

PENALTY GUIDELINES

DCI™ UNIVERSAL PENALTY GUIDELINES

2000–2001 Tournament Season

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Introduction

The DCI Penalty Guidelines provide a structure to help judges determine the appropriate penalties for infractions that occur during the course of a tournament. Penalties exist to protect players from potential misconduct. All penalties in this document (with the exception of section 160) assume that the infraction is unintentional. If a judge believes that an infraction was intentional, the penalty should be upgraded as appropriate (see section 160). Please remember that these are only guidelines. If the judge believes that the situation has significant, extenuating circumstances, he or she is free to modify the penalty as appropriate.

Note: See appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

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10. FORMAT OF INFRACTIONS

Infractions are listed in the following manner:

- Infraction Type, Infraction Name—The category and designation of the infraction
- Definition—The description of what qualifies as an infraction
- Example—Sample incidents of the infraction
- Philosophy—The reasoning behind the penalty
- Penalty—Recommended penalties at each Rules Enforcement Level (REL)

20. DEFINITION OF PENALTIES

Caution: This is the smallest penalty that can be given. A caution is a verbal warning to a player. The caution must explain the infraction and the consequences if the infraction is repeated. A caution should be reported to the head judge, but does not need to be reported to the DCI.

Warning: A warning is an officially tracked penalty. The purpose of a warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction in the DCI Penalty Database. Warnings must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Warnings must also be communicated to the players to whom they are issued, explaining the infractions as well as possible consequences if the infractions are repeated.

Game Loss: A warning is always given with this penalty. If the player is in between games, the loss should be applied to the player's next game. Game losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate game losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Match Loss: A warning is always given with this penalty. Generally, the match loss applies to the current match. If in between matches, or if extenuating circumstances apply, a judge should apply this to the next match in the tournament. For example, a player receives a major unsporting conduct penalty during the last turn of the deciding game of a match. The judge might decide that the match loss should apply to the next match because the current match is basically finished and a match loss would be no penalty at this point. Match losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate match losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Disqualification: A warning is always given with this penalty. When this penalty is applied, the player loses his or her current match and is dropped from the tournament. Players will still receive whatever prizes they have earned before the disqualification. In certain situations, a disqualification without prize is appropriate. A disqualification without prize is defined as a disqualification with the player receiving no prizes and receiving no additional awards (such as pro points, event invitations, and so on). Disqualification without prize is recommended for severe unsporting conduct and cheating. Disqualifications must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning.

30. APPLYING PENALTIES

The DCI Penalty Guidelines apply to every game the DCI sanctions, but certain infractions may not apply to certain games. For example, games that do not have a mulligan rule will not use mulligan-related penalties.

REL 2 and higher should be used only for more competitive events, typically found in **Magic: The Gathering**® tournaments. Tournament organizers and judges are welcome to run events at higher RELs, but most events should be run at REL 1.

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 sets aside 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

40. REPEAT OFFENSES

The recommended penalty for the first offense is listed in the “Penalty” portion of each infraction. For the second offense of the same infraction, the next highest penalty is recommended. Note that this increase of penalty does not take into consideration the penalties assigned to other RELs, but instead follows the order of:

Caution—Warning—Game Loss—Match Loss—Disqualification

If a baseline penalty is a warning, the second offense should receive a game loss, and the third offense should receive a match loss. For example, at REL 1 a player's penalty for the first offense of Card Drawing—Looking at Extra Cards would be a caution. The player's penalty for a second offense would be the next highest, which is a warning. His or her third offense would result in a game loss, fourth offense a match loss, and fifth offense would result in the player's disqualification.

100. DECK PROBLEMS

This section generally deals with deck problems and related issues for Constructed and Limited tournaments.

101. Deck Problem—Illegal Main Decklist

Definition

This penalty applies to tournaments for which decklists are being used. If sideboards are being used, and only the sideboard list is illegal, please refer to section 114 instead.

