

2020 Magic Pro League Rules

Last Updated: January 21, 2020

Introduction

The Magic Pro League LLC (MPL) is the governing and sanctioning organization for competitive *Magic: The Gathering* tournaments held worldwide.

This document contains information intended for the participants in the Magic Pro League, Rivals League (referred to collectively as League Competitors), and players who hope to join their ranks. It covers the qualification and promotion process, sets expectations for members of the leagues, and defines punishments for competitors who break the rules.

Additional information about *Magic: the Gathering* tournaments may be found in the [Magic Tournament Rules](#) and in the [Magic Infraction Procedure Guide \(MIPG\)](#). In situations where the information in this document contradicts the Tournament Rules, this document takes precedence. Additional documentation for each event may be provided in the event's Fact Sheet.

This document may be available in languages other than English. In the event of a discrepancy among languages, the most recent version of the English document shall control and be used for purposes of interpretation.

MPL play involves games using physical product in face-to-face settings, as well as play on *Magic: The Gathering Arena*. Games on the *Magic: The Gathering Arena* client are also governed by the Arena Terms of Use.

Third-party MPL events sanctioned by Wizards of the Coast or the MPL must follow the rules defined in this and the above documents. These events may have their own additional terms and rules.

The MPL reserves the right, at its sole discretion, to suspend, modify, and change the MPL Rules or the programs it supports at any time and for any reason without notice.

Core Philosophies

The MPL expects competitors, organizers, teams, sponsors, tournament officials, and staff to hold themselves to a high standard of behavior, both in competition and in how they present themselves to business partners, fans, and the general public. Below are some of the core philosophies of the League.

Inclusivity

Inclusivity is an integral part of the MPL. Partners, competitors, tournament officials, and staff are expected to champion an inclusive and welcoming community for those who strive for fun as well as competition.

Integrity

MPL tournament integrity is critical to a competition. Participants are expected to conduct themselves with integrity in all matches. Threats to the integrity of the league, especially premeditated ones, will be dealt with harshly.

Professionalism

The MPL is a professional organization. As such, all representatives of the MPL and other organizations engaging with the MPL, are expected to behave professionally when representing the League.

Intent

The MPL Rules and related materials cover philosophies and provide a framework for running and managing events, but in many cases the policies exist to govern and support the intention of running a good tournament ecosystem. Participants in the MPL should keep in mind the intent of the described policies and seek to exemplify them, even if not clearly written down.

More details on the Core Philosophies, and their expression within the MPL, can be found in the Competitor Conduct section.

MPL Structure

Magic Pro League

The Magic Pro League is the highest level of competition for players of *Magic: the Gathering*. There are 24 Magic Pro League competitors in each of the 2020 and 2020-21 seasons. 2020 Magic Pro League competitors are bound by the MPL Rules from the time they sign an agreement to join the league until August 31, 2020.

2020-21 Magic Pro League competitors are bound by the MPL rules from the time they sign an agreement to join the league until August 31, 2021.

The 2020 Magic Pro League consists of the following competitors:

- Top 20 Magic Pro League competitors from the 2019 season based on 2019 Mythic Points.
- Top 4 2019 Mythic Point earners in the 2019 season that are not already part of the 2020 Magic Pro League.

Ties will be broken by the greater number of Final Day appearances in 2019 Mythic Championships, followed by the highest finish at a 2019 Mythic Championship, then the second-highest, and so on.

The 2020-21 Magic Pro League shall consist of the following competitors, in order. In the event a player is eligible to be part of the 2020-21 Magic Pro League from multiple criteria below, all instances beyond the initial criteria in which a player is eligible will pass down to the next eligible player.

- The 2019 *Magic: The Gathering* World Champion
- Top 16 Magic Pro League competitors from the 2020 season based on their total Mythic Points and Player Points earned in MPL events
- Top Mythic Point earner in the 2020 season Rivals League
- Top Player Point earner in the 2020 season Rivals League
- Top Mythic Point earner in the 2020 season not in the 2020 Magic Pro League or Rivals League
- Top Player Point earner in the 2020 season not in the 2020 Magic Pro League or Rivals League
- Top 3 competitors from the Magic Pro League Gauntlet 2020-21

Once a competitor has been added to the MPL based on a criteria listed above, they are removed from consideration for further slots.

