds shall be 60 minutes, and the final round will have no time limit. Otherwise, the Swiss rounds shall each be 50 minutes.
- Grand Prix events, Grand Prix Trials, Pro Tour Qualifiers, State/Province Championships, and Regionals must use 50-minute Swiss rounds.

In addition, 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

### **113. Who Plays First**

***The choice of who plays first has been expanded and clarified. If no choice is made by the choosing player (this occurs most often if a player is not concentrating on the game), it is assumed that the player chose to play. This will help to avoid malicious actions on the part of players who may try to trick their opponents by not clearly indicating a play or draw.***

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 they are 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** rules of play. 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 (so there was no winner or loser), the player who decided to play or draw for that game chooses for the next game.

### **114. Pregame Procedures**

***Players are required to put their sideboards in a clearly distinguishable place before games begin.***

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.

#### **122. Sideboard Use**

*Players are reminded to present their sideboards and to keep them a clearly distinguishable place.*

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.

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

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

#### **127. Type 1–Format Deck Construction**

#### **128. Type 1.5–Format Deck Construction**

#### **129. Block-Format Deck Construction**

*These sections have been updated with new sets that will be rotating into Constructed play during the 2001–2002 tournament season. This **Magic Floor Rules** update does not contain any changes to set rotation schedules or Banned or Restricted Lists.*

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

*The five-land swap has been replaced with an unlimited land swap. It is important to note that this rule applies only to nonpremium basic lands. Players should note on their decklists which premium lands they have received, just as they do with nonland cards. In the case of a deck swap, the premium lands must stay with their deck.*

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 in between games in a match.

In the past, tournament organizers have used a “five extra land” or “five-land swap” procedure for Sealed Deck tournaments. These procedures are no longer used because they usually encourage players to request more lands than they need. In cases in which one basic land is more popular than another, there is no evidence to show that the “five-land swap” is more effective at conserving land than the newly prescribed method.

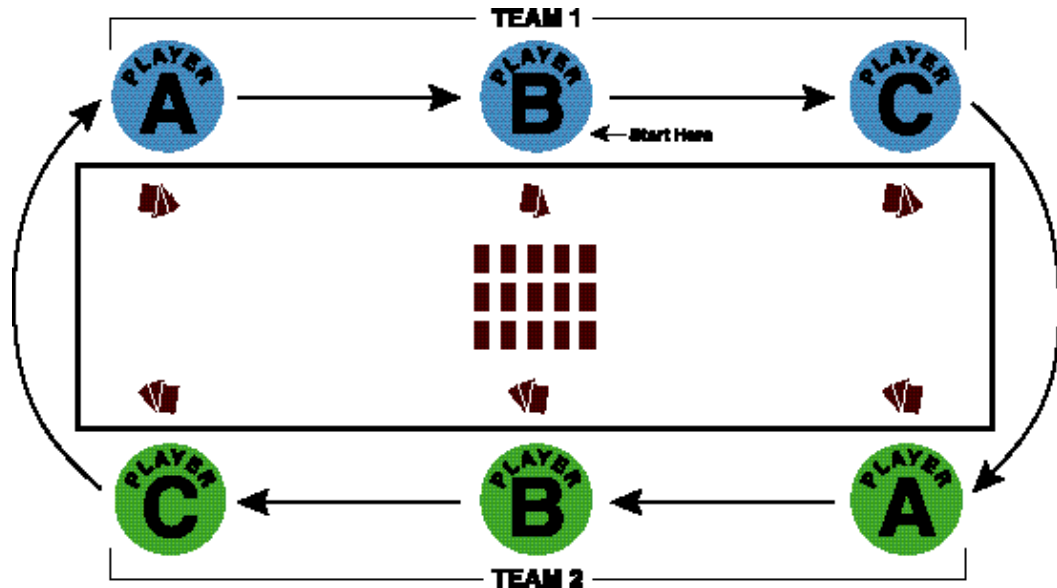
#### **147. Team Rochester Draft Tournaments**

*Team Rochester Draft is explained in this new section.*

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 |

#### APPENDIX A—PREMIER EVENTS

*Several of the entries in this appendix were updated to reflect changes in the 2001-2002 DCI Tournament Policy.*

#### World Championships (48K, REL 5, level 4 judge required)

*This section has been updated with the format and location of the 2002 World Championships.*

The World Championships are the culminating event of professional **Magic** play for the season. The 2002 World Championships will be held in August in Sydney, Australia. Competitors earn invitations by placing high enough in their respective National and Continental Championships or by being rated highly in either DCI ratings or pro point standings. This year’s World Championships will use the following formats: Rochester Draft, Block Constructed, and Standard.

