

MTG_GEN_RUL_TOUR

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COLLABORATORS

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Chapter 1

MTG_GEN_RUL_TOUR

1.1 Tournament Rulings

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1.2 General

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Tournament Rulings - General

Most tournaments are now being played as per the most recent card texts. This means you play all cards as if they read like the most recent English language version of the card (plus errata).

All cards are played according to the text on the most recent edition of the card plus any errata. [Tourney Rules 10/01/96] This is true even if the most recent edition is not actually being used in the tournament. For example, Cloak of Confusion as printed in Fifth Edition would be the text played in an Ice Age/Homelands/Alliances tourney. [Aahz 07/13/97]

You can play cards from older or newer printings/expansions which bear the same name as a card which is allowed in the tournament format. Note that the "most recent text" rule applies. [Aahz 07/13/97]

Non-English language cards are to be played by the most recent English language version of that card. Translational errors are avoided in this way. [Tourney Rules 10/01/96] For misprinted cards with the wrong art, the card is played according to the title and text. The art is unimportant. [D'Angelo 03/17/97]

Mixed language decks can be played. [Aahz 07/09/95]

The judge may rule that Alpha printing cards are marked. If so, your deck must not contain them or must only contain them. If this optional rule is to be used by the judge, it must be announced in advance.

If during tournament play, a player forgets to deal with upkeep prior to drawing their card, the upkeep is considered as if the player chose not to pay it. [Aahz 08/12/96] This is a fix put in place to stop people from purposely "forgetting" to pay upkeeps until they see what's going on. The rules actually require that a player who forgets something should go back and deal with it, but if that rule appears to be bent by a player's actions, this rule should be used instead. Try giving a player a warning or two before going full force on this one.

1.3 Floor Rules

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Tournament Rulings - Floor Rules

Fifth Edition rules become the standard rules as of November 8, 1996.
[Update 10/01/96]

Decision of the judge is final. This is true even if the judge turns out later to have made an incorrect ruling.

All tournaments are single elimination, double elimination, round-robin, or swiss draw format with each round consisting of up to 3 duels during a fixed time limit. A win gets 3 points and a draw gets 1 point. A bye gives a player 6 points. [Tourney Rules 10/01/95]

Players cannot change the contents of their deck and sideboard throughout the entire tournament, but cards can be rotated between the deck and sideboard between games. The sideboard (if used at all) must always have exactly 15 cards (except in Sealed Deck tournaments).

Players may not play for ante. [Tourney Rules 10/01/96]

If a player draws all land or no land in the initial 7 cards, they can call a 'mulligan' and reshuffle, recut, and draw again. If a player does this, the opponent has the option of doing so as well. Each player is allowed to use this rule once per duel.

Card sleeves are allowed on cards, but the judge or opponent in a specific duel may request that they be removed. If this is requested, it must be complied with. If sleeves are used, all cards in the deck, library and sideboard must be identically wrapped. If holograms are on the sleeves, they must be on the face (not the back) of the cards. Players can ask the judge to inspect the sleeves and can disallow them if they are obviously marked, worn, or in a poor condition that may interfere with shuffling.
[Tourney Rules 10/01/96]

Black-backed sleeves are allowed but are subject to the normal sleeve removal rule. The deck must be fully legal without the sleeves.
[DCI Letter Jan 1997]

You can always use a card sleeve as a reminder when placing one of your cards in your opponent's territory.

Using "proxy" cards is not allowed. [Tourney Rules 10/01/96]

If a deck contains Alpha printing cards, it must consist entirely of them. You should also inform the judge that your deck is so constructed.
[Tourney Rules 10/01/96]

A time limit of 45 or more minutes may be placed on a round other than the semi-final or final rounds. A 10 minute warning should be given. The duel is over when the time is called, except the current player has 60 seconds to finish their turn. The turn is considered started if they had already untapped all their cards. [Tourney Rules 10/01/95]
A time limit may be placed on the final rounds, but it is strongly recommended that the judge not do so. [Aahz 01/14/97]

The head judge may terminate a match early. If this is done, at least a 30 minute warning must be given. If a game is terminated this way, the judge will give the player who is currently in the middle of their turn a fixed amount of time to finish it. [Tourney Rules 10/01/96]

If time runs out before all the games in the match are completed, the player who won the most games wins the match. If time runs out during a game, neither player is considered the winner of that game. If neither player won more games than the other, the match is a draw. If the tournament is an elimination tournament where a player must advance, the judge should declare the player with the higher life total the winner.

