

Ballonfabrik Augsburg - CEDH



With the Purchase of your Ticket you accept the Following Terms and Rules

We expect 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.

Code of Conduct

All event attendees 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.

All event attendees are expected 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 and kingmaking can be examples of unsportsmanlike behavior and may be subject to penalty or disqualification.

Rewards

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Tournament Structure

Swiss Stage

- 4 Rounds of Swiss

Playoff Stage

- Top 4

Tournament Details

- During the Swiss Stage, the winner of each pod will be awarded 5 points. In case of a draw, all players in the pod who started the game are awarded 1 point. A player issued a Game Loss will not receive a point due to a match ending in a draw.
- When all swiss rounds are complete, the top 4 or top 16 will qualify for the playoff stage. Playoffs are single elimination, with winners of each pod advancing.
- Only 4-player pods are allowed. Players who are not assigned a pod during each round of swiss will be given a bye. Byes are worth 5 points. You can only be awarded one bye during the tournament.

Timekeeping

- Swiss rounds are 85 minutes long.

If the match time limit is reached before a winner is determined, the player whose turn it is will finish their turn; an additional amount of turns equal to the number of players currently in the match will be taken. Usually, this means each player will take one additional turn. Players taking extra turns may affect this. If no winner is determined when extra turns have been completed, the game is considered a draw.

- Single Elimination rounds are untimed - play will continue until a winner is determined.



Event Location and Schedule

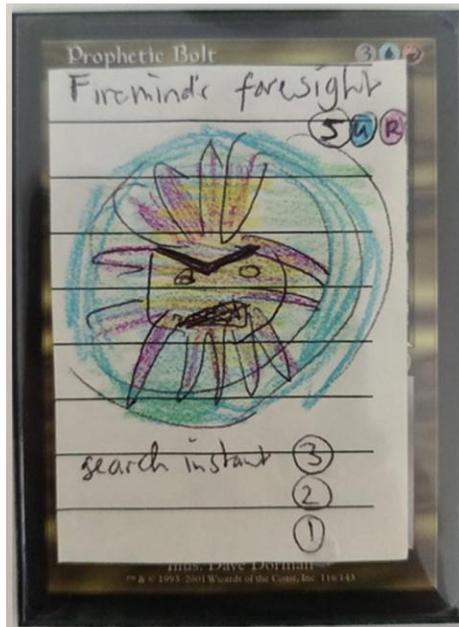
The Tournament will take place in the Ballonfabrik Austraße 27 in Augsburg. If you arrive by car you can park in the court. The nearest public transportation stops within walking distance are the “Dieselbrücke” and the “Bärenwirt”.

If you arrive by train we recommend you to use “Oberhauser Bahnhof” station. From there you can take the bus line 35 to “Dieselbrücke” for more information visit the link <https://www.avv-augsburg.de/fahrtauskunft> or download the AVV app.

With respect to the general concept of the location attendees are kindly asked to purchase their beverages on site in order to support Ballonfabrik and further events.

The Tournament will take place on the 8th of April.

Event	Legacy	cEDH
Player Check-in	12:30 to 1:10 PM	11:00 to 11:45 AM
Players Meeting	1:10 to 1:20 PM	11:45 to 12:00 PM
Round 1	2:20 PM	1:40 PM
Round 2	3:20 PM	3:20 PM
Lunch Break	4:00 PM	4:00 PM
Round 3	5:00 PM	5:40 PM
Round 4	6:00 PM	7:20 PM
Finals	7:00 PM	8:30 PM



Playtest Cards (Proxies)

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 an 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.

Homemade proxy cards and counterfeit cards are **not allowed** in many tournaments, including this. The inclusion of any such cards in your deck will result in immediate disqualification. We do not support the production of illegitimate cards.

We understand that most cEDH decks require a significant financial investment which can oftentimes be an obstacle for players. Certain cards are so valuable that some players might feel uneasy to physically play with authentic versions of their cards. Considering this we have curated a list of 31 cards that players are provided with and need not bring on their own. These cards were selected for being uniquely hard to acquire and/or costly.

Considering this we have curated a list of 31 cards that players are provided with and need not bring on their own. If you like to use playtest cards in the tournament, your list of cards needs to be submitted along with your decklist.

All playtest cards are property of the Ballonfabrik. Players must return all playtest cards handed to them after the Tournament concludes.

Our objective is to provide the best playing experience for the greatest number of players while adhering to the values of Ballonfabrik and Wizards of the Coast.

List of Playtest Cards



The following cards will be available as playtest cards onsite:

Colourless

Mox Diamond
Grim Monolith
Lion's Eye Diamond
Null Rod

Blue

Timetwister
Gilded Drake
Intuition
Transmute Artifact
Copy Artifact
Capture of Jingzhou
Power Artifact
Time Spiral

