

MAGIC: THE GATHERING®

PREMIER EVENT INVITATION POLICY

*Updated April 24, 2016
Effective through December 31, 2016*

INTRODUCTION

This **Magic: The Gathering** Premier Event Invitation Policy (the “Invitation Policy”) covers the invitation and eligibility criteria for Wizards of the Coast LLC’s (“Wizards”) Premier **Magic: The Gathering** tournaments as of the date of this update through 11:59 PM (Pacific) on December 31, 2016 and the qualifying tournaments that award invitations or byes to them. The most recent version of this document can be found at <http://wpn.wizards.com/en/document/magic-premier-event-invitation-policy>.

Premier events include the following (“Premier Events”):

- **Magic: The Gathering** World Championship
- World **Magic** Cup
- World **Magic** Cup Qualifiers
- World **Magic** Cup Qualifier Last Chance Qualifiers
- Pro Tour
- Regional Pro Tour Qualifiers
- Regional Last Chance Qualifier
- Preliminary Pro Tour Qualifiers
- Grand Prix
- Grand Prix Trials
- Super Sunday Series Championship
- Super Sunday Series Qualifiers

This Invitation Policy is published in multiple languages. If a discrepancy exists between the English version and a non-English version of the Invitation Policy, the terms set forth in the English version shall govern.

Specific questions about this Invitation Policy may be emailed to PremierPlay@wizards.com with "Invitation Policy Inquiry" in the subject line.

Wizards of the Coast reserves the right, at its sole discretion, to suspend, modify and change this document or the programs it supports at any time without notice, including, but not limited to, modifying all eligibility and invitation criteria.

1. TOURNAMENT ELIGIBILITY

Players that are currently suspended are not eligible to compete in any sanctioned tournaments and may not receive Planeswalker Points-based invitations or be awarded byes to tournaments.

Certain individuals may not be eligible to compete in certain sanctioned tournaments because of their employment status (e.g. Wizards, Hasbro, or other employees).

Tournaments are classified as open or invitation-only. Any player may compete in an open tournament as long as he or she is not currently suspended and satisfies the nationality eligibility requirements, meets the general tournament eligibility requirements set out in the [Magic: The Gathering Tournament Rules](#) and any other restrictions or requirements as listed under the description for that open tournament. Only eligible players who have received an invitation from Wizards may compete in invitation-only tournaments.

2. INVITATION REGULATIONS

Invitations awarded by means described within this policy are officially awarded only upon Wizards' verification of tournament results and reports provided by tournament organizers to Wizards in the proper files and forms.

Invitations described in this policy may not be transferred or passed down from one player to another, except as explicitly described in this policy. Invitations must be used for the tournaments to which they apply and may not be deferred to future events. A player's ability to compete in any particular tournament is subject to the requirements stated in this policy, including without limitation, that each player meet the eligibility requirements for that tournament and submit a signed competitor waiver.

Except as specifically stated and described in this policy, invitations may not be renounced by players, and in the event that a player cannot (or chooses not to) use an invitation, the invitation will not be assigned to another player.

If you receive an invitation, you acknowledge and grant Wizards permission to publish your name in the appropriate Tournament Invitation List. Tournament invitation lists are published on the [Magic: The Gathering website](#) in the appropriate tournament fact sheet.

Invitations, byes, and any other awards associated with those invitations or byes will not be awarded until complete event results are reported to, received, and reviewed by Wizards. If a tournament official incorrectly or improperly issues an invitation for any reason, Wizards reserves the right, at its sole discretion, to withhold any and all invitations, byes, and other awards associated with those invitations or byes for an event. Invitations, byes, and any other awards associated with those invitations or byes may be rescinded by Wizards upon investigation. Any such decisions are final and cannot be appealed.

Certain invitation criteria in this document require a player to be a member of the Pro Tour Players Club. Information about the Pro Tour Players Club can be found at the [Pro Tour Players Club Information](#) page.

Certain invitation criteria in this document require a player to be a member of the Pro Tour Hall of Fame. Information about the Pro Tour Hall of Fame can be found at the [Pro Tour Hall of Fame Information](#) page.

Wizards reserves the right to grant additional invitations or byes to players from time to time, at its sole discretion.

3. PRIZE ELIGIBILITY

Premier Events and Pro Tour Players Club Membership may offer awards in the form of prizes, airfare, and hotel awards (each a "Travel Award" and collectively, "Travel Awards"). Each award is subject to the terms of this policy and any other policy or agreement as determined by Wizards.

If a player earns a Travel Award and the player is subsequently suspended before or during the tournament to which the player has been awarded the Travel Award, such player (1) is not eligible to compete in the tournament, and (2) forfeits his or her Travel Award.

A player is eligible in part for a Travel Award if he or she either:

- Has played in a particular Premier Event and has placed in the final standings where such an award would be earned according to fact sheet published by Wizards or an authorized tournament organizer for that particular Premier Event; or
- Is of sufficient membership level in the Pro Tour Players Club to receive such an award (as determined by Wizards).

Monetary prizes or Travel Awards earned at the following Premier Events are issued by the U.S. offices of Wizards of the Coast LLC:

- Pro Tour
- **Magic: The Gathering** World Championship
- World **Magic** Cup
- World **Magic** Cup Qualifiers
- Regional Pro Tour Qualifiers
- Grand Prix
- Super Sunday Series Championship
- Super Sunday Series Qualifiers

Note: Monetary prizes at these Premier Events are issued in U.S. Dollars.

All prizes and Travel Awards based on membership in the Pro Tour Players Club are issued by the U.S. offices of Wizards. Monetary prizes for these Premier Events are issued in U.S. dollars.

All Monetary Prizes are subject to the following additional terms and conditions:

- All taxes are the responsibility of the individual receiving the Monetary Prize.
- Before being awarded any Monetary Prize, the potential recipient must, among other things, submit to Wizards of the Coast LLC: (i) a signed Consent and Release Agreement, (ii) the appropriate IRS tax form, (iii) provide proof of identification, and (iv) any other documentation designated by Wizards.

