

MAGIC: THE GATHERING ARENA PREMIER EVENT INVITATION POLICY

*Updated August 24, 2022
Effective through October 17, 2023*

INTRODUCTION

This **Magic: The Gathering Arena** Premier Event Invitation Policy (the “Invitation Policy”) covers the invitation and eligibility criteria for Wizards of the Coast LLC’s (“Wizards”) **Magic: The Gathering Arena** Premier-level Events and the qualifying Events that award invitations to them as of the date of this update through the effective date shown above.

The most recent version of this document can be found at [Magic.gg](https://magic.gg). By entering any of the Premier Events, 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 Event rules (“**Event Rules**”). In the event of a conflict among the Official Rules and the Invitation Policy, the Invitation Policy shall govern.

Premier Events on Magic: The Gathering Arena include the following:

- Arena Open
- Qualifier Play-In
- Qualifier Weekend
- Arena Championship

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. EVENT ELIGIBILITY

Players that have an account currently suspended or banned are not eligible to compete in Events and may not receive invitations to Events.

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

Events are classified as open or invitation-only.

Any player may compete in an open event as long as they do not have an account suspended or banned, and meet the general event eligibility requirements set out in the rules for the event, and any other terms, restrictions or requirements as listed under the description for that open event.

Only eligible players who have received an invitation may compete in invitation-only events.

2. INVITATION REGULATIONS

Invitations awarded by means described within this policy are officially awarded only upon Wizards' verification of eligibility.

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 events to which they apply and may not be deferred to future events except as allowed by Wizards in its sole and absolute discretion. A player's ability to compete in any Event is subject to the requirements stated in this policy, including without limitation, that each player meet the eligibility requirements for that Event 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.

By participating in a Qualifier Weekend, in addition to any other applicable Event Rules, you acknowledge and grant Wizards permission to publish your name in the appropriate leaderboard and/or qualification list for Arena Championships and Magic: The Gathering Pro Tour events on **magic.gg** and its successor websites.

Invitations and any other awards associated with those invitations will not be awarded until complete event results are reviewed by Wizards. If an event 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 an event. 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.

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

3. PRIZE ELIGIBILITY

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

- Arena Open
- Arena Championship

All monetary prizes at these events are issued in U.S. Dollars.

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

- All taxes are the responsibility of the individual receiving the Monetary Prize.
- Before being awarded any Monetary Prize, the potential recipient must, among other things, submit to Wizards of the Coast LLC 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 Event(s) and incorporated into the Event Rules.

A player eligible for a prize must claim their prize within one (1) calendar year from the date of the Event 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 Event in question.

5. QUALIFICATION TIMING

Each Ranked Season and Arena Open creates invitations for the Qualifier Weekend in the following month. Each Qualifier Play-In creates invitations for the Qualifier Weekend in the same month. Every Qualifier Weekends feeds an Arena Championship, and, starting with the September 2022 Qualifier Weekend, the Magic: The Gathering Pro Tour as follows:

Ranked Season/Arena Open	Qualifier Play-In/Weekend	Awards Invitations To
April 2022	May 2022	Arena Championship 1
May 2022	June 2022	
June 2022	July 2022	
July 2022	August 2022	
August 2022	September 2022	Arena Championship 2
September 2022	October 2022	

October 2022	November 2022	2022-2023 Pro Tour #1
November 2022	December 2022	
December 2022	January 2023	Arena Championship 3
January 2023	February 2023	2022-2023 Pro Tour #2
February 2023	March 2023	
March 2023	April 2023	

6. RANKED SEASONS

Each ranked season in MTG Arena lasts from approximately 12:05 p.m. Pacific time on the final day of the previous month to 12:00 p.m. Pacific time on the final day of the appropriate month. Players who finish in the top of the Mythic rankings for either the constructed or limited ladder at the end of the season will receive rewards as indicated below. If a player is on the top of both, only the better rank is used:

Rank	Reward
#1-250	Qualifier Weekend Day 1 Entry Token
#251-1200	20 Play-In Points to enter Qualifier Play-In

Players whose best rank is in top 250 but are otherwise already qualified for the appropriate Qualifier Weekend via an Arena Open will receive 20 Play-In Points.

