

MAGIC: THE GATHERING®

PREMIER EVENT INVITATION POLICY

Updated July 9, 2014

Effective through December 31, 2014

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, 2014 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/resources/rules-documents>.

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

- **Magic: The Gathering** World Championship (formerly **Magic: The Gathering** Players Championship)
- World **Magic** Cup
- World **Magic** Cup Qualifiers
- World **Magic** Cup Qualifier Trials
- Pro Tour
- Pro Tour Qualifiers
- Grand Prix
- Grand Prix Trials

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 submitted through the Wizards Help System at www.wizards.com/customerservice 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 and/or the programs it supports at anytime 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). Check the **Magic: The Gathering** Tournament Rules for details.

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 residential 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 at www.wizards.com in the appropriate tournament fact sheets on that page.

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, in their 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.

Wizards reserves the right to grant additional invitations and/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 and 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
- Pro Tour Qualifiers
- Worldwide Grand Prix (Travel Awards only)
- Grand Prix main events in North America, Latin America, and Japan (Monetary prizes only)

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.

Monetary Prizes for Grand Prix main events in the Europe or Asia Pacific geo-regions are issued by the local Wizards of the Coast office in that geo-region. For information about prizes and Travel Awards in these regions, please contact the local Wizards of the Coast office. See [Appendix A](#) for local office contact information.

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.

Information on how to collect a prize or Travel Award based on Pro Tour Players Club membership can be found at

<http://www.wizards.com/Magic/Magazine/Article.aspx?x=protour/playersclub/guidelines>

Information on how to collect your Travel Award from a Premier Event can be found at

<http://www.wizards.com/Magic/Magazine/Article.aspx?x=protour/default/travelawardletter>

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 forfeit.
- 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, 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 and/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.

For additional information about Travel Awards, please go to

<http://www.wizards.com/Magic/Magazine/Article.aspx?x=protour/default/travelawardletter>

4. RESIDENTIAL ELIGIBILITY

Many tournaments described in this document have residential restrictions that determine whether a player is eligible to participate in and/or receive invitations to those tournaments. The residential-specific participation and/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 Trial 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 and/or invitation criteria (listed above) during a particular year, a player must be either:

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

A player's current country of residence for the purpose of residential-specific participation and/or invitation criteria (listed above) for a particular year is determined on January 1 of that year. That current country of residence is the same as the country provided to Wizards and listed as a player's address in the Wizards of the Coast Organized Play database.

If a player wishes to change his or her country of eligibility, that player must follow the instructions in *Section 6 - Appeals*. All residential 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.

Possible reasons for changing a player's eligible country might include:

- A player is a citizen of two different countries and wishes to change his or her eligibility from the country listed in his or her address to the other eligible country, and
- A player has changed his or her country of residence prior to January 1 of a particular year and failed to update his or her address prior to January 1 of the then current year.

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

Wizards of the Coast is the final determiner of a player's country of residence for the purpose of residential-specific participation and/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 site at

<http://www.wizards.com/Magic/PlaneswalkerPoints>.

The Seasons (defined below) set forth in this Invitation Policy will be updated periodically in this document. The most current version of this document can be found at <http://wpn.wizards.com/en/resources/rules-documents>.

There are three (3) different Planeswalker Points categories that provide for Premier Event invitations and byes:

i. SEASONAL AWARD POINTS

Seasonal Award Points are used to award byes to Grand Prix.

Each Seasonal 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 Seasonal Award Season, players that have accumulated the required number of Seasonal Award Points will receive a 1-round, 2-round, or 3-round Bye for each Grand Prix Event that is held during the remainder of that season and for the designated Seasonal Award Season immediately thereafter (see table below).

Seasonal Award Season	Date Range	Awards Byes to GPs held in Seasons
2013 Season #1	December 17, 2012 through March 17, 2013	2013 Season #1 2013 Season #2
2013 Season #2	March 18, 2013 through August 11, 2013	2013 Season #2 2013 Season #3
2013 Season #3	August 12, 2013 through December 1, 2013	2013 Season #3 2014 Season #1
2014 Season #1	December 2, 2013 through March 9, 2014	2014 Season #1 2014 Season #2
2014 Season #2	March 10, 2014 through June 1, 2014	2014 Season #2 2014 Season #3
2014 Season #3	June 2, 2014 through August 24, 2014	2014 Season #3 2014 Season #4
2014 Season #4	August 25, 2014 through November 30, 2014	2014 Season #4 2015 Season #1

ii. YEARLY AWARD POINTS

Yearly Award Points are used to invite players to World **Magic** Cup Qualifiers.

