

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

Study Guide



Everything you need from our exam experts!

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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. 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.

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. 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!

Questions

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- 1. 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**
- 2. What infraction is committed when a player intentionally peeks at the cards from which his neighbor is selecting during a draft?**
 - A. Collusion**
 - B. Hidden Information Violation**
 - C. Cheating - Game Rule Violation**
 - D. Manipulation of Game Materials**
- 3. 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**
- 4. What should players do if a trigger with no visible effect is missed?**
 - A. Continue the game without addressing it**
 - B. Receive a penalty anyway**
 - C. Notify the judge**
 - D. Pause the game to discuss**
- 5. What is the consequence of a Draft Procedure Violation?**
 - A. Disqualification from the round**
 - B. Warning for technical errors during the draft**
 - C. Immediate loss of the draft**
 - D. A penalty that carries forward to the next match**

6. Which ability is not classified as a lapsing ability?

- A. Gains control of a creature as long as a card remains**
- B. Provides an additional upkeep step**
- C. Grants +1/+1 until end of turn**
- D. Exiles a target permanent upon death**

7. What is the remedy for missing an optional trigger with no consequence?

- A. Assume the trigger resolved**
- B. Issue a warning**
- C. Assume the player has chosen not to perform the action**
- D. Apply a game loss penalty**

8. When might a player not receive a penalty for Drawing Extra Cards?

- A. When the card was drawn during a shuffle**
- B. When the draw resulted from a Game Play Error**
- C. When the player informs the judge immediately**
- D. When penalties are waived for first-time offenders**

9. What occurs if a round starts early and a player shows up after the originally scheduled time?

- A. The player receives a penalty**
- B. The player is granted a time extension**
- C. The player is automatically disqualified**
- D. The player forfeits the match**

10. What does Hidden Information Violation refer to?

- A. Seeking information during gameplay**
- B. Illegally revealing or seeking information to gain advantage**
- C. Manipulating game materials**
- D. Using marked cards**

Answers

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

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Explanations

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1. 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.

2. What infraction is committed when a player intentionally peeks at the cards from which his neighbor is selecting during a draft?

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

The infraction committed when a player intentionally peeks at their neighbor's cards during a draft is a Hidden Information Violation. This violation occurs because the player is accessing information that is not meant to be available to them, violating the principle of maintaining the secrecy of their opponent's strategic choices. In competitive card games, players are expected to respect the boundaries of information available to them at all times, ensuring that no one is privy to decisions or resources that are not theirs. Collusion involves illicit cooperation with another player to manipulate the outcome of the game, which is not applicable in this scenario as it focuses solely on accessing hidden information. A Cheating - Game Rule Violation would imply a broader or more general rule infraction outside of hidden information specifically. Manipulation of Game Materials usually pertains to physically altering or tampering with the game components, which does not pertain to this situation either. In this case, the essence of the violation lies in the improper gathering of information that should remain private during the drafting process, solidifying why Hidden Information Violation is the appropriate classification.

3. 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.

4. What should players do if a trigger with no visible effect is missed?

- A. Continue the game without addressing it**
- B. Receive a penalty anyway
- C. Notify the judge
- D. Pause the game to discuss

In the context of Magic: The Gathering, triggers that have no visible effect should generally be handled in a specific way according to the rules outlined in the Judge Infraction Procedure Guide. When a player misses a trigger that has no noticeable impact on the game state, it is typically advised that they continue the game without addressing it. This approach aligns with the principle of allowing play to progress smoothly and recognizes that not all missed triggers necessitate intervention, particularly when they do not alter the current game state. The rationale is that if a trigger does not have a meaningful and measurable effect on the game outcome, addressing it may unnecessarily disrupt the flow of play and the experience for both players. Players and judges should always strive for clear communication and a fair environment, but when it comes to triggers without visible effects, it's typically more constructive to ignore them and move forward rather than pausing the game or causing potential confusion by trying to backtrack. This maintains the integrity of the game while respecting both players' time and focus.

5. What is the consequence of a Draft Procedure Violation?

- A. Disqualification from the round
- B. Warning for technical errors during the draft**
- C. Immediate loss of the draft
- D. A penalty that carries forward to the next match

The consequence of a Draft Procedure Violation is indeed a warning for technical errors during the draft. This is typically due to the understanding that draft procedures are intended to ensure that all players have a fair opportunity during the drafting phase of a tournament. A warning serves to inform the player that they made a mistake in following the established procedures while drafting, which can include issues like not passing cards correctly or not handling them according to the rules. It also emphasizes the importance of adhering to the rules while still allowing the player to continue participating in the event without a more severe penalty like disqualification. This approach encourages learning and improvement rather than punitive measures at the early stages of the draft. In the MTG Judge system, penalties escalate based on the nature and frequency of violations, and a warning aligns with the IPG's goal of maintaining a fair playing environment while educating players about proper procedures.