Ties will be broken by the best individual Swiss match point performance at a 2020 Players Tour Finals, followed by best individual Swiss match win performance at a 2020 Mythic Invitational, followed by best final standing at a Players Tour. If there is still a tie, the second best performances above will be considered starting with Players Tour Finals, then Mythic Invitational, then Players Tour, and so on until the tie is broken.

In addition to MPL points, eligible competitors shall be at least 18 years old, hold a valid and active Wizards account and DCI membership, be subject to a criminal background check (where allowed by law) and may not be an employee or family of an employee of the MPL, Wizards of the Coast

or Hasbro. The MPL remains the sole arbitrator as it relates to competitor eligibility and reserves the right to rescind a competitor's eligibility to participate in the MPL for any reason or for no reason whatsoever and at its sole discretion. Ineligible competitors will not be included in the eligibility criteria above. In the event a competitor who is eligible for the Magic Pro League chooses not to participate, wishes to exit the program, or if a competitor in the Magic Pro League is removed from or unable to continue in the program, a Rivals League member will be offered a place among the 2020 Magic Pro League at the discretion of the MPL.

Magic Pro League competitors are ineligible to participate in WPN Qualifiers and Players Tour Qualifiers for tabletop and Mythic Qualifiers for *Magic: The Gathering Arena*. Magic Pro League competitors are permitted to play in Magic Premier Series events.

The terms and conditions under which a competitor receives money for participation in the above events is detailed and governed by a separate agreement entered into for the relevant term the competitor is eligible to be part of the Magic Pro League tournament. Competitors are responsible for the payment of all taxes attributable to prizes, appearances and other compensation received for participation in the Magic Pro League.

In the event a competitor is eligible to receive an appearance fee at an MPL event but is unable to attend an event in which an appearance fee is awarded, that player may request to have the appearance fee moved to a future event in the season. Deferment of appearance fees is subject to approval from the MPL.

Rivals League

The Rivals League features aspiring and veteran players who have proven themselves in either prior seasons of the Magic Pro League or through exemplary performance in MPL events, as well as players who have demonstrated exemplary performance in gaming. The Rivals League serves as path to the Magic Pro League and a second chance to return to the Magic Pro League after a challenging prior season.

There are 32 Rivals League competitors in the 2020 season and 46 Rivals League competitors in the 2020-21 season.

2020 Rivals League competitors are bound by the MPL rules from the time they sign an agreement to join the league until August 31, 2020 or until their agreement is terminated.

2020-21 Rivals League competitors bound by the MPL rules from the time they sign an agreement to join the league until August 31, 2021 or until their agreement is terminated.

The 2020 Rivals League shall consist of the following competitors, in order. In the event a player is eligible to be part of the 2020 Rivals League from multiple criteria below, all instances beyond the initial criteria in which a player is eligible will pass down to the next eligible player.

- 21st-32nd place Magic Pro League competitors from the 2019 season based on 2019 Mythic Points.
- 1st-8th place Mythic Point earners based on tabletop Mythic Championships in the 2019
- 1st-8th place Mythic Point earners based on *MTG Arena* Mythic Championships in the 2019 season.
- 4 players selected at the discretion of the MPL

Ties will be broken by the following criteria, in order: most 2019 Mythic Championship Final Days, most Saturday appearances in 2019 Mythic Championships, most points earned during tabletop 2019 Mythic Championship Swiss Rounds (for tabletop slots above), most match wins at a single *Arena* Mythic Championship (for *Arena* slots above).

The 2020-21 Rivals League consists of the following competitors, in order. In the event a player is eligible to be part of the 2020-21 Rivals League from multiple criteria below, all instances beyond the initial criteria in which a player is eligible will pass down to the next eligible player.

- 21st-24th Magic Pro League competitors from the 2020 season based on their total MPL Points at the end of the season (MPL Points are all Mythic Points and Player Points earned at Mythic Invitationals, Mythic Point Challenges, Players Tours, and Players Tour Finals)
- 2nd through 13th Mythic Point earners in the 2020 season.
- 2nd through 13th Player Point earners in the 2020 season.
- 4th-16th place competitors from the Magic Pro League 2020-21 Gauntlet
- 6 players selected at the discretion of the MPL

For the 2nd through 13th Mythic Point earners, ties will be broken by the greatest number of 2020 season Mythic Invitational Final Day finishes, followed by the greatest number of Swiss match wins at 2020 Mythic Invitationals, followed by best individual Swiss match win record at a single 2020 Mythic Invitational. If there is still a tie, the second best performance above will be considered, and so on until the tie is broken. If the tie remains unbroken, best final standing at a 2020 season Mythic Invitational will be considered, followed by second best and so on until the tie is broken.