A player eligible for a prize must claim his or her prize within one (1) year from the date of the Premier Event in which he or she won the prize, or the prize is forfeited.

A player eligible for a Travel Award must arrange that travel with Wizards of the Coast LLC or its designee no later than thirty (30) days prior to first day of the Premier Event to which he or she won such Travel Award. Any travel arrangements not made prior to this

date will be forfeited. All Travel Awards are subject to the terms and conditions set forth below.

All inquiries about all Monetary Prizes should be directed to PremierPlay@wizards.com.

Information on how to collect a prize or Travel Award based on Pro Tour Players Club membership can be found at the [Pro Tour Players Club Information](#) page.

Information on how to collect your Travel Award from a Premier Event can be found in the [Travel Award FAQ](#).

Wizards of the Coast LLC reserves the right, in its sole discretion, to modify any and all prize or award structures, and to substitute any prize or award for another prize or award in its sole discretion.

All Travel Awards are subject to the following additional terms and conditions:

- All Travel Awards are non-transferable, non-negotiable, and not redeemable for an alternative Travel Award or prize, except in Wizards' sole discretion.
- A player may only be awarded one Travel Award per Premier Event. If a player already possesses a Travel Award to a Premier Event, all further Travel Awards earned for that Premier Event are forfeited.
- All taxes are the responsibility of the individual receiving the Travel Award.
- Before being awarded any Travel Award, the potential recipient must, among other things, submit to Wizards of the Coast LLC: (i) a signed Consent and Release Agreement, (ii) the appropriate IRS tax form, (iii) provide proof of identification, and (iv) any other documentation designated by Wizards.
- An airfare award shall consist of one (1) roundtrip coach air ticket, on an airline chosen by Wizards or its designee, from the major airport nearest the recipient's home to the city in which the applicable tournament or championship will be held, during the time of such tournament or championship.
- The Travel Award winner agrees to adhere to all instructions provided by Wizards to assist Wizards or its designee in booking such air ticket.
- Wizards or its designee will only book the air ticket to include the days of the applicable tournament or championship.
- Lodging, meals, gratuities, ground transportation, airline baggage fees, fees caused by changes to airline reservations, and any other fees, costs or expenses are the winner's sole responsibility.
- Travel must be taken on dates designated by Wizards or the Travel Award will be forfeited.
- Individuals may not change airline ticket dates without Wizards' prior written approval.
- Specific travel dates and arrangements are subject to availability.
- Minors (i.e. those under 18 years of age) who earn a Travel Award are not eligible to be awarded the plane ticket travel or hotel awards. Instead, minors will be awarded a "Cash Equivalent Award" equal to the cost of a round trip ticket to the Premier Event in question or the equivalent hotel costs, as applicable and as determined by Wizards in its sole discretion. This award will be issued only if the player actually attends and participates in the Premier Event in question. Wizards will pay out this "Minor Qualifier Travel – Cash Equivalent Award" after the Premier Event along with the rest of the Premier Event payouts.

4. NATIONALITY ELIGIBILITY

Many tournaments described in this document have nationality restrictions that determine whether a player is eligible to participate in or receive invitations to those tournaments.

The nationality-specific participation or invitation criteria are the following:

- Geo-region-based Planeswalker Points invitations to the **Magic: The Gathering** World Championship.
- Eligibility to participate in or receive an invitation to a specific country's World **Magic** Cup Qualifier tournaments.
- Eligibility to participate in a specific country's World **Magic** Cup Qualifier Last Chance Qualifier tournaments.
- Eligibility to be a member of a specific country's national team for the World **Magic** Cup.

In order to be eligible for the residential-specific participation or invitation criteria (listed above) during a particular year, a player must be either:

- a citizen of that country, or
- a continuous resident of that country from January 1 of the previous year through the date of the participatory tournament or award of invitation.

A player's current country of nationality for the purpose of nationality-specific participation or invitation criteria (listed above) is recorded in that player's account on the [Planeswalker Points](#) website.

If a player wishes to change his or her country of nationality eligibility, that player must follow the instructions in *Section 6 - Appeals*. All nationality eligibility appeals must be received by **March 1** of the year in which the tournament for which the player is submitting the appeal takes place.

Players may only participate in one country's World **Magic** Cup Qualifiers, World **Magic** Cup Qualifier Last Chance Qualifiers, or be a member of one country's National team for the World **Magic** Cup in a calendar year.

As a corrective action, Wizards of the Coast can change a player's nationality at any time. If a player has been awarded an invitation (or other status) for a particular country is later found to be ineligible to represent that country based on that player's Nationality, that player's invitation can be rescinded and awarded to the next eligible player.

Wizards of the Coast is the final determiner of a player's country of nationality for the purpose of nationality-specific participation or invitation criteria.

5. PLANESWALKER POINTS-BASED INVITATIONS AND BYES

Some Premier Events have invitations or byes based on Planeswalker Points. For complete details regarding Planeswalker Points, the Planeswalker Points categories, and to find out which events give points in which categories, please read the information section of the [Planeswalker Points](#) website.

The Seasons (defined below) set forth in this Invitation Policy will be updated periodically in this document.

There are three (2) different Planeswalker Points categories that provide for Premier Event invitations and byes:

i. YEARLY AWARD POINTS

Yearly Award Points are used to invite players to and award byes at World **Magic** Cup Qualifiers and award byes to Grand Prix.

Each Yearly Award Points Season is comprised of all competitive (non-casual) events during that season's date range listed in the table below (EXCLUDING Pro Tour, World **Magic** Cup, and **Magic: The Gathering** World Championship Tournaments).

During each Yearly Award Season, players that have accumulated the required number of Yearly Award Points will receive an invitation to or award byes at his or her country's World **Magic** Cup Qualifiers for a specific year (see table below).

