

MTG JUDGE INFRACTION PROCEDURE GUIDE (IPG) PRACTICE TEST (SAMPLE) STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

VISIT US ONLINE FOR
THE FULL VERSION STUDY GUIDE

<https://mtgjudgeipg.examzify.com>



Copyright © 2026 by Examzify - A Kaluba Technologies Inc. product.

ALL RIGHTS RESERVED.

No part of this book may be reproduced or transferred in any form or by any means, graphic, electronic, or mechanical, including photocopying, recording, web distribution, taping, or by any information storage retrieval system, without the written permission of the author.

Notice: Examzify makes every reasonable effort to obtain accurate, complete, and timely information about this product from reliable sources.

SAMPLE

Table of Contents

Copyright	1
Table of Contents	2
Introduction	3
How to Use This Guide	4
Questions	5
Answers	8
Explanations	10
Next Steps	16

SAMPLE

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

SAMPLE

- 1. If a Game Loss and a Match Loss penalty are issued together, how should they be processed?**
 - A. Both penalties are applied at the same time
 - B. Apply the Game Loss first, then the Match Loss
 - C. Apply the Match Loss first, then the Game Loss
 - D. Neither penalty is applied
- 2. When judging a game, what factors should be considered regarding the current situation and potential strategic benefits from a penalty?**
 - A. The game situation should be prioritized over all factors
 - B. Strategic benefits can guide the judge's decision-making
 - C. Player behavior during the game provides crucial context
 - D. These factors should not be considered by the judge
- 3. Which of the following is an example of a non-lapsing ability?**
 - A. Adding a charge counter at upkeep
 - B. Exiling a permanent
 - C. Gaining control of an opponent's creature
 - D. Granting +1/+1 until end of turn
- 4. What is defined as a Disqualification?**
 - A. A penalty for winning a match unfairly
 - B. An infraction for delayed gameplay
 - C. A severe penalty affecting a player's tournament integrity
 - D. Only a temporary removal from an ongoing game
- 5. What penalty is applied for a Hidden Information Violation?**
 - A. Warning
 - B. Disqualification
 - C. Loss of game
 - D. Removal of specific cards from play

- 6. 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
- 7. What should a player do if they are uncertain about a rule during a match?**
- A. Make an assumption based on recent games
 - B. Call a judge for clarification
 - C. Ask other players in their match
 - D. Proceed with their strategy and hope for the best
- 8. What occurs when a match exceeds the time limit due to penalized Slow Play?**
- A. An extra turn is given for each player
 - B. The match is declared a draw
 - C. Match point penalties are issued
 - D. The game is restarted from the last known state
- 9. If a player writes "Ajani" on their decklist while two Ajani cards are legal, what is the consequence?**
- A. He receives a Warning
 - B. It is not an infraction
 - C. He receives a Game Loss
 - D. The Head Judge can downgrade it
- 10. What happens if a player calls a judge after realizing they have not de-sideboarded?**
- A. They must shuffle their deck
 - B. They will be disqualified
 - C. They can redraw their hand with one less card
 - D. They lose the game

Answers

SAMPLE

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

SAMPLE

Explanations

SAMPLE

1. If a Game Loss and a Match Loss penalty are issued together, how should they be processed?

- A. Both penalties are applied at the same time
- B. Apply the Game Loss first, then the Match Loss
- C. Apply the Match Loss first, then the Game Loss**
- D. Neither penalty is applied

When a Game Loss and a Match Loss penalty are issued together, the correct process is to apply the Match Loss first, followed by the Game Loss. This is because the Match Loss indicates that the affected player has lost the entire match, which effectively concludes their participation in that match and to apply a Game Loss afterward would not alter the outcome of the match itself. Applying the Match Loss first ensures that the record reflects the overall result of the match immediately. Following that with the Game Loss, while technically separate, helps maintain accurate documentation of infractions throughout the tournament. In the context of the Infraction Procedure Guide, applying the penalties in this specific order preserves the integrity of the match outcome and upholds the rules governing match results. This order reflects a clear understanding of how penalties interact in Magic: The Gathering tournament settings, reinforcing the importance of consistency and fairness in adjudicating infractions.

