MAGIC: THE GATHERING® DCI™ Floor Rules
1999–2000 Tournament Season
Effective June 1, 2000

Introduction

The **Magic: The Gathering** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and **Magic**® game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Magic** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions DCI Penalty Guidelines.

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

100.   GENERAL **Magic** TOURNAMENT RULES

101.   Format and Rating Categories

The DCI sanctions the following formats. They may be sanctioned as single, two-person team, or three-person team events.

Constructed Formats:
- Standard
- Extended
- Block Constructed
- Type 1
- Type 1.5

Limited Formats:
- Sealed Deck
- Booster Draft
- Rochester Draft

The DCI produces the following ratings categories.
- Standard (includes Standard and Block Constructed formats)
- Extended (includes the Extended format)
- Vintage (includes the Type 1 and Type 1.5 formats)
- Limited (includes all Limited formats)
- Team Constructed (includes all Constructed team formats)
- Team Limited (includes all Limited team formats)

102.   Authorized Cards

Alpha cards (cards from the first print run of the basic set) may be used in decks containing non-Alpha cards only if all cards are placed in opaque sleeves, and only if the sleeves could not be considered marked.

If sleeves are not used, Alpha cards may only be used in decks that consist of Alpha cards exclusively.

Participants may not use cards from any special-edition sets or supplements, such as *Collector's Edition, International Collector's Edition, Pro Tour Collector Set,* World Championship decks, or *Unglued*™ cards. **Note:** *Unglued* basic land cards are allowed in sanctioned **Magic** tournaments.

103.   Card Interpretation

All cards are interpreted using the appropriate card ruling section of the Oracle card reference. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork.

Players may not use previously or newly discovered errors or omissions in the Oracle to disrupt a tournament or otherwise abuse the rules. The head judge is the final authority for all card interpretations, and he or she may overrule the Oracle when a mistake or error is discovered.

104.   New Releases

New **Magic** card sets (new expansions or new editions of the basic set) released during the first fifteen days of a month are allowed in Constructed tournament play on the first day of the month following their retail release date. Card sets released after the first fifteen days of a month are allowed in Constructed tournament play on the first day of the second month following their release date. Therefore, card sets always enter Constructed tournament play two to five weeks after their retail release date, on the first day of the month. DCI announcements confirm the exact date that each new card set enters tournament play before the set is released.

New card sets are allowed in Limited tournament play immediately, including before the retail release date in the case of a Prerelease tournament.

Example: The retail release date for the *Urza's Destiny*™ card set was June 7, 1999; the expansion rotated into the Constructed tournament environments on July 1, 1999, the first day of the month following its retail release. If the *Urza's Destiny* card set had been released on June 16, it would have entered the Constructed tournament environments on August 1, 1999.

110. Magic Tournament Mechanics

111. Match Structure

Three games is the default number of games in a **Magic** match, and tournament organizers must allow for a minimum of three games per match. If a tournament organizer chooses to run matches consisting of more than three games, he or she must announce this before the tournament begins. Match results—not individual game results—are reported to the DCI for the purpose of inclusion in the worldwide ratings and rankings. Drawn games (games that do not have a victor) still count toward one of the three games in a match.

112. Match Time Limits

The following time limits are recommended for each round of a tournament:
- Constructed and Limited tournaments—fifty minutes
  (In multiple-day tournaments (such as a Grand Prix events, National Championships, Continental Championships, Pro Tour events, or World Championships) using a Constructed format, the tournament organizer may choose to use sixty-minute rounds instead of fifty-minute rounds.)
- Single-elimination quarterfinal or semifinal matches—ninety minutes
- Single-elimination final matches—no time limit

In addition, the following time limits are recommended for Limited tournaments:
- Sealed Deck—twenty minutes for deck registration
- Sealed Deck—thirty minutes for deck construction
- Draft—thirty minutes for deck registration and construction

113. Who Plays First

The winner of a coin toss (or other random method) chooses either to play first and skip his or her first draw step or to play second. The winner of the coin toss must make this choice before looking at his or her hand. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the **Magic** rules of play. This is commonly referred to as the "play/draw" rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so there was no victor or loser), the player who decided to play or draw for that game chooses for the next game.

