

MAGIC: THE GATHERING®

PREMIER TOURNAMENT INVITATION POLICY

*Updated March 31, 2022
Effective through October 17, 2023*

INTRODUCTION

This **Magic: The Gathering** Premier Tournament Invitation Policy (the “Invitation Policy”) covers the invitation and eligibility criteria for Wizards of the Coast LLC’s (“Wizards”) **Magic: The Gathering** Premier-level tournaments and the qualifying tournaments that award invitations to them as of the date of this update through 11:59 PM (Pacific) on October 17, 2023. The most recent version of this document can be found at [Magic.gg](https://magic.gg). By entering any of the Premier Tournaments, you agree to be bound by Wizards [General Terms](#) (“**General Terms**”), [Wizards Privacy Policy](#) (“**Privacy Policy**”), [Wizards Code of Conduct](#) (“**Code of Conduct**”), Wizards Play Policy (“**Play Policy**”), and the decisions of Wizards (including interpretations of any official tournament rules (“**Tournament Rules**”) and the judges (all policies, collectively, the “**Official Rules**”). In the event of a conflict among the Official Rules and the Invitation Policy, the Invitation Policy shall govern.

Premier Tournaments include the following:

- **Magic: The Gathering** World Championship
- Pro Tour
- Regional Championship
- Regional Championship Qualifiers

This Invitation Policy may be 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 tournaments and may not receive invitations to tournaments.

Certain individuals may not be eligible to compete in certain 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 they are not currently suspended and meets the general tournament eligibility requirements set out in the **Magic: The Gathering** Tournament Rules, and any other terms, restrictions or requirements as listed under the description for that open tournament.

Only eligible players who have received an invitation 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 eligibility, 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 tournaments except as allowed by Wizards in its sole and absolute discretion. A player's ability to compete in any tournament is subject to the requirements stated in this policy, including without limitation, that each player meet the eligibility requirements for that tournament and have agreed to the terms when signing up for their Wizards play account.

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

If you receive an invitation, in addition to any other applicable Tournament Rules, you acknowledge and grant Wizards permission to publish your name in the appropriate Tournament Invitation List. Tournament invitation lists are published on the **Magic.gg** website and its successors in the appropriate tournament fact sheet.

Invitations and any other awards associated with those invitations will not be awarded until complete tournament 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 all invitations and other awards associated with those invitations for a tournament. Invitations and any other awards associated with those invitations may be rescinded by Wizards upon investigation. Any such decisions are final and cannot be further appealed.

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 [Magic Hall of Fame Information](#) page.

Wizards reserves the right to grant additional invitations to players for any tournament from time to time, at its sole discretion.

3. PRIZE ELIGIBILITY

Monetary prizes earned at the following tournaments are issued by the U.S. offices of Wizards of the Coast LLC:

- **Magic: The Gathering** World Championship
- Pro Tour
- Regional Championship

All monetary prizes at these tournaments 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 or its designated affiliate(s): (i) have agreed to the terms when signing up for their Wizards Account, (ii) the appropriate IRS tax form, (iii) provide proof of identification, and (iv) any other documentation designated by Wizards.
- Monetary Prizes will be facilitated by a third-party payment processor which may require a separate account creation. Details will be shared prior to the tournament(s) and incorporated into the Tournament Rules.

A player eligible for a prize must claim their prize within one (1) calendar year from the date of the tournament in which they won the prize, or the prize is forfeited.

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

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

4. APPEALS

If a player believes that a reporting error has caused an invitation to be wrongly withheld, they may file a formal appeal with Wizards.

The appeal should be sent to PremierPlay@wizards.com. The appeal must be submitted and received by Wizards no later than **four (4) calendar weeks** prior to the start date of the upcoming tournament in question.

5. SEASON DEFINITIONS

A Premier Play Season lasts approximately one year. Each season is comprised of three (3) Pro Tours and a World Championship, as listed in the table listed below.

