

\*Disclaimer: Our tournament rules and structure have been adapted from the works of [Monarch](#), [cEDH PT](#) and [Tier1MTG](#).

# ***Eldritch Gate & AC Impact*** **cEDH Tournament**

*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.*

**You can ask further questions about the rules and the tournament discussed in this document in the following email:**

[eldritchgate@gmail.com](mailto:eldritchgate@gmail.com)

## **Code of Conduct**

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.

## **Registration**

### **Step 1 –**

The tournament takes place during *Impact Weekend* in Narón (Galicia, Spain). You may preregister for this tournament and many more in the following link:

<https://impactreturns.weebly.com/preinscripcion4.html>

## Step 2 –

The day of the tournament you must have Discord installed in your mobile device. We'll use Monarch Bot "**SquireBot**" to run the tournament via Discord Server. Before the tournament you'll be required to provide a printed complete decklist specifying which proxies you'll use.

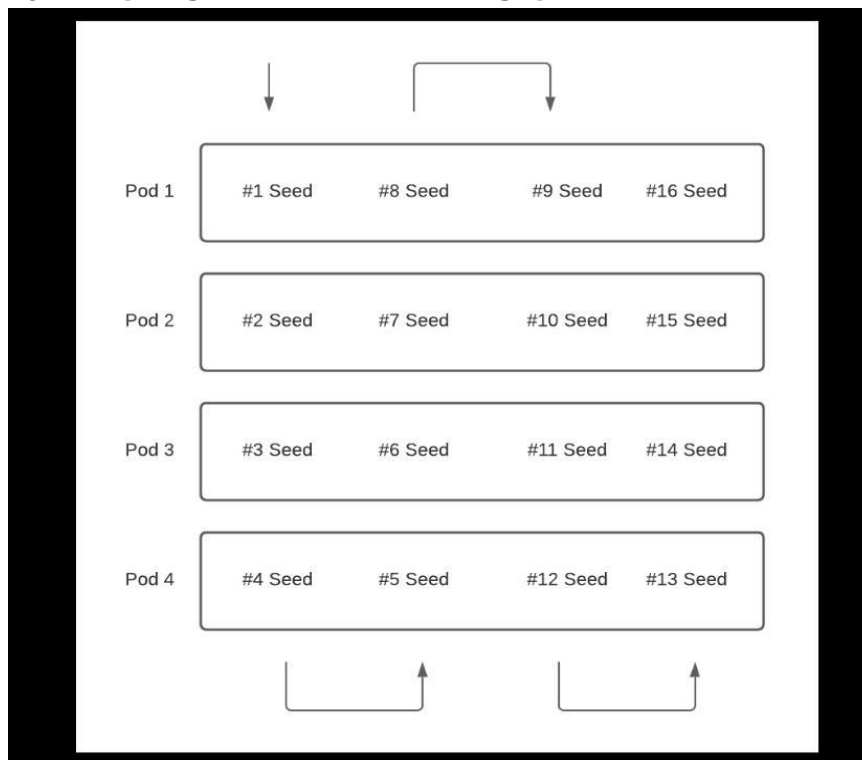
## Tournament Structure

### Swiss Rounds:

The number of rounds and playoff structure will be:

Players	Swiss Rounds	Playoffs
9-16	2	Top 4
17-32	3	Top 4
33-64	4	Top 16
65-128	5	Top 16

### Top 16 - Playoffs (Single elimination stage)



**Final:** The 4 semifinal pod winners will square off in a final match to determine the first four positions. The losers of each semifinal will be paired in three tables of four players, the winner of which will receive the prize for the 5<sup>th</sup>-7<sup>th</sup> place in the tournament.

#### **Top 4 - Playoffs (Final match)**

In the case that the minimum amount of players for a top 16 Playoff couldn't be reached, the 4 best player from the Swiss rounds will square off in a final match to determine the positions from 1<sup>st</sup> to 4<sup>th</sup>. The prize from positions from 5<sup>th</sup> to 7<sup>th</sup> will be awarded to the player in that standing at the end of the Swiss rounds.