Players can look through their sideboards during play. [bethmo 07/18/95]

After whatever normal shuffling you do, you are required to do three "riffle shuffles" (this is the standard shuffle technique of dividing the deck in half and then placing the ends of the two halves together and rapidly interleaving them as they fall together). [Tourney Rules 10/01/96]

Your opponent is always entitled to shuffle your deck before each duel begins if they want to. They get the right to a final shuffle if they want it. [Mirage Page 46] This is to prevent people from possibly stacking the deck. Usually people just settle for "cutting the deck".

Your opponent is always entitled to shuffle or cut your deck after any shuffle during a game. They may not use this opportunity to view cards in your deck. [Tourney Rules 10/01/96]

As per the game rules, the first player each game skips their draw phase. The winner of the coin toss before the each match decides if they want to play first or to draw first. [Mirage Page 46]

You are not allowed to waive any penalties imposed by the judge on your opponent. Violation of the floor rules must be enforced. [Update 10/01/96]

Players are allowed only 5 minutes prior to each duel to do sideboarding, deck shuffling and shuffling/cutting of opponent's deck. Violation of this rule is considered stalling and may result in a warning or disqualification as decided by the judge. The judge may alter this time limit (usually lowering it) but if so, this must be advertised prior to the tournament. [Update 10/01/96]

Players in a tournament environment that withdraw before the first match will receive a loss for that match and the opponent will receive a win. Players may withdraw between matches without penalty. To withdraw, the proper official must be notified prior to the pairings being assigned for the next round. Failure to do so, such as just wandering out of the tournament area, will result in a loss of the next round for failing to show up. [Update 04/01/97]

1.4 Other Regulations

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Tournament Rulings - Other Regulations

In a strict tournament, there are some additional rules that get enforced.

If the tournament requires deck registration, any player discovered with a deck that does not match the registration forfeits a game.

[Duelist Magazine #14, Page 52]

If a player is found with an illegal deck (as with less than 60 cards), they forfeit the match, and may even be upgraded to ejection from the tournament. [Duelist Magazine #14, Page 52] Ejection is normal in games which do not have registered decks so it cannot be determined where the deck became illegal. [Aahz 01/14/97]

If you "forget" to pay upkeep before drawing your card or otherwise proceeding, you must go back and deal with all mandatory upkeep effects, but optional ones are all considered to go unpaid (with the stated results). [Duelist Magazine #14, Page 52]

Be sure to collect your cards after each game. Losing cards to another player may cause your deck to be misregistered or fall below the 60 card minimum. If such a mistake is discovered, both players forfeit a game. [Duelist Magazine #14, Page 52]

Players may be required by the judge to record deck contents, including changes to the deck from the sideboard. [Tourney Rules 10/01/96]

If a player leaves a Pro-Tour event without checking out, they are banned from the next equivalent event. [Duelist Magazine #14, Page 52]

Being caught cheating will automatically cause disqualification. Cheating includes (but is not limited to): receiving outside assistance or coaching, scouting other player's cards, underpaying mana, using marked cards, marking cards during play, drawing extra cards, manipulating which cards are drawn from your (or your opponent's) deck (including stacking a deck to separate land and spell cards), arranging cards in a deck to manipulate card draw, and deliberately stalling to take advantage of a time limit. [Tourney Rules 10/01/96]

Players must take their turns in a timely fashion. Deliberately stalling is not allowed and can give you a warning. Failure to begin a match in a timely way in order to get a psychological advantage is grounds for disqualification. [Tourney Rules 10/01/96]

Unsportsman-like conduct is not allowed. Profanity and arguing or acting belligerently toward a tournament official will give a warning. Repeat offenses will result in disqualification. [Tourney Rules 10/01/96]

Collusion to alter the results of a duel or match (meaning trying to get someone to throw a game or match) is considered unsportsman-like conduct. [Tourney Rules 10/01/96]

Both players may agree to call a match a draw before the start of the first duel of that match. This is called the "Intentional Draw" rule. This rule does not apply to individual games. This is not considered to break any other rules. It cannot be declared during or just after a duel. [Tourney Rules 04/01/97]

In addition, both players may agree to draw a match, regardless of round or standing, if they do so before play begins. [Aahz 01/14/97]

Players must keep the cards in their hand above the table. First violation is a warning and the second may result in disqualification.
[Tourney Rules 10/01/96]

Wizards of the Coast reserves the right to publish deck contents as well as transcripts or video of any sanctioned tournament.
[Tourney Rules 10/01/96]

Use of counterfeit cards in decks is considered cheating and is subject to legal action as well. [DCI Letter, Jan 1997]

A player can always request that a judge check the opponent's deck to see that it only contains legal and genuine Magic cards.
[DCI Letter, Jan 1997]

1.5 Classic Tournaments

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Tournament Rulings - Classic Tournaments

This is also called "Type I" tournament style.