Yearly Award Season	Date Range	Awards Invitations to
2016 Season	June 1, 2015 through May 29, 2016	2016 World Magic Cup Qualifiers
2017 Season	May 30, 2016 through May 28, 2017	2017 World Magic Cup Qualifiers

During each Yearly Award Season, players that have accumulated the required number of Yearly Award Points will receive a one-round or two-round bye for each Grand Prix Event that is held during the remainder of that season and for the designated Yearly Award Season immediately thereafter (see table below).

Yearly Award Season	Date Range	Awards Byes to GPs held in Seasons
2015 Season	June 2, 2014 through May 31, 2015	2015 Yearly Season 2016 Yearly Season
2016 Season	June 1, 2015 through May 29, 2016	2016 Yearly Season 2017 Yearly Season
2017 Season	May 30, 2016 through May 28, 2017	2017 Yearly Season 2018 Yearly Season

ii. PROFESSIONAL POINTS

Professional Points are used to determine (a) invitations to the **Magic: The Gathering** World Championship, (b) membership on national teams invited to the World **Magic**

Cup, and (c) membership in the Pro Tour Players Club (see chart below for specific events).

Each Professional Points Season is comprised of Pro Tour, Grand Prix, World **Magic** Cup, and **Magic: The Gathering** World Championship events during that season's date range listed in the table below. Starting with the 2014-2015 Professional Points Season, only a player's six (6) best Grand Prix finishes will be added to his or her point total.

Professional Points Season	Date Range	Used for
2014-2015 Season	August 4, 2014 through August 2, 2015	2015 World Championship 2015 World Magic Cup 2014-2015 Players Club mid-season advancement 2015-2016 Players Club start of season level determination
2015-2016 Season	August 3, 2015 through August 7, 2016	2016 World Championship 2016 World Magic Cup 2015-2016 Players Club mid-season advancement 2016-2017 Players Club start of season level determination
2016-2017 Season	August 8, 2016 through July 30, 2017	2017 World Championship 2017 World Magic Cup 2016-2017 Players Club mid-season advancement 2017-2018 Players Club start of season level determination

Professional Points are officially awarded on the final day of each tournament after the final standings have been determined, but before invitations are issued, when applicable. Only players who actually compete in a particular tournament will receive Professional Points for that tournament. Professional points are awarded based on the Professional Points charts in [Appendix B](#).

6. APPEALS

If a player believes that an error in his or her event history has caused an invitation or bye to be wrongly withheld, he or she may file a formal appeal with Wizards pursuant to the following process:

i. PLANESWALKER POINTS-BASED APPEALS

Appeals for invitations or byes based on specific Planeswalker Points-based invitation criteria must be submitted and received by Wizards no later than **four (4) weeks** prior to the start date of the tournament in question.

Complete information regarding Planeswalker Points-based appeals can be found in the [Magic Event Appeal Policy](#).

Planeswalker Points-based appeals may only be submitted through the [Planeswalker Points Event Appeals Form](#). You must be logged into your Planeswalker Points account in order to access the Event Appeals Form.

ii. PRO TOUR PLAYERS CLUB LEVEL APPEALS

Appeals for invitations or byes based on a Pro Tour Players Club achievement level must be submitted in writing and received by Wizards no later than **ten (10) days** prior to the start date of the tournament in question.

Pro Tour Players Club achievement level-based appeals must be submitted through the Wizards Help System at www.wizards.com/customerservice with "Pro Tour Players Club Inquiry" in the subject line.

iii. NATIONALITY ELIGIBILITY APPEALS

Appeals to change a player's current country of nationality for the purpose of nationality-specific participation or invitation criteria (listed in *Section 4 – Nationality Eligibility*) must be submitted in writing and received by Wizards no later than **March 1** of the year in which the tournament for which the player is submitting the appeal takes place. Players should indicate in detail the reason they are requesting the change.

In order for a nationality appeal to be considered, a player must be either:

- a citizen of that country, or
- a continuous resident of that country from January 1 of the *previous year* through the date of the participatory tournament or award of invitation.

Example: A player with a nationality (and citizenship) of United States moves to Japan. In order to be eligible update his or her Nationality in order to play in the 2016 World **Magic** Cup Qualifiers in Japan, that player must have been a continuous resident in Japan from January 1, 2015. Additionally, the appeal needs to be received by March 1, 2016 in order to be considered.

Nationality eligibility-based appeals must be submitted through the Wizards Help System at www.wizards.com/customerservice with "Nationality Eligibility Appeal" in the subject line.

If a nationality eligibility appeal is granted, the change is considered permanent.

Decisions by Wizards of the Coast regarding any appeal are final and cannot be further appealed. By participating in sanctioned tournament play, you agree to be bound by any such decision made by Wizards, in its sole discretion.

7. PLAYER OF THE YEAR AND ROOKIE OF THE YEAR

The player with the most Professional Points over the course of a Professional Points Season is identified as the Player of the Year. In the event that two players tie, the Player of the Year will be determined by a single-match playoff.

The player with the most Professional Points at the end of a Professional Points Season that has not participated in a Pro Tour, World **Magic** Cup, or **Magic: The Gathering** World Championship event in any previous Professional Points Season is identified as the Rookie of the Year. In the event that two players tie, the Rookie of the Year will be determined by a single-match playoff.

