

Scenario	Scenario	Scenario	Scenario
Communication Policy	Communication Policy	Communication Policy	Communication Policy
Player A asks player B if he/she has played a land. Player B says "Yes", while player A is convinced he/she hasn't.	When asked about the P/T of his/her tokens, player A answers incorrectly. This is noticed after the combat phase and after multiple spells were cast.	Player B asks player A how big his/her Tarmogoyf is (or any creature with */*). Player A says: "I won't tell."	Player A and player B disagree whether player A's creature is tapped or not.
EXAMPLE:	EXAMPLE:	EXAMPLE:	EXAMPLE: Player A wants to block with a creature and player B thinks it looks like the creature is tapped.
NOT PUBLIC	NOT PUBLIC	NOT PUBLIC	NOT PUBLIC
Scenario	Scenario	Scenario	Scenario
Deck/Decklist Problem	Different life totals	Disagreement	Hidden Card Error
Player A draws a card that was listed as part of his/her sideboard.	There is a difference between the life totals recorded by the players.	Player A and B disagree on the result of the first game. Now it is the end of game 2.	Player A has more cards in hand than he/she should. Player B notices this some turns later.
EXAMPLE: Player A plays a card that is usually only played in sideboards. Player B calls for a judge.	EXAMPLE: After a long game, with a lot of changes to the life totals, they differ by one, which is game deciding.	EXAMPLE: One player claims that he/she won the match, the other one that they have to play game 3.	EXAMPLE: Player A draws one more card than he/she should while resolving a spell.
NOT PUBLIC	NOT PUBLIC	NOT PUBLIC	NOT PUBLIC

Scenario	Scenario	Scenario	Scenario
Hidden Card Error	Hidden Card Error	Hidden Card Error	Hidden Card Error
Player A has too many cards in hand. Neither player is sure about that, and the judge will have to count.	Player A puts cards in his/her hand. The game action is illegal.	Player A puts too many cards in his/her hand. The game action is legal, the number of cards is not.	Player A forgets to reveal a face down card when it is killed in combat. It is a creature with morph. Player B calls a judge.
EXAMPLE: Player A draws for his/her turn, and then draws again for his/her turn a few moments later.	EXAMPLE: Player A draws a card, forgetting that a Howling Mine is no longer on the battlefield.	EXAMPLE: Player A draws 4 cards after casting Jace's Ingenuity.	EXAMPLE:
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Scenario	Scenario	Scenario	Scenario
Hidden Card Error	Hidden Card Error	Illegal Blocking	Illegal Casting
Player A forgets to reveal a face down card when it is killed in combat. It is NOT a creature with morph. Player A calls a judge.	Player A forgets to reveal a face down card when it is killed in combat. It is NOT a creature with morph. Player B calls a judge.	Player A blocks illegally, which allows him to survive. This is noticed after the combat phase.	Player A illegally plays a game deciding spell.
EXAMPLE:	EXAMPLE:	EXAMPLE: A creature with protection is blocked by an object it has protection from.	EXAMPLE: Wrath of God was casted for the wrong mana.
NOT PUBLIC	NOT PUBLIC	NOT PUBLIC	NOT PUBLIC

Scenario	Scenario	Scenario	Scenario
Mulligan Procedure Error	Mulligan Procedure Error	Mulligan Procedure Error	Mulligan Procedure Error
Player A doesn't properly resolve a mulligan, and it's immediately noticed.	Player A incorrectly draws a card during his/her first draw step. Player B notices something is wrong at the end of turn.	Player A draws eight cards in his/her initial hand. Player B notices this right away.	Player A draws seven cards in his/her initial hand (instead of six) after taking a mulligan.
EXAMPLE: Player A draws seven cards in his/her initial hand after taking a mulligan.	EXAMPLE:	EXAMPLE:	EXAMPLE:
NOT PUBLIC	NOT PUBLIC	NOT PUBLIC	NOT PUBLIC
Scenario	Scenario	Scenario	Scenario
Looking at Extra Cards	Looking at Extra Cards	Looking at Extra Cards	Manaweaving
Player A makes a game player error that allows him to see cards he/she is not supposed to see.	Player A sees cards he/she owns that he/she isn't supposed to see.	Player A sees opponent's cards that he/she isn't supposed to see.	Player A manaweaves, then does a simple shuffle and present the deck. Player B pile-shuffles player's A deck in 3 piles. A spectator calls for a judge.
EXAMPLE: Player A activates a permanent that is no longer on the battlefield, and sees some cards before the mistake is noticed.	EXAMPLE: Player A flips over an extra card while drawing from his/her deck.	EXAMPLE: Player A reveals a card while shuffling his/her opponent's deck.	EXAMPLE:
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Scenario	Scenario	Scenario	Scenario
Missed Trigger	Missed Trigger	Pile Shuffling	Slow Play
Player A didn't acknowledge a triggered ability that is usually beneficial, but was detrimental in this situation.	Player A misses one of his/her own triggered abilities. The ability is generally detrimental.	Player A shuffles multiple times, then finishes with a pile shuffle. Player B calls for a judge, thinking that a pile shuffle is illegal. Player B goes mad crazy.	While player A is leading 1-0, player B complains he's playing too slowly and they'll likely reach time.
EXAMPLE: Restoration Angel's trigger with an Illusion as the only other creature on the battlefield.	EXAMPLE: Player A forgets to exile a token created until end of turn. He/She realizes the error when declaring blockers during the next turn.	EXAMPLE:	EXAMPLE: Player A takes a long time before each action, especially before a difficult decision.
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Scenario	Scenario	Scenario	Scenario
Unsporting Conduct	Unsporting Conduct	Unsporting Conduct	Unsporting Conduct
Player A appeals to a HJ before responding judge can deliver a ruling. Original error is GPE (mistapping mana while casting a spell).	Player A calls a judge and when he/she sees the judge he/she says to him/her "Not you, I want another judge".	Player A calls player B a "terrible magic player".	Player A calls player B to a date. Player B denies and A continues to press the issue.
EXAMPLE:	EXAMPLE:	EXAMPLE: Feel free to be creative here.	EXAMPLE:
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Scenario	Scenario	Scenario	Scenario
Unsporting Conduct	Unsporting Conduct	Unsporting Conduct	Unsporting Conduct
Player A calls for a judge to ask a rule question. Before he/she finishes, dismisses him/her and asks for another judge.	Player A throws his/her hand at the table while standing up and aggressively pushes his/her chair while leaving after losing a match.	Player A is swearing and using profane language that is not directed to anyone specifically.	Player A appeals for another Judge based on the gender or color of the Judge.
EXAMPLE: The answer may displease you, you may dislike the judge personally, or because of his/her level, nationality, etc.	EXAMPLE:	EXAMPLE: Player A is mana screwed and is swearing about his/her bad draws.	EXAMPLE: "I just accept a ruling from a straight white man."
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Scenario	Scenario	Scenario	Scenario
Unsporting Conduct	Unsporting Conduct	Unsporting Conduct	Unsporting Conduct
Player A tears up a card belonging to player B. Player B demands that player pays for it right now.	Player A whispers "biased a**hole" after receiving a ruling against him.	Player A throws his/her deck at his/her opponent after losing a match.	Player A cheats while player B asks a judge a rules question away from the table.
EXAMPLE: Player A is in anger because he lost the last game due to a lucky topdeck.	EXAMPLE: Feel free to be creative regarding the original call.	EXAMPLE: DON'T literally do that.	EXAMPLE: Player A untaps a land. Choose a fitting card for player A.
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