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 his or her country’s World **Magic** Cup Qualifiers for a specific year (see table below).

Yearly Award Season	Date Range	Awards Invitations to
2013 Season	April 2, 2012 through March 17, 2013	2013 World Magic Cup Qualifiers
2014 Season	March 18, 2013 through June 1, 2014	2014 World Magic Cup Qualifiers

iii. 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). For complete information about the Pro Tour Players Club, go [here](#).

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 2013-2014 Professional Points Season, only a player's five (5) best Grand Prix finishes will be added to his or her point total.

Professional Points Season	Date Range	Used for
2012-2013 Season	May 14, 2012 through May 19, 2013	2013 World Championship 2013 World Magic Cup 2012-2013 Players Club mid-season advancement 2013-2014 Players Club start of season level determination
2013-2014 Season	May 20, 2013 through August 3, 2014	2014 World Championship 2014 World Magic Cup 2013-2014 Players Club mid-season advancement 2014-2015 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 C](#).

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 Planeswalker Points Event Appeal Policy. The latest version of this policy can be found at <http://wpn.wizards.com/en/resources/rules-documents>.

Planeswalker Points-based appeals may only be submitted through the Planeswalker Points Event Appeals Form. The form is located at <http://www.wizards.com/Magic/PlaneswalkerPoints/Forms/Appeal>. 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. RESIDENTIAL ELIGIBILITY APPEALS

Appeals to change a player's current country of residence for the purpose of residential-specific participation and/or invitation criteria (listed in *Section 4 – Residential 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.

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

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 World Championship tournament 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 2014 **Magic: The Gathering** World Championship invitation list consists of the following players:

- The 2013 **Magic: The Gathering** World Championship winner.
- The National Champion from the 2013 World **Magic** Cup winning national team.
- The 2013-2014 Player of the Year.

- The 2013-2014 Rookie of the Year.
- The 2013 **Magic Online** Champion.
- The winners of the four (4) Pro Tour in the 2013-2014 Professional Points Season.
- The top 2 ranked players from each geo-region (Asia Pacific, Europe, Japan, Latin America, and North America) at the conclusion of the 2013-2014 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 2013-2014 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 2013-2014 Professional Points Season, or
 - The tied player with the highest Pro Tour* finish during the 2013-2014 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the 2014 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 2013-2014 Professional Points Season that are not yet invited based on the above criteria sufficient to bring the total number of invited players to the 2014 **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 set forth above.

* 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 B](#).

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 D](#).

RESIDENTIAL ELIGIBILITY

Participation as member of a particular country’s World **Magic** Cup national team is open only to players who are currently citizens or have been continuous residents of that country from January 1 of the then current year. Please see [Section 4 – Residential Eligibility](#) for complete information.

INVITATION CRITERIA

Each national team invited to the 2014 World **Magic** Cup will consist of the following players:

- The winner of each of the three (3) 2014 World **Magic Cup** Qualifiers run in that country.
- The top ranked player at the conclusion of the 2013-2014 Professional Points Season from that country (referred to as the “2014 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 2013-2014 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 2013-2014 Professional Points Season, or
 - The tied player with the highest Pro Tour* finish during the 2013-2014 Professional Points Season, or
 - The tied player with the highest point total at the conclusion of the 2014 Yearly Award Season.

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

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 2014 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 2013-2014 Professional Points Season from that country.

All pass-downs of invitations to the 2014 World **Magic Cup** must be submitted to Wizards of the Coast no later than November 1, 2014.

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 has already qualified and received 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**.

RESIDENTIAL ELIGIBILITY

Each country’s World **Magic Cup** Qualifiers are open only to those qualified players who are citizens or have been continuous residents of that country from January 1, of the then current year. If a player competes in a World **Magic Cup** Qualifier or World **Magic Cup** Qualifier Trial in one country, he or she may not compete in a World

Magic Cup Qualifier or **World Magic Cup Qualifier Trial** (or be a member of a national team) of another country until the following year. Please see *Section 4 – Residential Eligibility* for complete information.