6. Which ability is not classified as a lapsing ability?

- A. Gains control of a creature as long as a card remains
- B. Provides an additional upkeep step
- C. Grants +1/+1 until end of turn**
- D. Exiles a target permanent upon death

The ability that is not classified as a lapsing ability is one that grants +1/+1 until end of turn. Lapsing abilities are those that require a specific condition to continue to be in effect and typically end either after a certain condition is not met or at a specific time, usually marked by the phrase "until end of turn" or similar timeframes. In contrast, the ability that provides a temporary boost such as +1/+1 until the end of the turn operates within a defined time frame and does not persist once that time frame has passed. Lapsing abilities, on the other hand, persist until the specific condition that triggers them is altered or removed, which does not apply to an effect that only lasts for a single turn. The other abilities listed are classified as lapsing because they require ongoing conditions or states to remain active. For example, gaining control of a creature as long as a card remains indicates a dependence on that card's presence for the effect to continue. Similarly, providing an additional upkeep step implies a lasting change to the game structure which would need to be maintained, and exiling a permanent upon death represents a continuous interaction that would cease only when the related condition is no longer met.

7. What is the remedy for missing an optional trigger with no consequence?

- A. Assume the trigger resolved**
- B. Issue a warning**
- C. Assume the player has chosen not to perform the action**
- D. Apply a game loss penalty**

Choosing to assume the player has chosen not to perform the action is accurate when dealing with a missed optional trigger that has no consequence. In this scenario, the assumption reflects how the game treats optional triggers: if they are missed and there is no negative impact on the game state, it is as though the player decided not to use the trigger intentionally. This approach aligns with the general principles of Magic: The Gathering, where maintaining the integrity of player choices and the intended game flow is vital. By assuming the player opted out of triggering the effect, it avoids unnecessary penalties and keeps the game progressing smoothly, respecting the decisions players make. Other options do not fit the situation as well. Assuming the trigger resolved would misrepresent the missed decision, as it implies the effect took place when it did not. Issuing a warning would be more appropriate if the trigger had serious consequences or if the situation was recurrent, but for a trigger with no consequence, this is not warranted. Applying a game loss penalty is overly severe for a missed optional trigger with no impact, thus would not align with the corrective measures in the IPG.

8. When might a player not receive a penalty for Drawing Extra Cards?

- A. When the card was drawn during a shuffle**
- B. When the draw resulted from a Game Play Error**
- C. When the player informs the judge immediately**
- D. When penalties are waived for first-time offenders**

The correct choice highlights a crucial aspect of the penalty structure in Magic: The Gathering regarding Drawing Extra Cards in relation to Game Play Errors. When a player draws extra cards as a result of a Game Play Error, the situation is evaluated differently compared to other infractions. In instances where the draw is directly tied to a Game Play Error (for example, an incorrect action taken that resulted in drawing more cards than allowed), the player may not receive a penalty because the error itself indicates a misunderstanding of the rules or game state rather than intent to cheat or gain an advantage. The goal in these cases is often to correct the error and restore the game state to how it should have been, rather than to penalize the player for an honest mistake. This context is essential for determining whether a penalty should be applied or if a different corrective action is more suitable. Understanding this can help players and judges navigate the complexities of gameplay errors and the associated consequences effectively.

9. What occurs if a round starts early and a player shows up after the originally scheduled time?

- A. The player receives a penalty**
- B. The player is granted a time extension**
- C. The player is automatically disqualified**
- D. The player forfeits the match**

In situations where a round starts early and a player arrives after the expected time, the correct outcome is that the player is granted a time extension. When players arrive after the round has commenced, judges typically allow them a period to catch up with the match, recognizing that the timing may not have been adequately communicated. This helps ensure that the player has a fair opportunity to participate in the match they were intending to play. The concept of time extensions serves multiple purposes: it mitigates the disadvantage that the late-arriving player faces due to an unforeseen scheduling adjustment and facilitates a balance in the competitive integrity of the event. Players who are late due to circumstances beyond their control should not be penalized in a way that affects their chances of competing effectively in the match. For context, in competitive play, penalties or forfeitures typically apply to players who arrive significantly late without justified reasons or when infractions occur that impact the integrity of the tournament. However, in the scenario provided—an early start impacting a player showing up later—the solution leans towards granting a time extension, rather than imposing penalties or disqualifications.

10. What does Hidden Information Violation refer to?

- A. Seeking information during gameplay**
- B. Illegally revealing or seeking information to gain advantage**
- C. Manipulating game materials**
- D. Using marked cards**

Hidden Information Violation pertains specifically to the illegal revelation or seeking of information that players are not supposed to have access to, which can create an unfair advantage during gameplay. In Magic: The Gathering, certain information is kept hidden from players to maintain the integrity of the game, such as the contents of a player's hand, their library, or hidden roles in formats that have them. When a player seeks out this hidden information or reveals it inappropriately—intentionally or unintentionally—they violate the rules of the game that are designed to ensure fair competition. This violation not only impacts the game's competitive balance but also undermines the trust and sportsmanship that are essential to playing Magic. Understanding and respecting the boundaries set by the game's rules concerning hidden information helps maintain a fair and enjoyable environment for all players involved. The other options, while related to general gameplay violations, do not specifically define what a Hidden Information Violation entails. Such violations keep the integrity of the game intact, which is crucial for a fair playing experience.

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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