
Magic Tournament Rules (MTR):

http://www.wizards.com/wpn/Document.aspx?x=Magic_The_Gathering_Tournament_Rules

A turn consists of five phases, in this order:

- **Beginning** (Untap, Upkeep, Draw)
- **Precombat Main**
- **Combat** (Beginning of Combat, Declare Attackers, Declare Blockers, Combat Damage, End of Combat)
- **Postcombat Main**
- **Ending** (End Step, Cleanup)

**No one receives priority during the Untap and Cleanup steps.*

Turn-based actions are game actions that happen automatically when certain steps or phases begin, or when each step and phase ends. Turn-based actions don't use the stack. The Turn-based actions are:

A) Immediately after the untap step begins, all phased-in permanents with phasing phase out, and all phased-out permanents phase in. This all happens simultaneously for the AP.

B) Immediately after the phasing action, the AP determines which permanents they control will untap. Then they untap them all simultaneously.

C) Immediately after the draw step begins, the AP draws a card.

D) In Archenemy, immediately after the archenemy's precombat main phase begins, they set the top card of their scheme deck in motion.

E) In Multiplayer immediately after the beginning of combat step begins, if the AP's opponents don't all automatically become defending players, the active player chooses an opponent. That player becomes the defending player.

F) Immediately after the declare attackers step begins, the AP declares attackers.

G) Immediately after the declare blockers step begins, the defending player declares blockers.

H) Immediately after blockers have been declared during the declare blockers step, for each attacking creature that's become blocked by multiple creatures, the AP announces the damage assignment order among the blocking creatures.

I) Immediately after the AP has announced damage assignment orders (if necessary) during the declare blockers step, for each creature that's blocking multiple creatures, the defending player announces the damage assignment order among the attacking creatures.

J) Immediately after the combat damage step begins, each player in APNAP order announces how each attacking or blocking creature they control assigns its combat damage.

K) Immediately after combat damage has been assigned during the combat damage step, all combat damage is dealt simultaneously.

M) Immediately after the cleanup step begins, if the AP's hand contains more cards than their maximum hand size, they discard enough cards to reduce their hand size to that number.

N) Immediately after the AP has discarded cards (if necessary) during the cleanup step, all damage is removed from permanents and all "until end of turn" and "this turn" effects end. These actions happen simultaneously.

P) When each step or phase ends, any unused mana left in a player's mana pool empties.

Judge Classes Week 2 - Permanents (Comp. Rules section 703)

A permanent is a card or token on the battlefield. A card or token becomes a permanent as it enters the battlefield and it stops being a permanent as it's moved to another zone by an effect or rule. A permanent's owner is the same as the owner of the card that represents it. A permanent's controller is, by default, the player under whose control it entered the battlefield.

There are five permanent types: artifact, creature, enchantment, land, and planeswalker. Instant and sorcery cards can't enter the battlefield and thus can't be permanents. Some tribal cards can enter the battlefield and some can't, depending on their other card types.

Some effects put tokens onto the battlefield. A token is a marker used to represent any permanent that isn't represented by a card. The spell or ability that creates a token may define the values of any number of characteristics for the token. This becomes the token's "text." The characteristic values defined this way are functionally equivalent to the characteristic values that are printed on a card; for example, they define the token's copiable values.

A spell or ability that creates a creature token sets both its name and its creature type. If the spell or ability doesn't specify the name of the creature token, its name is the same as its creature type(s). A "Goblin Scout creature token," for example, is named "Goblin Scout" and has the creature subtypes Goblin and Scout. Once a token is on the battlefield, changing its name doesn't change its creature type, and vice versa.

If a spell or ability would create a token, but an effect states that a permanent with one or more of that token's characteristics can't enter the battlefield, the token is not created. A token is subject to anything that affects permanents in general or that affects the token's card type or subtype. A token isn't a card.

A token that's phased out, or that's in a zone other than the battlefield, ceases to exist. This is a state-based action. *(Note that if a token changes zones, applicable triggered abilities will trigger before the token ceases to exist.)*

Statuses of a Permanent (Comp. Rules section 703)

A permanent's status is its physical state. There are four status categories, each have two possible values:

- Tapped/Untapped
- Flipped/Unflipped
- Face Up/Face Down
- Phased In/Phased Out.

Each permanent always has one of these values for each of these categories. Status is not a characteristic, though it may affect a permanent's characteristics.