Can be composed of cards from any edition or expansion of Magic (unless the judge says otherwise). Collector's Edition cards are not allowed. Promotional cards are allowed. The poker cards are not allowed (despite the April Fools article in the Duelist).

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

+ Some cards are 'restricted' so that only one may appear in the combination of deck and sideboard. These cards are:

[Tourney Rules 09/01/97] [Update 10/03/97]

Ancestral Recall	Fork	Mox Jet
Balance	Ivory Tower	Recall
Berserk	Library of Alexandria	Regrowth
Black Lotus	Maze of Ith	Sol Ring
Black Vise	Mirror Universe	Strip Mine
Braingeyser	Mox Emerald	Timetwister
Demonic Tutor	Mox Pearl	Time Walk
Fastbond	Mox Ruby	Underworld Dreams
	Mox Sapphire	Wheel of Fortune

As of 10/01/97, Candelabra of Tawnos, Copy Artifact, Feldon's Cane, Mishra's Workshop, and Zuran Orb are no longer banned. [Update 09/01/97]

Some cards are 'banned' so that none may appear in the deck or sideboard. These cards are: [Tourney Rules 10/01/96]

Amulet of Quoz	Darkpact	Mind Twist
Bronze Tablet	Demonic Attorney	Rebirth
Channel	Divine Intervention	Shahrazhad
Chaos Orb	Falling Star	Tempest Efreet
Contract from Below	Jeweled Bird	Timmerian Fiends

Ring of Ma'Ruf can only bring in cards from the sideboard or ones that were removed from the game by an effect such as Swords to Plowshares.

1.6 Standard Tournaments

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Tournament Rulings - Standard Tournaments

This is also called "Type II" tournament style.

+ Can be composed of cards from the most recent edition of The Gathering (currently Fifth Edition) and all sets from the two most recent "blocks" of expansions (currently Mirage-Visions-Weatherlight, and Tempest-Stronghold). A "block" is a stand-alone set and the two expansion sets which follow it. This means that cards stay in use for approximately two years. [Update 05/01/97]

+ Stronghold is not actually legal until 04/01/98].

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

The policy for removal of sets is that each new edition of the base set will replace the previous one 30 days after release of the new base set.

A new standalone set will replace the previous standalone set. A new limited expansion will replace the oldest limited expansion over 10 months old. [Update 10/01/96]

Cards from previous editions or expansions which are in the current one are allowed. Collector's Edition and promo cards (which do not appear in a currently allowed set) are not allowed.

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

There is no 'banned' list any more.

There is no 'restricted' list any more. [Tourney Rules Update 12/01/96]

Snow-covered lands are not legal because Ice Age is not legal.

1.7 Classic-Restricted Tournaments

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Tournament Rulings - Classic-Restricted Tournaments

This is also called "Type 1.5".

Can be composed of cards from any edition or expansion of Magic (unless the judge says otherwise). Collector's Edition cards are not allowed. Promotional cards are allowed. The poker cards are not allowed (despite the April Fools article in the Duelist).

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

There is no restricted list.

It used to be that all cards banned or restricted for Type I or Type II were banned in this tournament type. Now a list is kept.

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 03/01/97]

Amulet of Quoz	Falling Star	Rebirth
Ancestral Recall	Fastbond	Recall
Balance	Feldon's Cane	Regrowth
Berserk	Fork	Shahrazad
Black Lotus	Ivory Tower	Sol Ring
Black Wise	Jeweled Bird	Strip Mine
Braingeyser	Library of Alexandria	Tempest Efreet
Bronze Tablet	Maze of Ith	Time Walk
Candelabra of Tawnos	Mind Twist	Timetwister
Channel	Mirror Universe	Timmerian Fiends
Chaos Orb	Mishra's Workshop	Underworld Dreams
Contract From Below	Mox Emerald	Wheel of Fortune
Copy Artifact	Mox Jet	Zuran Orb
Darkpact	Mox Pearl	
Demonic Attorney	Mox Ruby	
Demonic Tutor	Mox Sapphire	
Divine Intervention		

1.8 Extended Tournaments

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Tournament Rulings - Extended Tournaments

This is sometimes called "Type 1.75" tournaments, but the DCI is refraining from giving this type an official number.