Players are considered to have illegal decklists when one of the following conditions is true:

- The decklist contains an illegal number of cards.
- The decklist contains cards that are illegal for the format.
- The decklist contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic**® games).

Examples

(A) A player in a Standard **Magic** tournament has 59 cards listed on her decklist when the minimum is 60.

(B) A player in an Extended **Magic** tournament lists Tolarian Academy (a banned card) on his decklist.

(C) A player in a Constructed **Pokémon** tournament lists five Professor Oaks on her decklist when a maximum of four is allowed.

Philosophy

The decklist is the ultimate guide to a player's deck. If the decklist is illegal, the player is considered to have an illegal deck, regardless of the physical contents of his or her deck. However, because the majority of illegal decklists are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal decklist. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all decklists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal decklist.

Penalty

At all RELs, the basic procedure is to correct a player's decklist so it is legal and let the player continue playing in the tournament with a deck matching the corrected decklist. Any excess cards (cards violating a maximum number of cards restriction) or illegal cards should be removed from the decklist. Then, if cards need to be added to make the decklist 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 58-card decklist with five Disenchants. Since there is a four-of-a-kind limit, one of the Disenchants must be removed. Now, the decklist contains only 57 cards, so three basic lands of the player's choice are added to meet the 60-card minimum. In addition, the player receives either a game or a match loss, depending on the REL (see the penalty chart below). If the submitted decklist consisted of 61 cards, no basic land would be added since the decklist was legal after the removal of the extra Disenchant.

Deck Problem—Illegal Main Decklist

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Game</i>	<i>Game</i>	<i>Match</i>	<i>Match</i>	<i>Match</i>

102. Deck Problem—Illegal Main Deck (Legal Decklist)

Definition

This penalty applies to tournaments for which decklists are being used. If sideboards are being used and the sideboard is illegal but the sideboard list is legal, please refer to section 115 instead. This penalty applies to players who have misplaced cards from their decks, have cards from a previous opponent in their decks, or whose decks do not otherwise match their decklists.

Players are considered to have illegal decks when one of the following conditions is true (while the decklist still indicates a legal deck):

- The main deck contains an illegal number of cards.
- The main deck contains cards that are illegal for the format.
- The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).
- The contents of the main deck do not match the decklist.

Examples

(A) A player in a Standard **Magic** tournament is playing with 59 cards in her deck when the minimum is 60. Her decklist indicates a legal deck with 60 cards.

(B) A player in an Extended **Magic** tournament is playing with Tolarian Academy (a banned card) in his deck. His decklist indicates a legal deck with no banned cards.

(C) A player in a Constructed **Pokémon** tournament is playing with five Professor Oaks in her deck when a maximum of four is allowed. Her decklist indicates a legal deck with four Professor Oaks.

(D) A player in a **Magic** tournament has a Pacifism in his deck from a previous opponent. His decklist indicates a legal deck.

Philosophy

The decklist is the ultimate guide to a player's deck. If the decklist indicates a legal deck, but the actual contents of the deck do not match the decklist, the player should restore the deck to reflect the decklist.

Penalty

At all RELs, the player should receive a game loss and then be instructed to make any changes necessary to make the contents of the deck match what is recorded on the decklist. If these changes cannot be completed within 5 minutes, the penalty should be upgraded to a match loss. The changes must be completed before the next match begins for the player to continue in the tournament.

Deck Problem—Illegal Main Deck (Legal Decklist)

All Levels
Game

103. Deck Problem—Illegal Main Deck (No Decklist Used)

Definition

This penalty applies to tournaments for which decklists are not being used. If sideboards are being used and only the sideboard is illegal, then refer to section 106 instead.

Players are considered to have illegal main decks when one of the following conditions is true:

- The main deck contains an illegal number of cards.
- The main deck contains cards that are illegal for the format.
- The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Examples

(A) A player in a Standard **Magic** tournament has fifty-nine cards in her deck when the minimum is sixty.

(B) A player in an Extended **Magic** tournament has Tolarian Academy (a banned card) in his deck.

