



II Aniversario cEDH Galicia Tournament Guidelines



Artabrian Nights expects all Players to abide by the code of conduct outlined below.

Even if a person does not violate the written letter of these policies, that does not mean that they have not violated the intended spirit of these rules.

Tournament Organizers, Judges, Scorekeepers, and other Tournament Officials reserve the right to use best judgment to enforce the spirit of these policies and procedures.

This document serves as an addendum to the existing official [Magic Tournament Rules](#) and the unofficial [Multiplayer Addendum to the Magic Tournament Rules](#).



1 Code of Conduct

In addition to rules defined in [MTR - 5.4 - Unsporting Conduct](#), the following rules also apply:

- Players are expected to foster a welcoming and accepting community. Discrimination based on disability, race, gender, sexual identity, religion, or any other physical, cultural, or social characteristic will not be tolerated.
- We expect all our competitors to behave with sportsmanship at all times. This includes, but is not limited to, graciousness in both winning and losing, respect for their opponents, and behaving in a fair, kind, and reasonable manner.
- “Spite plays”, “kingmaking”, and intentionally losing or “throwing” are examples of unsportsmanlike behavior and may be subject to penalty or suspension. Check section [5.5](#) for more details.
- Players are expected to have a general understanding of how to operate the system(s) that they are using to play in the tournament. This includes, but is not limited to: properly reporting match results, finding their game, or using tournament software. Failure to do so in a timely fashion will result in an infraction. Tournament officials may exercise their discretion in assisting Players with solving their technical issues, but are in no way required to do so.



2 Tournament Structure

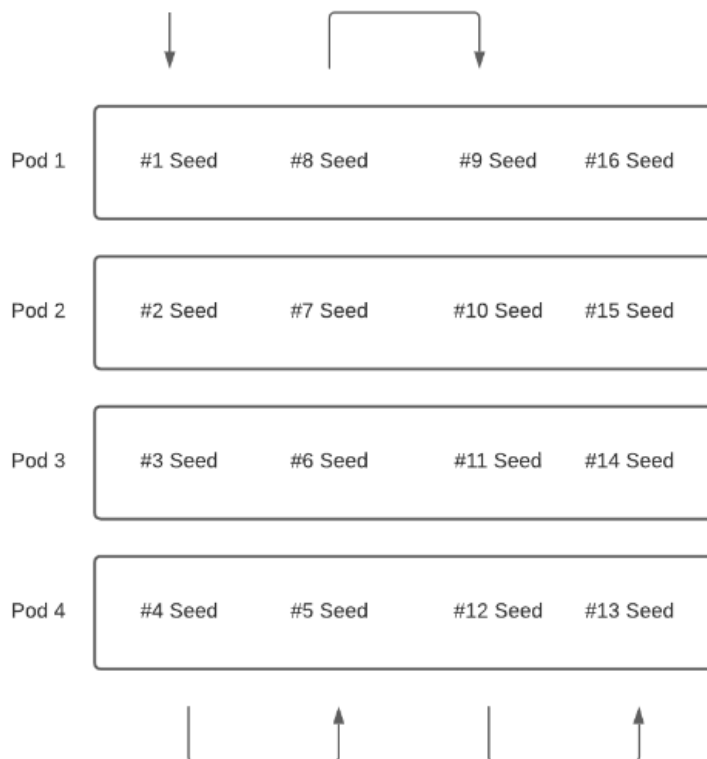
2.1 Swiss Rounds

This will be subject to Player attendance, but the organization reserves the right to adjust the following [recommendations from the Multiplayer Addendum](#) as it sees fit:

Players	Minimum Number of Swiss Rounds	Playoff
4	1	None
5-15	2	Top 4
16-24	3	Top 10
24-32	4	Top 10
33-64	5	Top 16
65-128	6	Top 16
129-256	7	Top 40

2.2 Top 16 Playoffs

The following [recommendation from the Multiplayer Addendum](#) will be applied in regard of the distribution of Players in the Top 16 playoff pods:





2.3 Finals after Top 16 Playoffs:

Pod composed by each Semi-Finals Winner

- The Finals seatings will be based on the standings the Players got during the Swiss portion, with the highest ranked Player going first. The Semi final matches don't affect this.
- If, for logistical reasons, the single elimination portion must have a time limit, then by the time a match ends and no winner is found, the highest ranked Player in the standings during the swiss rounds is considered the winner.
- We will be using byes when the number of Players is not divisible by 4. A Player can only be awarded one bye during the tournament, and it will be awarded to the lowest ranking Player in the standings.
 - If the Tournament's Swiss portion is only 3 rounds, then we will be running pods of 3 players instead of awarding byes.



