

Magic: The Gathering

2018-19 Mythic Championship Team Series Eligibility and Rules

Effective September 17, 2018 through August 1, 2019

Introduction

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

Specific questions about the Eligibility and Rules may be emailed to esports@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 Mythic Championship 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 *Guilds of Ravnica* in Atlanta, Georgia November 9-11, 2018.
- 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 or *Magic* Tabletop Mythic Championship in which the team makes its debut.

Application Process

To submit a team application, a prospective team’s captain must submit the following to esports@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, and;
- 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 or logo 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 *Guilds of Ravnica* is October 12, 2018.

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 esports@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 Mythic Championship Team Series competition for the 2018-19 season starting with *Magic* Tabletop Mythic Championship I in Cleveland, Ohio February 22-24, 2019. **The deadline for all late applications is January 18, 2019.**

All players on the roster for a late application must be qualified for the *Magic* Tabletop Mythic Championship in which the team is making its debut.

Once the submission window for late applications has closed, no further team applications will be accepted for the remainder of the 2018-19 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, AI, or PSD file;
- At least 500 pixels wide and tall, with uniformity in height and width;
- The image needs to be sent with a transparent background and not a hard color as a background, and;
- Is able to be clearly distinguished in the following graphical overlays ([example 1](#), [example 2](#), [example 3](#))

Team logos which do not abide by the request in uniformity in height and width will result in the team application being automatically denied.

Team uniforms can be either a jersey, collared shirt, long-sleeved shirt, track jacket, or 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.

Requests to change team names, logos, and uniform designs after a team's application has been approved will be handled on a case-by-case basis and only if justified reasoning is provided.

Apparel & Accessories

Team members are expected to wear the team uniform that was approved as part of their team's application in the Mythic Championship Team Series for that season while competing in the *Magic* Tabletop Mythic Championship for all floor interviews, news desk segments, promotional photographs taken outside of gameplay, and for any other reason as requested by Wizards. Additional apparel that is not approved to be a team uniform may be worn, provided that it is submitted for approval to Wizards. Team members may also use gaming accessories such as deck boxes and sleeves that feature their team or sponsor's 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 directly compete with or may have conflicts of interest with Wizards of the Coast and Hasbro

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 Mythic Championship Team Series is an additional competitive option at *Magic* Tabletop Mythic Championships 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 or *Magic* Tabletop Mythic Championship in which they compete.

Scoring

The Mythic Championship Team Series calculates points earned by all team members at a Pro Tour or *Magic* Tabletop Mythic Championship in a given season, which are awarded individually to players based on their individual finish in the final standings. The top *five* point earners of the six team members on each team will be added to a team's score at the end of each Pro Tour or *Magic* Tabletop Mythic Championship.

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

The point payout for *Magic* Tabletop Mythic Championships can be found on the [Mythic Championship page](#) of the *Magic* web site. Final standings for each individual *Magic* Tabletop Mythic Championship will include points awarded to each player along with prize money.

Absence

In the event a team member is unable to attend a Pro Tour or *Magic* Tabletop Mythic Championship to represent their team, the team will be required to participate with one (1) fewer team member in terms of scoring, except in rare circumstances involving unexpected personal emergencies (illness, untimely injury, and



bereavement) and approved by Wizards. In the event the team believes an absence falls within the realm of an unexpected, personal emergency, it must be reported by the team captain and absent team member to esports@wizards.com.

Disqualifications

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

Team Series Championship and Prizes

Each team member in the Top 8 teams after Mythic Championship II (London) will be awarded invitations and travel awards to compete in Mythic Championship IV (Barcelona).

Once Mythic Championship IV (Barcelona) concludes, each team member on the Top 8 teams on the Mythic Championship Team Series leaderboard will receive an invitation and airfare to Mythic Championship VI (Richmond).

Please note that *Magic* Tabletop Mythic Championship invitations cannot be transferred to any other players or teams.

In addition, the Top 2 teams on the Mythic Championship Team Series leaderboard at the conclusion of Mythic Championship IV (Barcelona) will qualify to compete in the *Magic* Tabletop Mythic Championship Team Series Championship. The format, date, and location for the *Magic* Tabletop Mythic Championship Team Series Championship will be announced in 2019.

If a team cannot attend the Team Series Championship, the next highest-placing team on the *Magic* Tabletop Mythic Championship Team Series leaderboard will qualify to compete in the *Magic* Tabletop Mythic Championship Team Series Championship. Only players assigned to a team at the end of the 2018-19 season are eligible to receive prizes awarded in the *Magic* Tabletop Mythic Championship Team Series Championship.

Please note that the total prize money for each team will be divided evenly to each team member who competes in the *Magic* Tabletop Mythic Championship Team Series Championship.

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 *Magic* Tabletop Mythic Championship Top 8 finishes during the 2018-19 points season across all current team members, or
- The tied team with a player on the team with the most match points earned during Swiss rounds in an individual-format *Magic* Tabletop Mythic Championship during the 2018-19 points season across all current team members.
 - In the event all tied teams have the same number of players who have earned the most match points in a *Magic* Tabletop Mythic Championship in the 2018-19 season, the tie will be broken by the team that has a player with the second most match points earned in a *Magic* Tabletop Mythic Championship in the 2018-19 across all tied team. This process is repeated for the third, fourth, fifth, and sixth player until a tie is broken.



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 esports@wizards.com. For any substitution to be approved, all impacted parties must agree to the substitution, and all requests ultimately at the discretion of Wizards to accept before any substitution is acknowledged.

Players being substituted on a team may not have participated on another Mythic Championship Team Series team during the 2018-19 season, and the player's *Magic* Tabletop Mythic Championship finishes prior to joining a team will not be calculated into the team's score.

Team members who leave a team cannot join another Mythic Championship Team Series team and are no longer eligible for Mythic Championship Team Series prizes during the 2018-19 season.

Substitutions that are requested solely to replace a player not qualified for an upcoming *Magic* Tabletop Mythic Championship will be automatically declined.

All team roster substitution requests must be made four weeks prior to a *Magic* Tabletop Mythic Championship for a roster substitution to count for that *Magic* Tabletop Mythic Championship. Any requests received after that will not be acknowledged until after the *Magic* Tabletop Mythic Championship has been completed.

Disbanding a Team

A team may, at any point in the season, choose to disband their team for any reason. To do so, a majority of the team—including the Team Captain—must email esports@wizards.com their wish to disband their team for the current season.

Once all team members on a team confirm their desire to disband, the team will no longer be eligible for any prizing in the current season, and all players who were on that disbanded team may not participate in the Mythic Championship Team Series for the remainder of the current season. Any prizes that may have been awarded up to that point will continue to be honored, but the team and its members will not be eligible for any further prizes for the current season. The disbanded team will also be removed from the current season's leaderboard.

A disbanded team does not void a team's Permission to Use Logo agreement, and that agreement will remain in effect even after a team has been disbanded.

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.