For the 2nd through 13th Player Point earners, ties will be broken by the greatest number of 2020 season Players Tour Finals Final Days, followed by greatest number of 2020 season Players Tour Top 8s, followed by greatest best individual Swiss match point performance at a 2020 Players Tour Finals, followed by best final standing at a 2020 Players Tour. If there is still a tie, the second-best Swiss match point performances in Players Tour Finals and then final standings at Players Tour will be considered, and so on until the tie is broken. In the event there is still a tie, best final standing in a 2020 Players Tour Final will be used, followed by second best final standing in a 2020 Players Tour final.

Competitors in the Magic Pro League are not eligible to be in the Rivals League. Once a competitor has been added to the Rivals League based on a criteria listed above, they are removed from consideration for further slots.

Participation in the Rivals League is dependent on eligible competitors being in good standing with Wizards of the Coast Organized Play, *Magic: The Gathering Arena* Terms of Service, and finalization of Rivals League competitor agreements. In the event a competitor who is eligible for the 2020 Magic Rivals League chooses not to participate, wishes to exit the program, or if a competitor in the 2020 Magic Pro League is removed from the program, their place in the 2020 Magic Rivals League will be offered to another competitor at the discretion of the Magic Pro League LLC.

As with the Magic Pro League, the MPL remains the sole arbitrator as it relates to competitor eligibility and reserves the right to rescind a competitor's eligibility to participate in the MPL for any reason or for no reason whatsoever and at its sole discretion.

Rivals League competitors are eligible to participate in one Players Tour event per round, Additionally, they are eligible to participate in the Rivals Mythic Qualifier events.

Rivals League competitors are ineligible to participate in tabletop WPN Qualifiers and Players Tour Qualifiers. Rivals League competitors are permitted to play in Magic Premier Series events.

The terms and conditions under which a competitor receives money for participation in the above events is detailed and governed by a separate agreement entered into for the relevant term the competitor is eligible to be part of the Rivals League. Competitors are responsible for the payment of all taxes attributable to prizes, appearances and other compensation received for participation in the Rivals League.

In the event a competitor is eligible to receive an appearance fee at an MPL event but is unable to attend an event in which an appearance fee is awarded, that player may request to have the appearance fee moved to a future event in the season. Deferment of appearance fees is subject to approval from the MPL.

MPL Events

The events listed below provide Mythic Points and Player Points used to determine League placement. Specific point values may be found in Appendix A.

Mythic Points and Player Points earned for a season are tracked on the leaderboard for a corresponding season of competition on magic.gg.

Mythic Points and Player Points displayed on the leaderboard may not be accurate or in real-time. The MPL reserves the right to alter the Mythic Points and Player Points displayed for any competitor at any time and for any reason, including, without limitation, if it determines that there has been unsportsmanlike or other behavior prohibited by the applicable gameplay rules.

Mythic Invitationals

Mythic Invitationals are multi-day in-person tournaments using *Magic: The Gathering Arena*.

The following competitors may be invited to a Mythic Invitational:

- The 24 Magic Pro League competitors
- Up to 32 Rivals League competitors in the 2020 season
- Competitors who reached the required number of wins in a Mythic Qualifier for a corresponding Mythic Invitational
- Top Mythic Point earners from Mythic Qualifiers and Mythic Point Challenges in the qualifying quarter not already qualified
- Additional invitations at the discretion of the Magic Pro League LLC

The number of competitors invited in the categories above may differ for each Mythic Invitational.

Additional information about each Mythic Invitational—including specific invitation policy for each event—will be provided in each tournament’s fact sheet.

Mythic Qualifiers

Mythic Qualifiers are single-day online tournaments using *Magic: The Gathering Arena*.

The following competitors may be invited to a Mythic Qualifier:

- Rivals League members
- The Top 250 competitors based on Mythic Points earned in the prior quarter’s Mythic Qualifiers and Mythic Points Challenges, starting with looking at Mythic Points earned in Q1 of 2020
- The Top 1200 Mythic-ranked competitors in the prior month’s Ranked Constructed ladder and the Top 1200 Mythic-ranked competitors in the prior month’s Ranked Draft ladder

Magic Pro League competitors are ineligible to participate in Mythic Qualifiers. Other means of eligibility may be announced for a specific Mythic Qualifier.

