

Magic: The Gathering Arena Zendikar Rising Qualifier Weekend

Event Information

Last Updated: August 13, 2020

The following includes event information, rules, and policy for the Magic: The Gathering Arena Zendikar Rising Qualifier Weekend.

Wizards of the Coast reserves the right, at its sole discretion, to suspend, modify, and change its events at any time and for any reason without notice.

Overview

The *Magic: The Gathering Arena Zendikar Rising* Qualifier Weekend is a two-day event in which top eligible players at the end of the event will receive invitations to compete in the *Zendikar Rising* Championship.

Qualifier Weekend for the *Zendikar Rising* Championship, which will take place on December 4-6, 2020, will run on the following weekends:

- September 12-13, 2020
 - The format for September's Qualifier Weekend is Historic Constructed
- October 24-25, 2020
 - The format for October's Qualifier Weekend is Standard Constructed
- November 7-8, 2020
 - The format for November's Qualifier Weekend is Standard Constructed

Qualification to Compete

Zendikar Rising Qualifier Weekends are invitation-only events.

Eligible players will be granted the role of Challenger prior to the Qualifier Weekend taking place. Players with the role of Challenger are granted one entry into the Qualifier Weekend Day One event.

Players can see if they have the role of Challenger by selecting Profile once logged in. The Challenger role will be displayed adjacent to the Season Rewards button on that screen.

Players can earn the Challenger role by finishing in the Top 1,200 of either Constructed or Limited ranked play at the end of each ranked season tied to a Mythic Qualifier.

Players who earned four (4) or more Mythic Points in Mythic Qualifiers and Mythic Point Challenges in April, May, and June 2020 will receive the Challenger role.

Players who earned 33 or more match points in any 2020 Players Tour Online event will receive the Challenger role.

Members of the *Magic: The Gathering* Pro Tour Hall of Fame will be granted the Challenger role.

Players receive the Challenger role for a single Qualifier Weekend if they earn five (5) or more match wins in Day 2 of the last immediate *Magic: The Gathering Arena* Open.

For the *Zendikar Rising* Qualifier Weekend on September 12-13, 2020, the following ranked seasons are used for determining player eligibility:

- June 2020 Ranked Season (May 31, 2020 at 12:05 PT – June 30, 2020 at 12:00 PT)
- July 2020 Ranked Season (June 30, 2020 at 12:05 PT – July 31, 2020 at 12:00 PT)
- August 2020 Ranked Season (July 31, 2020 at 12:05 PT – August 31, 2020 at 12:00 PT)

For the *Zendikar Rising* Qualifier Weekend on October 24-25, 2020, the following ranked seasons are used for determining player eligibility:

- September 2020 Ranked Season (August 31, 2020 at 12:05 PT – September 30, 2020 at 12:00 PT)

For the *Zendikar Rising* Qualifier Weekend on November 7-8, 2020, the following ranked seasons are used for determining player eligibility:

- October 2020 Ranked Season (September 30, 2020 at 12:05 PT – October 31, 2020 at 12:00 PT)

Members of the 2020-21 *Magic* Pro League and *Magic* Rivals League are ineligible to compete in any *Zendikar Rising* Qualifier Weekend, regardless of standing in the ranked seasons or other eligibility criteria.

Additional ways to earn the Challenger role may be available, up to and including as an award for strong placement in a Wizards-supported tournament or tournament series. Wizards of the Coast reserves the right to add additional means of granting players the Challenger role during the *Zendikar Rising* split of the 2020-21 professional season. Additional means of receiving the role of Challenger for a *Zendikar Rising* Qualifier Weekend are at the sole discretion of Wizards of the Coast.

Players who qualify for the *Zendikar Rising* Championship will become ineligible to compete in further *Zendikar Rising* Qualifier Weekends.

Qualifier Weekend Days

The *Zendikar Rising* Qualifier Weekend takes place as an event in *Magic: The Gathering Arena*. Players who are eligible will see the event, and will be eligible to enter the event once during the day. Both days of competition are best-of-three games with sideboarding.

Each *Zendikar Rising* Qualifier Weekend will be available to enter starting at 6 a.m. Pacific Time Zone. The event will be visible to eligible competitors on the Thursday before the event begins; players who do not see the event but have the Challenger role granted to them under their profile page should contact [Customer Support](#) for assistance.