#### Pro Tour Events (48K, REL 5, level 4 judge required)

*This section has been updated with information about the 2001-2002 Pro Tour stops.*



The **Magic** professional circuit is made up of five Pro Tour events held around the globe. Each Pro Tour stop showcases the best players in the game competing for a total prize purse of over \$200,000. Competitors earn invitations to a Pro Tour event by winning a Pro Tour Qualifier or by rating highly in either DCI ratings or pro point standings. The 2001–2002 Pro Tour season has stops scheduled in the following cities:

- September 2001, New York (Team Limited)
- November 2001, New Orleans (Extended)
- January 2002, San Diego (Rochester Draft)
- March 2002, Osaka (Block Constructed)
- May 2002, Nice (Booster Draft)

#### **Grand Prix Events (40K, REL 4)**

*The special prize payout is now based on pro points instead of DCI rating.*

The Grand Prix tournament series is an international circuit of large-scale Qualifier tournaments featuring cash prizes and multiple invitations to Pro Tour events. Grand Prix events are open to all players. Participants with high DCI ratings or pro point standings earn byes for Grand Prix events. Additionally, there is a special prize payout for the best finishers with 0 lifetime pro points.

#### **Amateur Championship (32K, REL 3)**

*The Amateur Championship is now a 32K and REL 3 event.*

This title event is open to all players who have never earned a pro point. The format is Standard.

### **Pokémon® Floor Rules**

#### **201. Format and Ratings Categories**

*There are now two different DCI-sanctioned Constructed formats.*

The DCI sanctions the following formats:

Constructed Formats:

- Unlimited
- Modified

Limited Formats:

- Booster Draft

The DCI produces the following ratings categories:

- Constructed (includes the Unlimited and Modified formats)
- Limited (includes the Booster Draft format)

#### **214. Pregame Procedure**

*This section was expanded and clarified. Exact steps have been added and these procedures must be followed during the set up period of the game.*

Before play begins, players determine who plays first (see section 213).

The steps listed below are similar to what appears in the **Pokémon** rulebook.

1. Both players draw their hands of seven cards.
2. The active player (the one who is going first) checks to see if his or her hand contains a Basic or Baby Pokémon card. If the active player has no Basic or Baby Pokémon card in his or her hand, he or she reveals his or her hand and shuffles the hand back into his or her deck, then

draws a new hand of seven cards. The nonactive player may then draw two additional cards. The active player repeats this process until he or she has a Basic or Baby Pokémon card in his or her starting hand. This procedure is called a mulligan.

3. The active player then places a Basic or Baby Pokémon card face down in front of himself or herself. He or she does not have to choose this Pokémon to be the active Pokémon.
4. The nonactive player (the player who is going second) checks to see if his or her hand contains a Basic or Baby Pokémon card. If the nonactive player has no Basic or Baby Pokémon card in his or her hand, he or she reveals his or her hand and shuffles the hand back into his or her deck, then draws a new hand of seven cards. The active player may then draw two additional cards. The nonactive player repeats this process until he or she has a Basic or Baby Pokémon card in his or her starting hand.
5. The nonactive player will then choose a Basic or Baby Pokémon card and put that into play as his or her active Pokémon. He or she will then choose to place any other Basic or Baby Pokémon on his or her Bench.
6. The active player will then choose a Basic or Baby Pokémon card and make that Pokémon active; he or she will then choose to place Pokémon on his or her Bench until he or she is ready to begin play.
7. Both players will now set aside six prize cards and place them, face down, in front of them. In Booster Draft tournaments, players set aside only four Prize cards instead of the usual six.

## 225. Unlimited Deck Construction

*The Unlimited format allows cards from all Pokémon expansions.*

Unlimited decks may consist of cards from all **Pokémon** card sets and all promotional cards released by Wizards of the Coast. New card sets are allowed in Unlimited tournaments on the day of the product release.