Two Mythic Qualifiers will qualify competitors for each Mythic Invitational in the 2020 season and for the first Mythic Invitational of the 2020-21 season.

Only eligible participants will be able to see and join a Mythic Qualifier in *Magic: The Gathering Arena*. Competitors compete until they reach the required number of wins or the maximum

number of allowed losses. Competitors who reach the required number of wins will automatically qualify for that Mythic Qualifier's corresponding Mythic Invitational.

Additional information about each Mythic Qualifier will be provided in the fact sheet for that event.

Mythic Point Challenges

Mythic Point Challenges are one-day online tournaments using *Magic: The Gathering Arena*.

The following competitors are eligible to compete in a Mythic Point Challenge:

- Magic Pro League and Rivals League members
- The Top 250 competitors based on Mythic Points earned in the prior quarter's Mythic Qualifiers and Mythic Points Challenges, starting with looking at Mythic Points earned in Q1 of 2020
- The Top 1200 Mythic-ranked competitors in the prior month's Ranked Constructed ladder and the Top 1200 Mythic-ranked competitors in the prior month's Ranked Draft ladder

Competitors compete until they reach a maximum number of wins or a maximum number of allowed losses and receive Mythic Points based on the number of wins they accumulate before they are finished in the event.

Specific details for each Mythic Points Challenge will be provided in the fact sheet for that event.

Players Tour

Players Tour events are live, in-person multi-day tournaments using the tabletop *Magic: The Gathering* Trading Card Game for all gameplay. Players Tours are two-stage events encompassing multiple weekends. There are two rounds of Players Tour events in the 2020 season and three rounds of Players Tour events in the 2020-21 season.

Players Tour Tournaments

Players Tour tournaments are the first of the two-stage Players Tour structure. There are three Players Tour tournaments that take place in each round:

- Players Tour Americas
- Players Tour Europe
- Players Tour Asia Pacific

The number of competitors in each region's Players Tour event may differ.

The following competitors may be invited to a Players Tour event:

- The 24 Magic Pro League competitors
- The 32 Rivals League competitors in the 2020 season
- Reaching the required record for an invitation from a Players Tour Qualifier, WPN Qualifier, Grand Prix, Players Tour Premier Series, or *Magic Online* Event
- The top finishers from the previous Players Tour event
- *Magic* Hall of Fame members
- Additional invitations at the discretion of the Magic Pro League LLC

The number of competitors invited in the categories above may differ for each Players Tour event.

Additional information about each Players Tour—including specific invitation policy for each event—will be provided in each tournament’s fact sheet.

Players Tour Finals Tournaments

Players Tour Finals are the second in the two-stage Players Tour structure. There is only one Players Tour Finals that takes place in each round.

The number of competitors in each region’s Players Tour event may differ.

The following competitors may be invited to a Players Tour Finals:

- The 24 Magic Pro League competitors
- Top finishers from Players Tour tournaments that feed a specific Players Tour Finals
- Top finishers from the Players Tour Finals in the previous round
- Grand Prix winners from the qualifying season that feeds Players Tour events in that round

The number of competitors invited in the categories above may differ for each Players Tour Finals.

Additional information about each Players Tour Finals—including specific invitation policy for each event—will be provided in each tournament’s fact sheet.

MPL Gauntlet

The MPL Gauntlet is a once-per-season event in which lower-ranked competitors from the prior season’s Magic Pro League and the top-ranked competitors from the prior season’s Rivals League compete for the opportunity to be offered a place in the next season’s Magic Pro League roster.

The following competitors are eligible to participate in the MPL Gauntlet at the conclusion of the 2020 season:

- The Magic Pro League competitors ranked 17th through 20th
- The Rivals League competitors ranked 2nd through 7th in 2020 Player Points earned among Rivals League competitors
- The Rivals League competitors ranked 2rd through 7th in 2020 Mythic Points earned among Rivals League competitors
- The Rivals League competitors not invited above with the highest combined total 2020 Mythic Points and Player Points until 16 total competitors have been invited.

Any competitor in the MPL Gauntlet may opt not to participate. If a competitor chooses to do this, they are replaced with the 2020 Rivals League member with the next highest combined total 2020 Mythic Points and Player Points that hasn’t already been invited to participate in the MPL Gauntlet.