(C) A player in a Constructed **Pokémon** tournament has five Professor Oaks in her deck when a maximum of four is allowed.

Philosophy

If the deck contains an illegal selection of cards, the player is playing with an illegal deck. However, lower REL events should be used to teach players the game, so it is not in the best interest of the event to disqualify players for illegal decks.

Penalty

At higher RELs, decklists are normally used, so a separate, more severe penalty for higher RELs is not needed. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of playing with an illegal deck.

When decklists are not being used, the general philosophy is to correct a player's deck and allow the player to continue playing. The head judge should work with the player to correct the deck. All illegal cards should be removed immediately. If cards need to be added to make the deck legal, the judge should require that the player add only simple cards like basic lands (for **Magic**) or basic energy (for **Pokémon**).

Deck Problem—Illegal Main Deck (No Decklist)

REL 1	REL 2	REL 3	REL 4	REL 5
<i>Game</i>	<i>Game</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>

104. Deck Problem—Illegal Sideboard List

Definition

This infraction applies only to games that use sideboards and only if players are required to register their sideboard cards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No Decklist Used). For purposes of this infraction, it is irrelevant whether the actual cards being used in a player's sideboard are legal. The decklist (including sideboard list) is the final determination of the official contents of a player's sideboard.

Players are considered to have illegal sideboard lists when one of the following conditions is true:

- The sideboard list contains either too many or too few cards.
- The sideboard list contains cards that are illegal for the format.
- The sideboard list contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Examples

(A) A player in a Constructed **Magic** tournament lists only fourteen cards in his sideboard.

(B) A player in a Constructed **Magic** tournament lists three Disenchants in her sideboard, while having two Disenchants listed in her main deck.

(C) A player in a Standard **Magic** tournament lists Time Spiral (a banned card) in his sideboard.

(D) A player in a Limited **Magic** tournament fails to list any of her sideboard cards in the "Total" column of her decklist.

Philosophy

The sideboard list is the ultimate guide to a player's sideboard. If the sideboard list is illegal, the player is considered to have an illegal sideboard, regardless of the physical contents of his or her sideboard. However, because the majority of illegal sideboards are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal sideboard list. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all sideboard lists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal sideboard list.

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.

Deck Problem—Illegal Sideboard List

All Levels
Game

105. Deck Problem—Illegal Sideboard (Legal List)

Definition

This infraction applies only to games that use sideboards and only if players are required to register their sideboards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No List Used). If a player's sideboard list is illegal, refer to section 104, Deck Problem—Illegal Sideboard List. The decklist (including the sideboard list) is the final determination of the official contents of a player's sideboard; therefore, an illegal sideboard list infraction takes precedence over an illegal sideboard infraction (assuming sideboard lists are being used).

Players are considered to have illegal sideboards when one of the following conditions is true:

- The sideboard contains either too many or too few cards.
- The sideboard contains cards that are illegal for the format.
- The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).
- The contents of the sideboard do not match the sideboard list.

Examples

(A) During a Constructed **Magic** tournament, a player is found to have five Terrors in his sideboard, although the sideboard list is legal (listing only four).

(B) A player has misplaced several cards from her sideboard (or lost the entire sideboard), but the sideboard list is legal.

Philosophy

When the physical cards in the sideboard are illegal, but the sideboard list is legal, the best solution is to alter the sideboard to match the list. If the sideboard list is illegal, do not use this penalty; instead refer to section 114, which assigns a more strict penalty.

Penalty

In addition to the appropriate penalty, the sideboard is altered to match the list for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played on different days of the tournament. The player is informed that he or she may not use his or her sideboard for the remainder of the current match. The player is responsible for correcting the sideboard error and finding any replacement cards that are needed before the next round begins. If the player is unable to obtain the appropriate cards, then those slots in the sideboard should be filled with basic lands of the player's choice.