Permanents enter the battlefield untapped, unflipped, face up, and phased in unless a spell or ability says otherwise. A permanent retains its status until a spell, ability, or turn-based action changes it, even if that status is not relevant to it.

Only permanents have status. Cards not on the battlefield do not. Although an exiled card may be face down, this has no correlation to the face-down status of a permanent. Similarly, cards not on the battlefield are neither tapped nor untapped, regardless of their physical state.

Zones (Comp. Rules section 4)

A zone is a place where objects can be during a game. There are eight zones:

- Library
- Hand
- Battlefield
- Graveyard
- Stack
- Exile
- Command
- Ante

Each player has his or her own library, hand, and graveyard. The other zones are shared by all players.

Public zones are zones in which all players can see the cards' faces, except for those cards that some rule or effect specifically allow to be face down. Graveyard, battlefield, stack, exile, ante, and command are public zones. Hidden zones are zones in which not all players can be expected to see the cards' faces. Library and hand are hidden zones, even if all the cards in one such zone happen to be revealed. If an object would go to any library, graveyard, or hand other than its owner's, it goes to its owner's corresponding zone.

Cards with certain card types can't enter certain zones. If an instant or sorcery card would enter the battlefield, it remains in its previous zone. If a plane, vanguard, or scheme card would leave the command zone, it remains in the command zone.

An object that moves from one zone to another becomes a new object with no memory of, or relation to, its previous existence. There are six exceptions to this rule:

- Effects from spells, activated abilities, and triggered abilities that change the characteristics of a permanent spell on the stack continue to apply to the permanent that spell becomes.
- Prevention effects that apply to damage from a permanent spell on the stack continue to apply to damage from the permanent that spell becomes.
- If an ability of a permanent requires information about choices made as that permanent was cast as a spell, including what mana was spent to cast that spell, it uses information about the spell that became that permanent as it resolved.
- Abilities that trigger when an object moves from one zone to another (for example, "When Rancor is put into a graveyard from the battlefield") can find the new object that it became in the zone it moved to when the ability triggered, if that zone is a public zone.
- Abilities of Auras that trigger when the enchanted permanent leaves the battlefield can find the new object that Aura became in its owner's graveyard if it was put into that graveyard at the same time the enchanted permanent left the battlefield. It can also find the new object that Aura became in its owner's graveyard as a result of being put there as a state-based action for not being attached to a permanent. (See rule 704.5n.)
- If an effect grants a nonland card an ability that allows it to be cast, that ability will continue to apply to the new object that card became after it moved to the stack as a result of being cast this way.

If an object in the exile zone is exiled, it doesn't change zones, but it becomes a new object that has just been exiled. If a face-up object in the command zone is turned face down, it becomes a new object.

An object is outside the game if it isn't in any of the game's zones. Outside the game is not a zone. Cards in a player's sideboard are outside the game. Some effects bring cards into a game from outside of it. Those cards remain in the game until it ends. Cards outside the game can't be affected by spells or abilities, except for characteristic-defining abilities printed on them (see rule 604.3) and spells and abilities that allow those cards to be brought into the game.

Library

When a game begins, each player's deck becomes his or her library. Each library must be kept in a single face-down pile. Players can't look at or change the order of cards in a library. Any player may count the number of cards remaining in any player's library at any time.

If an effect puts two or more cards on the top or bottom of a library at the same time, the owner of those cards may arrange them in any order. That library's owner doesn't reveal the order in which the cards go into his or her library.

Some effects tell a player to play with the top card of his or her library revealed, or say that a player may look at the top card of his or her library. If the top card of the player's library changes while a spell is being cast, the new top card won't be revealed and can't be looked at until the spell becomes cast. The same is true with relation to an ability being activated. If an effect causes a player to put a card into a library "Nth from the top," and that library has fewer than N cards in it, the player puts that card on the bottom of that library.

Hand

The hand is where a player holds cards that have been drawn. Cards can be put into a player's hand by other effects as well. At the beginning of the game, each player draws a hand of seven cards. Each player has a maximum hand size, which is normally seven cards. A player may have any number of cards in his or her hand, but as part of his or her cleanup step, the player must discard excess cards down to the maximum hand size. A player can't look at the cards in another player's hand but may count those cards at any time.

Battlefield

Most of the area between the players represents the battlefield. The battlefield starts out empty. Permanents a player controls are normally kept in front of them on the battlefield, though there are some cases (such as an Aura attached to another player's permanent) when a permanent one player controls is kept closer to a different player.