Players will be able to join the event on Day 1 no earlier than Saturday at 6 a.m. Pacific Time Zone and no later than 8 a.m. Pacific Time Zone.

For Day 2, players will only be able to participate if they earned 7 match wins on Saturday. Players should receive a token that denotes their eligibility to participate in Day 2. Players who are unable to join the Day 2 event and who earned 7 match wins on Day 1 should contact [Customer Support](#) for assistance.

Players can participate in Day 1 until they first receive either 7 match wins or 3 match losses. Players who are eligible to participate on Day 2 can participate in that day's event until they first receive either 7 match wins or 2 match losses.

Qualifier Weekends will allow a player to select their deck prior to any match play for each event, but once a deck is chosen for match play it cannot be changed for the remainder of the event.

Each Qualifier Weekend Day 1 and Day 2 are separate in-client events. Players may select and submit a different deck for Day 2 than they did for Day 1.

Qualifier Weekends events are available only to a limited number of participants. Competitors are strongly encouraged to complete their matches as soon as possible. As the event nears its completion, matchmaking times may take longer than normal.

Competitors are responsible for ensuring they give themselves the proper amount of time to complete their matches when participating in a Qualifier Weekend event.

Prizes

Players will receive gems based on the number of match wins they earn in Day 1 as follows:

Match Wins	Gems
7	1200
6	1200
5	1000
4	800
3	600
2	400
1	200

Additionally, players who earn six (6) or more match wins on Day 1 will be granted the Challenger role for the following month's Qualifier Weekend regardless of their monthly ranked season performance. The Challenger role will be granted to those players in the first 3-5 business days following the start of a new monthly ranked season.

Players will receive their gem awards once they have completed their event.

Players who qualify for and compete in Day 2 will receive gems based on the number of match wins they earn in Day 2 as follows:

Match Wins	Gems
7	6000
6	6000
5	5000
4	4000
3	3000
2	2000
1	1000

All players who reach seven (7) wins will receive invitations to compete in the *Zendikar Rising* Championship, provided they are eligible to participate in the event. Eligible players will be contacted within 3-5 business days after the conclusion of the event to provide the following information:

- Full Name
- Age (all players must be 18 years or older in order to participate in the *Zendikar Rising* Championship and all subsequent events that feed the championship)
- DCI Number (an account can be created at accounts.wizards.com if a player does not have one)

All players who reach six (6) wins but not seven (7) wins in the Day 2 event will be granted the Challenger role and Day 2 event token to participate in the following month's Qualifier Weekend Day 2 event.

General Rules

Players are expected to compete under the implemented rules for *Magic: The Gathering Arena*.

Participation

Participation in the *Zendikar Rising* Qualifier Weekend and *Zendikar Rising* Championship, or any events supported by Wizards of the Coast or the Magic Pro League LLC is contingent on players having accounts that are in good standing for *Magic: The Gathering Arena* and competitive tabletop *Magic: The Gathering*. Players suspended from participation in *Magic: The Gathering Arena* or in sanctioned tabletop tournaments are ineligible for any prizes and subject to additional action.

Players in *Magic: The Gathering Arena* events are required to follow the Wizards of the Coast [Terms and Conditions](#).

Connectivity and other Issues

Players should review [known issues](#) in *Magic: The Gathering Arena* prior to participation in the *Zendikar Rising* Qualifier Weekend and *Zendikar Rising* Championship. Wizards is not responsible for impact on the game as a result of players experiencing known issues.

Wizards of the Coast is not responsible for the results of any disconnection or network problems experienced by players.

Prizes and Eligibility

Players who are part of the Magic Pro League or Rivals League for the season in which the *Zendikar Rising* Championship takes place are ineligible to participate in *Zendikar Rising* Qualifier Weekends.

Qualification to the *Zendikar Rising* Championship does not specifically make a player ineligible to participate in all subsequent events that feed the championship. However, qualification to the *Zendikar Rising* Championship *does* make a player ineligible to participate in other Qualifier Weekends that feed the *Zendikar Rising* Championship. Players who qualify for the championship will have their Challenger role removed if they otherwise would receive it via monthly ranked season performance.