The Top 4 finishers from the 2020 MPL Gauntlet will become participants in the 2020-21 Magic Pro League. All other finishers will become participants in the 2020-21 Rivals League.

Competitor Conduct

MPL competitors are expected to be professional and reflect the core philosophies of the MPL and *Magic: The Gathering*, whether during competition or in other aspects of the competitor’s life.

Competitors are expected to play to the best of their ability. Magic Pro League or Rivals League may not concede games for outside-the-game reasons. They may propose or agree to an intentional draw in circumstances where both competitors believe that an intentional draw is mutually beneficial, provided intentional draws are permitted by the tournament structure.

Competitors should be welcoming on broadcast—be it their own or a Magic Pro League event—and in person. Competitors, bystanders, and staff will be treated with respect, and escalating a situation or being rude to others will not be tolerated. Light trash talk with other competitors is acceptable as long as all parties are fine with it. Continued insults when one party does not wish to be involved or attacking someone's personal character is unacceptable and will lead to Unsportsmanlike Conduct penalties. Similarly, excessive profanity in public is frowned upon.

Harassment—any action that makes another feel unwelcome—of individuals regardless of their participation in Magic Pro League LLC programs is unacceptable.

Non-Disparagement

League competitors have the right to express their opinions in a professional manner and the MPL respects a competitor's authenticity.

However, it is expected that competitors will not make remarks or post remarks that are harmful, slanderous, disparaging, false, or defamatory of the MPL, Wizards of the Coast, Hasbro, or any of its representatives or products. This includes employees of said companies, contractors, tournament officials, vendors of said companies, or other competitors participating in Magic Pro League programs or tournaments regardless of their placement within the Magic Pro League or Rivals League program. These guidelines are applicable both in and outside of tournaments.

Cheating

There is zero tolerance for cheating or other actions that undermine the integrity of MPL competitions. Competitors agree not to knowingly violate the rules for personal advantage, exploit any bug in video games or hardware in tournaments, and agree to observe and follow communication policy documented for each tournament when interacting with competitors.

Illegal Conduct

League competitors agree to observe all laws in associated countries in which they reside and compete.

Gambling

The MPL has a zero-tolerance stance on gambling or the exchange of money as a result of a game of *Magic: The Gathering* being played in any form, whether it is the trading card game or any digital expression of the core game, and whether the individual is playing in said game or not. This applies to:

- Competitors playing against other players for a share of personal money (i.e. Money Drafting)
- Competitors betting on the outcome of a tournament or tournament match
- Competitors participating in a program in which digital items are wagered on the outcome of a tournament or match, in which the award is money of any kind or a digital item which can be exchanged for money (Fantasy Sports Betting)

Alcohol and Drugs

Magic Tournament Rules forbid the consumption of any alcohol or controlled substance at a tournament. Any alcohol or controlled substances found on tournament premises or other MPL event will be confiscated and competitors will be subject to unsporting conduct which may result in major penalties outlined under the Tournament Infractions and Penalties section of this document including expulsion from the MPL and termination of a competitor's Wizards and DCI accounts. Additionally, competitors are prohibited from creating MPL or Magic content or participating in MPL media events under the influence of alcohol or controlled substances.

The MPL acknowledges that some competitors may be required to take prescription medication for the purposes of their health. Competitors at Magic Pro League events covered in this document, by nature of participating, agree that any prescription drug they may be taking is for their own, personal use and was prescribed to them by their doctor.

Interview and Media Obligations

League competitors may be asked to conduct interviews or to participate in media days for tournaments and events. Competitors are expected to make a good faith effort to participate in these interviews or media obligations in a timely, professional manner, which means adherence to requested attire and call times.

League competitors may also be asked to participate in additional media obligations during their season. Competitors may choose to refuse any media or interview request that isn't required as part of their participation in the tournament, but if they do refuse the media or interview request, notice should be given by any relevant deadline provided.

Competitors may also participate in any outside interviews or media as long as they maintain all obligations covered in this document, maintain good player conduct, and are not conducting an interview with a person or entity that directly conflicts with the values of the Wizards of the Coast Code of Conduct or business associations of Hasbro Inc.

Sponsorships, Content Creation, and Branding

The MPL encourages competitors to generate their own content and branding agreements, while also ensuring that these efforts do not damage the league or its associated brands.

Sponsors must be pre-approved by the MPL.

