

AZMagicPlayers.com 2016 Modern Series Masters Qualification Policy

Updated March 1, 2016

Effective March 1, 2016

Introduction

This AZMagicPlayers.com 2016 Modern Series Masters Qualification Policy (“Masters Qualification Policy”) covers the eligibility criteria for the AZMagicPlayers.com 2016 Modern Series and all affiliated events. The most recent version of this policy may be found at <http://www.azmagicplayers.com/azmagicplayers-com-2016-modern-series/>.

The AZMagicPlayers.com 2016 Modern Series consists of the following events:

- AZMagicPlayers.com 2016 Modern Series City Championships
- AZMagicPlayers.com 2016 Modern Series Masters
- AZMagicPlayers.com 2016 Modern Series Trials

This document may refer to all of the above events as “Modern Series events.”

AZMagicPlayers.com reserves the right, at its sole discretion, to modify, suspend, or change this document and its events without notice.

Player Eligibility

- Players whose DCI suspensions fall on the days of AZMagicPlayers.com 2016 Modern Series events are not eligible to compete in Modern Series events.
- Players who are banned from AZMagicPlayers.com events are not eligible to compete in Modern Series events.
- Players who are banned from the store where Modern Series events are held (the host store) are not eligible to compete in that particular Modern Series events, unless otherwise noted by the host store.

AZMagicPlayers.com 2016 Modern Series Masters Qualifications Overview

The AZMagicPlayers.com 2016 Modern Series Masters has slot-based qualifications and points-based qualifications.

Slot-based Qualification

The slot-based qualification for the AZMagicPlayers.com 2016 Modern Series Masters are as follows:

- 1st Place in each of the four City Championships

Slot-based Qualification Pass Down Policy

- In the event that 1st Place of the City Championships is already qualified through a slot-based qualification, the invitation will pass down to the other finalist at that City Championship.
- In the event that both finalists of the City Championships are already qualified through a slot-based qualification:
 - The semifinalists will play a best two (2) out of three (3) match. The Play/Draw rule for the first game of the match will be decided via a random method, not by seed.
 - If one semifinalist is also already qualified, then the other semifinalist automatically receives the qualification.
- In the event that all semifinalists are already qualified, the quarterfinalists not already qualified will play a single tournament. Matches will be best two (2) out of three (3) and pairings determined by Swiss finish. In case of an odd number of players, the player with the highest Swiss finish will receive a bye.

Points-based Qualification

The points-based qualification for the AZMagicPlayers.com 2016 Modern Series Masters are as follows:

- **Points-based Qualification Method #1:** The Top 2 Players via Modern Series Points earned only at City Championships in the AZMagicPlayers.com 2016 Modern Series Points Leaderboard at the end of the last City Championships.
- **Points-based Qualification Method #2:** The Top 10 Players via ALL Modern Series Points in the AZMagicPlayers.com 2016 Modern Series Points Leaderboard at the end of the last City Championship.

Any players that have qualified for Points-based Qualification Method #1 are ineligible for Points-based Qualification Method #2.

Modern Series Points are accumulated through City Championships and Modern Series Trials. Please see Appendix A for the Modern Series Points Distribution.

Tiebreakers

If two or more players have the same Modern Series Points total at the end of the last City Championship, the tie will be broken as follows in the following order:

- Total Modern Series Points earned only at City Championships
- Highest Finish at a City Championships
- Second Highest Finish at a City Championships
- Third Highest Finish at a City Championships
- Fourth Highest Finish at a City Championships

All tiebreakers will be calculated from results achieved in the AZMagicPlayers.com 2016 Modern Series. The finishes outside of Top 8 will be based on Swiss standings before the cut to the single elimination portion of the event. Finishes inside of Top 8 will be based on standings after the single elimination portion of the event is completed.

In the unlikely event that two or more players are tied at the end of the above tiebreakers for either Points-Based Qualification Method, those will play in a play-off tournament with an AZMagicPlayers.com representative or approved witness present.

Other Qualification Notes

Multiple Qualifications

If a player would be qualified through a slot-based qualification *and* a points-based qualification, that player receives the slot-based qualification. The points-based qualification will pass down to the highest-ranked player not already qualified.

If a player would be qualified through both points-based qualification methods, that player is instead qualified for solely Points-based Qualification Method #1.

Passing Qualifications to other Players

Except as stated in this policy, qualifications cannot be passed onto another player for any reason. In the event that a player cannot attend the Modern Series Masters, the invitation will not be assigned to another player.

Results Verification

All event results will be received and reviewed by AZMagicPlayers.com. If a tournament incorrectly or improperly reports results for an event, AZMagicPlayers.com reserves the right to withhold any Modern Series Points or slot-based qualifications from that event. Upon investigation by AZMagicPlayers.com, any qualifications may be rescinded. Such decisions are final and cannot be appealed.

AZMagicPlayers.com reserves the right to award Modern Series Points and qualifications to any player at its sole discretion.

Appendix A

AZMagicPlayers.com 2016 Modern Series Points Distribution

AZMagicPlayers.com 2016 Modern Series Masters

The AZMagicPlayers.com 2016 Modern Series Masters does not award Modern Series Points

AZMagicPlayers.com 2016 Modern Series City Championships

Place	Points Awarded
1st	<i>No points are awarded*</i>
2nd	20 Modern Series Points
3rd-4th	15 Modern Series Points
5th-8th	10 Modern Series Points
9th-16th	5 Modern Series Points
17th+	2 Modern Series Points

**1st Place does not receive any points due to the Slot-Based Qualification.*

AZMagicPlayers.com 2016 Modern Series Trials

Points are awarded based on match point total after four rounds of Swiss.

Match Point Total	Points Awarded
12	5 Modern Series Points
10-11	4 Modern Series Points
9	3 Modern Series Points

In the event that the Modern Series Trial is run as a three round Swiss event, 3 Modern Series Points will be awarded to any player with 9 Match Points.