Deck Problem—Illegal Sideboard (Legal List)

All Levels
Game

106. Deck Problem—Illegal Sideboard (No List Used)

Definition

This infraction applies only to games that use sideboards and only if players are not required to register their sideboards for the tournament. If players are required to register their sideboards, refer to section 104, Deck Problem—Illegal Sideboard List or section 105, Deck Problem—Illegal Sideboard (Legal List).

Players are considered to have illegal sideboards when one of the following conditions is true:

- The sideboard contains either too many or too few cards.
- The sideboard contains cards that are illegal for the format.
- The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Philosophy

When a sideboard is illegal, the cleanest solution is to remove the sideboard entirely. This creates a significant penalty, which is appropriate for the infraction, while still allowing the player to continue in the event.

Penalty

At higher REL events, decklists are normally used, so a separate, more severe penalty for higher RELs is not needed.

In addition to the appropriate penalty, the sideboard is invalidated for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played later that day or on different days of the tournament. The sideboard is not physically removed, but the player is informed that he or she may not use his or her sideboard for the rest of the tournament. The player is responsible for notifying an opponent that his or her sideboard has been invalidated before the second game of a match begins. Failure to notify an opponent that a sideboard has been invalidated is considered a Procedural Error—Minor.

Deck Problem—Illegal Sideboard (No List Used)

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Game</i>	<i>Game</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>

110. PROCEDURAL ERROR

This section provides penalties for procedural errors. Many infractions fit into this category, although it is impossible to list them all. The head judge should use his or her discretion when deciding which penalty applies to an unlisted procedural error.

111. Procedural Error—Minor

Definition

A minor procedural error occurs when a player performs an unintentional, slightly disruptive action at a tournament.

Examples

- (A) A player indicates “Peregrine Drake” instead of “Pendrell Drake” while recording the contents of his sealed deck.
- (B) A player fails to provide a reliable method to track her life total.
- (C) A player shuffles his deck after an opponent has cut it.
- (D) A player repeatedly holds her cards below the table.
- (E) A player leaves a small amount of garbage in the tournament area (such as a gum wrapper or scrap of paper from a score pad).
- (F) A player is using a snow-covered land in a Standard **Magic** tournament.

Philosophy

Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Minor

All Levels
<i>Caution</i>

112. Procedural Error—Major

Definition

A major procedural error occurs when a player performs an unintentional, disruptive action at the tournament.

Examples

(A) A player fails to write her name on her decklist.

(B) A player replaces cards in his sealed deck with copies of the same card without permission from a judge.

(C) A player does not sufficiently randomize her deck before presenting it to her opponent.

(D) A player leaves a large amount of garbage in the tournament area (such as uneaten food and/or food wrappers).

Philosophy

Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Major

All Levels
<i>Warning</i>

113. Procedural Error—Severe

Definition

A severe procedural error occurs when a player performs an unintentional, extremely disruptive action at the tournament.

Example

(A) A player spills coffee on his deck and is unable to play the match effectively.

Philosophy

Procedural errors vary significantly and the judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty.

Procedural Error—Severe

All Levels
<i>Game</i>

114. Procedural Error—Failure to Desideboard

Definition

Players are considered to have committed this infraction when they don't return their decks to their original configurations before presenting their decks to their opponents at the beginning of the first game of a match. This infraction applies only to games that use sideboards.

Example

(A) A player in a **Magic** tournament leaves a Circle of Protection: Red in her deck from the previous round.

Philosophy

In this situation, a game loss is a fair penalty. Tournaments that do not use decklists should not use this offense unless some method of registering sideboards is used.

Penalty

Procedural Error—Failure to Desideboard

All Levels
<i>Game</i>

115. Procedural Error—Misrepresentation

Definition

A player is considered to have committed this infraction when he or she unintentionally misplayed a card or a game rule.

Examples

(A) A player in a **Pokémon** tournament attempts to evolve his Charmander into Charizard, illegally skipping the Charmeleon evolution.

(B) A player in a **Magic** tournament plays Wrath of God (2WW) using one white mana and three colorless mana.