INVITATION CRITERIA

The invitation list for each country’s 2014 **World Magic Cup Qualifier** will consist of the following players:

- Players in the 2014 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 D.
- 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 Trials** that immediately precede that **World Magic Cup Qualifier**.

The list of potential countries and the invitation list criteria for each country’s 2014 **World Magic Cup Qualifiers** can be found in Appendix D.

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.

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

Players 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 1-round bye at each World **Magic** Cup Qualifier.

The winners of each World **Magic** Cup Qualifier Trial receive a 1-round bye at the World **Magic** Cup Qualifier which it immediately precedes.

11. WORLD MAGIC CUP QUALIFIER TRIALS

World **Magic** Cup Qualifier Trials are open tournaments.

Each World **Magic** Cup Qualifier can be immediately preceded by a number of tournaments known as World **Magic** Cup Qualifier Trials. Each World **Magic** Cup Qualifier Trial awards the winner an invitation and a first-round bye to the World **Magic** Cup Qualifier which it immediately precedes.

GENERAL ELIGIBILITY

A player that has already qualified for a World **Magic** Cup Qualifier *and* has at least a 1-round bye for that World **Magic** Cup Qualifier may not compete in a World **Magic** Cup Qualifier Trial.

RESIDENTIAL ELIGIBILITY

Each country's World **Magic** Cup Qualifier Trials are open only to those players who are citizens or have been continuous residents of that country from January 1, of the then current year. If a player competes in a World **Magic** Cup Qualifier or World **Magic** Cup Qualifier Trial in one country, he or she may not compete in a World **Magic** Cup Qualifier or World **Magic** Cup Qualifier Trial (or be a member of a national team) of another country until the following year. Please see *Section 4 – Residential Eligibility* for complete information.

12. PRO TOUR

Pro Tour events are invitation-only tournaments.

INVITATION CRITERIA

The invitation list for Pro Tour events consists of the following players:

- The winner of each Pro Tour Qualifier (including each **Magic Online** Pro Tour Qualifier) that awards invitations to the appropriate Pro Tour.
- The winner of each **Magic Online** Championship Series (MOCS) tournament that awards invitations to the designated Pro Tour.
- The winner of the **Magic Online** Championship Series (MOCS) Player of the Year tournament that awards an invitation to the designated Pro Tour.
- The winner of each **Magic Online** Championship Series (MOCS) Last Chance Qualifier tournament that awards invitations to the designated Pro Tour.
- The top four (4) finishing players from each individual-format Grand Prix with player attendance of less than 1200 players that awards invitations to the appropriate Pro Tour.
- The top eight (8) finishing players from each individual-format Grand Prix with player attendance of 1200 players or greater that awards invitations to the appropriate Pro Tour.

- Any player that finishes with 39 or more match points and is not a top eight (8) finishing player from each individual-format Grand Prix with an attendance of 1200 players or greater that awards invitations to the appropriate Pro Tour*.
- The three (3) team members from a top two (2) finishing team from each team-format Grand Prix with player attendance of less than 1200 players that awards invitations to the appropriate Pro Tour.
- The three (3) team members from a top four (4) finishing team from each team-format Grand Prix with player attendance of 1200 players or greater that awards invitations to the appropriate Pro Tour.
- Any team members from a team that finishes with 36 or more match points and is not a top four (4) finishing team from each team-format Grand Prix with an attendance of 1200 players or greater that awards invitations to the appropriate Pro Tour*.
- The top twenty-five (25) finishing players from the immediately preceding Pro Tour.
- The four team members from a top eight (8) finishing national team 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 immediately above do not generate a pass down of invitations from one player to another.)

* Players meeting this criterion will officially receive their invitations to a specific Pro Tour once all qualifying tournaments (Pro Tour, Pro Tour Qualifiers) for that Pro Tour have concluded.