This format comes into effect on 07/01/97.

The DCI originally released this tournament format on 05/01/97 as a replacement for Classic-Restricted but decided on 06/01/97 to change this decision and support both formats.

Can be composed of cards from any edition of the basic set from Revised Edition on (includes Chronicles) plus any expansion of Magic from The Dark on. Collector's Edition cards are not allowed. Promotional cards are allowed. The poker cards are not allowed (despite the April Fools article in the Duelist).

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

There is no "restricted" list.

The banned list includes all cards from Limited Edition, Unlimited Edition, Arabian Nights, Antiquities, and Legends which have not been reprinted in a more recent set are banned. [Update 05/01/97]

These cards are explicitly banned even though they are from legal sets:
[Update 05/01/97] [Update 09/01/97]

Amulet of Quoz (IA)	Demonic Tutor (RV)	Rebirth (4E)
Balance (RV/4E)	Fastbond (RV)	Regrowth (RV)
Black Vise (RV/4E)	Hypnotic Specter (RV/4E)	Serendib Efreet (RV)
Braingeyser (RV)	Ivory Tower (4E)	Sol Ring (RV)
Bronze Tablet (4E)	Jeweled Bird (CH)	Strip Mine (4E)
Channel (RV/4E)	Kird Ape (RV)	Tempest Efreet (4E)
Contract from Below (RV)	Mana Crypt (PR)	Timmerian Fiends (HL)
Darkpact (RV)	Maze of Ith (DK)	Wheel of Fortune (RV)
Demonic Attorney (RV)	Mind Twist (RV/4E)	Zuran Orb (IA)

As of 10/01/97, Hypnotic Specter (RV/4E) and Juggernaut (RV) are added to the banned list. [Update 09/01/97]

Here is a (hopefully) complete list of cards that are banned because they have not been reprinted:

<LIMITED/UNLIMITED>

Ancestral Recall	Berserk	Black Lotus
Blaze of Glory	Camouflage	Chaos Orb
Consecrate Land	Copper Tablet	Cyclopean Tomb
Dwarven Demolition Team	False Orders	Forcefield
Gauntlet of Might	Ice Storm	Illusionary Mask
Invisibility	Jade Statue	Lich
Mox Emerald	Mox Jet	Mox Pearl
Mox Ruby	Mox Sapphire	Natural Selection

Psionic Blast	Raging River	Sinkhole
Time Vault	Time Walk	Timetwister
Two-Headed Giant of Foriys	Word of Command	
<ARABIAN NIGHTS>		
Ali from Cairo	Army of Allah	Bazaar of Baghdad
Camel	City in a Bottle	Desert
Desert Nomads	Diamond Valley	Drop of Honey
Elephant Graveyard	Flying Men	Guardian Beast
Ifh-Biff Efreet	Island of Wak-Wak	Jihad
Juzam Djinn	Khabal Ghoul	King Suleiman
Library of Alexandria	Merchant Ship	Moorish Cavalry
Old Man of the Sea	Oubliette	Pyramids
Ring of Ma'ruf	Rukh Egg	Sandals of Abdallah
Serendib Djinn	Shahrazad	Singing Tree
Stone-Throwing Devils	Ydwen Efreet	
<ANTIQUITIES>		
Argivian Archaeologist	Argivian Blacksmith	Argothian Treefolk
Artifact Blast	Artifact Possession	Artifact Ward
Candelabra of Tawnos	Citanul Druid	Damping Field
Drafna's Restoration	Gaea's Avenger	Gate to Phyrexia
Golgothian Sylex	Haunting Wind	Martyrs of Korlis
Mightstone	Mishra's Workshop	Orcish Mechanics
Phyrexian Gremlins	Power Artifact	Powerleech
Priest of Yawgmoth	Sage of Lat-Nam	Staff of Zegon
Su-Chi	Tablet of Epityr	Tawnos's Coffin
Transmute Artifact	Urza's Chalice	Urza's Miter
Weakstone		
<LEGENDS>		
Adventurers' Guildhouse	Acid Rain	The Abyss
Adun Oakenshield	Aerathi Berserker	Aisling Leprechaun
Al-abara's Carpet	Alchor's Tomb	All Hallow's Eve
Angus Mackenzie	Arboria	Avoid Fate
Backdraft	Barbary Apes	Barktooth Warbeard
Bartel Runeaxe	Blazing Effigy	Boris Devilboon
Brine Hag	Cathedral of Serra	Caverns of Despair
Chains of Mephistopheles	Chain Lightning	Cleanse
Clergy of the Holy Nimbus	Crevasse	Crimson Kobolds
Crookshank Kobolds	Deadfall	Demonic Torment
Devouring Deep	Disharmony	Divine Intervention
Dream Coat	Dwarven Song	Elder Spawn
Enchanted Being	Equinox	Eureka
Falling Star	Feint	Field of Dreams
Fire Sprites	Firestorm Phoenix	Flash Counter
Floral Spuzzem	Forethought Amulet	Frost Giant
Ghosts of the Damned	Giant Turtle	Glyph of Delusion
Glyph of Destruction	Glyph of Doom	Glyph of Life
Glyph of Reincarnation	Gosta Dirk	Gravity Sphere
Great Defender	Great Wall	Gwednlyn Di Corci
Halfdane	Hammerheim	Hazon Tamar
Headless Horseman	Heaven's Gate	Hellfire
Hell Swarm	Holy Day	Hornet Cobra
Horror of Horrors	Hunding Gjornersen	Hyperion Blacksmith
Ichneumon Druid	Imprison	Infernal Medusa
Infinite Authority	In the Eye of Chaos	Invoke Prejudice

