

# PROFESSIONAL -LEVEL TOURNAMENTS

(Revised 2/4/2009)

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>.

## **Mandatory 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 mandatory 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 will be required to sign a consent waiver. Minors present should bring a signed waiver with them to registration. Waiver forms can be found at <http://www.wizards.com/protour>.

## **Late Player Registration**

The purpose of late player registration is to sign players into the tournament who missed mandatory registration due to travel delays.

- The required materials are the same as for mandatory registration.
- Gifts to registered players presented at mandatory registration may not be available at late player 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 (where necessary), 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. Full card names must be used to avoid a potential penalty. Abbreviations or commonly used nicknames are not allowed.
- 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 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.
- Players must begin play within 3 minutes of the start of the round or completion of the previous game in the same match. Players failing to do so may be issued slow play penalties.
- After opponents have sufficiently randomized and presented their decks, players have up to one minute to cut or shuffle their opponents' decks. This does not include mulligans. The decision to mulligan must be made within thirty seconds.
- All players are responsible for playing at a reasonable speed, even during untimed rounds 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) are expected to 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.
- 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 should collect it 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. Dropping after the completion of a round, before a player has played the subsequent round, will result in the player receiving a match loss in that subsequent 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 notify a judge immediately. Bringing this information to a judge's attention in a timely manner is required so that the situation can be resolved effectively. Failing to inform a judge of 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.
- A competitor must clearly state the basis for making an appeal when they make the request.
- If the Head Judge believes that a competitor is abusing the appeal system, he or she may assign the appropriate penalty.

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