

MTG Judge Infraction Procedure Guide (IPG) Practice Test (Sample)

Study Guide



Everything you need from our exam experts!

This is a sample study guide. To access the full version with hundreds of questions,

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Don't worry about getting everything right, your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 - 45 minutes). Review a handful of questions, reflect on the explanations, and take breaks to retain information better.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning.

7. Use Other Tools

Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly — adapt the tips above to fit your pace and learning style. You've got this!

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Questions

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- 1. Can someone not enrolled in the tournament be penalized for Unsporting Conduct?**
 - A. No, only players can be penalized**
 - B. Yes, they are held to the same standards**
 - C. Yes, but only if they disrupt the game**
 - D. No, only judges and staff are liable**
- 2. When is a DCI Judge allowed to intervene during a match?**
 - A. When a rules violation occurs**
 - B. Only during the player's turn**
 - C. When a player requests assistance**
 - D. After all matches have concluded**
- 3. Which infraction occurs when a player looks at the faces of an opponent's cards while shuffling their deck?**
 - A. Cheating - Game Rule Violation**
 - B. Hidden Information Violation**
 - C. Manipulation of Game Materials**
 - D. Unsportsmanlike Conduct**
- 4. What is the remedy if a Game Rule Violation is not caught within a reasonable timeframe?**
 - A. The game is paused to fix the error.**
 - B. The game is left as is; no partial fixes can be attempted.**
 - C. The game may restart with a single correction.**
 - D. Players can agree to correct the error.**
- 5. When is a Game Loss penalty applied?**
 - A. During a match regardless of game status**
 - B. Only if the match has concluded**
 - C. To the game in which the offense occurred**
 - D. After the match has concluded in all circumstances**

6. Is the ability "At the beginning of your end step, you may reveal the top card of your library" considered a lapsing ability?

- A. Yes, because it has a mechanical effect.**
- B. No, because it uses the word "may" for optionality.**
- C. Yes, provided it is not executed.**
- D. No, because it could potentially benefit the player.**

7. What action may a Head Judge take when addressing a Deck/Decklist Problem?

- A. Ignore it if the player is not competitive**
- B. Issue a penalty based on player history**
- C. Downgrade the penalty if clear intent is not shown**
- D. Automatically disqualify the player**

8. What is the appropriate penalty for a player who has an illegal number of cards in their deck?

- A. Warning**
- B. Game Loss**
- C. Disqualification**
- D. Deck modification**

9. If a player commits an action that you suspect might be Fraud, what should you do?

- A. Ignore it unless there's a clear advantage**
- B. Call a judge**
- C. Confront the player**
- D. Discuss with teammates**

10. What is a Hidden Information Violation?

- A. Not revealing a card type during a match**
- B. Intentionally seeking or revealing information not allowed**
- C. Being vague about a card's ability**
- D. Forgetting to shuffle a deck**

Answers

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1. B
2. A
3. C
4. B
5. C
6. B
7. C
8. B
9. B
10. B

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Explanations

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1. Can someone not enrolled in the tournament be penalized for Unsporting Conduct?

- A. No, only players can be penalized**
- B. Yes, they are held to the same standards**
- C. Yes, but only if they disrupt the game**
- D. No, only judges and staff are liable**

The reasoning behind the correct answer is that individuals who are not enrolled in the tournament are still expected to adhere to the same standards of sportsmanship relevant to the event. Unsporting conduct encompasses behaviors that negatively impact the tournament atmosphere, regardless of a person's status as a player. This means spectators, visitors, or anyone else present at the event must behave appropriately and respectfully. If such behavior is deemed unsporting, these individuals can be penalized just like players, reinforcing a positive environment for everyone involved. The integrity of the tournament relies not only on the conduct of the participants but also on the behavior of those around them, which is why the same standards apply universally. Specifics like the nature of the conduct or whether it disrupts the game are secondary to this broader principle, establishing that unsporting conduct can be identified and penalized outside the players themselves.

