

MTG Judge Magic Tournament Rules (MTR) Level 1 Practice Exam (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. What should players do if they realize they have incorrectly registered a card?**
 - A. Attempt to exchange it mid-match**
 - B. Inform a judge immediately**
 - C. Wait until the tournament is over to report**
 - D. Keep playing without mentioning it**
- 2. What is the term for when both players have the same life total at the end of the match?**
 - A. A tie**
 - B. A stalemate**
 - C. A draw**
 - D. An equal match**
- 3. How can a player appeal a judge's ruling?**
 - A. Request a refund**
 - B. Call for another judge for a review**
 - C. Leave the match**
 - D. Argue until the judge changes their mind**
- 4. What is the role of a judge in enforcing the rules during gameplay?**
 - A. To decide outcomes of every match**
 - B. To educate players about advanced strategies**
 - C. To monitor rule compliance and address violations**
 - D. To organize side events**
- 5. What is a fundamental reason for deck registration in tournaments?**
 - A. To promote new card strategies**
 - B. To create an official record of card legality**
 - C. To ensure the integrity of the tournament by preventing cheating**
 - D. To facilitate easier trading among players**

6. Which of the following is required for sideboarding?

- A. Players must reveal their sideboard before beginning**
- B. No requirements, it can be any length**
- C. Brief notes may be used but do not have to be revealed**
- D. Cheatsheets must be submitted to a judge**

7. What is the definition of "cheating" in an MTG tournament setting?

- A. Accidental mistakes made during gameplay**
- B. Any action that unintentionally breaks the rules**
- C. Any action that intentionally breaks the rules to gain an unfair advantage**
- D. Using unauthorized cards in matches**

8. Under what condition can the default number of games in a match be other than best 2 of 3?

- A. During regular matches when players agree**
- B. In single-elimination playoff rounds announced before the tournament**
- C. In casual tournaments with no formal rules**
- D. When one player requests a special format**

9. In a tournament, who has the authority to investigate reported bugs?

- A. The players involved**
- B. The event organizer only**
- C. The judge**
- D. Other players in the tournament**

10. What is the procedure for a player caught with illegal cards in a tournament?

- A. The player gets to continue playing without consequences**
- B. The player is usually issued a Game Loss**
- C. The player is immediately disqualified**
- D. The player must plead their case to other competitors**

Answers

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

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Explanations

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1. What should players do if they realize they have incorrectly registered a card?

- A. Attempt to exchange it mid-match**
- B. Inform a judge immediately**
- C. Wait until the tournament is over to report**
- D. Keep playing without mentioning it**

When players realize they have incorrectly registered a card, the correct action is to inform a judge immediately. This is essential because tournament integrity relies on accurate registration of cards. By notifying a judge, players ensure that the situation can be addressed according to the tournament rules, minimizing potential penalties or complications that may arise from an uncorrected error. Correctly reporting the situation allows the judge to assess the error—whether it affects gameplay and how to handle it within the framework of the tournament rules. Keeping the integrity of the game intact is paramount, and addressing mistakes promptly helps maintain that standard. This approach also serves to protect both players in the match from inadvertently breaking rules or facing consequences due to an oversight. In contrast to the other options, attempting to exchange a card mid-match disregards the established procedures for handling registration issues and could lead to unfair game states or disputes. Waiting until the tournament concludes would delay the resolution of the issue and could exacerbate the situation. Continuing to play without mentioning it not only violates integrity but could also result in significant repercussions for both players involved if discovered later.

2. What is the term for when both players have the same life total at the end of the match?

- A. A tie**
- B. A stalemate**
- C. A draw**
- D. An equal match**

The correct term for when both players have the same life total at the end of the match is a draw. In Magic: The Gathering tournament rules, a draw occurs when the game concludes without a definitive winner, typically under circumstances such as both players reaching the end of the match while maintaining equal life totals, or other conditions that prevent either player from winning. In tournament settings, the outcome of a match can significantly impact standings, and a draw is treated distinctly from other terms like a tie or stalemate, which might be used more informally or in other contexts. An equal match does not have a formal meaning within the rules and can lead to misunderstanding, as it may not accurately describe the lack of a winner that a draw signifies. Understanding this terminology is crucial in competitive play to ensure clarity in match results and player communication.