8. MAGIC: THE GATHERING WORLD CHAMPIONSHIP.

The **Magic: The Gathering** World Championship is an invitation-only tournament. To be eligible to receive an invitation to participate in the **Magic: The Gathering** World Championship, you must meet the following criteria:

INVITATION CRITERIA

The 2016 **Magic: The Gathering** World Championship invitation list consists of the following players:

- The winners of the four (4) Pro Tour events in the 2015-2016 Professional Points Season.
- The 2015 **Magic: The Gathering** World Championship winner.
- The 2015 **Magic Online** Champion.
- The 2015-2016 Player of the Year.
- The player with the greatest number of Professional Points in the 2015-2016 Professional Points Standing (*minus* the number of Professional Points earned at the 2015 **Magic: The Gathering** World Championship) at the conclusion of the second Pro Tour of the 2015-2016 Professional Points Season. If two or more players have the same Professional Points total, the tie will be broken as follows:
 - The tied player with the greatest number of Pro Tour* Top 8 finishes immediately following second Pro Tour event of the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) immediately following second Pro Tour event of the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best Pro Tour* finish immediately following second Pro Tour event of the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish immediately following second Pro Tour event of the 2015-2016 Professional Points Season.
- The top 4 ranked players from the North America geo-region, the top 3 ranked players from the Europe geo-region, the top 3 ranked players from the Asia Pacific geo-region, and the top 2 ranked players from the Latin America geo-region in the 2015-2016 Professional Points Standing at the conclusion of the 2015-2016 Professional Points Season. If two or more players have the same Professional Points total, the tie will be broken as follows:
 - The tied player with the greatest number of Pro Tour* Top 8 finishes during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best Pro Tour* finish during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish during the 2015-2016 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.

- The player with the greatest number of Professional Points earned exclusively from Grand Prix during the 2015-2016 Professional Points Season. If two or more players have the same point total, the tie will be broken as follows:
 - The tied player with the greatest number of Grand Prix 1st place finishes during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
 - The tied player with the highest ranking at the conclusion of the worldwide 2015-2016 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.
- The member of the Pro Tour Hall of Fame with the highest ranking at the conclusion of the 2015-2016 Professional Points Season. If two or more players have the same Professional Points total, the tie will be broken as follows:
 - The tied player with the greatest number of Pro Tour* Top 8 finishes during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best Pro Tour* finish during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish during the 2015-2016 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.
- The player with the greatest number of match points earned in Constructed-format, Swiss matches exclusively from Pro Tour events during the 2015-2016 Professional Points Season. If two or more players have the same point total, the tie will be broken as follows:
 - The tied player with the greatest number of Professional Points at the conclusion of the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Pro Tour* Top 8 finishes during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best Pro Tour* finish during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish during the 2015-2016 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.
- The player with the greatest number of match points earned in Draft-format, Swiss matches exclusively from Pro Tour events during the 2015-2016

Professional Points Season. If two or more players have the same point total, the tie will be broken as follows:

- The tied player with the greatest number of Professional Points at the conclusion of the 2015-2016 Professional Points Season, or
- The tied player with the greatest number of Pro Tour* Top 8 finishes during the 2015-2016 Professional Points Season, or
- The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
- The tied player with the greatest number of match points in his or her best Pro Tour* finish during the 2015-2016 Professional Points Season, or
- The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish during the 2015-2016 Professional Points Season, or
- The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.

Note: If a player is invited based on two or more of the above criteria, invitations do not pass down to the next highest finisher for each criterion. For each invitation criterion that a player achieves beyond the first, another “At-Large” invitation will be added (see below)

- The top ranked players at the conclusion of the worldwide 2015-2016 Professional Points Season that are not yet invited based on the above criteria sufficient to bring the total number of invited players to the 2016 **Magic: The Gathering** World Championship to 24. These invitations are referred to as “At-Large” invitations. If two or more players have the same Professional Points total, the tie will be broken as follows:
 - The tied player with the greatest number of Pro Tour* Top 8 finishes during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best Pro Tour* finish during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish during the 2015-2016 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.

* Note: The **Magic: The Gathering** World Championship and the World **Magic** Cup are not Pro Tour events.

A list of countries that constitute each geo-region can be found in [Appendix A](#).

9. WORLD MAGIC CUP

The World **Magic** Cup is an invitation-only, team tournament. Invited players will compete as 4-player national teams representing selected countries. The list of selected countries can be found in [Appendix C](#).

NATIONALITY ELIGIBILITY

Participation as member of a particular country's World **Magic** Cup national team is open only to players who are currently listed as having Nationality of that country on the [Planeswalker Points](#) website. Please see *Section 4 – Nationality Eligibility* for complete information.

INVITATION CRITERIA

Each national team invited to the 2016 World **Magic** Cup will consist of the following players:

- The winner of each of the three (3) 2016 World **Magic** Cup Qualifiers run in that country.
- The top ranked player at the conclusion of the 2015-2016 Professional Points Season from that country (referred to as the “2016 National Champion” for that country). If two or more players are tied, ties will be broken as follows:
 - The tied player with the greatest number of Pro Tour* Top 8 finishes during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of Grand Prix Top 8 finishes (Top 4 finishes from Team-format Grand Prix) during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points from his or her best Pro Tour* finish during the 2015-2016 Professional Points Season, or
 - The tied player with the greatest number of match points in his or her best individual-format Grand Prix finish during the 2015-2016 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the Planeswalker Points 2016 Yearly Award Season.

* Note: The **Magic: The Gathering** World Championship and the World **Magic** Cup are not Pro Tour events.

In the event that the 2016 National Champion for a particular country is later found to be ineligible to represent that country based on that player's Nationality, that player's invitation will be awarded to the next highest ranked player at the conclusion of the 2014-2015 Professional Points Season from that country.

In the event that the winner of a particular World **Magic** Cup Qualifier is later found to be ineligible to represent that country (based on that player's Nationality), that player's invitation will be awarded to the next highest finishing player from that World **Magic** Cup Qualifier.

INVITATION PASS-DOWNS

In the event that a World **Magic** Cup Qualifier winner becomes the National Champion on a national team, the next highest placed finisher from that World **Magic** Cup Qualifier will receive the invitation to be on the national team at the World **Magic** Cup.

In the event that the winner of a particular World **Magic** Cup Qualifier cannot attend the World **Magic** Cup, that player's invitation will be awarded to the next highest finishing player from that World **Magic** Cup Qualifier.