(C) A player in a **Magic** tournament attempts to play Treachery on a creature with protection from blue.

Philosophy

This penalty assumes an unintentional action on behalf of the player. If the judge believes the misrepresentation was intentional, see section 160, Cheating. When the error is noticed and no significant game actions have taken place, the error should be corrected. If any significant game actions have taken place (such as moving to the next player's turn), it is better to leave the game undisturbed because players have made play decisions based on the present state of the game.

Penalty

Procedural Error—Misrepresentation

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Caution</i>	<i>Caution</i>	<i>Warning</i>	<i>Warning</i>	<i>Warning</i>

116. Procedural Error—Tardiness

Definition

A player is considered to have committed this infraction when he or she is not in his or her seat when the round begins.

Examples

(A) A player arrives to her seat 5 minutes after the round begins.

(B) A player hands in his decklist after the time designated by the judge or organizer.

Philosophy

Players are responsible for being on time for their matches.

Penalty

A tardiness penalty should not be given if a round started early and a player arrived at his or her seat before the originally announced start time. At lower RELs, the tournament organizer may elect to give players the amount of time allotted for the pregame procedure (3 minutes) to arrive before a game loss is awarded. At higher RELs, a game loss should be awarded as soon as the round begins. At any REL, if a player is not in his or her seat 10 minutes into the round, he or she should be awarded a second game loss. If a player does not arrive before the end of the round, he or she should be dropped from the event.

Procedural Error—Tardiness

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Warning</i>	<i>Warning</i>	<i>Game</i>	<i>Game</i>	<i>Game</i>

117. Procedural Error—Playing the Wrong Opponent

Definition

Two people played against each other when they were paired against different players for that round.

Example

(A) A player sits at the incorrect table and plays the wrong opponent.

Philosophy

It is each player’s responsibility to ensure they are sitting in the correct seat.

Penalty

If the error is discovered within the pregame time limit for the first game (usually 3 minutes), then the player sitting at the wrong table should receive a warning and report to the correct seat. If the error is discovered after the pregame time limit has expired but before the time that a second game loss would be awarded for section 116, Procedural Error—Tardiness (usually 10 minutes), the player sitting at the wrong table should receive a game loss and should report to the correct table. If the error is not discovered until after the time that a second game loss would be awarded for section 116, Procedural Error—Tardiness, the player sitting at the wrong table should receive a match loss.

Procedural Error—Playing the Wrong Opponent

	All Levels
	<i>Warning</i>

120. CARD DRAWING

This section includes infractions relating to inappropriate card drawing, card viewing, and related topics.

121. Card Drawing—Drawing Extra Cards**Definition**

Players are considered to have drawn a card when they move a card more than one card length away from their decks (unless this is in the act of counting out cards face down). Players are also considered to have drawn a card when they take a card from their decks and perform any other action (playing a spell, advancing a phase in the game, and so on). If a player draws a card in this manner, the card is considered to have entered his or her hand immediately. In **Magic** games, this is generally considered an indication that the player has moved to his or her draw step (unless instructed to draw by some other effect).

Players are not considered to have drawn extra cards when they place a card face down on the table (without looking at the card) in an effort to accurately count out cards as they draw. This penalty should be applied only once to one or more cards if they are drawn in the same action or sequence of actions, at the judge’s discretion.

Philosophy

Any time players draw extra cards, there is always a chance they will go unnoticed by their opponent, potentially giving them a significant advantage. Because of this potential for abuse, the penalty for drawing extra cards is fairly severe. A player can accidentally look at extra cards very easily, so a separate, less-severe penalty is established for that infraction called Card Drawing—Looking at Extra Cards (section 122).

Correcting the problem always involves putting the extra card (if known, or a random card from the player’s hand, if not known) on top of the deck. This ensures that a player does not receive an advantage from a free shuffle (which he or she would receive if the card were shuffled back into the deck) and that the game will be impacted as little as possible.