Jacques le Vert	Jasmine Boreal	Jedit Ojanen
Jerrard of the Closed Fist	Jovial Evil	Karakas
Kasimir the Lone Worf	Knowledge Vault	Kobold Drill Sergeant
Kobolds of Kher Keep	Kobold Overlord	Kobold Taskmaster
Kry Shield	Lady Caleria	Lady Evangela
The Lady of the Mountain	Lady Orca	Land Equilibrium
Lesser Werewolf	Lifeblood	Life Chisel
Life Matrix	Living Plane	Livonya Silone
Lord Magnus	Mana Drain	Mana Matrix
Marble Priest	Master of the Hunt	Mirror Universe
Moat	Mold Demon	Moss Monster
Mountain Stronghold	Nether Void	North Star
Nova Pentacle	Part Water	Pavel Maliki
Pendelhaven	Pixie Queen	Planar Gate
Presence of the Master	Princess Lucrezia	Psychic Purge
Quarum Trench Gnomes	Quagmire	Ragnar
Ramiriz DePietro	Ramses Overdark	Rapid Fire
Rasputin Dreamweaver	Relic Barrier	Reincarnation
Reset	Remove Enchantments	Reverberation
Righteous Avengers	Ring of Immortals	Riven Turnbull
Rogahh of Kher Keep	Rust	Seafarer's Quay
Sea King's Blessing	Shelkin Brownie	Spectral Cloak
Sir Shandlar of Eberyn	Spinal Villain	Spiritual Sanctuary
Storm World	Subdue	Sunastian Falconer
Sword of the Ages	Sylvan Paradise	Syphon Soul
Tabernacle at Pendrell Vale	Telekinesis	Tetsuo Umezawa
Thunder Spirit	Tolaria	Torsten Von Ursus
Touch of Darkness	Tuknir Deathlock	Typhoon
Undertow	Underworld Dreams	Unholy Citadel
Urborg	Ur-Drago	Venarian Gold
Walking Dead	Wall of Caltrops	Wall of Earth
Wall of Putrid Flesh	Wall of Light	Wall of Tombstones
Willow Satyr	Wood Elemental	

1.9 Sealed Deck

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Tournament Rulings - Sealed Deck

These rules apply to any sealed deck format.

Decks consist of 90 to 300 cards. The standard way to do it is to provide one starter deck plus two 15 card boosters or three 8 card boosters. The judge may also allow additional (usually 4) basic lands to be added to this. [Tourney Rules 10/01/96]

45 minutes are given to construct the deck.

There is no 30 day period after an expansion set is released in which the expansion is not valid for Sealed Deck tournaments.

[Tourney Rules 10/01/95]

Minimum of 40 cards in the play deck.

All additional cards function as the 'sideboard'. The sideboard and deck size can change freely between duels.

Games are not played for ante. The judge may allow play for ante, but if so, it is required for all games in the tournament.

[Tourney Rules 10/01/96]

When playing for ante, the top card off each player's deck is put face-down on the table as the ante.