In the event that the 2016 National Champion from that country cannot attend the World **Magic** Cup, that player's invitation will be awarded to the next highest ranked player at the conclusion of the 2015-2016 Professional Points Season from that country.

All pass-downs of invitations to the 2016 World **Magic** Cup must be submitted to Wizards of the Coast no later than October 17, 2016.

10. WORLD MAGIC CUP QUALIFIERS

World **Magic** Cup Qualifiers are invitation-only tournaments. These Premier Events will be held in countries that have been selected to have national teams compete at the World **Magic** Cup.

GENERAL ELIGIBILITY

A player that already has an invitation to the World **Magic** Cup may not compete in further World **Magic** Cup Qualifiers that award invitations to that year's World **Magic** Cup.

NATIONALITY ELIGIBILITY

Each country's World **Magic** Cup Qualifiers are open only to those qualified players who are listed as having Nationality of that country on the [Planeswalker Points](#) website.

If a player competes in a World **Magic** Cup Qualifier or World **Magic** Cup Qualifier Last Chance Qualifier in one country, he or she may not compete in a World **Magic** Cup Qualifier or World **Magic** Cup Qualifier Last Chance Qualifier (or be a member of a national team) of another country until the following year. Please see [Section 4 – Nationality Eligibility](#) for complete information.

INVITATION CRITERIA

The invitation list for each country's 2016 World **Magic** Cup Qualifier will consist of the following players:

- Players in the 2016 Yearly Award Points Season that have met the minimum amount of points for that country. The number of points required for each country can be found in [Appendix C](#).
- Players (from that country) with a Pro Tour Players Club Silver, Gold, or Platinum level as of the date of the World **Magic** Cup Qualifier.
- Players (from that country) that are members of the Pro Tour Hall of Fame.
- Winners of World **Magic** Cup Qualifier Last Chance Qualifiers that immediately precede that World **Magic** Cup Qualifier.

The list of potential countries and the invitation list criteria for each country's 2016 World **Magic** Cup Qualifiers can be found in [Appendix C](#).

WORLD MAGIC CUP QUALIFIER BYES AWARD CRITERIA

A player may be awarded byes for World **Magic** Cup Qualifiers based on one or more of the following criteria:

- Players (from that country) with a Pro Tour Players Club Gold or Platinum level as of the date of the World **Magic** Cup Qualifier.
- Players (from that country) that are members of the Pro Tour Hall of Fame.
- Players (from that country) that have a sufficiently high number of Yearly Award Points.

WORLD MAGIC CUP QUALIFIER BYE RESTRICTIONS

Players can be awarded one- or two-round byes for a World **Magic** Cup Qualifier. Byes are not cumulative within a given World **Magic** Cup Qualifier or from one World **Magic** Cup Qualifier to another. Byes may not be passed down to other players for any reason and are not transferable. Byes may not be deferred from one World **Magic** Cup

Qualifier to another and must be earned each time. Players that accumulate multiple byes to a World **Magic** Cup Qualifier are awarded only the bye for the greatest number of rounds.

If a player is awarded a bye, he or she is considered to have earned 3 points in the World **Magic** Cup Qualifier for each of those rounds. Byes are not counted toward a player's opponent's match win percentage. Players with byes will usually have an advantage in tiebreakers over players that do not have byes.

BYES AT WORLD MAGIC CUP QUALIFIERS

Planeswalker Points-based byes at World **Magic** Cup Qualifiers are based on the Yearly Award Points Season designated to award byes at World **Magic** Cup Qualifiers held during a specific year. See *Section 5 – Planeswalker Points Based Invitations and Byes* for complete information:

World Magic Cup Qualifier Year	Seasons used to Award Byes
2016	2016 Yearly Award Season
2017	2017 Yearly Award Season

During each Yearly Award Season, players that have accumulated the minimum required number of Yearly Award Points will receive a one-round bye for each World **Magic** Cup Qualifier that is held during that year.

The number of points required to receive a one-round bye for each country can be found in [Appendix C](#).

Players can also receive a number of byes at a World **Magic** Cup Qualifier based on the Pro Tour Players Club membership level of the player (as of the date of the World **Magic** Cup Qualifier):

Byes	Players Club Level
One-round bye	Gold Level
Two-round bye	Platinum Level

Members of the Pro Tour Hall of Fame receive a one-round bye at each World **Magic** Cup Qualifier.

11. WORLD MAGIC CUP QUALIFIER LAST CHANCE QUALIFIERS

World **Magic** Cup Qualifier Last Chance Qualifiers are open tournaments.

Each World **Magic** Cup Qualifier can be immediately preceded by a number of tournaments known as World **Magic** Cup Qualifier Last Chance Qualifiers (or “WMCQ Last Chance Qualifiers”). Each World **Magic** Cup Qualifiers Last Chance Qualifier awards the winner an invitation to the World **Magic** Cup Qualifier which it immediately precedes.

GENERAL ELIGIBILITY

A player that already has an invitation to the World **Magic** Cup or World **Magic** Cup Qualifiers may not compete in a World **Magic** Cup Qualifier Last Chance Qualifier.

NATIONALITY ELIGIBILITY

Each country’s World **Magic** Cup Qualifier Last Chance Qualifiers are open only to those players who are listed as having Nationality of that country on the [Planeswalker Points](#) website.

If a player competes in a World **Magic** Cup Qualifier or World **Magic** Cup Qualifier Last Chance Qualifier in one country, he or she may not compete in a World **Magic** Cup Qualifier or World **Magic** Cup Qualifier Last Chance Qualifier (or be a member of a national team) of another country until the following year. Please see *Section 4 – Nationality Eligibility* for complete information.

12. PRO TOUR

Pro Tour events are invitation-only tournaments.

