DCI Penalty Guidelines - Current as of July 1, 2009				DCI Penalty Guidelines - Current as	DCI Penalty Guidelines - Current as o	DCI Penalty Guidelines - Current as o	DCI Penalty Guidelines - Current as of July 1, 2009												
Infraction	R	С	P	Infraction	R	C	Р	Infraction	R	С	Р	Infraction	R	С	Р	Infraction	R	C	Р
DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G
DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G
DE - Improper Registration of Limited Card Pool	С	W	W	DE - Improper Registration of Limited Card Pool	C	W	W	DE - Improper Registration of Limited Card Pool	С	W	W	DE - Improper Registration of Limited Card Pool	С	W	W	DE - Improper Registration of Limited Card Pool	C	W	W
DE - Lost Sideboard	С	C	C	DE - Lost Sideboard	C	С	C	DE - Lost Sideboard	С	C	С	DE - Lost Sideboard	C	C	C	DE - Lost Sideboard	C	C	C
GPE - Incorrect Representation	С	C	С	GPE - Incorrect Representation	C	С	C	GPE - Incorrect Representation	С	С	С	GPE - Incorrect Representation	С	С	С	GPE - Incorrect Representation	С	C	С
GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	с	w	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	с	w	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	с	w	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	С	W	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	С	w	w
GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G
TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*
TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G
TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М
TE - Slow Play, Failure to Follow Official Announcements	W	W	W	TE - Slow Play, Failure to Follow Official Announcements	W	w	W	TE - Slow Play, Failure to Follow Official Announcements	W	W	W	TE - Slow Play, Failure to Follow Official Announcements	W	w	w	TE - Slow Play, Failure to Follow Official An- nouncements	W	W	W
TE - Draft Procedure Violation	С	C	W	TE - Draft Procedure Violation	C	С	W	TE - Draft Procedure Violation	С	C	W	TE - Draft Procedure Violation	С	C	W	TE - Draft Procedure Violation	С	C	W
TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W
USC - Minor	W	W	W	USC - Minor	W	W	W	USC - Minor	W	W	W	USC - Minor	W	W	W	USC - Minor	W	W	W
USC - Major	G*	G*	G*	USC - Major	G*	G*	G*	USC - Major	G*	G*	G*	USC - Major	G*	G*	G*	USC - Major	G*	G*	G*
USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ
Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Viola- tion, Manipulation of Game Materials	DQ	DQ	DQ

\* Do not replace with Match Point Penalties in Swiss single-game matches. \* Do not replace with Match Point Penalties in Swiss single-game matches.

Judge (First Last) - Player (Last, First) - Infraction

Judge (First Last) - Player (Last, First) - Infraction Penalty - Comment - Judge Signature/Initials