The following cards are banned in Unlimited tournaments:

- The promo card known as “Ancient Mew”
- \_\_\_\_\_’s Pikachu (The promo card known as “Birthday Pikachu”)



## 226. Modified Deck Construction

*The Modified format is informally known as “Rocket forward” because it includes the Team Rocket™ expansion and all other subsequent expansions.*

Modified decks may include cards from the following **Pokémon** card sets:

- *Team Rocket* expansion (  )
- *Gym Heroes™* expansion (  )
- *Gym Challenge™* expansion (  )
- *Neo Genesis™* expansion (  )
- *Neo Discovery™* expansion (  )
- *Southern Islands Collection™* expansion (  )
- Any new expansion released after *Southern Island Collection*
- Cards with the promo expansion symbol (  )

With the exception of basic Energy cards (Grass, Fire, Water, Lightning, Psychic, and Fighting), cards from the following sets are not allowed in Modified tournaments:

- Base Set (no expansion symbol)
- *Jungle™* expansion (  )
- *Fossil™* expansion (  )

- Base Set 2 expansion (B)

The following cards are banned in Modified tournaments:

- The promo card known as “Ancient Mew”
- \_\_\_\_\_’s Pikachu (The promo card known as “Birthday Pikachu”)
- Sneasel (*Neo Genesis* version)

Cards stamped with Prerelease and Wizards of the Coast logos do not count as promo cards but rather as cards from their original sets. Check the expansion symbols (if any) to determine whether the card is legal in Modified. New card sets are allowed in Modified tournaments as soon as the product is available.

### **231. Deck-Size Limits**

*The deck-size limit for **Pokémon Limited** tournaments has been changed to forty.*

Limited decks must contain exactly forty cards.

### **236. Prize Cards**

***Pokémon Booster Draft** tournaments use four prize cards instead of six.*

In Booster Draft tournaments, players set aside only four Prize cards instead of the usual six.

## **Harry Potter™ Floor Rules**

*This is an entirely new document.*

## **WCW™ Nitro™ Floor Rules**

### **401. Format and Ratings Categories**

*The format formerly known as **Standard** is now simply known as **Constructed**.*

## **MLB™ Showdown™ Floor Rules**

### **507. Byes and Intentional Draws**

*This section has been expanded to include intentional draws.*

If a manager receives a bye or takes an intentional draw with another manager, treat that round as though the starter slated to appear pitched a complete game. Given that no relievers or closers are considered to have pitched during a bye round, the manager’s entire bullpen resets after that round.

### **536. Rules for Draft Tournaments**

*This section now explains whether to use one or two booster packs in Draft tournaments.*

For Auction Draft tournaments, each player receives one booster pack in addition to the draft pack. For Booster Draft and Rochester Draft tournaments, the tournament organizer announces before the event whether the players receive one or two booster packs in addition to the draft pack.

## **X-Men™ Floor Rules**

### **601. Format and Ratings Categories**

*The format formerly known as **Standard** is now simply known as **Constructed**.*

## Universal Penalty Guidelines

### 30. APPLYING PENALTIES

*This section now includes alternate game loss penalties for non-Magic games.*

For events that feature one-game matches, a game loss would essentially be a match loss. The following penalties for the following games should be used instead of a game loss.

- **Harry Potter™** trading card game: Match loss
- **Pokemon®** trading card game: The player adds one additional prize card from the top of his or her deck. Then the opponent takes a prize card.
- **MLB™ Showdown™** sports card game: The member with the highest point value on the manager's team is ejected. (If there is a tie for highest point value, the manager chooses which team member is ejected.)
- **NFL Showdown** sports card game: Match loss
- **WCW™ Nitro™** card game: Match loss
- **X-Men™** trading card game: Match loss

### 104. Deck Problem—Illegal Sideboard List

*The section regarding what to do if player's sideboard contains more than the required number of cards has been revised. The previous penalty was to issue a game loss and to remove the sideboard. This was a harsher penalty than initially intended. Under the 2001–2002 Penalty Guidelines, the sideboard should be made legal by removing the extra cards. This should be done from the bottom of the sideboard list and can include the removal of partial sets of cards. For example, if a sideboard list contains sixteen cards, the judge will look at the list and determine what the bottom card is. If this card is part of a set, the judge will remove only one of that set.*