Reserved Sponsors

The MPL reserves the right to have program-wide sponsorships in order to fund further development of the league and its corresponding programs. As a result, the Magic Pro League may pursue sponsors that are listed below as a reserved sponsorship category. These reserved sponsorship categories are:

- Desktop computers
- Laptop computers
- Monitors and displays
- Audio headsets
- Tabletop peripherals, including playmats and card sleeves
- Computer chairs
- Beverage products (non-alcoholic and alcoholic)
- Payment services
- Automotive
- Travel services, including air and ground transportation, accommodation entities, and travel agencies

Additional sponsorship categories may be added to this list in the future. Magic Pro League and Rivals League members who are active in a season will be contacted should additional categories be added to the above list.

Competitors may not pursue sponsors in the above categories that require active promotion—sponsorships requiring verbal acknowledgment of a sponsor, its slogans, and its products from the competitor or other individuals—during MPL events. Competitors may pursue sponsors in reserved categories for passive promotion—such as on their clothing or in reserved categories per MPL approval—or outside-of-tournament obligations such as streaming.

Competitors are solely responsible for determining their compliance with the terms in these rules and all corresponding documents with any present or future sponsorship agreement that they may enter into. Magic Pro League and Rivals League competitors also agree to hold the MPL, Wizards of the Coast, and Hasbro harmless for any and all expenses, judgments, awards, fines, and fees with respect to any claim or action brought against any member of these entities by third parties which come from any agreement for sponsorship which a competitor has entered into.

Content Creation Outside of Tournaments

League competitors may create their own content, including streaming, podcasts, video content, and written content, as long as such activities do not conflict with their professional responsibilities for the MPL. Conflicts include:

- Video recording of content featuring matches from Mythic Invitationals or Players Tour events without prior approval from the MPL
- Playing in other online video game tournaments during Magic Pro League events

- Producing and publishing any content during a tournament that may compromise tournament integrity or a competitor's ability to compete during an event.

Prohibited Sponsors

The MPL prohibits the following categories of sponsors:

- Political or religious organizations;
- Organizations which denigrate, exclude, or offend communities or groups of individuals;
- Organizations that create environmental hazards;
- Organizations that involve the taking of unnecessary risk and/or which may put public safety at risk;
- Organizations that are associated with products or characteristics that are not conducive to the family-friendly *Magic: The Gathering* brand including drugs, tobacco, vape products, alcohol, pornographic material, gambling (including fantasy sports) or health hazards
- Organizations that directly compete with or may have conflicts of interest with the MPL, Wizards of the Coast or Hasbro.

Professional Standards

Competitors, organizers, teams, sponsors, tournament officials, and staff should take care of their hygiene, wear appropriate clothing for official events and in Magic related content created for the public. Unless cleared by the MPL, shorts, open-toed shoes, flip-flops, and other casual attire is not appropriate for tournaments or public events. Additionally, attire should be clean and attire that either has obvious stains or odor that a competitor chooses to wear for a tournament may result in penalties.

Endorsement Policy

Competitors agree not to use the MPL brand or trademarks or any branding or trademarks of Wizards of the Coast or Hasbro to promote or imply any endorsement or brand collaboration with a product or service not specifically authorized by the MPL. Competitors agree to comply with all MPL requirements using any brands associated to Wizards of the Coast or Hasbro, in compliance with applicable laws.

Esports Organizations and Teams

The MPL will work with Magic Pro League and Rivals League competitors on supporting their relationship with esports organizations. The MPL defines esports organizations as:

- Entities with specific brand guidelines and requirements that specialize in supporting competitive gamers in their content creation and in their pursuit of professional gaming opportunities
- Entities that have teams in competitive gaming programs represented outside of the MPL
- Entities that have demonstrated a desire to support competitive gamers within the ecosystem for competitive *Magic: The Gathering* for more than a year

The MPL reserves the right to reject, suspend, remove or otherwise terminate an esports organization or team from the Magic Pro league for any reason or no reason whatsoever.

Restrictions on Signing with Teams and Esports Organizations

If a competitor has agreements with multiple organizations, league officials and broadcasting will only represent competitors under one team brand during a competitive season, regardless of said agreements.

MPL officials need, at a minimum, 14 business days prior written notice to change broadcast or marketing assets featuring team and esports organization branding. If a Magic Pro League or Rivals League member signs with an esports organization or team, new on-air assets may not be available for a competitor until the next available Mythic Invitational event.