114. Pre-Game Procedure

The following steps must be performed, in order, before each game begins.

1. Players may exchange cards in their decks for cards in their sideboards (only after the first game of the match).
2. Players determine who chooses to play or draw first (see section 113).
3. Selected player chooses to play or draw.
4. Players shuffle their decks (see Universal Tournament Rules, section 21).
5. Players present their decks to their opponents for additional shuffling and cutting.
6. If the opponent has shuffled the player's deck, that player may make one final cut.
7. Each player draws seven cards.
8. Each player, in turn, decides whether to mulligan (see section 115).

Once Mulligans are resolved, the game begins.

115. Mulligan Rule

Before each game begins, a player may, for any reason, reshuffle and redraw his or her hand, drawing one less card. This may be repeated as often as the player wishes until he or she has no cards left in his or her hand.

The decision of whether to mulligan passes between players following the order established by rule 113—Who Plays First. After the participant who plays first mulligans as often as he or she likes, the decision of whether to mulligan passes to the other player. Once a player passes the opportunity to mulligan, that player may not change his or her mind.

116. End of Match Procedure

If the match time limit is reached before a winner is determined, the active player (defined in the **Magic** game rules) finishes his or her turn, and five total additional turns are played.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until the end of the time extension.

117. Determining a Match Winner

In Swiss-style rounds, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. If both players in a single-elimination tournament have equal game wins when the normal match time is up, the player with the highest life total is the winner of the current game in progress, otherwise the game in progress is considered a draw. In the event the players have equal life totals (or are between games), the game/match should continue until the first life total change.

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120. RULES FOR CONSTRUCTED DECK TOURNAMENTS

121. **Deck-Size Limits**

Constructed decks must contain a minimum of sixty cards. There is no maximum deck size. If a player wishes to use a sideboard, it must contain exactly fifteen cards.

With the exception of basic lands (plains, island, swamp, mountain, and forest, including snow-covered variants), a player's deck and sideboard combined may not contain more than four of any individual card, counted by its English card title equivalent.

122. **Sideboard Use**

Before each game begins, players must allow their opponents to count the number of cards in their sideboards (face down) if requested. Players may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area.

The deck and sideboard must each be returned to their original compositions before the first game of each match. Thus, cards transferred from a player's deck to his or her sideboard, and vice versa, must be returned before the player begins a new match. If a penalty causes a player to forfeit the first game in a match before that game began, follow section 114–Pre-Game Procedure as if the forfeited game never took place. For example, if a player forfeits the first game, no players may use cards from their sideboard for the second game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboard remains at exactly fifteen cards at all times. There are no restrictions on the number of cards a player may exchange this way as long as one card from the deck is traded for one in the sideboard.

125. **Standard Format Deck Construction**

The following card sets are permitted in Standard tournaments:
- *Classic*™ (Sixth Edition)
- *Urza's Saga*™
- *Urza's Legacy*™
- *Urza's Destiny*™
- *Mercadian Masques*
- *Nemesis*™
- *Prophecy*™—effective July 1, 2000

Card sets rotate into the Standard environment on the first day of the month following their retail release date as described in section 104. However, they rotate out in "blocks." A given large expansion and its two small expansions—essentially a year of **Magic** expansions—enters Standard play as a new block when the large expansion rotates into the environment.

Example: The Rath Cycle™ block rotated into the Standard environment when the *Tempest* card set became legal for play. The *Stronghold* and *Exodus* sets are Rath Cycle expansions, and are therefore part of this block. The *Tempest*, *Stronghold*, and *Exodus* sets will rotate out of the tournament environment together when the *Mercadian Masques* card set enters play on November 1, 1999 (two years after the *Tempest* set was introduced to the environment). **Example:** The *Mirage*™ block (the *Mirage, Visions*™, and *Weatherlight*™ sets) left the Standard environment when the *Urza's Saga* card set rotated in to start the Urza block.

The following cards are banned in Standard tournaments:
- Fluctuator
- Memory Jar
- Time Spiral
- Tolarian Academy
- Windfall

126. **Extended Format Deck Construction**

New card sets are allowed in Extended tournaments once they qualify for sanctioned tournaments under section 104.