#### **Penalty**

At all RELs, the basic procedure is to correct a player's sideboard list so it is legal, if possible, and let the player continue playing in the tournament with a sideboard matching the corrected sideboard list. Any excess cards (cards violating a maximum-number-of-cards restriction) or illegal cards should be removed from the sideboard list. Then, if cards need to be added to make the sideboard list legal, the player should add only basic resources like basic lands (for **Magic**) or basic energy (for **Pokémon**). For example, a player in a Standard **Magic** tournament has submitted a thirteen-card sideboard list with five Disenchants. Because there is a four-of-a-kind card limit, one of the Disenchants must be removed. After removal, the sideboard list will contain only twelve cards, so three basic lands of the player's choice are added to meet the fifteen-card requirement. In addition, the player receives a game loss.

### 130. MARKED CARDS

*Marked Cards infractions are now separated into the categories of "Marked Cards—Minor" and "Marked Cards—Major."*

#### 131. Marked Cards—Minor

##### **Definition**

A player's cards are marked in a way that is disruptive but unlikely to give an advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

**Examples**

(A) A player in a **Magic** tournament has small marks on a few of his sleeves. The markings are on an island, a Counterspell, and a Masticore.

(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 be required to replace the card(s) or sleeve(s) but should not receive a significant penalty.

**Penalty**

Marked Cards—Minor

REL 1	REL 2	REL 3	REL 4	REL 5
Caution	Caution	Caution	Warning	Warning

**132. Marked Cards—Major**

**Definition**

A player’s cards are marked in such a way that could potentially give a significant advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

**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 Powder Kegs in her deck, all of which are in card sleeves that have a slight bend in one corner.

**Philosophy**

If the possibility for advantage is high, the player should receive a significant penalty. Please note that this penalty still assumes that the cards are marked unintentionally. If the head judge believes that the cards were marked intentionally, he or she should refer to section 160, Cheating.

**Penalty**

Marked Cards—Major

REL 1	REL 2	REL 3	REL 4	REL 5
Game	Game	Match	Match	Match

**141. Slow Play—Playing Slowly**

*The philosophy section on slow play no longer encourages judges to take game score into consideration when deciding to apply a stalling penalty. Intentional slow play is considered stalling regardless of the game score.*

**Philosophy**

Slow-play penalties do not require a judge to determine whether a player is intentionally stalling. All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit.

*Judges should not add extra time to the match in the case of slow play. The section that instructed judges to add extra time for slow play was removed. (However, judges should still give extra time for lengthy rulings.)*

**Penalty**

No extra time should be included with the penalty unless a lengthy ruling occurred (see the Universal Tournament Rules, section 18). If slow play has significantly affected the result of the match, the judge should upgrade the penalty as appropriate.

**161. Cheating—Bribery**

*In an effort to make this section more understandable, references to “collusion” have been removed. Players are prohibited from offering or accepting bribes in exchange for concessions or intentional draws, and players are not allowed to randomly determine the outcome of a game or match.*

**Definition**

A player attempts to bribe an opponent into conceding, drawing, or changing the results of a match, or two players attempt to determine the outcome of a game or match using a random method such as a coin flip or die roll. Refer to section 25 of the Universal Tournament Rules for a more detailed description of what constitutes bribery.

**Examples**

- (A) A player in a Swiss round offers his opponent \$100 to concede the match.
- (B) Two players roll a die to determine the winner of a match.

**Philosophy**

Bribery disrupts the integrity of the tournament and is strictly forbidden. Randomly determining the outcome of a game or match is also specifically prohibited. Please refer to section 25 of the Universal Tournament Rules to ensure the proper application of this penalty.

**Penalty**

Cheating—Bribery

<b>All Levels</b>
Disqualification without prize

**164. Cheating—Other**

*This new category includes miscellaneous cheating offenses.*

**Definition**

This category includes any intentional infraction that does not fall into the categories of bribery, stalling, or fraud.

**Examples**

- (A) A player intentionally looks at the faces of his opponent’s cards while shuffling and uses this information to stack the cards in an order unfavorable for the opponent.
- (B) A player marks cards in his deck and intentionally uses this information to gain an advantage.
- (C) A player intentionally draws extra cards while the opponent is distracted.

**Philosophy**

Any player who intentionally violates the rules should face a serious penalty.

**Penalty**

Cheating—Other

<b>All Levels</b>
Disqualification without prize