13. PRO TOUR QUALIFIERS

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

PRO TOUR QUALIFIER ELIGIBILITY

The following players may not compete in further Pro Tour Qualifiers (including **Magic Online** Pro Tour Qualifiers) that award invitations to that Pro Tour:

- Players that have won a Pro Tour Qualifier (including **Magic Online** Pro Tour Qualifiers) that awards an invitation to the appropriate Pro Tour.
- Players that are the top four (4) finishing players from each individual-format Grand Prix with player attendance of less than 1200 players that awards invitations to the appropriate Pro Tour.
- Players that are the top eight (8) finishing players from each individual-format Grand Prix with player attendance of 1200 players or greater that awards invitations to the appropriate Pro Tour.
- Players that are the three (3) team members from a top two (2) finishing team from each team-format Grand Prix with player attendance of less than 1200 players that awards invitations to the appropriate Pro Tour.
- Players that are the three (3) team members from a top four (4) finishing team from each team-format Grand Prix with player attendance of 1200 players or greater that awards invitations to the appropriate Pro Tour.
- Players that are top twenty-five (25) finishers of a Pro Tour from the immediately preceding Pro Tour.
- Players that are from a top four (4) finishing national team from the World **Magic** Cup that immediately precedes that particular Pro Tour.
- Players with a Pro Tour Players Club Platinum level (as of the date of the Pro Tour Qualifier). Exception is made for any qualifier which awards an invitation to a Pro Tour in a future Professional Points Season. In this case only players whose *current* Professional Points Season point total is currently less than the Platinum level requirement are eligible to participate in a Pro Tour Qualifier.

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

14. 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 including **Magic Online** Grand Prix Trials)
- Having a sufficiently high number of Seasonal 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.

As of September 5, 2013, 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 Seasonal 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
March 18, 2013 to August 11, 2013	2013 Seasonal Award Season #1 2013 Seasonal Award Season #2
August 12, 2013 to December 1, 2013	2013 Seasonal Award Season #2 2013 Seasonal Award Season #3
December 2, 2013 to March 9, 2014	2013 Seasonal Award Season #3 2014 Seasonal Award Season #1
March 10, 2014 to June 1, 2014	2014 Seasonal Award Season #1 2014 Seasonal Award Season #2
June 2, 2014 to August 24, 2014	2014 Seasonal Award Season #2 2014 Seasonal Award Season #3
August 25, 2014 to November 30, 2014	2014 Seasonal Award Season #3 2014 Seasonal Award Season #4

During each Seasonal Award Season, players that have accumulated the minimum required number of Seasonal Award Points will receive a 1-round, 2-round, or 3-round bye for each individual-format Grand Prix Event that is held during the remainder of that season and for the designated Seasonal Award Season immediately thereafter:

Byes	Minimum Seasonal Award Season Points
One-round bye	400
Two-round bye	750
Three-round bye	1500

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 3-round bye at each individual-format Grand Prix.

15. 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 number of byes to the winner for a specific Grand Prix.

As of September 5, 2013, Grand Prix Trials are not offered for team-format Grand Prix.

Grand Prix Trials award a two-round bye to a specific individual-format Grand Prix tournament for the winner of the Grand Prix Trial.

16. OTHER TOURNAMENTS

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

APPENDIX A – REGIONAL CONTACTS

NORTH AMERICA AND LATIN AMERICA

Wizards of the Coast, Head Office
P.O. Box 707
Renton WA 98057-0707
U.S.A.
Tel.: (425) 226-6500
Fax: (425) 204-5820
Email: www.wizards.com/customerservice (then click “Ask a Question”)

JAPAN

Wizards of the Coast, Attn: Ron Foster
P.O. Box 707
Renton WA 98057-0707
U.S.A.
Tel.: (425) 687-2118
Fax: (425) 687-8287
Email: ron.foster@wizards.com

AUSTRALIA AND NEW ZEALAND

Wizards of the Coast, Australia
37-41 Oxford St.
Epping 2122 NSW
Australia
Tel: +61 (0)2 9804 4122
Fax: +61 (0)2 9874 9731
Email: teirner@hasbro.com

CHINA

Room 3603-06, 36F, Hong Kong Plaza
No. 283, Huai Hai M. Road
Shanghai, 200021
China
Tel: (86 21) 61711966
Fax: (86 21) 60908600
Email: shane.xu@hasbro.com.hk

ALL OTHER ASIAN COUNTRIES

Wizards of the Coast
c/o Hasbro Singapore
60 Albert Street #14-12
OG Albert Street
Singapore 189969
Tel: +65-6309-5278
Fax: +65-6736-2477
Email: david.ong@wizards.com