Premier Play Season	Pro Tours	World Championship
2022-2023 Season	2022-2023 Pro Tour #1 2022-2023 Pro Tour #2 2022-2023 Pro Tour #3	World Championship XXIX (2023)
2023-2024 Season	2023-2024 Pro Tour #1 2023-2024 Pro Tour #2 2023-2024 Pro Tour #3	World Championship XXX (2024)

6. ADJUSTED MATCH POINTS

World Championship and Pro Tour tournaments have invitation criteria called *Adjusted Match Points* (AMP). Adjusted Match Points are only awarded at Pro Tour Tournaments.

A player's Adjusted Match Point total for each Pro Tour consists of a player's total match points at the end of the final Swiss round *minus* nine (9) points (the first nine points earned by a player do not count toward their total for that Pro Tour). If subtracting nine points would cause a player's total to be less than zero, their total is zero (0). The top eight (8) finishers add twelve (12) points to their total.

Swiss Points	After Adjustment*	Swiss Points	After Adjustment*	Swiss Points	After Adjustment*	Swiss Points	After Adjustment*
48	39	38	29	28	19	18	9
47	38	37	28	27	18	17	8
46	37	36	27	26	17	16	7
45	36	35	26	25	15	15	6
44	35	34	25	24	15	14	5
43	34	33	24	23	14	13	4
42	33	32	23	22	13	12	3
41	32	31	22	21	12	11	2
40	31	30	21	20	11	10	1
39	30	29	20	19	10	0-9	0

* Top 8 players add twelve (12) points to their final total for that Pro Tour.

At the conclusion of each Pro Tour, an Adjusted Match Points standing will be produced. Each standing will consist of the Adjusted Match Point totals of each of the three (3) preceding Pro Tour tournaments for all players.

AMP Standing	Pro Tours Comprising Standing	Awards Invitations to
2022-2023 Pro Tour #1	2022-2023 Pro Tour #1	2022-2023 Pro Tour #2
2022-2023 Pro Tour #2	2022-2023 Pro Tour #1 2022-2023 Pro Tour #2	2022-2023 Pro Tour #3
2022-2023 Pro Tour #3	2022-2023 Pro Tour #1 2022-2023 Pro Tour #2 2022-2023 Pro Tour #3	World Championship XXIX 2023-2024 Pro Tour #1

7. MAGIC: THE GATHERING WORLD CHAMPIONSHIP

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

*(Note: The **Magic: The Gathering** World Championship invitation criteria listed below do not generate a pass down of invitations from one player to another, except as explicitly stated.)*

INVITATION CRITERIA

Magic: The Gathering World Championship XXIX (occurs in 2023) invitation list consists of the following players:

- The top four (4) finishers from **Magic: The Gathering** World Championship XXVIII (occurs in 2022).
- Players that finish with 36 or more match points at the end of the Swiss rounds or the top eight (8) finishing competitors (whichever is greater) in each Pro Tour in the 2022-2023 Season.
- Top finishers from each Regional Championship in the 2022-2023 season, as follows. *(Note: If a player already has an invitation to **Magic: The Gathering***

*World Championship XXIX and finishes a Regional Championship in a place that would award an invitation to **Magic: The Gathering** World Championship XXIX, that invitation will pass down to the next player in the Regional Championship tournament standings that does not have an invitation).*

Region	Invitations	Region	Invitations
United States	2	Southeast Asia	1
Europe, Middle East, & Africa	2	Chinese Taipei	1
Japan	2	Brazil	1
Canada	1	South America	1
Australia & New Zealand	1	Central America & Caribbean	1
China	1		

- The top two (2) finishers from each *Magic Online* Champions Showcase designated to award invitations to **Magic: The Gathering** World Championship XXIX.
- The top 32 ranked players that are not already invited to **Magic: The Gathering** World Championship XXIX in the 2022-2023 Pro Tour #3 Adjusted Match Point standing *and* all players tied with 32nd place in that standing (see *Section 6 – Adjusted Match Points*).