Tournament and Competitor Conduct Infraction Procedures

League competitors are held to a high standard at tournaments. They are assumed to have a strong knowledge of the rules and will not be given the benefit of the doubt in an investigation or given a more lenient penalty due to ignorance. They are, in all tournaments, treated as though they were playing at Professional Rules Enforcement Level.

In addition to the penalties proscribed by the Magic Infraction Procedure Guide (MIPG), there are additional penalties for some infractions and for violations of the Competitor Conduct rules in the MPL Handbook. This section serves as a guideline, but the MPL reserves the right to change, modify, revise or deviate from the guidelines at any time and for any reason or no reason whatsoever. Competitors, tournament organizers, teams and esports organizations acknowledge and agree that the MPL is the sole arbitrator as to competitor conduct.

The MPL may conduct more thorough investigations around an incident and factor past behavior in decisions and penalties. Competitors are required to answer all questions asked of them by investigators honestly and completely.

Decisions on penalties, investigations, or escalated penalties may be handled by the following entities:

- Judges present at the tournament, who will issue penalties per the MIPG.
- The MPL Investigations Committee (MPLIC), a cross-functional group of MPL staff that investigate and evaluate significant issues of tournament and competitive play conduct and conduct occurring outside of the tournament and competitive play setting.

In any instance where any of the above individuals are directly involved in an incident or provides a statement of an incident they witnessed or accounted for, that committee member will be removed from further discussion and decisions in regards to penalty assignment to ensure fairness in the evaluation of an incident.

Committee participants may make a determination of up to four follow-ups:

- **No Further Action:** Penalties already issued are sufficient.
- **Minor Additional Action:** A minor additional penalty should be applied if either the documentation in these rules was violated in the tournament or conduct penalty committed and was severe enough that a warning and No Further Action is deemed too little. Minor Additional Action is assigned if a player has triggered an investigation for the same penalty in the same season and is a baseline after the first instance of No Further Action. Implementation of a Minor Additional Action is specified in the section for that penalty.
- **Major Additional Action:** A major additional penalty should be applied in instances where only Major Additional Action is warranted per the infraction or conduct and is in clear violation of this document's policies. Additionally, Major Additional Action may be applied for repeat instances of penalties that were ruled as Minor Additional Action in the season in which the penalty was incurred. Implementation of a Major Additional Action is specified in the section for that penalty.
- **Removal:** The MPLIC determines that the behavior is unacceptable and the competitor is removed from the Magic Pro League or Rivals League. Their *Magic the Gathering Arena* account and DCI number are suspended for a minimum of six months. Reinstatement shall be left to the discretion of the MPL.

Decisions on action will be determined based on final decision from the appropriate committee as a whole. All decisions of the MPLIC are final and are at the sole discretion of the MPL.

Repeat infractions may result in more serious follow-up action.

Forfeiture of Prize Money

Magic Pro League and Rivals League competitors may be subject to penalties that involve the forfeiture of prize money earned. Once a ruling in which forfeiture of prize money is made, that competitor will have the associated amount deducted from prize winning(s) at a current or future Magic Pro League event until the full amount is reached.

While a competitor has not reached the amount of forfeiture, they may not be invited to participate in media opportunities, promotional opportunities or additional paid events associated with the Magic Pro League that do not award Mythic Points or Player Points.

A competitor may contribute to their forfeiture by subtracting from their event appearance fee. A competitor that wishes to do this must contact the Magic Pro League Player Manager to express their desire to do this and must fulfill all the requirements of appearance at that event.

All money that is forfeited as a result of MPLIC judgement will be donated to a charity at the direction of the MPL no more than 12 months after the forfeiture takes place.

Tournament Infractions and Penalties

Unsporting Conduct

League competitors are held to a higher standard as ambassadors of Magic: The Gathering competitions. All Unsporting Conduct penalties will be reported to the MPLIC for further investigation and the criteria for Unsporting Conduct continues to apply in situations outside of tournaments where the competitor is acting on behalf of the MPL.

In addition to the criteria laid out in Section 4.1 of the MIPG, Unsporting Conduct – Minor covers violations of the MPL Attire and Brand Policy and competitors will be asked to remedy the situation when the infraction is issued.

For Unsporting Conduct – Minor, the penalties associated with additional actions are:

Minor Additional Action: Forfeiture of \$500 in prize money.