All prizes are awarded “as is” and without warranty of any kind, expressed, or implied (including without limitation, any implied warranty or merchantability or fitness for a particular purpose). This is a contest of skill and, therefore, there are no odds of winning as is the case with a game of chance. All applicable taxes, fees, duties, tariffs, passport or visa costs, and any license, destination, entry, exit, and/or delivery charges are the sole responsibility of each player. Taxes on prizes (including, without limitation, income taxes), if any, are the sole responsibility of any player winners.

Invitations to *Zendikar Rising* Championship is contingent on signing a waiver and consent form. These documents will be provided to all competitors who will receive invitations so that they can sign and submit prior to attending the event.

Players may be disqualified from the *Zendikar Rising* Qualifier Weekend or from participation in the *Zendikar Rising* Championship if they are suspended from *Magic: The Gathering Arena* or sanctioned *Magic: The Gathering* tabletop play for any reason, including without limitation, a violation of the *Magic: The Gathering Arena* End User License Agreement.

Although players may have multiple accounts qualified for the *Zendikar Rising* Qualifier Weekend, players are not permitted to have more than one of their accounts entered in any single event at one time. Players are not permitted to have any accounts entered in events played by other players for any reason. If a player is discovered to have more than one account playing in the *Zendikar Rising* Qualifier Weekend before, during, or after the event, Wizards may take action against that player's account(s), up to and including disqualification, suspension of the offending account(s), and/or termination of the offending account(s). Using an account other than your own, allowing any other player to use your account, selling your account, and other similar actions are all violations of the *Magic: The Gathering Arena* User Agreement.

Wizards of the Coast reserves the right to reschedule and/or restart tournaments, matches, extend timers and/or games as needed.

To be eligible to participate in *Zendikar Rising* Qualifier Weekend and the *Zendikar Rising* Championship, the following requirements must be met:

- All players must be at least 18 years of age or older.
- Players must have Internet access.
- Players must have access to a personal computer.

Players must be [Organized Play Account](#) holders in good standing and in compliance with the Wizards of the Coast [Terms and Conditions](#).

Legal Information

Release

By entering (or consenting to the entry of a person under the age of eighteen) the *Zendikar Rising* Qualifier Weekend and *Zendikar Rising* Championship, each participant and the invited players thereby release Wizards of the Coast, Hasbro, and each of their respective parent companies, subsidiaries, affiliates, directors, officers, employees, and agencies from any liability whatsoever and waive any and all causes of action related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the *Zendikar Rising* Qualifier Weekend and *Zendikar Rising* Championship or delivery, misdelivery, acceptance, possession, or use of or inability to use any prize (including, without limitation to, claims, costs, injuries, losses, and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation, or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty, or other theory. Except where prohibited, you agree that any and all disputes, claims, and causes of action arising out of or connected with this contest or any prize awarded shall be resolved under the laws of the State of Washington,

without respect to any conflict of law issues, and participants agree that such shall be resolved properly, without resort to any form of class action, and exclusively by the US Federal and State Courts of King County, Washington, USA. All of Sponsor's decisions regarding the application and interpretation of the Rules are final.

Disclaimer of Liability; Certain Risks

Wizards, Hasbro, and each of their respective parent companies, subsidiaries, affiliates, directors, officers, professional advisors, employees, and agencies will not be responsible for: (a) any late, lost, misrouted, garbled, distorted, or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer- or communications-related malfunctions or failures; (c) any event disruptions, losses, or damages caused by events beyond the control of Sponsors; or (d) any printing or typographical errors in any materials associated with the *Zendikar Rising* Qualifier Weekend and *Zendikar Rising* Championship.

Wizards of the Coast reserves the right to modify, reschedule, and/or delete any tournament for any reason, including without limitation, if in its sole judgment that tournament's integrity has been compromised by an unforeseen technical issue and/or error in that tournament's administration.

Participation in *Zendikar Rising* Qualifier Weekend and *Zendikar Rising* Championship is void where restricted, taxed, or prohibited by law.

Players who qualify for the *Zendikar Rising* Championship agree to have their usernames and/or provided names as what is associated to their Wizards Account or Organized Play account posted on magic.gg and Wizards of the Coast social media channels. Players who participate in the *Zendikar Rising* Qualifier Weekend agree to have their usernames and selected deck posted on magic.gg and Wizards of the Coast social media channels.