2. When is a DCI Judge allowed to intervene during a match?

- A. When a rules violation occurs**
- B. Only during the player's turn**
- C. When a player requests assistance**
- D. After all matches have concluded**

A DCI Judge is allowed to intervene during a match primarily when a rules violation occurs. This is crucial for maintaining the integrity of the game and ensuring that the rules are upheld for all players involved. When a rules violation happens, it is the judge's responsibility to assess the situation, determine the appropriate response, and enforce the rules as outlined in the IPG. Intervention is not limited to specific times during a match, such as only during a player's turn, nor is it contingent on a player requesting assistance, which implies that a judge will only act when called upon by a player. Additionally, waiting until all matches have concluded is not a valid time for a judge to intervene, as it would be too late to rectify any violations that may have occurred during gameplay. Instead, judges must be proactive in ensuring fair play and can intervene as needed whenever a rules infraction is identified.

3. Which infraction occurs when a player looks at the faces of an opponent's cards while shuffling their deck?

- A. Cheating - Game Rule Violation**
- B. Hidden Information Violation**
- C. Manipulation of Game Materials**
- D. Unsportsmanlike Conduct**

The correct answer is that this situation is classified as a **Manipulation of Game Materials** infraction. When a player looks at the faces of an opponent's cards while shuffling their deck, it can compromise the integrity of the game by gaining an unfair advantage. This behavior falls under manipulation because the player is interacting with their opponent's game materials in an improper way, which can lead to an uneven playing field. Respecting the boundaries of card visibility is crucial in maintaining fair play and ensuring that each player adheres to the rules of the game. The focus here is on how handling game materials—specifically, cards belonging to an opponent—can disrupt the integrity of the game. This type of action suggests an intention to gain knowledge about something that should remain hidden, which is not only against the rules but also undermines the trust required for a fair match. It's important for players to only interact with their own cards and game materials under the established guidelines.

4. What is the remedy if a Game Rule Violation is not caught within a reasonable timeframe?

- A. The game is paused to fix the error.**
- B. The game is left as is; no partial fixes can be attempted.**
- C. The game may restart with a single correction.**
- D. Players can agree to correct the error.**

When a Game Rule Violation occurs and is not identified within a reasonable timeframe, the most appropriate remedy is to leave the game as it is, without attempting any partial fixes. This is in line with the principles of maintaining the integrity of the game and recognizing that the flow of the game has already proceeded under the assumption of the state it was in. Efforts to correct the game after a significant time has passed can lead to complications that affect the outcome or flow of the game, and it is generally understood in the rules that a point comes when the game state is considered fixed, regardless of any errors that occurred prior. Implementing corrections or restarting the game can lead to further inconsistencies and disrupt the structure of the match. Agreement between players to correct an error or to pause the game would not be feasible after a substantive time has passed, since that could affect the strategic integrity of the game and outcomes based on the actions taken during the state in which the error was made. Therefore, recognizing the irreversible nature of the game state under such circumstances is vital to the game's fair play standard.

5. When is a Game Loss penalty applied?

- A. During a match regardless of game status
- B. Only if the match has concluded
- C. To the game in which the offense occurred**
- D. After the match has concluded in all circumstances

A Game Loss penalty is applied specifically to the game in which the offense occurred. This means that if a player commits an infraction during a particular game, the consequence is a loss of that game, rather than affecting the entire match. This penalty is designed to address the infraction directly linked to the actions taken during that specific game, allowing the match to continue while holding the player accountable for their actions. This approach provides a way to correct the situation without unduly penalizing a player for their conduct in games where they may not have committed an infraction. The rules aim to maintain the integrity of the game and ensure fair play while allowing players an opportunity to rectify their mistakes without suffering the more severe consequences that might be imposed if it were applied across the entire match or at other times.

6. Is the ability "At the beginning of your end step, you may reveal the top card of your library" considered a lapsing ability?

- A. Yes, because it has a mechanical effect.
- B. No, because it uses the word "may" for optionality.**
- C. Yes, provided it is not executed.
- D. No, because it could potentially benefit the player.

The ability "At the beginning of your end step, you may reveal the top card of your library" is not considered a lapsing ability, primarily because it uses the word "may," indicating that the action is optional. In Magic: The Gathering, lapsing abilities are those that have a mechanical effect that must be executed at a specific time frame that the player controls. The optional nature of the ability means that the player does not have to perform the action if they do not wish to, which removes the categorization as a lapsing ability. Choosing to reveal the top card becomes a decision for the player, rather than a mandatory action that must occur or be missed. Therefore, the wording of the ability directly contributes to its classification, reinforcing why it is not a lapsing ability in the context of the game's rules.

