

HARRY POTTER™ DCI™ FLOOR RULES

2002–2003 Tournament Season

Effective September 1, 2002

Introduction

The **Harry Potter** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Harry Potter** trading card game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Harry Potter** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions in the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

300. GENERAL **Harry Potter** TOURNAMENT RULES

301. Format and Ratings Categories

The DCI sanctions the Constructed format and the Constructed ratings category.

302. Authorized Cards

All **Harry Potter** cards, including promotional cards released by Wizards of the Coast, Inc., are legal for tournament play.

Non-local-language cards may be used in players' decks only if the same cards are available in a local-language version produced by Wizards of the Coast. If no cards are produced in a local language, then the tournament organizer must announce what language will be considered the local language for the event.

Players choosing to play with non-local-language cards must have a local-language version available outside of their decks for their opponents or the judge to reference. However, players may use Lesson cards in any language without providing a local-language equivalent.

Example: Players in Germany may play with **Harry Potter** cards that have been released in German without taking any special action. If they choose to play with non-German versions of cards, they must have copies of the cards printed in German available outside of their decks for their opponents or the judge to readily reference.

Example: Players in Quebec, Canada, may play with both French and English cards without taking any special action, as both languages are local. If they choose to play with German cards, they must have either English or French versions of that card available outside of the deck for their opponents or the judge to readily reference.

303. Card Interpretation

Card interpretations are based on the local language version of the Harry Potter trading card game produced by Wizards of the Coast (see section 302 for information on local language).

304. New Releases

All **Harry Potter** card sets and promotional cards produced by Wizards of the Coast are allowed in DCI-sanctioned Constructed tournaments the day of the official product release.

305. Necessary Tournament Materials

A player must bring a method of tracking card effects (creature damage, skipped Actions, “once per game” character abilities, and so on), such as tokens or dice

310. HARRY POTTER TOURNAMENT MECHANICS

311. Match Structure

One game is the default number of games in a **Harry Potter** match, so if a tournament organizer chooses to run matches consisting of more than one game, he or she must announce this before the tournament begins. Match results are reported to the DCI for the purpose of inclusion in the worldwide ratings and rankings.

312. Match Time Limits

- Thirty minutes are recommended for each round of Constructed tournaments.

313. Who Plays First

The winner of a coin toss (or other random method) chooses who plays first.

For tournaments that include more than one game per match, after each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so there was no winner or loser), the player who decided who played first for that game chooses for the next game.

314. Pregame Procedure

Before play begins, players determine who plays first (see section 613). This may be done any time during the pregame procedure before the players look at their hands.

1. Each player puts his or her starting Wizard or Witch face up on the table.
2. Players must shuffle their decks and present them to their opponents for additional shuffling and/or cutting, as specified in section 6.18 of the Universal Tournament Rules.
3. Each player draws an initial hand of seven cards.

315. Mulligan Rule

There is no mulligan rule in the **Harry Potter** trading card game.

316. End-of-Match Procedure

A player in midturn when the end of a round is announced is allowed to complete his or her turn before the match result is determined. (A player in midturn is someone who has drawn a card for his or her current turn.) If no player wins during this turn, the game is considered a draw.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason) then the end-of-match procedure does not occur until the end of the time extension.

317. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match ends in a draw.

320. RULES FOR CONSTRUCTED TOURNAMENTS

321. Deck-Size Limits

Unless a card instructs otherwise, constructed decks must contain exactly sixty cards, plus one starting character card.

With the exception of Lesson cards, a player's deck may not contain more than four of any individual card, counted by English card title equivalent.

322. Sideboard Use

No sideboards are allowed in **Harry Potter** trading card game tournaments.

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