No restricted or banned cards, except Ante cards may not be used when not playing for ante.

1.10 Block Constructed Deck Formats

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Tournament Rulings - Block Constructed Deck Formats

This section takes effect on 07/01/97.

These formats follow the Standard (Type II) tournament rules for deck construction but only allow cards from a given "block" rather than from the larger list of sets.

+ The current "blocks" are: Ice Age/Homelands/Alliances, Mirage/Visions/Weatherlight, and Tempest/Stronghold.

Only cards explicitly banned from this format are banned. The Standard (Type II) tournament list is not the only indicator.

Some cards are 'banned' from the Ice Age/Homelands/Alliances format so that none may appear in a deck or sideboard. These cards are:

[Tourney Rules 10/01/95] + [Update 04/01/97]

Amulet of Quoz (IA)	Thawing Glaciers (AL)
Timmerian Fiends (HL)	Zuran Orb (IA)

Some cards are 'banned' from the Mirage/Visions/Weatherlight format so that none may appear in a deck or sideboard. These cards are:

[Update 06/01/97]

Squandered Resources (VI)

+ No cards are banned or restricted in the Tempest/Stronghold format.

1.11 Ice Age Constructed Deck

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Tournament Rulings - Ice Age Constructed Deck

It appears that this format is no longer supported by DCI as of 07/01/97.

Only cards from Ice Age can be used with the exception of basic lands (which do not have to be from Ice Age).

Minimum of 60 cards in the play deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 10/01/95] [Update 04/01/97]

Amulet of Quoz Thawing Glaciers Zuran Orb

1.12 Ice Age/Alliances Constructed Deck

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Ice Age/Alliances Constructed Deck

It appears that this format is no longer supported by DCI as of 07/01/97.

See the

Block Format
for Ice Age/Homelands/Alliances.

This follows the same rules as Ice Age Constructed Deck except that Alliances is allowed. [Tourney Rules 10/01/96]

1.13 Booster Draft

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Booster Draft

Players sit in groups of no more than 8 players.

On a signal from the judge, each player opens one pack, picks a card and then passes the remaining cards (face down) to the player on their left. Repeat until all cards in the opened packs have been chosen by someone. Then repeat for any additional packs.

Ante cards in initial boosters are replaced by tournament officials from a random stack of cards.

30 minutes are given to construct the deck after drafting is complete.

Players may add as many basic lands as they want to the deck.

Minimum of 40 cards in the play deck. All other cards function as the sideboard (as in sealed deck play).

1.14 Rating System

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Tournament Rulings - Rating System

All players start with a rating of 1600.

People who have played less than 25 matches (best 2 of 3) are considered to have a 'provisional rating'. After that, scores should be accurate to within plus or minus 56 points.

During 'provisional rating' period, a person's rating is:

$$Rc = ((400 * (wins - losses)) / \text{number of games})$$

Rc = Average rating of all opponents

Once a player is off of provisional rating, their score changes with each

$$\text{game: New Score} = (\text{Old Score}) + (K * (W - We))$$

K = 32 for ratings of 0-2099, 24 for 2100-2399, 16 for 2400 and up.

W = 1 for a win, 0 for a loss

$$We = 1 / ((10^D) + 1)$$

D = (difference between your and opponent's ratings) / 400

Scores only count in officially sanctioned tournaments and if the tournament coordinator actually sends the results to WotC.

As of 01/01/98, tournaments with less than 8 people do not count in the ratings system. Ones with 8 to 31 people use a K value of 1/2 the above (most often 16). [Tourney Update 08/01/97]

As of 01/01/98, all sanctioned tournaments without a Level II certified

judge. If one is not present, the K value will be 1/2 (most often 16).
This is cumulative with other decreases in the K value.
[Tourney Update 08/01/97]

1.15 Judges

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Tournament Rulings - Judges -----

As of 09/01/97, all sanctioned title events require a Level III certified judge. Title events include Pro Tour(TM) Qualifiers, Grand Prix(TM) tournaments, Grand Prix Trial tournaments, and Regional Championships.
[Tourney Update 08/01/97]

As of 09/01/97, all Prerelease events require a Level II certified judge.
[Tourney Update 08/01/97]

As of 01/01/98, all sanctioned tournaments without a Level II certified judge. If one is not present, the K value will be 1/2 (most often 16). This is cumulative with other decreases in the K value.
[Tourney Update 08/01/97]