

## **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**

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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.

## **Prizes**

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Places 16-5 will receive a fullart Fierce Guardianship, a Mystic Remora and a Limited Playmat.

Places 4-2 will also receive a Playmat and a Wheel of Fortune.

And the winner can look forward to a Tropical Island and a unique Playmat.

All the prizes will be available when the tournament reaches 70 participants.

# Tournament Structure

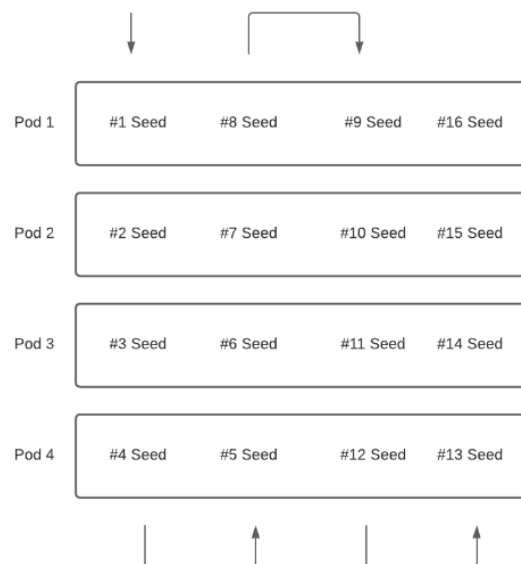
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## Swiss Stage

- 4 Rounds of Swiss if the Tournament has 64 or less participants, else 5 rounds of Swiss.

## Playoff Stage

- Top 16



- 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 4 points.

You can only be awarded one bye during the tournament.

## Timekeeping

Swiss rounds are 85 minutes long if the Tournament has 64 or less participants, else Swiss rounds are 75 minutes long.

No extra turns. This means, if the match time limit is reached, that the game is over when the active player's turn ends. An extra turn spell/ability resolving at this point won't have any effect. The game is then considered a draw.

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

# Schedule

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## **Saturday**

Event	Time
Player Check-in	11:00 to 11:45 AM
Round 1	12:00 AM
Round 2	1:30 PM
Round 3	3:00 PM
Lunch Break	4:30 PM
Round 4	5:30 PM
Round 5	7:00 PM
Semifinals	9:30 PM
Finals	11:00 PM

# Playtest Cards (Proxies)

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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.

At our event, we strive to ensure accessibility for all interested players, and thus, we generally permit participants to use proxies. To maintain fairness and the smooth operation of the tournament, we have established guidelines for proxy usage, and the event organizer will not supply playtest cards. Each participant is responsible for their own deck composition. Please adhere to the following proxy rules, as failure to do so may result in warnings or, in exceptional cases, exclusion from the tournament. The Head Judge holds the ultimate authority in on-site proxy compliance decisions.

There is no limit to the number of proxies allowed in your deck, including the use of full proxy decks. All proxies must be printed on cardstock of the appropriate thickness and dimensions, ensuring they match the original cards in your library. Proxies must also be in color. Additionally, please ensure that your proxies are **printed with original WotC art** and a resolution that facilitates easy readability for both fellow players and judges. In addition all Gold-bordered cards are allowed.

# Rules

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## 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](#)

## 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.

## Non-Deterministic Loops

According to the Magic Tournament Rules, 4.4:

*“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, non-deterministic loops, such as those associated with The Gitrog Monster or Timetwister, 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 may not be allowed to perform the loop.**

## 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”, “taking actions against the spirit of the format”, 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 and 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.