3 Tournament Rules

1. The point system in use is defined in the [Multiplayer Addendum](#):
 - A **Win** awards 5 points.
 - A **Draw** awards 1 point (for all Players except those incurring harsh penalties - Game Loss, Match Loss, Disqualification).
 - A **Loss** awards 0 points.
 - A **Bye** awards 5 points.
2. Each round lasts **75 minutes (no extra turns)**. The game is over when the turn of the active Player ends. An extra turn spell resolving at this point won't have any effect.
3. **Seating order** will be set automatically, as well as the Player (starting) order.
4. There is **no time limit in single elimination portion** (except exceeding venue time limit).
 - In the case where players decide to **Intentionally Draw** a game during the **single elimination portion**, a **120 minutes round time limit** will be enforced.
 - This is done to place a limit on the number of Intentional Draws that can happen and potentially extend the single elimination portion indefinitely.
 - This means that players are free to Intentionally Draw a game, but by doing so, the next game(s) they play will have to take the clock into consideration.
 - This **120 minutes** time limit includes the **round time already spent**.
 - As stated above, if the time runs out without a winner in the single elimination portion, the highest ranked Player in the swiss rounds is considered the winner.
5. Apply the [official Commander Banlist](#).
6. **Playtest cards** are allowed (section 4)
7. **Penalties**: Check section 5.1 on the Rules Enforcement Level.
8. After each match, Players will need to properly **record the game winner in a match slip** provided by the organization.
9. After the **Winner of the tournament** is determined, the remaining standings are defined by the ranking achieved in the Swiss portion of the event.
10. **Non-deterministic loops** are **allowed** (section 5.4).



4 Playtest Cards

There are three different terms to refer to Magic cards that aren't actual Magic cards. Proxies, Playtest Cards, and Counterfeits. From the [WPN Terms and Conditions](#):

- *(j) Proxy Cards. Retail Stores may only allow “proxy” cards in your Events as described in the current official Magic Tournament Rules. A proxy card is a card issued by a Judge at an Event to replace a card that has become damaged during the course of play in such Event and may only be used for the duration of that Event.*
- *(k) Counterfeit Cards. Counterfeit cards are unauthorized reproductions of authentic Wizards cards. Counterfeit cards are strictly prohibited by Wizards. WPN Members who knowingly manufacture, import, use or distribute counterfeit cards (or facilitate the same by a third party) will have their WPN Membership immediately terminated. Wizards reserves all rights in law and at equity to prosecute individuals engaged in the manufacture, importation or distribution of counterfeit cards.*
- *(l) Playtest Cards. A playtest card is most commonly a basic resource with the name of a different card written on it with a marker. Playtest cards are not reproductions of authentic Wizards products and are created by Players for personal and non-commercial use to test deck concepts. The use of playtest cards is allowed within Retail Stores only for non-commercial use in unsanctioned events.*

Counterfeit cards are not allowed. The inclusion of such cards in your deck will result in **immediate disqualification**. Artabrian Nights does not support the production of illegitimate cards.

We understand that most cEDH decks require a significant financial investment, often prohibitive for Players. Some cards are so expensive that it makes many Players uncomfortable to physically play with their authentic cards. With this in mind, we have curated a list of cards. These cards were selected due to being uniquely challenging to acquire, or have significant cost.