3. How can a player appeal a judge's ruling?

- A. Request a refund
- B. Call for another judge for a review**
- C. Leave the match
- D. Argue until the judge changes their mind

A player can appeal a judge's ruling by calling for another judge to review the situation. This process is built into tournament rules to ensure fairness and provide an opportunity for a second opinion on a ruling that one might disagree with. When a player feels that a ruling has not been made in their favor or that an explanation of the ruling was unsatisfactory, they may request the involvement of a higher-level judge or another judge altogether. This mechanism is crucial in maintaining the integrity of the tournament and ensuring that all players feel they have a fair opportunity to contest decisions made during matches. It also serves to educate judges by providing them an opportunity to discuss and refine their decision-making processes based on feedback from their peers. The other options do not provide a valid or constructive method for appealing a judge's ruling. Requesting a refund is not a standard practice for appealing rulings, leaving the match is not a productive response to disagreement, and arguing does not lead to a formal or acceptable means of appeal within tournament structures. These practices could lead to misunderstandings or further complications rather than resolving the dispute at hand.

4. What is the role of a judge in enforcing the rules during gameplay?

- A. To decide outcomes of every match
- B. To educate players about advanced strategies
- C. To monitor rule compliance and address violations**
- D. To organize side events

The role of a judge in enforcing the rules during gameplay is primarily to monitor rule compliance and address any violations that may occur. Judges are responsible for ensuring that the game is played fairly and according to the established rules. This includes observing matches, providing clarification on rules when needed, and intervening in situations where a violation has taken place. By focusing on rule compliance, judges help maintain the integrity of the tournament and create a fair playing environment for all participants. They have the authority to make rulings on disputes, which fosters a respectful atmosphere where players can focus on the game rather than worrying about potential unfair practices. Other options might suggest roles that imply a more directive influence over gameplay outcomes or focus on promoting strategy. However, the core function of a judge remains centered on oversight and rule enforcement, making the correct answer about monitoring and addressing violations essential to the integrity of the event.

5. What is a fundamental reason for deck registration in tournaments?

- A. To promote new card strategies**
- B. To create an official record of card legality**
- C. To ensure the integrity of the tournament by preventing cheating**
- D. To facilitate easier trading among players**

The fundamental reason for deck registration in tournaments is to ensure the integrity of the tournament by preventing cheating. By requiring players to record their decks, tournament organizers can verify that players are using the same deck throughout the event, which helps maintain fairness in competition. This process allows judges to check for deck legality and consistency, making it more challenging for players to engage in deceptive practices such as switching cards in and out of their deck between matches. This practice not only aids in maintaining the fairness of the competition but also helps in upholding the spirit of the game, ensuring that all players are competing under the same rules and conditions. By having a clear, official record of each player's deck, tournament staff can quickly and effectively resolve any disputes regarding card legality or composition during the event.

6. Which of the following is required for sideboarding?

- A. Players must reveal their sideboard before beginning**
- B. No requirements, it can be any length**
- C. Brief notes may be used but do not have to be revealed**
- D. Cheatsheets must be submitted to a judge**

In Magic: The Gathering tournaments, sideboarding is a crucial aspect that allows players to modify their decks between games in a match. The relevant rule regarding sideboarding states that players may use notes during this process, but they are not required to reveal those notes to their opponent. This allows players to reference strategies or card interactions without exposing specific information about their sideboarding choices. Choosing to utilize brief notes can help players remember important details, but it's essential to clarify that this option is entirely at the player's discretion. The requirement is that players should know the contents of their sideboard and the main deck while being able to access any notes they may find helpful. This aligns with the nature of strategic play, where preparation and knowledge are key components without necessarily imposing additional requirements on players to disclose their strategies. The other options presented do not accurately reflect the established requirements. For instance, players are not obligated to reveal their sideboard lists before starting since revealing deck information can impact strategy. There is also a set minimum limit of 15 cards for a sideboard in sanctioned play, which makes the notion of "no requirements" incorrect. Lastly, the submission of cheatsheets to a judge is unnecessary in the context of sideboarding, as it is not a requirement in regular

7. What is the definition of "cheating" in an MTG tournament setting?

- A. Accidental mistakes made during gameplay
- B. Any action that unintentionally breaks the rules
- C. Any action that intentionally breaks the rules to gain an unfair advantage**
- D. Using unauthorized cards in matches

