

***Magic: The Gathering***  
**Pro Tour Team Series Eligibility and Rules**

*Last Updated: June 28, 2017*  
*Effective through October 8, 2017*

## Introduction

The *Magic: The Gathering* Pro Tour Team Series Eligibility and Rules covers eligibility criteria and the rules for the Pro Tour Team Series, a program that players may choose to apply to participate in if they are qualified to compete on the *Magic* Pro Tour.

Specific questions about the Eligibility and Rules may be emailed to [premierplay@wizards.com](mailto:premierplay@wizards.com) with “Team Series Inquiry” in the subject line.

*Wizards of the Coast reserves the right, at its sole discretion, to suspend, modify, and change this document or the program it supports at any time and for any reason without notice.*

## **Eligibility:**

A team is eligible to apply for the Pro Tour Team Series if it meets the following requirements:

- The team is comprised of exactly six (6) players each of which are eligible to compete in Pro Tour *Aether Revolt* in Dublin, Ireland February 3-5, 2017.
- All six (6) players are in good standing with the DCI at the time the application is submitted.
- One of the six (6) players is designated as a team captain. The team captain will be the key point of contact between Wizards of the Coast (“Wizards”) and the team for team approvals (i.e. logo and uniform approvals), questions, media, and other logistical needs as determined by Wizards of the Coast. The person who submits the application is designated as the team captain.
- The team complies with the Eligibility and Rules set forth in this document.

A player that joins a team is not automatically qualified for the Pro Tour in which the team makes its debut.

## **Application Process**

To submit a team application, a prospective team’s captain must submit the following to [premierplay@wizards.com](mailto:premierplay@wizards.com):

- Team roster with six (6) eligible team members (provide full name and DCI numbers for each member);
- Team name;
- Team logo;
- Team uniform design. These can either be photographs that showcase the front and back of a uniform, or digital mockups;
- A signed [Permission to Use Logo form](#), permitting Wizards to use the team logo on Wizards' websites, social media channels, and broadcasting channels, and;
- If the team name, logo, or uniform design includes a third-party name, logo or design, a signed letter from the third party granting the team and Wizards permission to use the design and/or logo on the team’s uniforms (and other apparel) and on Wizards’ websites, social media channels, and broadcasting channels.

**The deadline to submit a team application for a team debut at Pro Tour *Aether Revolt* is January 13, 2017.** Please allow up to ten (10) business days for Wizards of the Coast to process your application.

**The team captain will be notified by email if its application is accepted.**

## **Application Denial**

Wizards may deny any application at its sole discretion and for any reason, including failure to meet the Eligibility and Rules set forth in this document.

Team captains will be notified by email if their application is denied. They will then have three (3) days from the date of denial to re-submit their application with all requested information and/or changes necessary. After three (3) days, any further attempts to apply will either be denied or fall under the “Late Applications” rules set forth below.

## **Late Applications**

In the event a team submits a late application, the team must notify [premierplay@wizards.com](mailto:premierplay@wizards.com) and follow the same application procedures set forth herein. If a team's late application is approved, that team will be added to the Pro Tour Team Series competition for the 2016-17 season starting with Pro Tour *Amonkhet* in Nashville, Tennessee, United States May 12-14, 2017. **The deadline for all late applications is April 14, 2017.**

Once the submission window for late applications has closed, no further team applications will be accepted for the remainder of the 2016-17 season.

## **Team Name, Logo and Uniform Design Guidelines**

Team names, logos and uniform designs are subject to Wizards' prior approval, which may result in application denial at Wizards' sole discretion.

Team logos must be submitted in the following format and dimension:

- PNG or PSD file;
- At least 500 pixels wide and tall, with relatively equal dimensions; and
- The image needs to be sent with a transparent background and not a hard color as a background.

Team uniforms can be either a jersey, collared shirt, long-sleeved shirt, or a track jacket worn over a t-shirt, and must feature the team logo prominently on the front of the uniform.

Additional details, including player's country flag, player sponsors, and other details are optional, but must also be submitted to Wizards for prior approval.

## **Apparel & Accessories**

Team members are expected to wear the team apparel that was approved as part of their team's application in the Pro Tour Team Series for that season while competing in the Pro Tour for all floor interviews, news desk segments, promotional photographs taken outside of gameplay, and for any other reason as requested by Wizards.

Team members may also use gaming accessories such as deck boxes and sleeves that feature their team logo.

All apparel and accessories must comply with Wizards' Code of Conduct and must not condone, promote, or support any of the following:

- Political or religious organizations;
- Organization which denigrate, exclude, or offend communities or groups of individuals
- Organizations that create environmental hazards;
- Organizations that involve the taking of unnecessary risk and/or which may put public safety at risk;
- Organizations that are associated with products or characteristics that are not conducive to the family-friendly *Magic* brand; including drugs, alcohol, pornographic material, or other health hazards; or
- Organizations that compete with the *Magic* brand or may have conflicts of interest with Wizards of the Coast

## **Sponsorships**

All sponsors of a team must be pre-approved by Wizards.