Card Drawing—Improper Drawing at Start of Game (section 123) is a separate, less-severe penalty.

Penalty

For the game to continue, the situation should always be corrected. When it is obvious which extra card was drawn, the card should be placed back on top of the deck. If it is unclear which card is the “extra” card, a random card should be selected from the player’s hand. If several cards are involved and it is unclear which order the cards were in, the cards should be placed randomly on top of the deck. The opponent of the player committing the infraction should be allowed to see any cards the other player has seen due to this infraction.

An automatic game loss should be applied if a player has drawn so many cards that a judge is unable to correct the situation. If the judge feels that the player has received enough of an advantage by drawing an extra card (for example, the player has had his or her library modified by his or her opponent or the player sees the next card, which reveals some crucial strategic information), the penalty should be upgraded to a game loss.

Card Drawing—Drawing Extra Cards

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Warning</i>	<i>Warning</i>	<i>Game</i>	<i>Game</i>	<i>Game</i>

122. Card Drawing—Looking at Extra Cards

Definition

Players are considered to have looked at a card when the card is moved any significant amount from their decks. This could include dropping cards on the floor, turning a card over while shuffling their opponents' decks, or revealing cards from their decks in the act of misplaying a card. This penalty also applies when a player has looked at a card in an opponent's deck or hand in the course of a game (such as turning over an extra card while resolving a random discard effect).

A player is not considered to have looked at extra cards when he or she places a card face down on the table (without looking at the card) in an effort to count out cards he or she will draw.

This penalty should be applied only once to one or more cards if they are seen in the same action or sequence of actions.

Examples

- (A) A player accidentally flips over a card while shuffling her opponent's deck.
- (B) A player flips over an extra card while drawing from his deck.
- (C) A player looks at the bottom card of her deck when presenting it to her opponent for cutting/shuffling.
- (D) A player shuffles his deck or his opponent's deck with the cards face up.
- (E) A player takes a card from her opponent's deck instead of her own.

Philosophy

A player can accidentally look at extra cards very easily, so the penalty is less severe than Card Drawing—Drawing Extra Cards. Drawing extra cards is a separate, more severe penalty because of the increased potential for abuse. In order to avoid supplying a free shuffle, the card(s) is placed back on top of the deck (if it was the top card of the deck that was seen) or returned to the area where it came from.

Penalty

In addition to the appropriate penalty, the situation should always be corrected. The opponent of the player committing the infraction should be allowed to see any cards that the other player has seen illegally due to this infraction.

An automatic game loss should be applied if a player has seen so many cards that a judge is unable to correct the situation or has received too much of an advantage by seeing an extra card (for example, the player sees the next card, which reveals some crucial, strategic information).

Card Drawing—Looking at Extra Cards

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

123. Card Drawing—Improper Drawing at Start of Game

Definition

Players committing this infraction draw extra cards (or too few cards) when they draw their hands, either initially or while resolving a mulligan.

Examples

- (A) A player in a **Pokémon** tournament draws eight cards in her initial hand (instead of seven).
- (B) A player in a **Magic** tournament draws seven cards in his initial hand (instead of six) after taking a mulligan.
- (C) A player in a **Magic** tournament who is playing first (as opposed to drawing first) incorrectly draws a card during her first draw step.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. Forcing players to redraw their hands with one less card is fairly quick and simple and avoids the possibility of a player gaining an advantage if he or she just had to reshuffle his or her cards and draw a new hand.

Penalty

The player must shuffle his or her hand into his or her deck and redraw the opening hand, drawing one less card than the number he or she should have drawn—not the number he or she actually drew. (This is similar to a forcing a mulligan in a **Magic** game.)

Card Drawing—Improper Drawing at Start of Game

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

124. Card Drawing—Failure to Draw

Definition

A player does not draw a card that he or she was required to draw.

Examples

(A) A player in a **Pokémon** tournament forgets to draw a card at the start of her turn.