FRANCE

Wizards of the Coast, France
c/o Hasbro France
Savoie Technolac C6
73382 Le Bourget du Lac
France
Tel: +33 (0)4 79 96 48 48
Fax: +33 (0)4 79 96 47 93
Email: **WPN@hasbro.fr**

ITALY

Wizards of the Coast, Italy
Centro Direzionale Milanofiore
Strada 7 Palazzo R1
Rozzano (MI) 20089
Italia
Tel: +39.02.89216370
Fax: +39.02.8242150
Email: **WPN@hasbro.it**

U.K. & EIRE

Wizards of the Coast, U.K. Ltd.
2 Roundwood Avenue
Stockley Park
Uxbridge
Middlesex UB11 1AZ
England
Tel: 08457 125599 (within the U.K.)
Tel: +44-208-744-5822 (international calls)
Email: **WPN@hasbro.co.uk**

GERMANY AND AUSTRIA

Wizards of the Coast Germany/Austria
Hasbro Deutschland GmbH
Dreieich Plaza 2a
DE-63303 Dreieich – Germany
Tel: +49 6103 3011 333
Fax: +49 6103 3011 5 333
Email: **WPN@hasbro.de**

ALL OTHER EUROPEAN COUNTRIES

Wizards of the Coast
Continental Europe Distributor Markets
p/a Hasbro Belgium
Industrielaan 1
B-1702 Groot-Bijgaarden
Belgium
Tel: +32.70.233.277

Fax: +32.2.467.33.66
Email: **WPN@hasbro.be**

APPENDIX B – COUNTRIES BY REGION

ASIA PACIFIC (APAC)

Australia, Bangladesh, Cambodia, China, Hong Kong, India, Indonesia, 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

JAPAN

Japan

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 C – PROFESSIONAL POINTS

Grand Prix Individual-Format*

Place	Points
1	8
2	6
3-4	5
5-8	4
9-16	3
17-32	2
33-64	1

Grand Prix Team-Format*

Place	Points
1	6
2	5
3-4	4
5-8	3
9-12	2
13-20	1

* Starting with the 2013-2014 Professional Points Season, only a player's five (5) best Grand Prix finishes will be added to his or her point total.

Pro Tour

Place	Points
1	30
2	24
3-4	22
5-8	20
9-16	15
17-25	10
26-50	6
51-75	5
76-100	4
101+	3

World Magic Cup

Place	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 Professional Point per match won in the Swiss rounds.

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

No Professional Points are awarded for losses and draws.

APPENDIX D – WORLD MAGIC CUP COUNTRIES

The following is a list of countries that will have national teams competing at the 2014 World **Magic** Cup and the minimum number Yearly Award Points at the conclusion of the 2014 Yearly Award Season needed for a player to be qualified to compete in that country's 2014 World **Magic** Cup Qualifiers.

Country	Points Required
Argentina	300
Australia	300
Austria	300
Belarus	100
Belgium	300
Bolivia	100
Brazil	300
Bulgaria	100
Canada	500
Chile	200
China	300
Chinese Taipei	200
Colombia	100
Costa Rica	100
Croatia	100
Cyprus	100
Czech Republic	300
Denmark	200
Dominican Republic	100
Ecuador	100
El Salvador	100
England	300
Estonia	100
Finland	200
France	500
Germany	500
Greece	300
Guatemala	100
Hong Kong	200
Hungary	200
Iceland	100
Indonesia	100
Ireland	100
Israel	100
Italy	500
Japan	500
Latvia	100
Lithuania	100
Luxembourg	100
Macedonia	100

Country	Points Required
Malaysia	200
Mexico	300
Netherlands	300
New Zealand	200
Northern Ireland	100
Norway	200
Panama	100
Paraguay	100
Peru	100
Philippines	300
Poland	300
Portugal	300
Puerto Rico	100
Romania	100
Russian Federation	300
Scotland	100
Serbia	100
Singapore	200
Slovak Republic	200
Slovenia	100
South Africa	200
South Korea	200
Spain	500
Sweden	300
Switzerland	200
Thailand	200
Turkey	100
Ukraine	200
United States	500
Uruguay	100
Venezuela	100
Wales	100

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