INVITATION CRITERIA

The invitation list each Pro Tour event consists of the following players:

- The top four (4) finishing players from each Regional Pro Tour Qualifier with attendance of 128 or fewer players that awards invitations to the designated Pro Tour (for Pro Tour held prior to August 8, 2016).
- The top eight (8) finishing players from each Regional Pro Tour Qualifier with attendance of 129 or more players that awards invitations to the designated Pro Tour (for Pro Tour held prior to August 8, 2016).
- The top four (4) finishing players from each Regional Pro Tour Qualifier (for Pro Tour held August 8, 2016 and later).
- The top eight (8) finishing players from each **Magic Online** Regional Pro Tour Qualifier that awards invitations to the designated Pro Tour.
- The winner of each **Magic Online** Pro Tour Qualifier Final that awards invitations to the designated Pro Tour.
- The winner of each **Magic Online** Championship Series (MOCS) tournament that awards invitations to the designated Pro Tour.
- The top eight (8) finishing players plus any other players that finish with 39 or more match points from each individual-format Grand Prix that awards invitations to the designated Pro Tour.
- The three (3) team members from a top four (4) finishing team plus any team members from a team that finishes with 36 or more match points from each team-format Grand Prix that awards invitations to the designated Pro Tour.
- The winner of each designated “Series-Style” event that awards invitations to the designated Pro Tour.
- Players that finished with 33 or more match points in the immediately preceding Pro Tour.
- The four team members from the top eight (8) finishing national teams from the World **Magic** Cup (Note: Players meeting this criterion will be selected only for the first Pro Tour immediately following the World **Magic** Cup.)
- Players that have advanced to Pro Tour Players Club Silver level after the start of a Professional Points Season are invited to the next Pro Tour (following their promotion) of that Professional Points Season. In the event that a player already has an invitation to that Pro Tour, or chooses not to attend that Pro Tour, the invitation will be deferred to the next Pro Tour of that Professional Season, and so on. Invitations will not be deferred beyond the end of the Professional Season in which the player earned the invitation in this manner.
- Players that start a Professional Points season at Pro Tour Players Club Silver level are invited to the first Pro Tour of that season. In the event that a player already has an invitation to that Pro Tour, or chooses not to attend that Pro Tour, the invitation will be deferred to the next Pro Tour of that Professional Season, and so on. Invitations will not be deferred beyond the end of the Professional Season in which the player earned the invitation in this manner.
- Players with a Pro Tour Players Club Gold or Platinum level as of the date of the Pro Tour. If a player with a Pro Tour Players Club Gold or Platinum level chooses not to attend that Pro Tour, the invitation to that Pro Tour will not be deferred to a future Professional Season.

- Players that are members of the Pro Tour Hall of Fame.

(Note: the Pro Tour invitation criteria listed above do not generate a pass down of invitations from one player to another.)

13. REGIONAL PRO TOUR QUALIFIERS

Each Pro Tour is preceded by a round of tournaments known as Regional Pro Tour Qualifiers. Regional Pro Tour Qualifiers award invitations to a designated Pro Tour. Regional Pro Tour Qualifiers are invitation-only tournaments.

Players that are qualified for Regional Pro Tour Qualifiers for a particular round are permitted to play in only one (1) Regional Pro Tour Qualifier during that Regional Pro Tour Qualifier round.

REGIONAL PRO TOUR QUALIFIER ELIGIBILITY

The following players may not compete in Regional Pro Tour Qualifiers (including **Magic Online** Pro Tour Qualifiers Prelims and Finals) that award invitations to the designated Pro Tour:

- Players that have previously participated in a Regional Pro Tour Qualifier that awards invitations to the designated Pro Tour.
- Players that have won a **Magic Online** Pro Tour Qualifier Final that awards an invitation to the designated Pro Tour.
- Players that have won a **Magic Online** Championship Series (MOCS) tournament that awards invitations to the designated Pro Tour
- Players that are the top eight (8) finishing players plus any other players that finish with 39 or more match points from each individual-format Grand Prix that awards invitations to the designated Pro Tour.
- Players that are the three (3) team members from a top four (4) finishing team plus any other team members from a team that finishes with 36 or more match points from each team-format Grand Prix that awards invitations to the designated Pro Tour.
- Players that finished with 33 or more match points in the Pro Tour that awards invitations to the designated Pro Tour.
- Players that are from the top eight (8) finishing national teams from the World **Magic** Cup that immediately precedes that particular Pro Tour.
- Players with a Pro Tour Players Club Gold or Platinum level (as of the date of the Regional Pro Tour Qualifier). Exception is made for any Regional Pro Tour Qualifier which takes place during a Professional Points Season which awards an invitation to a Pro Tour which takes place during a future Professional Points Season. In this case only players whose *current* Professional Points Season point total is currently less than the Gold level requirement (33 Professional Points) are eligible to participate in a Regional Pro Tour Qualifier.
- Players that are members of the Pro Tour Hall of Fame.

INVITATION CRITERIA

The invitation list for each Regional Pro Tour Qualifier consists of the following players:

- The winner of each Preliminary Pro Tour Qualifier that awards invitations to the designated round of Regional Pro Tour Qualifiers.
- Players that finished in 5th through 8th place in a non-**Magic Online** Regional Pro Tour Qualifier with an attendance of 128 or fewer players from the immediately preceding Regional Pro Tour Qualifier Season (for Regional Pro Tour Qualifiers held prior to June 6, 2016).

- Players that finished in 1st through 8th place in a Regional Pro Tour Qualifier from the immediately preceding Regional Pro Tour Qualifier Season (for Regional Pro Tour Qualifiers held June 7, 2016 or later).
- The winner of each Regional Last Chance Qualifier that immediately precedes that Regional Pro Tour Qualifier.
- Players with a Pro Tour Players Club Silver level (as of the date of the Regional Pro Tour Qualifier).

(Note: the Regional Pro Tour Qualifier invitation criteria listed above do not generate a pass down of invitations from one player to another.)