8. PRO TOUR

Players Tour tournaments are invitation-only tournaments. To receive an invitation to participate in a Pro Tour, you must meet the following criteria:

(Note: The Pro Tour invitation criteria listed below do not generate a pass down of invitations from one player to another, except as explicitly stated.)

INVITATION CRITERIA

The invitation list for each Players Tour tournament in the 2022-2023 Season consists of the following players:

- The top four (4) finishers from **Magic: The Gathering** World Championship XXVIII (occurs in 2022).
- Players that finish with 30 or more match points from the immediately preceding Pro Tour.
- The top finishers from each Regional Championship that awards invitations to the designated Pro Tour, as follows. *(Note: If a player already has an invitation to the designated Pro Tour and finishes a Regional Championship in a place that would award an invitation to the designated Pro Tour, that invitation will pass down to the next player in that Regional Championship standings that does not already have an invitation to the designated Pro Tour).*

Region	Invitations	Region	Invitations
United States	32	Southeast Asia	4
Europe, Middle East, & Africa	24	Brazil	4
Japan	12	South America	2
Canada	8	Mexico, Central America & Caribbean	2
Australia & New Zealand	8	Chinese Taipei	2
China	4		

- Members of the Pro Tour Hall of Fame are invited to one (1) Pro Tour and Regional Championship per season (the Pro Tour *and* the Regional Championship invitations must be for the same round).
- The eight (8) competitors from each *Magic Online* Champions Showcase designated to award invitations to a particular Pro Tour.
- Players with 39 or more points in the Adjusted Match Points standing generated at the conclusion of the immediately preceding Pro Tour (see *Section 6 – Adjusted Match Points*).
- Players that are otherwise invited to the designated Players Tour.

ADDITIONAL INVITATION CRITERIA FOR THE 2022-2023 SEASON

In addition, the following criteria apply only to Pro Tour in the 2022-2023 Season.

(Note: these criteria do not apply to any future seasons):

- The thirty-two (32) competitors from **Magic: The Gathering World Championship XXVIII** (occurs in 2022). *(Note: This criterion only applies to the first Pro Tour in the 2022-2023 season).*
- Players that finish with 27 or more match points in the *New Capenna* Championship. *(Note: This criterion only applies to the first Pro Tour in the 2022-2023 season).*
- Players that finish with 27 more match points in the first Pro Tour in the 2022-2023 season. *(Note: This criterion only applies to the second Pro Tour in the 2022-2023 season).*
- Players that finish with 27 more match points in the second Pro Tour in the 2022-2023 season. *(Note: This criterion only applies to the third Pro Tour in the 2022-2023 season).*
- Each Regional championship in the 2022-2023 season will have additional bonus invitations (in addition to those listed above). The number of additional bonus invitations for each Regional Championship are listed below. *(Note: If a player already has an invitation to the designated Pro Tour and finishes a Regional Championship in a place that would award an invitation to the designated Pro Tour, that invitation will pass down to the next player in that Regional Championship standings that does not already have an invitation to the designated Pro Tour).*

Region	Bonus Invitations	Region	Bonus Invitations
United States	16	Southeast Asia	4
Europe, Middle East, & Africa	12	Brazil	4
Japan	6	South America	2
Canada	8	Mexico, Central America & Caribbean	2
Australia & New Zealand	4	Chinese Taipei	2
China	4		

9. REGIONAL CHAMPIONSHIP

Each Pro Tour is preceded by tournaments known as Regional Championships. Regional Championships are invitation-only tournaments.

(Note: The Regional Championship invitation criteria listed below do not generate a pass down of invitations from one player to another, except as explicitly stated.)