2. When judging a game, what factors should be considered regarding the current situation and potential strategic benefits from a penalty?

- A. The game situation should be prioritized over all factors
- B. Strategic benefits can guide the judge's decision-making
- C. Player behavior during the game provides crucial context
- D. These factors should not be considered by the judge**

In the context of judging a game, it is essential to consider various factors that contribute to the overall fairness and integrity of play. Ignoring these factors would undermine the judge's role and could lead to inconsistent or unfair penalties. Evaluating player behavior provides critical context for understanding the situation. It allows the judge to discern whether a mistake was made due to a lack of knowledge, a genuine error, or an intentional disregard for the rules. The interpretative complexity of each player's actions is vital to determining an appropriate response and ensuring a fair outcome. Moreover, the game situation itself plays a significant role in assessing the severity and impact of an infraction. This includes the current state of the game, the potential outcomes, and how the penalty might affect the match's fairness. Strategic benefits should also influence decision-making. While penalties can serve as both corrective measures and deterrents, judges must consider how a penalty might strategically advantage one player over another. This assessment ensures that penalties not only address infractions but also maintain equitable conditions under which both players can compete. Considering these elements creates a well-rounded approach to judging, where the decisions are informed by the nuances of the game and the players involved, ultimately enhancing the integrity of the play environment.

3. Which of the following is an example of a non-lapsing ability?

- A. Adding a charge counter at upkeep
- B. Exiling a permanent
- C. Gaining control of an opponent's creature
- D. Granting +1/+1 until end of turn

A non-lapsing ability is defined as an ability that continues to have an ongoing effect without needing to be reactivated or triggered again after its initial resolution. In this context, adding a charge counter at upkeep fits the characteristics of a non-lapsing ability because, once established, the ability maintains its influence over the game state as long as the conditions remain met, without the need for additional activations each turn. When you add a charge counter during your upkeep, that counter remains on the permanent or card until it is removed or until the card leaves the battlefield. This continuous presence reflects a non-lapsing characteristic, as the effect does not expire or require renewal. In contrast, exiling a permanent and gaining control of an opponent's creature are examples of one-time effects. They are actions that occur at a specific moment, and once they are resolved, the effect does not continue. Similarly, granting +1/+1 until end of turn is a temporary enhancement that ends once the turn concludes, demonstrating a lapsing ability. Therefore, the ability to add a charge counter at upkeep distinctly classifies it as non-lapsing, as it initiates an ongoing game effect.

4. What is defined as a Disqualification?

- A. A penalty for winning a match unfairly
- B. An infraction for delayed gameplay
- C. A severe penalty affecting a player's tournament integrity
- D. Only a temporary removal from an ongoing game

The correct choice highlights that a Disqualification is a severe penalty that directly impacts a player's integrity within the tournament structure. When a player is disqualified, it is not simply about the actions taken in a single match, but rather a significant decision made when a player's behavior is found to undermine the fairness, sportsmanship, or overall integrity of the event. This can be due to serious infractions such as cheating, unethical behavior, or repeated rule violations, which lead the judges to determine that the player is no longer eligible to continue in the tournament. Disqualification is a crucial mechanism in maintaining a level playing field and ensuring that all participants adhere to the same standards of conduct, which is paramount in competitive environments like Magic: The Gathering tournaments. It serves to uphold the rules and spirit of the game, ensuring that integrity is preserved for all players involved.

5. What penalty is applied for a Hidden Information Violation?

- A. Warning
- B. Disqualification
- C. Loss of game
- D. Removal of specific cards from play

For a Hidden Information Violation, the correct penalty is a Warning. A Hidden Information Violation occurs when a player improperly accesses or deals with information that should remain hidden from their opponent. This could include actions like looking at cards that are supposed to be face-down or revealing information that influences gameplay. In this context, a Warning is the appropriate response because it serves as a reminder to the player about the importance of information management and ensures they understand the rules regarding hidden information. The goal of the Warning is to correct the behavior and prevent further issues. Disqualification would apply in much more severe cases of cheating or misconduct, while Loss of Game is reserved for specific infractions that directly result in an immediate game loss. Removal of specific cards from play is not typically a penalty associated with Hidden Information Violations. Instead, the intention behind the Warning is to maintain the integrity of the game and provide an opportunity for players to rectify their mistakes.