A sponsor may sponsor more than one team provided that each team has a definitive, unique and contrasting look.

## **Competition Rules and Scoring**

The Pro Tour Team Series is an additional competitive option at Pro Tours aimed at rewarding players for performing well as a group. Scoring is based on the collective team's performance based on its team members' placement in the final standings at each Pro Tour in which they compete.

### **Scoring**

The Pro Tour Team Series calculates Pro Points earned by all team members at Pro Tours in a given season, which are awarded individually to players based on their individual finish in the final standings. The top *five* Pro Points earned of the six team members on each team will be added to a team's score at the end of each Pro Tour, except for Pro Tour *Hour of Devastation*, where *all six team member's Pro Points* earned will count towards the team score.

The Pro Tour Team Series scoring will be updated in 1-3 business days following the final day of competition at a Pro Tour on the *Magic* web site. Only the Pro Tour Team Series scoreboard on the *Magic* web site will be used to determine prizes awarded to teams.

The Pro Point payout for Pro Tours can be found on the [Pro Tour page](#) of the *Magic* web site. Final standings for each individual Pro Tour will include Pro Points awarded to each player along with prize money.

### **Absence**

In the event a team member is unable to attend a Pro Tour to represent their team, the team will be required to participate with one (1) fewer team member in terms of scoring, except in circumstances involving personal emergencies (illness, untimely injury, and bereavement) and approved by Wizards.

All absences must be reported by the team captain and absent team member to [premierplay@wizards.com](mailto:premierplay@wizards.com).

### **Disqualifications**

In the event a team member is disqualified from a Pro Tour without prize, that team member's points will not be included in the team's score for that Pro Tour.

## **Team Finals and Prizes**

Each team member in the Top 4 teams after Pro Tour *Amonkhet* in Nashville, Tennessee May 12-14, 2017 will be awarded invitations and travel awards to compete in Pro Tour *Hour of Devastation* in Kyoto, Japan.

At the end of the 2016-17 season at Pro Tour *Hour of Devastation* in Kyoto, Japan, each team member on the Top 4 teams on the Pro Tour Team Series scoreboard will receive invitations and airfare to the first

Pro Tour of the 2017-18 season. A team member does not have to be on the same team in the 2017-18 season to receive their invitation.

Please note that Pro Tour invitations cannot be transferred to any other players or teams.

In addition, the Top 2 teams on the Pro Tour Team Series leaderboard will qualify to compete in the Pro Tour Team Series Finals at the 2017 *Magic: The Gathering* World Championship in Boston, Massachusetts on October 6-8, 2017. The format for the Pro Tour Team Series Finals will be announced in 2017.

The teams and its members must attend and compete in the Pro Tour Team Series Finals to be eligible to receive prizes. If a team cannot attend, the next highest-placing team on the Pro Tour Team Series scoreboard will qualify to compete in the Pro Tour Team Series Finals. Only players assigned to a team at the end of the 2016-2017 season are eligible to receive prizes awarded in the Pro Tour Team Series Finals.

Please note that the total prize money for each team will be divided evenly to each team member who competes in the Pro Tour Team Series Finals.

## Tiebreakers

In the event of a tie among teams on the leaderboard, a tiebreaker system will be used to determine team placement and prizes. If two or more teams have the same number of points, the tie will be broken as follows:

- The tied team with the greatest number of Pro Tour Top 8 finishes during the 2016-17 Professional Points season across all current team members, or
- The tied team with the best Pro Tour finish during the 2016-17 Professional Points season across all current team members. In the event both teams have a player who had a Pro Tour finish that is the same place, the tie will be broken by the next best Pro Tour finish across all current team members until one team has a better finish from the 2016-17 Professional Points season than the other.

## Team Roster Substitutions

In the event a team wants to make a team member substitution, the team captain, the team member being substituted off the team, and the player being substituted on the team must submit a request to [premierplay@wizards.com](mailto:premierplay@wizards.com). All requests are subject to Wizards' prior approval.

Players being substituted on a team may not have participated on another Pro Tour Team Series team during the 2016-2017 season, and the player's Pro Tour finishes prior to joining a team will not be calculated into the team's score.

Team members who leave a team cannot join another Pro Tour Team Series team and are no longer eligible for Pro Tour Team Series prizes during the 2016-2017 season.

Substitutions that are requested solely to replace a player not qualified for an upcoming Pro Tour will be automatically declined.

## Player, Team Conduct, Penalties

All teams and team members must comply with the Eligibility and Rules set forth herein, [Magic Tournament Rules](#), and Wizards' [Terms of Use](#), [Privacy Policy](#), and [Code of Conduct](#) (collectively, "**Wizards Policies**").

Violations of Wizards' Policies may result in team sanctions at Wizards' sole discretion in addition to the disciplinary actions set forth in each of the Wizards Policies.