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Penalty - Comment - Judge Signatur				Penalty - Comment - Judge Signature				Penalty - Comment - Judge Signature				Penalty - Comment - Judge Signature				Penalty - Comment - Judge Signature			
DCI Penalty Guidelines - Current as	of July	1, 200	9	DCI Penalty Guidelines - Current as o	of July	1, 200	9	DCI Penalty Guidelines - Current as o	DCI Penalty Guidelines - Current as o	DCI Penalty Guidelines - Current as of July 1, 2009									
Infraction	R	С	Р	Infraction	R	C	Р	Infraction	R	C	Р	Infraction	R	С	Р	Infraction	R	C	Р
DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G	DE - Illegal Decklist	G	G	G
DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G	DE - Deck/Decklist Mismatch	W	G	G
DE - Improper Registration of Limited Card Pool	C	W	W	DE - Improper Registration of Limited Card Pool	C	W	W	DE - Improper Registration of Limited Card Pool	C	W	W	DE - Improper Registration of Limited Card Pool	C	W	W	DE - Improper Registration of Limited Card Pool	С	W	W
DE - Lost Sideboard	С	C	C	DE - Lost Sideboard	C	C	C	DE - Lost Sideboard	С	C	С	DE - Lost Sideboard	С	С	C	DE - Lost Sideboard	С	C	C
GPE - Incorrect Representation	C	C	C	GPE - Incorrect Representation	C	C	C	GPE - Incorrect Representation	С	C	С	GPE - Incorrect Representation	С	С	C	GPE - Incorrect Representation	С	C	C
GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	с	w	W	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	С	W	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	С	w	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	С	W	w	GPE - Illegal Game State, Missed Trigger, Looking at Extra Cards, Improper Drawing at Start of Game, Failure to Discard, Game Rule Violation, Failure to Maintain Game State	с	w	w
GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G	GPE - Failure to Reveal, Drawing Extra Cards	W	G	G
TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*	TE - Tardiness	W	G*	G*
TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G	TE - Insufficient Randomization, Marked Cards - Pattern	W	G	G
TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	М	TE - Outside Assistance	W	М	M
TE - Slow Play, Failure to Follow Official Announcements	W	W	W	TE - Slow Play, Failure to Follow Official Announcements	W	W	W	TE - Slow Play, Failure to Follow Official Announcements	W	W	W	TE - Slow Play, Failure to Follow Official Announcements	W	W	W	TE - Slow Play, Failure to Follow Official An- nouncements	W	W	w
TE - Draft Procedure Violation	С	C	W	TE - Draft Procedure Violation	C	С	W	TE - Draft Procedure Violation	С	C	W	TE - Draft Procedure Violation	С	С	W	TE - Draft Procedure Violation	С	C	W
TE - Player Communication Violation, Marked Cards - No Pattern	С	W	w	TE - Player Communication Violation, Marked Cards - No Pattern	С	w	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	W	TE - Player Communication Violation, Marked Cards - No Pattern	С	W	w
JSC - Minor	W	W	W	USC - Minor	W	W	W	USC - Minor	W	W	W	USC - Minor	W	W	W	USC - Minor	W	W	W
JSC - Major	G*	G*	G*	USC - Major	G*	G*	G*	USC - Major	G*	G*	G*	USC - Major	G*	G*	G*	USC - Major	G*	G*	G
JSC - Randomly Determining a Winner, Bribery and Vagering, Aggressive Behavior, Theft of Tournament Aaterials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DQ	USC - Randomly Determining a Winner, Bribery and Wagering, Aggressive Behavior, Theft of Tournament Materials	DQ	DQ	DC
Cheating - Stalling, Fraud, Hidden Information /iolation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Violation, Manipulation of Game Materials	DQ	DQ	DQ	Cheating - Stalling, Fraud, Hidden Information Viola- tion, Manipulation of Game Materials	DQ	DQ	D
Do not replace with Match Point Penalties in Swis	s single-	game m	atches.	* Do not replace with Match Point Penalties in Swiss	single-	game m	atches.	* Do not replace with Match Point Penalties in Swiss	single-	game m	atches.	* Do not replace with Match Point Penalties in Swiss	single-	game m	atches.	* Do not replace with Match Point Penalties in Swiss	single-	game r	natche

Judge (First Last) - Player (Last, First) - Infraction Penalty - Comment - Judge Signature/Initials

Judge (First Last) - Player (Last, First) - Infraction

Penalty - Comment - Judge Signature/Initials

Judge (First Last) - Player (Last, First) - Infraction Penalty - Comment - Judge Signature/Initials

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Rules Synopses - Current as of July 11, 2009 (M10 Rules) Rules Synopses - Current as of July 11, 2009 (M10 R

# Continuous Effects Layers (CR 612):

(4) Type-Changing. (1) Copy. (2) Control-Changing. (5) Color-Changing. (3) Text-Changing. (6) Ability-Adding/Removing. (Layers 1-6, apply CDAs first, then use timestamp order.) (7) Power/Toughness-Changing. (7a) P/T-Changing CDAs. (7b) Effects that set P/T to a specific value. (7c) Effects that modify P/T but do not set to a specific value. (7d) P/T-Changing Counters. (7e) P/T-Switching effects. (In each sublayer 7a-7e, apply effects in timestamp order.)