Black

Yawgmoth's Will
Chains of Mephistopheles

Red

Wheel of Fortune

Green

Survival of the Fittest

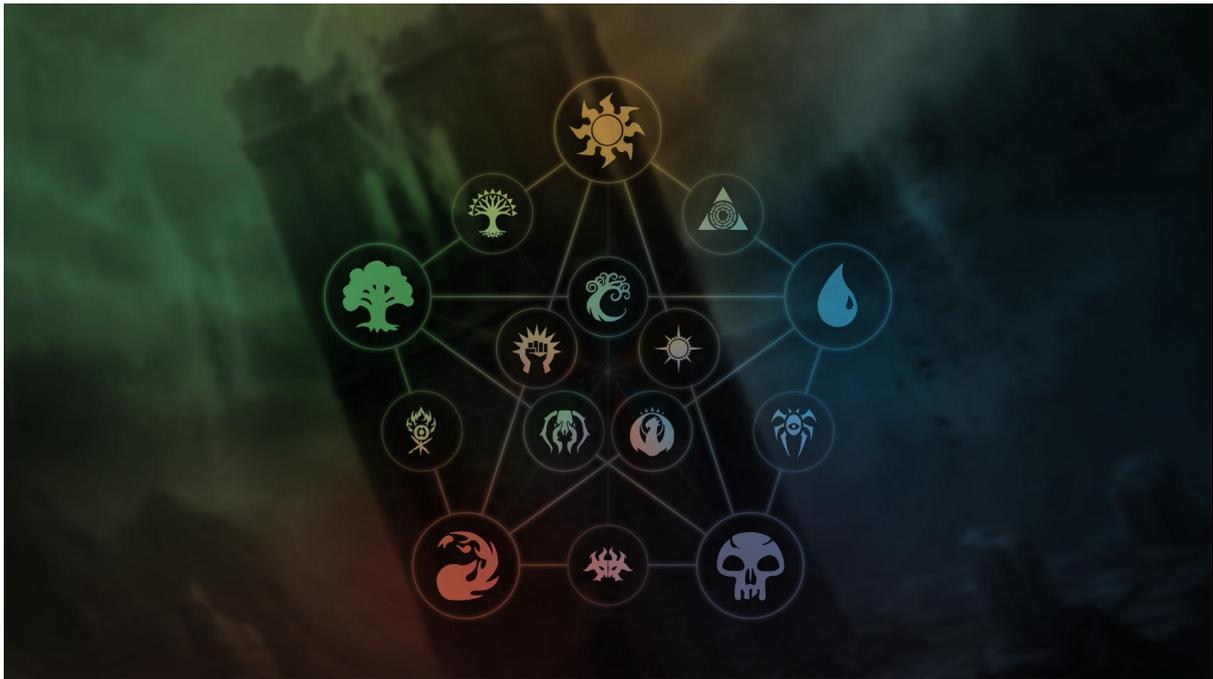
Misc Lands

Gaea's Cradle
City of Traitors
The Tabernacle at
Pendrell Vale

Bazaar of Baghdad
Mishra's Workshop

Dual Lands

Volcanic Island
Underground Sea
Badlands
Tropical Island
Tundra
Bayou
Taiga
Savannah
Scrubland
Plateau



Rules

Rules Enforcement Level

This Tournament is played under Competitive Rules Enforcement Level. Players are expected to know the game's rules and be familiar with the policies and procedures. Judges will be present to enforce rules and answer any questions. Violations, including slow play, unsportsmanlike conduct, or rules infractions, may result in warnings, game losses, or disqualification.

This event will be run using the Multiplayer Supplemental Tournament Rules (MSTR) and Multiplayer Supplemental Infraction Procedure Guide, (MSIPG) linked below. These documents were created to provide multiplayer rules support to the standard MTR and IPG.

Magic: the Gathering Rules

[Basic & Comprehensive Rules](#)

[Commander Rules](#)

[Multiplayer Supplemental Tournament Rules](#)

[Multiplayer Supplemental Infraction Procedure Guide](#)

[Banned List](#)

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.

Throughout the event, judges will be performing deck checks. Make sure the decklist you register is accurate. Failure to register an accurate decklist could result in penalty or disqualification.

Mulligans

The MTR and MSTR outline the rules for multiplayer Magic. This Tournament will be played with standard mulligan rules. For reference:

Players are given one “free” mulligan, allowing them to retain all seven cards in their hand after their first mulligan. All subsequent mulligans will be subject to the “London Mulligan” rule.

Kingmaking & 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 “kingmaking”, or making a “Spite Play”, please call a judge. The TO and Head Judge will investigate and identify a resolution. Unsportsmanlike behavior may be subject to tournament removal.

Conceding

The right to a concession is a fundamental component of tournament Magic. Due to the competitive nature of this Tournament Players will only be allowed to concede at sorcery speed.

If a player has to leave immediately please call a Judge to resolve the matter. The player who is conceding is not required to remain at the table while the judge is called.

If a player leaving the game would affect current or imminent game actions, those actions occur as though that player was still in the game until the end of the current phase.

Table Talk

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

According to MSIPG 3.2A: In Multiplayer game modes, this (outside assistance) refers only to players outside of the current match. Players who offer advice or strategic lines of play to opponents within their current match have not committed Outside Assistance.

When discussing cards at the table:

- Players are not required to disclose hidden information, although they may do so if they desire.
- 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.

Tardiness

To maintain tournament timeliness, players must arrive at their match in a timely manner.

According to the MSIPG, the penalty for tardiness after one minute of round time has elapsed is to skip the first turn of the late player.

Players who arrive before the first minute of round time has elapsed may have their penalty downgraded to a warning.

Players who arrive after ten minutes of the round have elapsed will be issued a match loss. Players who do not arrive to the first round are dropped from the event.

Slow Play

While cEDH is a complicated format, players are expected to play at a reasonable pace. If a player believes their opponent is committing slow play, they should **not** confront their opponent, but instead should call a judge.

Players who commit slow play will be issued a warning for their first offense, and a game loss for their second offense.

Per MSIPG 3.3: Players who receive a Slow Play warning during the round will skip any extra turns after round time is called. Their turn is not considered when determining extra turns for end of round procedure.