All Reserved List cards will have an equivalent playtest card allowed and Players can add up to 10 extra cards of their choosing not on the RL

- Players are responsible for making sure their playtest cards are acceptable by the Judge Team, and are expected to check the validity with them.
- The Judge Team will evaluate the cards using the same principles defined in the [MTR - 3.3 - Authorized Cards](#), with the exception of the following points:
 - ~~Authorized Game Cards must be regulation-sized, genuine Magic cards publicly released by Wizards of the Coast.~~
 - ~~Cards that, unaltered, feature gold borders on their front or back, and cards from the “Heroes of the Realm” and Theros block “Challenge Deck” series (usually denoted by a different card back), are not Authorized Game Cards.~~



5 Main Rules

5.1 Rules Enforcement Level

Artabrian Nights' cEDH events are played under **Competitive Rules Enforcement Level**. You are expected to know the rules when you sit down to play. Judges will be present to enforce rules and answer any questions. The Judge Team will apply the [Magic Infraction Procedure Guide](#) with the addendum of the [Multiplayer Infraction Procedure Guide](#).

In two-day events, the finals will be played under **Professional Rules Enforcement Level**.

An important highlight is that a Game Loss or Match Loss penalty will always result in the offending Player receiving 0 points for the match, ignoring a potential draw result.

Keep in mind that in accordance with the [Multiplayer Infraction Procedure Guide](#), an **accumulation of Warnings** within the same infraction results in an upgrade to **Game Loss**.

5.2 Magic: the Gathering Rules

- [Basic & Comprehensive Rules](#)
- [Commander Rules](#)

5.3 Judges

Our Judges are here to help you! If you notice anything that seems shady, odd, or out of place, please call a Judge. If you have any rules questions, please call a Judge. In addition to the directives defined in this document, the Judge team will follow the directives in the following documents, so it is in your interest to get familiar with them:

- [MTG Tournament Rules](#)
- [Magic Infraction Procedure Guide](#)
- [Multiplayer Addendum to the Magic Tournament Rules](#)
- [Multiplayer Addendum to the Infraction Procedure Guide](#)

Throughout the event, Judges will perform deck checks. This process includes verifying that all cards in a Player's deck match the registered decklist. **Make sure the decklist you register is accurate.**

Remember that no ruling aside from the Head Judge's is considered final as soon as it is given. If for whatever reason you wish to get a second opinion, please tell the ruling Judge that **you would like to appeal to the Head Judge**.



5.4 Non-Deterministic Loops

According to the [MTR - 4.4 Loops](#):

“A loop is a form of tournament shortcut that involves detailing a sequence of actions to be repeated and then performing a number of iterations of that sequence. The loop actions must be identical in each iteration and cannot include conditional actions (‘If this, then that’.)”

In an effort to allow more strategies and diversity amongst decks, some non-deterministic loops, such as those associated with shuffling the deck or any other random element, are allowed. If a Player is **unsure** of how their opponent’s loop functions, or is unsure if an opponent can perform the loop, please immediately **call a Judge**.

If a Player executing a loop is incapable of concisely communicating the loop to a Judge, they will not be allowed to perform the loop, as that results in Slow Play. The **Head Judge** is the final authority on what constitutes an allowed non-deterministic loop.

A Player wanting to **interrupt** a non-deterministic loop will need to be able to do so in a non-deterministic way (when a certain condition is met). That will be allowed, and in case of any doubt, **call a Judge**.

5.5 Collusion, Kingmaking and Spite Plays

In game theory, a “kingmaker” is a Player who lacks sufficient resources or position to win at a given game, but possesses enough remaining resources to decide which of the remaining viable Players will eventually win.

One element of a multiplayer format is that Players can take game actions that allow other Players to win accidentally. **Judges will not regulate suboptimal gameplay.**

If you believe a Player is “king’s making”, colluding with another Player, or performing a “Spite Play”, please call a Judge. **These constitute a violation of the code of conduct and will be treated as such. Collusion in particular is a very serious offense.**

Players may not use this anti-kingmaking policy to abuse their opponent’s position as a shield to attempt to win, for example:

- Player A has a win attempt, Player B has a win attempt that Player A knows about and Player C only has one answer to stop A or B but not both. In this situation, Player A cannot just try to win and use the argument that if Player C uses their answer, it would be kingmaking.