# Combat Phase (CR 506)

(1) Beginning of Combat. Damage Assignment Order. (4) Combat Damage. Lethal damage must be assigned to each creature before moving to the next in the Damage Assignment Order. Damage is

assigned and resolves without priority or using the stack. Creatures not in play during this step will not deal damage. (5) End of Combat

# Other M10 Rules Changes

(1) Simultaneous Mulligans (Players declare intention in turn order, then mulligan at the same time). (2) "In Play" is now "Battlefield". "Remove from the Game" is now "Exile"

Spells are "Cast" rather than "Played". Activated Abilities are "Activated" rather than "Played"

(3) Mana Pools empty after each step. Mana Burn is eliminated. (4) Tokens are owned by the player whose control they entered the battlefield under.

(5) Deathtouch is static, allows creatures to ignore the Damage Assignment Order, and destroys as an SBA. Lifelink is static and no longer cumulative.

Rules Synopses - Current as of July 11, 2009 (M10 Rules) Rules Synopses - Current as of July 11, 2009 (M10 Rules)

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### Combat Phase (CR 506) (1) Beginning of Combat.

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(4) Type-Changing. (1) Copy. (2) Control-Changing. (5) Color-Changing. (3) Text-Changing. (6) Ability-Adding/Removing. (Layers 1-6, apply CDAs first, then use timestamp order.) (7) Power/Toughness-Changing. (7a) P/T-Changing CDAs. (7b) Effects that set P/T to a specific value. (7c) Effects that modify P/T but do not set to a specific value. (7d) P/T-Changing Counters. (7e) P/T-Switching effects. (In each sublayer 7a-7e, apply effects in timestamp order.)

## Combat Phase (CR 506)

(1) Beginning of Combat.

Damage Assignment Order. (4) Combat Damage. Lethal damage must be assigned to each creature before moving to the next in the Damage Assignment Order. Damage is assigned and resolves without priority or using the stack. Creatures not in play during this step will not deal damage. (5) End of Combat

# Other M10 Rules Changes

(1) Simultaneous Mulligans (Players declare intention in turn order, then mulligan at the same time). Spells are "Cast" rather than "Played". Activated Abilities are "Activated" rather than "Played" (3) Mana Pools empty after each step. Mana Burn is eliminated. (4) Tokens are owned by the player whose control they entered the battlefield under. (5) Deathtouch is static, allows creatures to ignore the Damage Assignment Order, and destroys as an SBA. Lifelink is static and no longer cumulative.

Continuous Effects Layers (CR 612):

(4) Type-Changing. (1) Copy. (2) Control-Changing (5) Color-Changing. (3) Text-Changing. (6) Ability-Addir (Layers 1-6, apply CDAs first, then use timestamp order.) (6) Ability-Adding/Removing. (7) Power/Toughness-Changing. (7a) P/T-Changing CDAs. (7b) Effects that set P/T to a specific value. (7c) Effects that modify P/T but do not set to a specific value. (7d) P/T-Changing Counters. (7e) P/T-Switching effects (In each sublayer 7a-7e, apply effects in timestamp order.)

### Combat Phase (CR 506) (1) Beginning of Combat.

(2) Declare Attackers. Choose whether each attacks Player or Planeswalker. (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player chooses (3) Declare Blockers. For multiply blocked attackers, attacking player Damage Assignment Order. (4) Combat Damage. Lethal damage must be assigned to each creature before moving to the next in the Damage Assignment Order. Damage is assigned and resolves without priority or using the stack. Creatures not in play during this step will not deal damage. (5) End of Combat

# Other M10 Rules Changes

(1) Simultaneous Mulligans (Players declare intention in turn order, then mulligan at the same time). (2) "In Play" is now "Battlefield". "Remove from the Game" is now "Exile". Spells are "Cast" rather than "Played". Activated Abilities are "Activated" . rather than "Played". (3) Mana Pools empty after each step. Mana Burn is eliminated. (4) Tokens are owned by the player whose control they entered the battlefield under

(5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is static, allows creatures to ignore the Damage Assignment (5) Deathtouch is sta Order, and destroys as an SBA. Lifelink is static and no longer cumulative.