

Mazerunner Comprehensive Rules

This document is intended to establish the rules for the Magic: the Gathering league format variant Mazerunner.

Table of Contents

Table of Contents	2
Terms	3
1. Format Structure	4
2. Deckbuilding Restrictions	4
3. Season Scheduling	5
4. Gameplay & Points	5
5. Suggested Season Identities from the Mazerunner Rules Committee	8

Terms

- Season: a series of 6 rounds and an additional finals round of Mazerunner
- Round: a single set of games in which each player is assigned to a Pod
- Pod: an individual set of 4 players assigned to a game together
- Mainboard: the 100 cards (including the commander) in a player's submitted decklist
- Sideboard: the 20 cards in a player's submitted decklist, which are chosen after decklist creation (see Rule 3d). These cards are not included in the deck at the beginning of a game, but may be swapped out prior to the start of any game. A deck must always have 100 cards total at the beginning of the game (including commanders)

1. Format Structure

- a. Mazerunner is a league-oriented format designed for a group size of multiples of four.
- b. Teams are divided into an equal number of players, with each team assigned a unique color identity with an equivalent amount of colors.
- c. Pairings are assigned on a round-by-round basis. Players are not assigned to play against their own teammates.

2. Deckbuilding Restrictions

- a. Mazerunner is a 100-card format with a 20 card sideboard. The format is singleton across all 120 included cards for a given player's deck.
- b. Each player selects one commander with exactly their assigned color identity, and is included in the count of 100 cards. All cards in the deck must have a color identity that is a subset of their assigned color identity. (see Rule 5 regarding suggestions for the keyword "partner").
- c. The mechanics "Companion", "Choose a Background", and any "Partner" variation are not allowed unless otherwise specified (See Rule 5).
- d. Teammates may not select the same commander as each other. For seasons with multiple commanders, this rule applies to each individual commander.
- e. Mazerunner follows a unique banlist of cards. These cards can not be selected as the commander, or to be in either the mainboard or sideboard. The banlist is as follows:
 - i. The Reserved List (<https://scryfall.com/search?q=is%3Areserved>)
 - ii. The Commander format banlist (<https://scryfall.com/search?q=banned%3Acommander>)
 - iii. Specific Mazerunner bans:
 1. Ancient Tomb
 2. Chrome Mox
 3. Demonic Consultation
 4. Mana Vault
 5. Mox Amber
 6. Sol Ring
 7. Tainted Pact
 8. The One Ring
 9. Karn, the Great Creator
- f. The mainboard and sideboard are to be submitted by players, as separate events, according to Rule 3.

- g. Card legality: Due to deck submissions being prior to the first day of play, the legality of new cards is as follows. A card from an unreleased set may only be included if both:
 - i. The entire set is officially spoiled by the mainboard submission deadline
 - ii. The entire set is officially released before the first day that games begin (in accordance with official Magic tournament rules, cards are legal on the first occurrence of prerelease events)

3. Season Scheduling

The following outlines the specific order a season follows. Specifications in brackets [] are suggested times.

- a. League Announcements: This is the announcement created by the league runner, specifying the details of the season. This should include:
 - i. Total number of players
 - ii. Which color identities will be legal (as 2 and 3 color combinations are in sets of 10, 2 identities are often banned each season to guarantee no byes)
- b. League Signups [1 week]: Players submit their entry fees to the league runner, and can optionally reserve a spot in a given color combination. Players can also elect to fill, where they will be assigned to whatever colors are left over at the end of the signups.
- c. Deck Building [2 weeks]: Players are given time to create decks for the season, according to Rule 2. At the end of this time, players must submit decklists with their chosen commander(s), as well as the full mainboard. This is a public submission.
- d. Sideboard Building [1 week]: Players are given time to create 20 card sideboards. They should have access to all mainboards during sideboard construction. At the end of this time, they resubmit decklists. The mainboard can not change during this period.
- e. Main Season [6 weeks]: Each week, pods are generated, and players participate in games. As the season progresses, the pairings are determined based on results from previous weeks.
- f. Finals [1 week]: The top 4 teams each select one representative and deck. They play one game to determine the winner of the season.

4. Gameplay & Points

- a. Individual games operate under the typical Magic multiplayer rules. Players may take one free mulligan.
- b. Seat order is randomly determined during the main season.