During *II Aniversario cEDH Galicia* Players are not allowed to perform actions that prevent themselves from winning with the aim of stopping a win attempt, e.g., cast a Pact of Negation that you cannot pay for at the beginning of your next upkeep.

There is only **one exception**: this is admissible during the last turn, since only at that point can Players be sure that stopping a winning attempt will end up in a draw.

5.6 Mana Bullying / Priority Bullying

While it is completely acceptable that Players “sandbag” their answers and pass priority, it is not acceptable that Players **ask** other Players to perform an action so they can receive priority back.

If during one of your games a Player **passes** priority and then **asks** you to perform an action so they can get priority back, **call a Judge**.

Asking a player to perform an action in order to receive priority back constitutes a violation of the code of conduct and will be treated as such.

5.7 Slow Play / Stalling

Given the lengthy nature of the format, and the time limit, it is very important that we all fight to combat slow play and ultimately reduce the chance for stalling abuse. Because of this, we want to encourage all Players to actively **call a Judge if you feel that an opponent is taking more than a reasonable amount of time making a decision**. The Judge team can only give you extra time if you call them during the round!

5.8 Conceding

Some cards, strategies, or lines of play, such as those associated with Najeela or Dockside Extortionist are reliant on the multiplayer aspect of Commander. To facilitate these, Players must concede on their turn with an empty stack. This gives all Players the opportunity to play to their deck’s strategies. The following exceptions apply to this rule:

- If a Player is uncomfortable in a match and would like to discontinue a match as a result, please immediately call a Judge.
- If a Player must leave due to an emergency, please immediately call a Judge.

As per the [MSTR - 2.4. Conceding or Intentionally Drawing Games or Matches](#), if a Player conceding at “instant speed” would affect the outcome of the match, the Player and all permanents controlled by them beforehand are considered to still exist until the end of the current phase.



5.9 Table Talk

We understand that discussion between Players, planning, and strategy is an integral part of commander play.

The penalty “Outside Assistance” will only apply in either of the following scenarios:

- When Players in a match asks for or refers to information from a person or medium outside the current match other than a Judge.
- When a Player not involved in the current match, spectator, or any other person offers or otherwise communicates information to a Player engaged in a match.
 - As per the [MSTR - 1.10 Players](#), Players that are eliminated during a match are considered spectators.
- All Players must remain in their seats during the game. If a pause is needed, call a Judge.

When discussing cards at the table:

- Players are not required to disclose hidden information, although they may do so if they desire, as long as they follow the rules defined in the [MSTR - 3.13 Hidden Information](#)
- Judges will not enforce contracts or promises.
- When resolving cards like Intuition, Thoughtseize, or similar, a Player may choose to solicit advice from their opponents. Be wary. Your opponents do not have your best interests at heart.
- Be sure to ask for advice before making your decision. Judges will not allow take backs after strategic information has been gained.



6 Event Tracking

Artabrian Nights will be using Command Tower from **Eminence Gaming**.

Please head to topdeck.gg and create your account. It takes 1 minute and it is free.

The event bracket link will be shared at the check in and it will allow Players to see pairings and standings.

7 Recording & Image Capture

Artabrian Nights will be allowed to record, edit and use all kinds of footage about the tournament in future videos and/or marketing campaigns.

By registering to a tournament organised by Artabrian Nights, you give us the right to record, edit and use footage that may include your likeness while at the tournament.

8 Payment & Refund Policy

8.1 Payment

In order to confirm your seat in the tournament you must complete payment within the deadline using the method designed by the organization.

8.2 Refund Policy

Organising tournaments is expensive. Artabrian Nights might need to use a big portion of the entry fee to ensure some expenses beforehand.

This means that last minute cancellations can risk the overall structure and upcoming events or prizes.

No refunds are accepted within **15 days** prior to the tournament.

All accepted **refunds will be completed 72 hours after the tournament**.

9 Acknowledgements

Artabrian Nights would like to thank the cEDH PT team for their diligence and generosity, for the contents of this document are based on [their rulings](#).