

# Play the Game Monthly Commander League

Updated 12/21/17 – Rules changes in red text

## League Details:

Each league will begin the 1st Wednesday/Friday of each month and end on the last Wednesday/Friday of each month.

The Commander Leagues on Wednesday and Friday are separate leagues. They are entered and paid for separately and scored separately. Entering one does not enter you in the other.

Entry will be \$5 for the entire month of its respective league. Players must check in at the register each week to enter.

## Deck Construction:

All Commander Deck construction rules apply. This includes all banned cards. These rules can be found at <http://mtgcommander.net/rules.php>. This includes any **banned cards from the Unglued & Unhinged sets**, as well as any card with the Conspiracy card type.

Gold bordered cards (Collector's edition, world championship decks...etc.) are allowed only in opaque sleeves.

All cards used must be a part of the deck unless official Checklist cards are used for double-sided cards.

Proxies, playtest or counterfeit cards will not be permitted.

## Game Play:

Each night will consist of two rounds. Players will be randomly paired into pods of 3 to 5 players.

Each round will last 80 minutes. If time in round is called before a game ends, the active player will finish their turn and the game will end at that point.

A player will be eliminated if they have **15** poison counters instead of the normal **10**.

If a player would eliminate all remaining opponents (minimum 2 opponents) simultaneously, then that player will score points as below and then leave the game. The game will continue from the point prior to that player's turn.

## Mulligans:

A player that does not want their first hand will shuffle those cards into their library and draw a new hand of seven cards. If they don't want that hand, they will repeat the process, reducing their hand size by one for each additional mulligan; once a player decides to keep their hand, if it is less than their starting hand size, they are allowed to "Scry 1" accordingly.

**The Commander League is intended to be a fun, casual environment. Fun and fair play is highly encouraged. Players constructing decks to prevent others from enjoying the game is discouraged.**

If players need a rules clarification, they should ask the judge running the event for help to ensure the answer is correct. Other players might not know the answer or might not have your best interest at heart. Players should not get involved in a match they are not playing in. Giving advice or directing the game is forbidden.

### **Scoring:**

Points are earned from a variety of things done in game. They are earned in the following manner:

+1: Eliminating another player from the game. If you caused them to lose, you get this.

+1: Eliminating a player with 21 or more Commander Damage. This stacks with eliminating a player, **but not with the exact damage bonus.**

+1: Eliminating a Opponent with exact damage. If they had one life and you dealt one damage, you get this. This stacks with eliminating a player, **but not the Commander damage bonus.**

+1: Eliminating the first player in the game. This stacks with eliminating a player.

+1: Dealing the first Combat Damage in the game.

+1: Being the first player eliminated in a game. If multiple people would be eliminated at the same time, all players involved get this.

+1: Cast your Commander 5 times in a game.

+2: Pay 20 or more mana to cast your Commander.

Points will be deducted for the following actions:

-1: Each consecutive turn taken beyond the second. (Max deduction: 10 points.)

-1: Each time you cause an opponent's Land leaves the battlefield with the following exceptions. These exceptions are ignored in the event of mass land destruction. (Max deduction: 10 points.)

- The Land generates 2 or more mana per activation.
- The Land has abilities other than generating Mana.
- The Land has an additional type such as Creature, or Artifact.
- The Land is replaced by a Basic Land.

-3: Conceding a game before you are eliminated.

-5: Eliminating a player before their fifth completed turn.

-5: Activating any combo that can produce an infinite amount of anything.

### **Fellowship:**

At the end of the second match, players are encouraged to cast a vote for their favorite opponent of the night. This vote must be for someone they played that night. A special Fellowship prize will be awarded to the player with the most votes at the end of the month.