The following card sets are permitted in Extended tournaments:
- *Fifth Edition*™
- *Classic*™ (Sixth Edition)
- *Ice Age*™
- *Homelands*™
- *Alliances*™
- *Mirage*™
- *Visions*™
- *Weatherlight*™
- *Tempest*™
- *Stronghold*™
- *Exodus*™
- *Urza's Saga*™
- *Urza's Legacy*™
- *Urza's Destiny*™
- *Mercadian Masques*
- *Nemesis*™
- *Prophecy*™—effective July 1, 2000

In addition, the following ten cards (commonly referred to as "dual lands") from earlier sets than those listed above are allowed in Extended tournament play:
- Badlands
- Bayou
- Plateau
- Savannah
- Scrubland
- Taiga
- Tropical Island
- Tundra
- Underground Sea
- Volcanic Island

The following individual cards are banned in Extended tournaments:
- Any ante or promo card
- Dark Ritual
- Dream Halls
- Earthcraft
- Lotus Petal
- Mana Vault
- Memory Jar
- Mind Over Matter
- Time Spiral
- Tolarian Academy
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will
- Zuran Orb

127. Type 1 Format Deck Construction

Type 1 tournament decks may consist of cards from all **Magic** card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast, Inc. New card sets are allowed in Type 1 tournaments once they qualify for sanctioned tournaments under section 104.

The following cards are banned in Type 1 tournaments:
- Any ante card
- Channel
- Chaos Orb
- Falling Star
- Mind Twist
- Tempest Efreet

The following cards are restricted in Type 1 tournaments:
- Ancestral Recall
- Balance
- Berserk
- Black Lotus
- Black Vise
- Braingeyser
- Crop Rotation
- Demonic Tutor
- Doomsday
- Dream Halls
- Enlightened Tutor
- Fastbond
- Fork
- Frantic Search
- Grim Monolith
- Hurkyl's Recall
- Library of Alexandria
- Lotus Petal
- Mana Crypt
- Mana Vault
- Memory Jar
- Mind Over Matter
- Mox Diamond
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Mystical Tutor
- Recall
- Regrowth
- Sol Ring
- Strip Mine
- Stroke of Genius
- Time Spiral
- Time Walk
- Timetwister
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Voltaic Key
- Wheel of Fortune
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

128. Type 1.5 Format Deck Construction

Type 1.5 tournament decks may consist of cards from all **Magic** card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast, Inc. New card sets are allowed in Type 1.5 tournaments once they qualify for sanctioned tournaments under section 104. The Banned List for Type 1.5 tournaments consists of all cards from Banned List and Restricted List for the Type 1 format.

The following cards are banned in Type 1.5 tournaments:
- Any ante card
- Ancestral Recall
- Balance
- Berserk
- Black Lotus
- Black Vise
- Braingeyser
- Channel
- Chaos Orb
- Crop Rotation
- Demonic Tutor
- Doomsday
- Dream Halls
- Enlightened Tutor
- Falling Star
- Fastbond
- Fork
- Frantic Search
- Grim Monolith
- Hurkyl's Recall
- Library of Alexandria
- Lotus Petal
- Mana Crypt
- Mana Vault
- Memory Jar
- Mind Over Matter
- Mind Twist
- Mox Diamond
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Mystical Tutor
- Recall
- Regrowth
- Sol Ring
- Strip Mine
- Stroke of Genius
- Time Spiral
- Time Walk
- Timetwister
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Voltaic Key
- Wheel of Fortune
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

129. Block Format Deck Construction

The DCI sanctions a series of Constructed formats called Block formats. Each Block format consists of a maximum of three expansions (one large expansion and the two small expansions associated with it).