Major Additional Action: Rescinding of the competitor's invitation to a future MPL event

For Unsporting Conduct - Major, the penalties associated with additional actions are:

Minor Additional Action: Forfeiture of \$5000 in prize money.

Major Additional Action: Same as a Removal action.

For Unsporting Conduct – Bribery, Unsporting Conduct – Wagering and Unsporting Conduct – Improperly Determining a Winner, the penalties associated with additional actions are:

Minor Additional Action: Forfeiture of \$5000 in prize money.

Major Additional Action: Same as a Removal action.

For Unsporting Conduct – Aggressive Behavior, Unsporting Conduct – Theft of Tournament Material, Unsporting Conduct - Stalling and Unsporting Conduct – Cheating, the penalties associated with additional actions are:

Minor Additional Action: Rescinding of 1-2 MPL event invitations and forfeiture of any appearance fees for that event.

Major Additional Action: Same as a Removal action.

Damage to the League

An action that causes harm to the MPL or its representatives. It may take place in tournaments, at ancillary events associated with the league, or on social media platforms.

Actions that cause damage to the league include, but are not limited to:

- Acting in a public space that encourages or incites harm of the league or its representatives
- Making public comments with the intent to disrupt league operations or incite harassment of its staff or affiliated companies or sponsors
- Using social media as a means to incite negative public opinion against the MPL, its sponsors, staff and affiliated companies
- Exploiting or cheating in games outside of the league while an active participant in the Magic Pro League or Rivals League
- Exhibiting poor judgement or behavior in professional or personal environments; and
- Engaging in activity that casts the MPL, its sponsors, staff and affiliated companies in a negative light
- Doxing or harassing behavior.

If the committee determines that the violation was accidental, they may take a Minor Additional Action. If the violation was intentional, they may take a Major Additional Action. If the intent was to cause harm, they may make a Removal recommendation. The penalties associated with additional actions are:

Minor: Forfeiture of \$500 in prize money.

Major: Rescinding of the competitor's invitation to a future MPL event.

General Handbook Infractions

Violations of the rules defined in the MPL Handbook that are not covered by any of the above rulings are handled at the discretion of the MPLIC. Additionally, a general handbook infraction may be assigned in the event a competitor repeatedly violates tournament policy enough to warrant further investigation or penalty.

Repeat infractions do not receive a more severe action recommendation unless the MPLIC believes that the action was deliberate. Removal may not be recommended for General Handbook Infractions.

Minor: Forfeiture of \$500 in prize money.

Major: Rescinding of the competitor's invitation to a future MPL event.

Appendix A– Mythic Points and Player Points Event-by-Event Award Charts

The following details Mythic Point and Player Point awards for each respective event based on their structure and event type.

Mythic Qualifiers and Mythic Points Challenges

Mythic Points will be awarded to competitors of Mythic Qualifiers and Mythic Point Challenges based on their total number of match wins in each event as follows.

Match Wins	Mythic Points
10	6
9	5
8	4
7	3
6	2
5	1

Mythic Invitationals

Mythic Points will be awarded to competitors in Mythic Invitationals based on their record in Swiss rounds as follows.

Match Wins	Mythic Points
10-0 Record	24
10-1 Record	21
10-2 Record	18
10-3 Record	15
9-4 Record	15
8-5 Record	12
7-6 Record	9
6-7 Record	6
5-8 Record	4
4-9 Record	3
Did Not Win Four or More Matches	0

Additional Mythic Points are awarded to the Final Day competitors as follows based on their respective finish.

Rank	Mythic Points
1	10
2	8
3	6
4	5
5th-6th	4
7th-8th	3

Players Tour

Player Points will be awarded to competitors in Players Tour events based on their match points earned after 15 rounds of Swiss. Points awarded as follows:

Match Points	Player Points
33+	15
30-32	12
27-29	8
24-26	5
15-23	3

Final Day competitors will instead receive Player Points based on their respective finish in the playoff of their event.

Rank	Player Points
1	26
2	24
3	22
4	20
5th-8th	18

Players Tour Finals

Player Points will be awarded to competitors in Players Tour Finals events based on their record in Swiss rounds as follows.

Match Points	Player Points
30+	5
27-29	4
21-26	3
12-20	2

Final Day competitors will instead receive Player Points based on their respective finish in the playoff of their event.

Rank	Player Points
1	10
2	9
3	8
4	7
5th-8th	6