14. REGIONAL LAST CHANCE QUALIFIERS

Regional Last Chance Qualifiers are open tournaments.

Each Regional Pro Tour Qualifier can be immediately preceded by a tournament known as a Regional Last Chance Qualifier. Each Regional Last Chance Qualifier awards the winner an invitation to the Regional Pro Tour Qualifier which it immediately precedes.

GENERAL ELIGIBILITY

A player that already has an invitation to the designated Regional Pro Tour Qualifier may not compete in that Regional Pro Tour Qualifier.

15. PRELIMINARY PRO TOUR QUALIFIERS

Each Regional Pro Tour Qualifier round is preceded by a series of tournaments known as Preliminary Pro Tour Qualifiers. Preliminary Pro Tour Qualifiers award invitations to Regional Pro Tour Qualifiers of a specific round. Preliminary Pro Tour Qualifiers are open tournaments.

PRELIMINARY PRO TOUR QUALIFIER ELIGIBILITY

The following players may not compete in Preliminary Pro Tour Qualifiers that award invitations to the designated round of Regional Pro Tour Qualifier:

- Players that have already won a Preliminary Pro Tour Qualifier that awards an invitation to the designated round of Regional Pro Tour Qualifiers.
- Players that finished in 5th through 8th place in a non-**Magic Online** Regional Pro Tour Qualifier with an attendance of 128 or fewer players from the immediately preceding round of Regional Pro Tour Qualifiers (for Preliminary Pro Tour Qualifiers that award invitations to Regional Pro Tour Qualifiers that are held prior to June 6, 2016).
- Players that finished in 1st through 8th place in a Regional Pro Tour Qualifier from the immediately preceding round of Regional Pro Tour Qualifiers (for Preliminary Pro Tour Qualifiers that award invitations to Regional Pro Tour Qualifiers that are held June 6, 2016 or later).
- Players with a Pro Tour Players Club Silver, Gold or Platinum level (as of the date of the Preliminary Pro Tour Qualifier). Exception is made for any Preliminary Pro Tour Qualifier which takes place during a Professional Points Season which awards an invitation to a Regional Pro Tour Qualifier which takes place during a future Professional Points Season. In this case only players whose *current* Professional Points Season point total is currently less than the Silver level requirement (18 Professional Points) are eligible to participate in a Preliminary Pro Tour Qualifier.
- Players that are members of the Pro Tour Hall of Fame.

All other players that are eligible to play in Sanctioned tournaments may participate in Preliminary Pro Tour Qualifiers.

16. GRAND PRIX

Grand Prix are open tournaments.

GRAND PRIX BYES AWARD CRITERIA

A player may be awarded byes for individual-format Grand Prix based on one or more of the following criteria:

- Winning a Grand Prix Trial (including **Magic Online** Grand Prix Trials)
- Having a sufficiently high number of Yearly Award Points
- Having a specific Pro Tour Players Club level
- Being a member of the Pro Tour Hall of Fame

GRAND PRIX BYE RESTRICTIONS

Players can be awarded one-, two-, or three-round byes for individual-format Grand Prix. Byes are not cumulative within a given Grand Prix or from one Grand Prix to another. Byes may not be passed down to other players for any reason and are not transferable. Byes may not be deferred from one Grand Prix to another and must be earned each time. Players that accumulate multiple byes to a Grand Prix are awarded only the bye for the greatest number of rounds.

If a player is awarded a bye, he or she is considered to have earned 3 points in the Grand Prix for each of those rounds. Byes are not counted toward a player's opponent's match win percentage. Players with byes will usually have an advantage in tiebreakers over players that do not have byes.

Teams are not awarded byes in team-format Grand Prix.

BYES AT INDIVIDUAL-FORMAT GRAND PRIX

Planeswalker Points-based byes at individual-format Grand Prix are based on the Yearly Award Points Seasons designated to award byes to all Grand Prix held during a specific range of dates. See *Section 5 – Planeswalker Points Based Invitations and Byes* for complete information:

Grand Prix Dates	Seasons used to Award Byes
June 1, 2015 through May 29, 2016	2015 Yearly Award Season 2016 Yearly Award Season
May 30, 2016 through May 28, 2017	2016 Yearly Award Season 2017 Yearly Award Season

During each Yearly Award Season, players that have accumulated the minimum required number of Yearly Award Points will receive a one-round or two-round bye for each individual-format Grand Prix Event that is held during the remainder of that season and for the designated Yearly Award Season immediately thereafter:

Byes	Minimum Yearly Award Season Points
One-round bye	1300
Two-round bye	2250

Players also receive a number of byes at an individual-format Grand Prix based on the Pro Tour Players Club membership level of the player (as of the date of the Grand Prix):

Byes	Players Club Level
Two-round bye	Silver Level
Three-round bye	Gold or Platinum Level

Members of the Pro Tour Hall of Fame receive a three-round bye at each individual-format Grand Prix.

17. GRAND PRIX TRIALS

Grand Prix Trials are open tournaments.

Each individual-format Grand Prix tournament is preceded by a series of tournaments known as Grand Prix Trials. Each Grand Prix Trial awards a two-round bye to the winner for a specific Grand Prix.

Grand Prix Trials are not offered for team-format Grand Prix.

18. SUPER SUNDAY SERIES CHAMPIONSHIP

The Super Sunday Series Championship is an invitation-only event.

INVITATION CRITERIA

The invitation list each Super Sunday Series Championship consists of the following players:

- The winner of each Super Sunday Series Qualifier that awards an invitation to the designated Super Sunday Series Championship.

19. SUPER SUNDAY SERIES QUALIFIERS

Each Super Sunday Series Championship is preceded by qualifying tournaments known as Super Sunday Series Qualifiers. Super Sunday Series Qualifiers award invitations to a designated Super Sunday Series Championship. Super Sunday Series Qualifiers are open tournaments.