In a Magic: The Gathering tournament setting, "cheating" is defined as any action that intentionally breaks the rules to gain an unfair advantage. This definition captures the essence of cheating as a deliberate act, distinguishing it from unintentional mistakes or errors that players might make during gameplay. Cheating undermines the integrity of the game and the tournament environment, as it involves a conscious choice to act dishonestly to manipulate the outcome. Understanding this definition is crucial for tournament participants and judges alike, as it sets the tone for expected behavior in competitive play. Cheating can take many forms, such as concealing information, misrepresenting card effects, or manipulating game states, all aimed at giving one player an edge over their opponent. The other options, while they may represent scenarios that occur in gameplay, do not meet the criteria for cheating. Accidental mistakes or unintentional violations of the rules do not involve the intent to deceive or gain an advantage and are typically handled differently within tournament policies. Options focusing on unauthorized card use do not encompass the broader idea of intentional rule-breaking that defines cheating as a whole.

8. Under what condition can the default number of games in a match be other than best 2 of 3?

- A. During regular matches when players agree
- B. In single-elimination playoff rounds announced before the tournament**
- C. In casual tournaments with no formal rules
- D. When one player requests a special format

The condition under which the default number of games in a match can be other than best 2 of 3 is specifically in the context of single-elimination playoff rounds announced before the tournament. This is because tournament organizers have the discretion to modify the match structure for playoff rounds, often to manage time constraints or for logistical reasons. In a single-elimination format, it's common to structure matches differently, potentially using best 3 of 5 or other variations, depending on the tournament's requirements or guidelines laid out prior to the event. This ensures that matches can be conducted efficiently and that players are aware of what to expect from the outset. The other options might suggest situations where a change could occur, but they do not align with established tournament rules. Regular matches typically adhere to the best 2 out of 3 format unless expressly stated otherwise by an organizer. Casual tournaments may not have formal rules, but those conditions generally do not apply to standard competitive play. Lastly, a single player requesting a special format does not create an official change to the match structure, as such changes need to be recognized and agreed upon by all participants and are typically set by the organizers.

9. In a tournament, who has the authority to investigate reported bugs?

- A. The players involved**
- B. The event organizer only**
- C. The judge**
- D. Other players in the tournament**

In a tournament setting, the responsibility for investigating reports of bugs lies with the judge. Judges are trained and authorized officials tasked with maintaining the integrity of the game and ensuring that the rules are properly enforced. They are equipped to handle various situations, including investigating any reported bugs in the software or issues related to gameplay. Judges have the expertise to assess whether a bug affected the game and can make determinations based on the situation. Their authority provides a structured approach to resolving disputes, ensuring fairness and consistency in the tournament environment. Other players or the event organizer may not possess the necessary knowledge or impartiality to carry out a proper investigation. Their involvement could lead to conflicts of interest or a lack of adherence to established procedures.

10. What is the procedure for a player caught with illegal cards in a tournament?

- A. The player gets to continue playing without consequences**
- B. The player is usually issued a Game Loss**
- C. The player is immediately disqualified**
- D. The player must plead their case to other competitors**

When a player is caught with illegal cards during a tournament, the procedure typically involves issuing a Game Loss to the player. This decision is in line with tournament rules and is intended to maintain the integrity of the game. The presence of illegal cards can compromise the fairness of the match, as it can provide an unintended advantage or confusion during gameplay. Issuing a Game Loss serves as a punishment for the infraction while still allowing the player to continue participating in the tournament. This means that while they will lose the current game due to the illegal card issue, they will not be immediately disqualified and can still compete in subsequent matches. This approach emphasizes the importance of upholding the rules without completely removing a player from the tournament due to a mistake that may not have been intentional. In contrast, the other listed procedures would not align with typical tournament practices. Continuing play without consequences does not address the violation. Immediate disqualification would be reserved for more severe infractions, where the player's actions are deemed to be more egregiously harmful to the tournament's integrity. Finally, the notion of pleading their case to other competitors is not a standard part of addressing infractions in tournament settings, as that could lead to unsanctioned disputes and further disruption.

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://mtgjudgemtrvl1.examzify.com>

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

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