The DCI sanctions the following Block formats:
- Masques Block (*Mercadian Masques, Nemesis,* and *Prophecy—effective July 1, 2000)*
- Urza Block (*Urza's Saga*, *Urza's Legacy,* and *Urza's Destiny*)
- Rath Cycle Block (using *Tempest*, *Stronghold,* and *Exodus* sets)
- *Mirage* Block (using *Mirage*, *Visions,* and *Weatherlight* sets)
- *Ice Age* Block (using *Ice Age*, *Alliances,* and *Homelands* sets)

The following cards are banned in Masques Block tournaments—effective July 1, 2000
- Lin Sivvi, Defiant Hero
- Rishadan Port

The following cards are banned in Urza Block tournaments:
- Gaea's Cradle
- Memory Jar
- Serra's Sanctum
- Time Spiral
- Tolarian Academy
- Voltaic Key
- Windfall

The following cards are banned in Rath Cycle Block tournaments:
- Cursed Scroll

The following cards are banned in *Mirage* Block tournaments:
- Squandered Resources

The following cards are banned in *Ice Age* Block tournaments:
- Amulet of Quoz
- Thawing Glaciers
- Timmerian Fiends
- Zuran Orb

130. RULES FOR LIMITED TOURNAMENTS

131. Deck-Size Limits
Constructed decks must contain a minimum of forty cards. There is no maximum deck size. All of the cards a player is not using in his or her main deck become the sideboard.

Players are not restricted to four of any one card in Limited tournament play.

132. Sideboard Use
Any drafted or opened cards not used in a player's Limited-environment deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a player may exchange this way as long as the play deck contains at least forty cards. Cards need not be exchanged on a one-for-one basis.

133. Materials Provided
Tournament organizers and/or the head judge may choose to provide basic lands for players to use during the tournament. If the organizer provides basic lands, he or she must make available the same amount of land cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic lands. Organizers may require players to return the land cards when they leave the tournament.

134. Rules for Sealed-Deck Tournaments
In Sealed-Deck tournaments, players may exchange up to five basic lands from the cards they receive in the sealed product for basic lands of their choice, provided by the tournament organizer. This land exchange should take place before the deck-construction period is completed.

135. Rules for Draft Tournaments
Players may add as many basic lands to their decks as desired; no maximum is imposed. Extra lands are allowed for sideboards, and players may add basic lands to their sideboards any time between games.

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140. RULES FOR TEAM TOURNAMENTS

141. General Team Requirements
Each individual team must have unique team-specific information, including:
- Team name
- Team affiliation, if applicable (sponsor, school, retail store, and so on)
- Team city
- Team state/province
- Team country
- Team members (and their respective DCI membership numbers)

Multiple teams may have the same affiliation, city, state/province, or country.

142. Team Names
Wizards of the Coast reserves the right to disallow any team name that it deems offensive and/or obscene. Tournament organizers and certified head judges should discourage teams from registering team names that may be considered offensive and/or obscene. Once a team is registered at the professional level (meaning that the team has registered and played in a Team Pro Tour event), that name is considered taken and may not be used by any other team.

143. Team Composition and Identification
A valid team consists of two or three members, as appropriate to the sanctioned team tournament format (see section 101). A team is identified by the individual DCI membership numbers of its respective members. Individual DCI members may be members of more than one valid team.

A team continues to exist as long as its respective members choose to identify themselves as a team. Any change in team membership (that is, the removal and/or addition of a member) constitutes a new team, with new team-specific information (see section 141). A team may change its name, affiliation, city, state/province, or country without becoming a new team.

144. Valid Team Participation
Sanctioned team tournaments are open to teams consisting of two or three members. Only valid teams of the appropriate size are eligible for a sanctioned team tournament. If a player drops or is disqualified from the event, the entire team is dropped from the event.

Each team entering a sanctioned team tournament must provide the tournament organizer with its team-specific information (see section 141) when registering for the event. Failure to provide this information will result in the team's disqualification from the tournament.

Example: A sanctioned three-person team tournament is open only to teams consisting of three members; teams consisting of two or four members cannot compete in this event.

145. Team Constructed Tournaments
Event results for each DCI-approved Constructed tournament format (Type 1, Type 1.5, Extended, and Standard) are merged into one set of Constructed ratings for each team size.

130.-145.

146. **Team Limited Tournaments**

Event results for each DCI-approved Limited-tournament format (Sealed Deck, Rochester Draft, and Booster Draft) are merged into one set of Limited ratings for each team size. Team Limited tournaments using any DCI-approved Limited format must adhere to all applicable sections of the **Magic** DCI Floor Rules and DCI Universal Tournament Rules for Limited tournaments.

147. **Team Rochester Draft Tournaments**

During Team Rochester Draft, team members sit opposite the opposing team's player with the same designation (for example, A, B or C in a three-person team).