SUPER SUNDAY SERIES QUALIFIER ELIGIBILITY

The following players may not compete in Super Sunday Series Qualifiers that award invitations to the designated Super Sunday Series Championship:

- Players that have won a Super Sunday Series Qualifier that awards an invitation to the designated Super Sunday Series Championship.

20. OTHER TOURNAMENTS

All other **Magic: The Gathering** tournaments do not award direct invitations, byes, monetary prizes, or Travel Awards to any of the events described in this document.

APPENDIX A – COUNTRIES BY REGION

ASIA PACIFIC (APAC)

Australia, Bangladesh, Cambodia, China, Hong Kong, India, Indonesia, Japan, Laos, Macau, Malaysia, Micronesia, New Zealand, Philippines, Singapore, South Korea, Taiwan, Thailand, Viet Nam

EUROPE

Afghanistan, Albania, Andorra, Armenia, Austria, Belarus, Belgium, Bosnia and Herzegovina, Botswana, Brunei Darussalam, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, England, Estonia, Faroe Islands, Finland, France, French Polynesia, Germany, Gibraltar, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Kuwait, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Mayotte, Montenegro, Namibia, Netherlands, Netherlands Antilles, Northern Ireland, Norway, Poland, Portugal, Romania, Russian Federation, San Marino, Scotland, Senegal, Serbia, Slovak Republic, Slovenia, South Africa, Spain, Swaziland, Sweden, Switzerland, Turkey, Ukraine, United Arab Emirates, Vatican City, Virgin Islands (British), Wales

LATIN AMERICA

Argentina, Barbados, Bolivia, Brazil, Cayman Islands, Chile, Colombia, Costa Rica, Dominican Republic, Ecuador, El Salvador, Guadeloupe, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Panama, Paraguay, Peru, Trinidad and Tobago, Uruguay, Venezuela

NORTH AMERICA

American Samoa, Bahrain, Bermuda, Canada, Iraq, Puerto Rico, United States, Virgin Islands (US)

APPENDIX B – PROFESSIONAL POINTS

Grand Prix - Individual-Format*

Top 8 Players	
Place	Pro Points
1	8
2	6
3-4	5
5-8	4

All Other Players	
Match Points	Pro Points
39+	4
36-38	3
33-35	2
30-32	1
0-29	0

Grand Prix - Team-Format*

Top 4 Teams	
Place	Pro Points
1	6
2	5
3-4	4

All Other Teams	
Match Points	Pro Points
34+	4
33	3
31-32	2
30	1
0-29	0

* Only a player's six (6) best Grand Prix finishes will be added to his or her Professional Points total.

Pro Tour

Top 8 Players	
Place	Pro Points
1	30
2	26
3-4	22
5-8	18

All Other Players	
Match Points	Pro Points
36+	15
35	12
34	11
33	10
32	8
31	7
30	6
28-29	5
27	4
0-26	3

World Magic Cup

Place	Pro Points
1	8
2	7
3-4	6
5-8	5
9-16	4
17-32	3
33+	2

Magic: The Gathering World Championship

One (1) Professional Point per match won in the Swiss rounds.

Two (2) Professional Points per match won in the Top 4 playoff rounds.

No Professional Points are awarded for losses and draws.

APPENDIX C – WORLD MAGIC CUP COUNTRIES

The following is a list of countries that will have national teams competing at the 2016 World **Magic** Cup and the minimum number of Yearly Award Points at the conclusion of the 2016 Yearly Award Season needed for a player to be qualified to compete in or be awarded byes at that country's 2016 World **Magic** Cup Qualifiers.

Any country that does not have (1) at least fifty (50) players meet the number of required points or (2) have at least one Advanced-level WPN store by May 2, 2016 will be removed from this list and (1) will not have representation at the 2016 World **Magic** Cup and (2) will not have 2016 World **Magic** Cup Qualifiers run in that country.

Country	Points Required for Invitation	Points Required for One-Round Bye
Argentina	300	3000
Australia	300	3000
Austria	300	3000
Belarus	100	1500
Belgium	300	3000
Bolivia	100	1500
Brazil	300	3000
Bulgaria	100	1500
Canada	500	4000
Chile	200	2400
China	300	3000
Chinese Taipei	200	2400
Colombia	100	1500
Costa Rica	100	1500
Croatia	100	1500
Cyprus	100	1500
Czech Republic	300	3000
Denmark	200	2400
Dominican Republic	100	1500
Ecuador	100	1500
El Salvador	100	1500
England	300	3000
Estonia	100	1500
Finland	200	2400
France	500	4000
Germany	500	4000
Greece	300	3000
Guatemala	100	1500
Hong Kong	200	2400
Hungary	200	2400
Iceland	100	1500
Indonesia	100	1500
Ireland	100	1500
Israel	100	1500
Italy	500	4000
Japan	500	4000

Country	Points Required for Invitation	Points Required for One-Round Bye
Latvia	100	1500
Lithuania	100	1500
Luxembourg	100	1500
Macedonia	100	1500
Malaysia	200	2400
Malta	100	1500
Mexico	300	3000
Netherlands	300	3000
New Zealand	200	2400
Northern Ireland	100	1500
Norway	200	2400
Panama	100	1500
Paraguay	100	1500
Peru	100	1500
Philippines	300	3000
Poland	300	3000
Portugal	300	3000
Puerto Rico	100	1500
Romania	100	1500
Russian Federation	300	3000
Scotland	100	1500
Serbia	100	1500
Singapore	200	2400
Slovak Republic	200	2400
Slovenia	100	1500
South Africa	200	2400
South Korea	200	2400
Spain	500	4000
Sweden	300	3000
Switzerland	200	2400
Thailand	200	2400
Turkey	100	1500
Ukraine	200	2400
United States	500	4000
Uruguay	100	1500
Venezuela	100	1500
Wales	100	1500

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