

PROFESSIONAL-LEVEL TOURNAMENTS

(Revised 1/13/2015)

This document is intended to explain to players what is expected of them at Professional Events, such as Pro Tours and World Championships, which differ from other types of tournaments. This document contains general information for competing at these types of events and is not specific to one particular event type. Players are responsible for following all information contained in this document as well as for knowing the applicable game and tournament rules.

This document is subject to change without notice, and players should review the most recent version of this document before competing at a Professional-level event. The most recent version is always available at <http://www.wizards.com/protour>.

Official Player Registration

The purpose of player registration is to sign players into the tournament in advance to ensure a timely start. Also, it is used to present information and gifts.

- Player registration times for events are posted for each tournament. Missing official registration may result in a player not receiving important information or materials.
- Players should present government-issued photo ID to confirm their identity to the staff.
- Players that are unable to attend official registration should email PremierPlay@wizards.com as soon as possible so that arrangements can be made for alternate registration.

Players Meeting

The purpose of the players meeting is to notify players of any last-minute changes to the tournament, to verify that all players have been entered into the tournament, to collect deck lists, and to make all other necessary announcements. Attendance at the player meeting is mandatory.

Players are not to talk during this meeting out of respect for others and to ensure it can be completed quickly.

Decklists

All Professional-level events use decklists to record the contents of a player's deck, sideboard and limited pool. Care should be taken to ensure the accuracy of these decklists to avoid penalties.

- In constructed formats players should have their decklists completed (with their names and DCI numbers included) before the player meeting begins. Judges will collect decklists during the meeting.
- Decklists must be legibly filled out, preferably in printed block letters. Take your time and print neatly.
- All card names on decklists must be written in English. Avoid using abbreviations or nicknames, as they may be ambiguous.
- Decklists must be complete when decklist collection begins (in constructed formats) or when registration ends (in limited formats).
- Players should ensure that their name is on the decklist and clearly legible to the judge.
- Common errors on decklists include forgotten names, missing cards, mistakes in the sideboard, or mistakes in recording the number of lands used. Players should be sure that their decklists are accurate, recounting the cards to ensure that all cards have been listed correctly.

Slow Play and Tardiness

In order to ensure a smooth-running tournament, players are expected to be aware of time and play at a pace conducive to completing a round.

- Each round will start shortly after the previous round. Players should ensure that they are on time for all rounds. Players not in their seats at the start of the round may be assessed penalties.
- A meal break may follow some rounds. These will be announced, and a starting time for the next round will be provided as soon as it is known.
- After opponents have sufficiently randomized and presented their decks, players are expected to also randomize the deck.
- All players are responsible for playing at a reasonable speed, even during untimed rounds, on camera, or during extra turns at the end of the round. A complex board position is not an excuse for a slow pace of play.

Sleeves and Card Facings

It is strongly recommended that players use sleeves at Professional-level events to prevent wear and marking on the cards they are playing with.

- Card sleeves (and card backs) must be unblemished. Players should check their sleeves on a regular basis to ensure that they have not become marked from use and replace sleeves that are marked to avoid penalties. Sleeves on decks containing Double-Faced Cards must be completely opaque.
- Players should pay careful attention when they purchase new sleeves to ensure that they are free of manufacturing defects that may inadvertently make their deck appear marked. It is recommended that players shuffle their decks before sleeving to help prevent consistent marking patterns.
- Lands and spells must all be oriented in the same direction within the card sleeves.
- Sleeves should not have reflective backs or fronts that may obscure the cards.
- Cards should not be obviously bent or warped so as to be noticeable from the top of the sleeve while in the deck.

Match Result Recording

Professional-level events use match result slips, which are handed out at the beginning of the round. Results cannot be recorded without them, and a judge will collect slips directly from the players at the end of the match.

- Once a match is completed, players must accurately and clearly record how many games each player won or drew in the column beside his or her name on the match result slip.
- Draws are recorded and unfinished games are counted as draws. Games not started are not recorded.
- If a judge gives a time extension (for lengthy rulings, deck checks, etc) he or she will note the extra time on the front of slip.
- Competitors may drop any time prior to the completion of a round and should use the result entry slip for this purpose, by marking their initials in the drop column next to their name. If the result slip has been handed in, players may also visit the scorekeeper to drop. A player may not drop once pairings have been generated for the next round.
- It is very important to verify the entries on the result entry slip before signing the slip. If the head judge believes a player is trying to defraud another player in any way (attempting to report an inaccurate result, for example), the head judge reserves the right to assign a penalty (including disqualification from the tournament) to that player.
- Once both players have signed the match result slip, they should raise their hands for a judge to collect the slip and may not leave their table until a judge has verified the match result and collected the slip.

- A player may concede, or agree to a draw, a game at any time before it is completed. Any games completed must be accurately reported. The offer or acceptance of incentives to concede or draw is considered bribery and may result in disqualification from the tournament.
- Once the slip is collected, players must leave the play area immediately. Players may not watch other matches or linger within the play area.

Player Conduct

Unsporting conduct is not tolerated at any DCI-sanctioned tournament and will be dealt with swiftly.

- If a player or spectator believes his or her opponent is breaking any rules, he or she is required to call attention to this immediately, and encouraged to notify a judge. Failing to call attention to a violation for advantage is cheating.
- Since events of this nature are highly publicized, players are also required to avoid the display of art, slogans, apparel, etc., that may be deemed offensive to a general public. Tournament organizers reserve the right to ask players to cease the display of materials they deem to be of an inappropriate nature.
- Neither food nor drink may be placed on tables in the main event area.
- With video cameras and press representatives present at all major tournaments, it's important that all competitors and staff do their parts to reduce the amount of garbage at events. Players are expected to pick up after themselves.
- Misrepresenting or withholding information from a judge or tournament official is cheating and may result in immediate disqualification from the tournament. Players are expected to adhere to the Player Communication Guidelines in all their interactions with players, tournament officials and judges.

Appeals

If a competitor believes that a judge has issued an incorrect ruling, he or she may appeal to the Head Judge. The Head Judge's ruling is final and may not be further appealed.

- Competitors must wait for the judge to complete his or her ruling before making an appeal.
- If the Head Judge believes that a competitor is abusing the appeal system, he or she may assign the appropriate penalty.

All trademarks are property of Wizards of the Coast LLC ©2015 Wizards.