(B) A player in a **Magic** tournament forgets to draw a card after a “cantrip” effect.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. If the judge believes that it affected game play significantly (for example, a player forgot to draw several cards from a Howling Mine that allowed him or her to use Cursed Scroll successfully for several turns), the judge can upgrade the penalty to a game loss.

Penalty

Players must correct the situations by drawing however many cards they neglected to draw (unless a turn has passed).

Card Drawing—Failure to Draw

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Caution</i>	<i>Caution</i>	<i>Warning</i>	<i>Warning</i>	<i>Warning</i>

130. MARKED CARDS

This section deals with marked cards or sleeves. As always, the penalties for these infractions assume the infraction was unintentional. If the head judge feels the markings are intentional, he or she should refer to section 160, Cheating.

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
	<i>Caution</i>	<i>Caution</i>	<i>Caution</i>	<i>Warning</i>	<i>Warning</i>

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
<i>Game</i>	<i>Game</i>	<i>Match</i>	<i>Match</i>	<i>Match</i>

140. SLOW PLAY

This section includes penalties for players who unintentionally play slowly.

141. Slow Play—Playing Slowly

Definition

Players who take longer than is reasonably required to complete game actions are engaging in slow play. If a judge believes that a player is intentionally playing slowly to take advantage of a time limit, that player is guilty of stalling (section 162).

Example

(A) A player is unsure of which creatures to block with, and spends 5 minutes trying to decide.

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.

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.

Slow Play—Playing Slowly

REL 1	REL 2	REL 3	REL 4	REL 5
<i>Caution</i>	<i>Caution</i>	<i>Warning</i>	<i>Warning</i>	<i>Warning</i>

142. Slow Play—Exceeding the Pregame Time Limit

Definition

A player exceeds the time limit for completing his or her pregame steps.

Example

(A) After 3 minutes into a round at a **Magic Pro Tour™** Qualifier, a player has not completed his shuffling.

Philosophy

This penalty assumes the player is not intentionally stalling. If the head judge believes it is intentional, refer to the penalty for stalling (section 162).

Penalty

A 1-minute time extension is included with the penalty.

Slow Play—Exceeding the Pregame Time Limit

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Caution</i>	<i>Caution</i>	<i>Caution</i>	<i>Warning</i>	<i>Warning</i>

150. UNSPORTING CONDUCT

This section deals with unsporting conduct at tournaments. A player does not have to be actively involved in a match to receive a penalty for unsporting conduct.

151. Unsporting Conduct—Minor**Definition**

Minor unsporting conduct is defined as behavior that may be disruptive to a person at the tournament, but that has no significant impact on the operation of the tournament in any way.

Examples

(A) A player uses profanity in the presence of a parent or young player.

(B) A player loudly demands to a judge that her opponent receive a penalty.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees.

Penalty**Unsporting Conduct—Minor**

	All Levels
	<i>Warning</i>

152. Unsporting Conduct—Major**Definition**

Major unsporting conduct is defined as behavior that is disruptive to a player or players at the tournament, but does not cause delays or include any form of physical contact or significant emotional distress.

Examples

(A) A player repeatedly calls a judge and argues that his opponent should lose the game for insignificant procedural oversights.

(B) A player fails to obey the instructions of a tournament official.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty**Unsporting Conduct—Major**

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Game</i>	<i>Game</i>	<i>Match</i>	<i>Match</i>	<i>Match</i>

153. Unsporting Conduct—Severe

Definition

Severe unsporting conduct is defined as behavior that is disruptive to a player or players at a tournament, causes delays, and may include any form of physical contact or significant emotional distress.

Examples

(A) A player pulls a chair from beneath another player, causing her to fall to the ground with a minor injury.

(B) A player argues in an excessive and belligerent manner with a judge after the judge has made a final ruling.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

Unsporting Conduct—Severe

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

160. Cheating

This section deals with intentionally committed infractions that can give a player a significant advantage over others.