7. ARENA OPEN EVENTS

From time to time, two-day Arena Open events will be held. A player may enter the Day 1 event any number of times. Each Day 1 entry will require one of the following entry methods:

- 25,000 Gold
- 5,000 Gems

Players receiving the maximum number of wins in any course on Day 1 will receive a Day 2 token. A player can only join the Day 2 event once, and only on a single account.

The Day 2 token can be used to join the Day 2 event, which has an entry window identified in the client, generally 6:00 a.m. – 8:00 a.m. Pacific time. For events that are draft on Day 2, Day 2 may be split into two separate events in-client. The second event – open to players based on their performance in the first event - will also have its own entry window. **Players are responsible for joining events within the entry window.**

Players with high finishes in Day 2 will earn monetary rewards. See the prize eligibility section above for more information. These players will also receive an invite to Day 1 of the following month's Qualifier Weekend.

8. QUALIFIER PLAY-IN EVENTS

Each month will contain open Qualifier Play-In events. A player may enter these any number of times. Each entry will require one of the following entry methods:

- 20 Play-In Points
- 20,000 Gold
- 4,000 Gems

Players may earn Play-In Points through the ranked ladder (see above), or by strong finishes in MTG Arena events such as Constructed Events and Traditional Drafts.

Players with maximum wins in a Qualifier Play-In course will receive an invite to Qualifier Weekend Day 1.

9. QUALIFIER WEEKEND EVENTS

Each month will contain a Qualifier Weekend event, which is a two-day event only available to qualified players. Players must have the Qualifier Weekend entry token for Day 1 to participate. These can be earned through the ranked ladder, Arena Opens, or Qualifier Play-In events as described above.

A player may enter the Day 1 event and Day 2 event at most once each, on a single account. Players who finish with maximum wins in the Day 1 event will receive a token for the Day 2 event.

Each day's event has a limited entry window identified in the client, generally 6:00 a.m. – 8:00 a.m. Pacific time. **Players are responsible for joining events within the entry window.**

Players who reach maximum wins in the Day 2 event will receive an invite for the Arena Championship, and, starting in September 2022, a tabletop Magic: The Gathering Pro Tour.

10. ARENA CHAMPIONSHIPS

Arena Championships are invitation-only, two-day events. Invites are given to all players with maximum wins on Day 2 of one of the four Qualifier Weekend events which qualify for that Arena Championship.

If this invite list constitutes less than 32 players, then players will be invited from a leaderboard until there are 32 players invited. That leaderboard will be based on the total number of wins earned across Day 2 of the four Qualifier Weekends that qualified players for the Arena Championship. Ties will be broken in the following order:

- Most wins in a single Day 2 of a Qualifier Weekend which qualified for that Arena Championship
- 2nd best, 3rd best, etc. most wins as defined above

- Best rank (either constructed or limited) in any of the Ranked Seasons which qualified for a Qualifier Weekend which qualified for that Arena Championship
- 2nd best, 3rd best, etc. rank as defined above

The total monetary rewards for an Arena Championship is a minimum of \$200,000 USD, structured as follows:

Final Standing	Monetary Reward
1 st Place	\$30,000 USD
2 nd Place	\$20,000 USD
3 rd -4 th Place	\$15,000 USD
5 th -8 th Place	\$10,000 USD
9 th -12 th Place	\$7,000 USD
13 th -16 th Place	\$5,000 USD
17 th -24 th Place	\$2,500 USD
Any Other Finish	\$1,500 USD

11. LAST PLAYER REMAINING POLICY

This policy applies to only Day 2 of Arena Open events as well as Qualifier Weekend events.

Due to the nature of asynchronous matchmaking, an event may end up in the situation where there is only one player remaining who is still seeking a match. If Wizards determines, in its sole and absolute discretion, that such a player has been waiting for a substantial period and was unable in good faith to find a match when matchmaking closed for the same event, the player will be treated as having one (1) additional win beyond their then-current win count.

They will receive all applicable in-game rewards, as well as any applicable monetary prizes and/or invitations for which the player is deemed by Wizards as eligible and are actually associated with finishing with that many wins. Note that this will be handled by Wizards in accordance with its usual practices after the conclusion of the event.