- c. For finals, seat order is determined by season ranking. In the event of ties, the following tie-breakers are used to determine seat order (in order of listing)
 - i. Number of wins
 - ii. Strength of schedule
 - iii. Strongest individual player
 - iv. Head-to-head results
- d. During gameplay, there are 4 points available to win (each “brought” by a player). On the elimination of a player, the player who caused the elimination receives a point.
 - i. When a player wins the game, they take all points left in the pod. This includes all points in the “Winner Pool”, and the point assigned to each player still in the game (including their own point).
 - ii. If a player is eliminated due to effects of the game that aren’t caused by other players (such as paying all of their life), their point is added to the “Winner Pool”.
 - iii. Mind control effects: for effects that allow a player to control another’s game actions, the player in control will receive points for game actions, with the exception of their own point, which the controlled player will receive, and the exception of winning the game directly (through alternative win conditions), where the controlled player will receive their own point.
 - 1. *EXAMPLE: Player A controls Player B, and wins the game, while Player C is still in the game, and Player D’s point is in the winner pool. Player A receives 1 point for causing Player C to lose the game. Player B receives 3 points- their own, the point in the winner pool, and the point from Player A, who can not receive their own point.*
 - iv. Prevention of game loss: removing an effect that prevents a player from losing the game awards the player who removed said effect only if the other player immediately dies due to state-based actions.
 - 1. *EXAMPLE: Player A is at 0 life, but is still alive due to controlling a Platinum Angel, which says “You can’t lose the game”. Player B kills the Platinum Angel, resulting in the immediate death of Player A. Player B receives Player A’s point.*
 - 2. *EXAMPLE: Player A removes all cards from Player B’s deck. Player B draws in their draw step as a turn-based action. Player B’s point goes into the winner pool. If instead, Player A activates a Faerie Mastermind, which has the ability “3U: Each player draws a card”, after removing Player B’s library, they receive Player B’s point.*

- v. Game states with a draw: the player controlling the actions forcing a draw is immediately issued a game loss. Their point (but not points they won in the game previously) is put into the “Winner Pool”.
- vi. Simultaneous loss including the player causing the loss: if a player causes themselves to lose along with other players, the player who eliminated everyone receives a point for each player eliminated, except for their own point. This point goes to the “Winner Pool”. If there are no players left in the game when this occurs, no player is assigned this point.
- vii. Lethal damage: The player with the original source of damage is always awarded the point for kills, no matter the influence of other effects controlled by other players
 - 1. *Example: Player A attacks Player B (who is at 4 life with no blockers) with a 1/1 creature. Player C casts a Giant Growth on the creature, which gives it +3/+3. Player A receives Player B’s point.*

e. Penalties

- i. 2 points are deducted from a player who misses the mainboard submission deadline
- ii. No points are deducted from a player who misses the sideboard deadline, however, the submitted amount of cards will be that player’s sideboard (even if that includes no cards)
- iii. 2 points are deducted from a player who has illegal cards in their deck 3 days after the sideboard deadline. A three day grace period is implemented in order to encourage players to review their teammates submitted decks
- f. After each game, the points each player was rewarded is recorded and reported. This is used for pairings in future weeks. The total points for players on a team is used for the determination of the leaderboard.
- g. Pairings are determined each week based on the results from previous weeks. The Mazerunner pairing software is able to generate these pairings. Each week, the pairings are made based on a 0-1 scaling factor which biases between matching players to new opponents and to opponents with similar points.
- h. The suggested scaling factor for a 6-week season is as follows:
 - i. Week 1: 0
 - ii. Week 2: 0
 - iii. Week 3: 0.2
 - iv. Week 4: 0.4
 - v. Week 5: 0.6
 - vi. Week 6: 0.7

5. Suggested Season Identities from the Mazerunner Rules Committee

- a. The following list contains different suggestions for season construction
 - i. 2 color identity - Each player selects a single commander with a 2 color identity. This is the main season format the rules are designed around.
 - ii. 3 color identity - Each player selects a single commander with a 3 color identity.
 - iii. 3 color partner identity - Each player selects two different 2 color identity partners that share exactly one color. All commanders are treated as though they have the keyword "partner". Additional Bans: Thrasios, Triton Hero (as commander)