6. 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.

7. What should a player do if they are uncertain about a rule during a match?

- A. Make an assumption based on recent games
- B. Call a judge for clarification**
- C. Ask other players in their match
- D. Proceed with their strategy and hope for the best

When a player is uncertain about a rule during a match, the best course of action is to call a judge for clarification. This is because judges are trained to provide accurate information and enforce the rules consistently. They can help ensure that the game is played fairly and according to the official rules, which is vital for maintaining the integrity of the match and the event as a whole. Making assumptions based on recent games, asking other players, or proceeding without clarification can lead to misunderstandings or misplays. Those approaches could ultimately impact the outcome of the match and might violate the rules or guidelines established by the event. Therefore, relying on a judge's expertise is the most reliable method to resolve uncertainties and ensure that all players are on the same page regarding the game's rules.

8. What occurs when a match exceeds the time limit due to penalized Slow Play?

- A. An extra turn is given for each player**
- B. The match is declared a draw
- C. Match point penalties are issued
- D. The game is restarted from the last known state

When a match exceeds the time limit due to penalized Slow Play, the appropriate action is to give an extra turn to each player. This option aligns with the rules governing matches that run over their allotted time, as it helps to provide each player with an opportunity to complete their game under the conditions that apply when slow play has been identified and penalized. To understand the implications of this response, consider that the practice of giving extra turns helps maintain the integrity of play. It allows players to exercise their strategy and take any necessary actions that may have been unavailable to them during the initial match duration. Providing an extra turn is particularly relevant in managing situations where the game has not reached its conclusion but has been prolonged due to one player's failure to play at a reasonable pace. This approach gives a structured resolution to a scenario that could otherwise lead to inequitable outcomes or frustration for both players involved. In contrast, declaring the match a draw or issuing match point penalties would not be appropriate in this context, as these actions do not address the specific issue of Slow Play effectively. Restarting the game from a last known state does not apply here either, as the goal is to resolve the match within the competitive framework while addressing the slow play issue appropriately.

9. If a player writes "Ajani" on their decklist while two Ajani cards are legal, what is the consequence?

- A. He receives a Warning
- B. It is not an infraction
- C. He receives a Game Loss**
- D. The Head Judge can downgrade it

In this scenario, the appropriate consequence for a player writing "Ajani" on their decklist, when two Ajani cards are legal, is indeed a Game Loss. This is due to the fact that the decklist must be accurate and represent the specific cards that are included in the deck. When a player simply writes the name of a card that has multiple legal versions (in this case, the different Ajani cards), it does not clarify which specific version they are referring to. This leads to a situation where the player's decklist does not match the actual deck they are playing with, which is a significant issue in tournament play. Accurate deck registration is critical for maintaining the integrity of the game and ensuring that both players are on the same page regarding the rules and the cards being used. Since the decklist is a legally binding document within the context of a tournament, any inaccuracies can lead to confusion or unfair advantages. Therefore, this infraction is serious enough to warrant a Game Loss, which reflects the severity of failing to provide an accurate account of the cards included in the deck.

10. What happens if a player calls a judge after realizing they have not de-sideboarded?

- A. They must shuffle their deck
- B. They will be disqualified
- C. They can redraw their hand with one less card
- D. They lose the game

In a situation where a player realizes they have not de-sideboarded after they have already drawn their opening hand, the appropriate remedy is that the player can redraw their hand with one less card. This is a way to address the oversight while maintaining the integrity of the game. When a player sides in cards from their sidebar, the expectation is that they will return to their original deck configuration before the game starts. If they forget to de-sideboard, it effectively means that their deck has a different composition than intended when they drew their opening hand. By allowing them to redraw their hand with one less card, the game compensates for the unintended advantage or disadvantage caused by the additional card in their hand due to the unresolved sideboarding action. This approach balances fairness for both players by not penalizing them too harshly for what could be an honest mistake while still allowing for the proper resolution of the game state. The other options suggest severe penalties or actions that do not align with how such infractions are typically handled in Magic: The Gathering tournaments.

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!

SAMPLE