REGION REGULATIONS

The rules regarding which Regional Championship a qualified player may participate in are as follows:

- Invitations earned at a Regional Championship Qualifier are only valid for the Regional Championship in the same region as the Regional Championship Qualifier.
- Invitations from a non-Regional Championship Qualifier source are only valid for the Regional Championship in the same region as the invitee's region of residence (*See Appendix A – Countries by Region*).
- Players may only participate in one region's Regional Championship(s) per Regional Championship round.

INVITATION CRITERIA

The invitation list for each Regional Championship in the 2022-2023 season consists of the following players:

- The top finishing player(s) of each Regional Championship Qualifier that awards invitations to the designated Regional Championship.
- The winner of each **Magic Online** Qualifier that awards invitations to the designated Regional Championship.
- The top two (2) finishers of each **Magic Online** Super Qualifier that awards invitations to the designated Regional Championship.
- Members of the Pro Tour Hall of Fame are invited to one (1) Regional Championship and Pro Tour per season (the Pro Tour *and* the Regional Championship invitations must be for the same round).
- Players that are already qualified for the Pro Tour to which the Regional Championship will award invitations. (*Note: If a particular Regional Championship has already occurred, invitations will not be deferred to the next Pro Tour*).
- Players that are otherwise invited to the designated Regional Championship.

ADDITIONAL INVITATION CRITERIA FOR THE 2022-2023 SEASON

In addition, the following criteria apply only to Regional Championships in the 2022-2023 Season (these criteria do not apply to any future seasons):

- 2021-2022 Season MPL and Rivals players.
- The sixteen (16) non-MPL and non-Rivals players with the most World Championship Qualification Points during the 2021-2022 Season that did not play in **Magic: The Gathering** World Championship XXVIII (occurs in 2022).
- All non-MPL and non-Rivals competitors from **Magic: The Gathering** World Championship XXVIII (occurs in 2022).

10. REGIONAL CHAMPIONSHIP QUALIFIERS

Each Regional Championship is preceded by tournaments known as Regional Championship Qualifiers. Each Regional Championship Qualifier awards invitation(s) to a designated Regional Championship in *the same region* in which the Regional Championship Qualifier took place.

Regional Championship Qualifiers may be open tournaments or invitation-only tournaments.

Because the Regional Championship Qualifier system may vary from region to region, fact sheets for each region's system should be reviewed for complete information.

If a Member of the Pro Tour Hall of Fame plays in a Regional Championship qualifier in a particular Regional Championship round, they forfeit their right to use their Regional Championship and Pro Tour invitation benefit for that round (listed in *Section 8 – Pro Tour* and *Section 9 – Regional Championship*).

11. OTHER TOURNAMENTS

All other **Magic: The Gathering** tournaments do not award direct invitations to any of the tournaments described in this document.

APPENDIX A – COUNTRIES BY REGION

UNITED STATES ([DREAMHACK](#))

Puerto Rico, United States

CANADA ([FACE TO FACE GAMES](#))

Canada

JAPAN & SOUTH KOREA ([BIG MAGIC](#))

Japan, South Korea

AUSTRALIA & NEW ZEALAND ([GOOD GAMES](#))

Australia, New Zealand

CHINA ([BEIJING KADOU CULTURE](#))

China, Hong Kong

SOUTHEAST ASIA ([ORACLE EVENTS](#))

Indonesia, Malaysia, Philippines, Singapore, Thailand

CHINESE TAIPEI ([GAME SQUARE](#))

Chinese Taipei

EUROPE, MIDDLE EAST & AFRICA ([LEGACY](#))

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

BRAZIL ([CITY CLASS GAMES](#))

Brazil

SOUTH AMERICA ([MAGIC SUR](#))

Argentina, Bolivia, Chile, Colombia, Ecuador, Paraguay, Peru, Uruguay, Venezuela

MEXICO, CENTRAL AMERICA & CARIBBEAN ([YELLOW RABBIT](#))

Barbados, Belize, Cayman Islands, Costa Rica, Dominican Republic, El Salvador, Guadeloupe, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Panama, Trinidad and Tobago