7. What action may a Head Judge take when addressing a Deck/Decklist Problem?

- A. Ignore it if the player is not competitive**
- B. Issue a penalty based on player history**
- C. Downgrade the penalty if clear intent is not shown**
- D. Automatically disqualify the player**

The action a Head Judge may take when addressing a Deck/Decklist Problem includes downgrading the penalty if clear intent is not shown. This means that if the judge determines that there was no intent to deceive or break the rules, they may choose to lessen the severity of the penalty imposed on the player. In competitive environments, it is essential to recognize the intent behind a player's actions, especially when it comes to issues like deck registration. If a player makes a mistake without any intention to gain an unfair advantage, the Head Judge has the discretion to apply a more lenient penalty, such as a warning instead of harsher sanctions. This approach encourages a fair competition while promoting the importance of players understanding the rules and maintaining integrity in the game. The context of other choices provides insight into the overall judgment philosophy in Magic: The Gathering. For instance, ignoring the issue based on perceived competitiveness undermines the structured rules set for all players, and issuing a penalty purely based on player history can lead to unfair judgments detached from the current situation. Automatically disqualifying a player without considering intent or circumstances would be excessively punitive and could negatively impact the fairness of the tournament setting. Therefore, the correct action focuses on assessing the intent to provide a rational and fair

8. What is the appropriate penalty for a player who has an illegal number of cards in their deck?

- A. Warning**
- B. Game Loss**
- C. Disqualification**
- D. Deck modification**

When a player is found to have an illegal number of cards in their deck, the appropriate penalty is a Game Loss. This is in alignment with the policies set forth in the Magic: The Gathering Judge Infraction Procedure Guide. The rationale behind this penalty is that having an incorrect deck size undermines the integrity of the game, as it affects the player's ability to engage in fair competition. A Game Loss serves as a significant consequence because it directly impacts the player's current match, which reflects the seriousness of adhering to deck-building rules. The rules specify that a player must have exactly 60 cards in their main deck for most formats; deviating from this creates an unfair advantage or disadvantage and disrupts the balance of the game. Other potential penalties, like a Warning, would not sufficiently address the seriousness of this infraction, as it fails to impose a consequence that reflects the impact of the violation on the game state. Similarly, a Disqualification is reserved for more severe infractions or repeated offenses, while Deck modification typically pertains to other situations in which a player may be allowed to modify their deck within certain constraints, rather than dealing with an illegal deck size.

9. If a player commits an action that you suspect might be Fraud, what should you do?

- A. Ignore it unless there's a clear advantage
- B. Call a judge**
- C. Confront the player
- D. Discuss with teammates

When a player commits an action that raises suspicion of Fraud, the appropriate course of action is to call a judge. This is crucial because Fraud undermines the integrity of the game, and trained judges are equipped to handle such situations professionally. Judges follow established procedures to investigate and address the issue, ensuring that the matter is handled impartially and in accordance with the rules and regulations of the event. Calling a judge allows for a proper investigation while maintaining the flow of the game. It also helps to ensure that any potential consequences are applied fairly and consistently according to the Magic: The Gathering rules. Attempting to address the issue personally by confronting the player or discussing it with teammates could lead to misunderstandings, escalate tensions, or compromise the integrity of the reporting process. Ignoring the action altogether, unless it presents a clear advantage, is not acceptable because it could allow unethical behavior to continue unchecked.

10. What is a Hidden Information Violation?

- A. Not revealing a card type during a match
- B. Intentionally seeking or revealing information not allowed**
- C. Being vague about a card's ability
- D. Forgetting to shuffle a deck

A Hidden Information Violation occurs when a player intentionally seeks to gain or reveal information that is not allowed under the rules of the game. This includes instances where players might peek at their opponent's cards or attempt to gain an unfair advantage by revealing information about cards that should remain hidden during gameplay. Such actions compromise the integrity of the game and can pit players against one another by diminishing the uncertainty and strategy integral to Magic: The Gathering. The context for this violation emphasizes the importance of maintaining the game's structure, where players must operate under the assumption that certain information is secret unless shared by explicit actions or game processes. By adhering to this principle, the competitive nature of the game is preserved, allowing for a fair and strategic play environment.

Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://mtgjudgeipg.examzify.com>

We wish you the very best on your exam journey. You've got this!

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