Whenever a permanent enters the battlefield, it becomes a new object and has no relationship to any previous permanent represented by the same card. (This is also true for any objects entering any zone.)

Graveyard

A player's graveyard is his or her discard pile. Any object that's countered, discarded, destroyed, or sacrificed is put on top of its owner's graveyard, as is any instant or sorcery spell that's finished resolving. Each player's graveyard starts out empty. Each graveyard is kept in a single face-up pile. A player can examine the cards in any graveyard at any time but normally can't change their order. Additional rules applying to DCI-sanctioned tournaments may allow a player to change the order of cards in his or her graveyard. If an effect or rule puts two or more cards into the same graveyard at the same time, they may be arranged in any order.

Stack

When a spell is cast, the physical card is put on the stack. When an ability is activated or triggers, it goes on top of the stack without any card associated with it.

The stack keeps track of the order that spells and/or abilities were added to it. Each time an object is put on the stack, it's put on top of all objects already there. If an effect puts two or more objects on the stack at the same time, those controlled by the active player are put on lowest, followed by each other player's objects in APNAP order. If a player controls more than one of these objects, that player chooses their order on the stack.

Each spell has all the characteristics of the card associated with it. Each activated or triggered ability that's on the stack has the text of the ability that created it and no other characteristics. The controller of a spell or ability is the person who cast or activated it. The controller of a triggered ability is the player who controlled the ability's source when it triggered, unless it's a delayed triggered ability (rules 603.7d-f). When all players pass in succession, the top (last-added) spell or ability on the stack resolves. If the stack is empty when all players pass, the current step or phase ends and the next begins.

Mana abilities resolve immediately. If a mana ability both produces mana and has another effect, the mana is produced and the other effect happens immediately. If a player had priority before a mana ability was activated, that player gets priority after it resolves.

- Special actions don't use the stack; they happen immediately.
- Static abilities continuously generate effects and don't go on the stack. This includes characteristic-defining abilities such as "[This object] is red" (see rule 604.3).
- Turn-based actions don't use the stack; they happen automatically when certain steps or phases begin. They're dealt with before a player would receive priority (see rule 116.3a). Turn-based actions also happen automatically when each step and phase ends; no player receives priority afterward.
- State-based actions don't use the stack; they happen automatically when certain conditions are met. They are dealt with before a player would receive priority.

A player may concede the game at any time. If a player leaves a multiplayer game, objects may leave the game, cease to exist, change control, or be exiled as a result. These actions happen immediately.

Exile

The exile zone is essentially a holding area for objects. Some spells and abilities exile an object without any way to return that object to another zone. Other spells and abilities exile an object only temporarily.

To exile an object is to put it into the exile zone from whatever zone it's currently in. An exiled card is a card that's been put into the exile zone. Exiled cards are, by default, kept face up and may be examined by any player at any time. Cards "exiled face down" can't be examined by any player except when instructions allow it.

Exiled cards that might return to the battlefield or any other zone should be kept in separate piles to keep track of their respective ways of returning. Exiled cards that may have an impact on the game due to their own abilities (such as cards with Haunt) or abilities of cards that exiled them should likewise be kept in separate piles.

An object may have one ability printed on it that causes one or more cards to be exiled, and another ability that refers either to "the exiled cards" or to cards "exiled with [this object]." These abilities are linked: the second refers only to cards that have been exiled due to the first. (See rule 607, "Linked Abilities.") If an object in the exile zone becomes exiled, it doesn't change zones, but it becomes a new object that has just been exiled.

Command

The command zone is a game area reserved for certain specialized objects that have an overarching effect on the game, yet are not permanents and cannot be destroyed. Emblems may be created in the command zone.

In the Planar Magic, Vanguard, EDH, and Archenemy casual variants, nontraditional Magic cards and/or specially designated cards start the game in the command zone. Each variant has its own rules regarding such cards.

Ante

Earlier versions of the Magic rules included an ante rule as a way of playing "for keeps." Playing Magic games for ante is now considered an optional variation on the game, and it's allowed only where it's not forbidden by law or by other rules. Playing for ante is strictly forbidden under the Magic: The Gathering Tournament Rules.

When playing for ante, each player puts one random card from his or her deck into the ante zone after determining which player goes first but before players draw any cards. Cards in the ante zone may be examined by any player at any time. At the end of the game, the winner becomes the owner of all the cards in the ante zone. A few cards have the text "Remove [this card] from your deck before playing if you're not playing for ante." These are the only cards that can add or remove cards from the ante zone or change a card's owner.