- During the Swiss Stage, the winner of each pod will be awarded 3 points. In case of a draw, **all** players in the pod are awarded 1 point.
- When all Swiss rounds are completed, **top-4 or top-16 will qualify for the playoff stage**. Playoffs are single elimination, with the winner of each pod advancing to the final. If time is called, and no winner was found, the player with more points during the swiss rounds advances to the final.
- Building 4 Pods is tricky, as a result, individual players may be asked to sit out a round: a "bye". These players will be awarded 3 points as compensation.

#### **Tie Breakers**

- Total of Points earned
- Win Rate (%)
- Opponents Win Rate (%)

#### **Additional tie breakers**

- Direct confront between player A and B
- More points in the first Round (if the same see next round)
- Direct confront with the strongest player

## Tournament Rules

Some Discord commands will be mandatory to use during the tournament, especially confirming results (in a similar way that Companion checks the match results provided with your opponent).

1. Each round lasts **75 minutes** (plus one extra round per active player when time is called).
2. During an extra turn, if a spell allows a player to take another turn, it counts as a new turn, “stealing” the turns from subsequent players.
3. Sitting-player order will be set automatically, during Swiss using a randomized method by SquireBot and during the Playoffs the player order will be determined by the points acquired during the Swiss portion of the tournament (the first player will be the one with more points and so on).
4. There is **no time limit** in the final table and if possible in the playoff stage (except exceeding venue time limit).
5. The **Commander BAN List** is applied for this tournament.
6. **Game Play Error** (Looking for extra cards; Hidden card errors; Mulligans errors; Violation of game rules; Inability to maintain the game state): - Please, refer to the “Judges” section of the document.
7. **Round time per player**: If you notice that a player is taking too long on his turn, without a “board state” or “cards in hand” to justify it, call a judge.
8. If there is any situation of **disrespect** and/or **misconduct** during the events, a **Warning** will be given. If it is repeated it will result in a loss of the round with 0 points.

## Proxy/Playtest 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 linked a list of cards that players may bring proxified to our event. Players must adhere to the guidelines for proxies used by AC IMPACT in the following link: [IMPACT WEEKEND](#). These cards were selected due to being uniquely challenging to acquire, or have significant cost.

The following cards will have an equivalent playtest card:

[https://www.moxfield.com/decks/LW4FZRJ7\\_0q816pfDDWBgg](https://www.moxfield.com/decks/LW4FZRJ7_0q816pfDDWBgg)

# Main Rules

## Rules Enforcement Level

The tournament will be 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. Violations, including slow play, unsportsmanlike conduct, or rules infractions, may result in warnings, game losses, or disqualification.

## Magic: the Gathering Rules

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

## 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.

Judges will base decisions on the IPG and MTR rules, and “adapt” to a multiplayer environment.

<https://blogs.magicjudges.org/rules/mtr/>

<https://blogs.magicjudges.org/rules/ipg/>

This are some guidelines used:

<https://www.monarch.cards/policy-documents/mstr>

<https://www.monarch.cards/policy-documents/msipg>

Throughout the event, judges may perform deck checks. This process involves verifying that all cards in a player's deck match the registered decklist. Make sure the decklist you register is accurate.

## Mulligans

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”, or making a “Spite Play”, please call a judge, and ask them to get the Tournament Organizer. The TO will confer with the players and identify a resolution. Unsportsmanlike behavior may be subject to tournament removal.

## **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 are expected to concede on their turn with an empty stack. This gives all players the opportunity to play to their deck's strategies.

If a player is made uncomfortable by other players 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.

## **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.
- 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.
- Judges will not enforce contracts or promises. Tournament organizers reserve the right to remove a player from the tournament for unsportsmanlike behaviors.
- When resolving cards like Intuition, Thoughtseize, or similar, a player may choose to solicit advice from their opponents.