161. Cheating—Bribery

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

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

162. Cheating—Stalling

Definition

A player intentionally plays slowly in order to take advantage of the time limit. Refer to section 161 for unintentional slow play.

Example

(A) A player has two lands in his hand, no options available to significantly affect the game, and spends several minutes “thinking” about what to do.

Philosophy

If it is clear that a player is stalling, he or she should face a serious penalty.

Penalty

Cheating—Stalling

	REL 1	REL 2	REL 3	REL 4	REL 5
	<i>Match</i>	<i>Match</i>	<i>Match</i>	<i>DQ</i>	<i>DQ</i>

163. Cheating—Fraud**Definition**

A player intentionally misrepresents rules, procedures, personal information, or any other relevant tournament information.

Examples

- (A) A player uses a fake name and DCI number when registering for a tournament.
 (B) A player misrepresents the results of a match to tournament officials.

Philosophy

There should be zero tolerance for this type of activity.

Penalty

Cheating—Fraud

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

164. Cheating—Other**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

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

PENALTY QUICK REFERENCE

APPENDIX A—PENALTY QUICK-REFERENCE GUIDE



Infraction	REL 1	REL 2	REL 3	REL 4	REL 5
Deck Problem—Illegal Main Decklist	Game	Game	Match	Match	Match
Deck Problem—Illegal Main Deck (Legal Decklist)	Game	Game	Game	Game	Game
Deck Problem—Illegal Main Deck (No Decklist Used)	Game	Game	N/A	N/A	N/A
Deck Problem—Illegal Sideboard List	Game	Game	Game	Game	Game
Deck Problem—Illegal Sideboard (Legal List)	Game	Game	Game	Game	Game
Deck Problem—Illegal Sideboard (No List Used)	Game	Game	N/A	N/A	N/A
Procedural Error—Minor	Caution	Caution	Caution	Caution	Caution
Procedural Error—Major	Warning	Warning	Warning	Warning	Warning
Procedural Error—Severe	Game	Game	Game	Game	Game
Procedural Error—Failure to Desideboard	Game	Game	Game	Game	Game
Procedural Error—Misrepresentation	Caution	Caution	Warning	Warning	Warning
Procedural Error—Tardiness	Warning	Warning	Game	Game	Game
Procedural Error—Playing the Wrong Opponent	Warning	Warning	Warning	Warning	Warning
Card Drawing—Drawing Extra Cards	Warning	Warning	Game	Game	Game
Card Drawing—Looking at Extra Cards	Caution	Caution	Warning	Warning	Warning
Card Drawing—Improper Drawing at Start of Game	Caution	Caution	Warning	Warning	Warning
Card Drawing—Failure to Draw	Caution	Caution	Warning	Warning	Warning
Marked Cards—Minor	Caution	Caution	Caution	Warning	Warning
Marked Cards—Major	Game	Game	Match	Match	Match
Slow Play—Playing Slowly	Caution	Caution	Warning	Warning	Warning
Slow Play—Exceeding Pre-game Time Limit	Caution	Caution	Caution	Warning	Warning
Unsporting Conduct—Minor	Warning	Warning	Warning	Warning	Warning
Unsporting Conduct—Major	Game	Game	Match	Match	Match
Unsporting Conduct—Severe	Disqualification without prize				
Cheating—Bribery	Disqualification without prize				
Cheating—Stalling	Match	Match	Match	DQ	DQ
Cheating—Fraud	Disqualification without prize				
Cheating—Other	Disqualification without prize				

Note: REL 1 is the standard enforcement level for most DCI tournaments.

Appendix B—Contact Information

This document is valid from September 1, 2001 to August 31, 2002.

For the most recent version of this document, or to learn about DCI tournaments and judging, please contact the DCI in any of the following three ways:

DCI Website: thedci.com

DCI Judge's Website: wizards.com/dci/judge/Welcome.asp

Email: dcijudge@wizards.com (DCI judge certification and training administrator)

Phone: (800) 324-6496 (Wizards of the Coast® Game Support)