

Supplementary Rules Codex

By Coastal Commander Chaos

Table of contents

Heading	Page Number
Introduction	1
Section 1 Tournament Conduct.	2-4
- Game Play	2
• Due Respect	2
• Bribery and wagers	3
• Missed triggers and game state violations	3
• Hidden card error	3
• Tardiness	3
• Slow play	3
• Concession and Game loss	4
Section 2	4-6
- Tournament structure	4-5
• Pod Structure	4
• Point allocation	4
• Event Duration	4
• Decklists	5
- Tournament error	5-6
• Incorrect Deck	5
• Marked Cards	5
• Outside Help	5
• Penalization and Infractions	5
• Proxy ruling	6

Introduction

This is a guideline for tournament procedure and player behavior for Elder Dragon Highlander (from here on referred to as EDH) tournaments. It is meant to help judges apply the standard Magic: The Gathering rules set to a multiplayer format. As such players and judges should familiarize themselves with the game rules and standard tournament procedure as well as this document.

As such this document will be broken down into 2 sections: Section 1 will pertain to a code of conduct which players are expected to follow, while Section 2 will outline the tournament structure.

Section 1 Tournament Conduct.

Game Play

All players are expected to conduct themselves in a sportsmanly manner. Any infractions to this may result in a warning, of which 3 warnings can lead to tournament disqualification.

Due Respect

During any match players are expected to treat fellow players and participants with respect. This includes but is not limited to respect for the players person, their current game action as well as ability to interact in said game. This includes players remaining attentive for each opponent's game actions and turns.

Players are expected to respect any official judge and their judgment of any situation during the event. Should a player find any problem with judgment passed they may contact the event organizers after a match to seek reparations.

Spectators are expected to be respectful of the players and may be asked to move or leave if any spectator interferes with a game. This includes keeping voices low when discussing board states and ensuring that no information or help is given to any player.

Players are expected to have a pregame rule 0 conversation outlining there deck and perform any pregame actions.

This is tournament play as such rule 0 would also only apply to how much information you are willing to give about your deck. However by the nature of cedh you are expected to be winning at all costs. Deck restrictions and official magic ruling should be followed as per usual.

Bribery and wagers

may not be placed at the table and any player offering either a monetary or tangible prize outside of the game state in order to influence the game or its outcome will be disqualified. Any agreement made during the game according to game state changes or game actions not being taken or being advised is not a bribe.

Examples of Bribery or betting include:

- Offering a player to concede for money or any other form of remuneration.
- Prize support being split in order to lose the game or concede.
- Offering cards in exchange for a game action to be considered.
- Players inside or outside of the game placing a wager on the outcome of a turn or game.

Missed triggers and game state violations

Any trigger that is not optional will immediately enter the stack either on top or the bottom as chosen by a majority vote of the opponents to whom the trigger belongs. This trigger may not target or affect any game piece which was not present or known before the trigger would have entered the stack. Any trigger which specifies that a player “may” choose to activate or take action that is missed will be considered as that player choosing to not take that action.

Any player who fails to maintain a game rule will be considered for an infraction. If a judge deems that the game play error resulted from another player telling a player to do something or if the player's opponent controlled a continuous effect which modified the game rules does not uphold the game rule, they may deem that it is instead a gameplay error.

Hidden card error

Should a player control a set of cards exceeding the game limit (Ie. overdrawing or having 8 cards in hand after cleanup) they must return those cards to the correct location. If that location is the library and the owner knew of the cards they are returned in the correct order as was set before the infraction, if however the cards were not known they are shuffled into the owners library instead.

Tardiness

Players who are tardy for a game will not receive a game loss however the appropriate amount of turns as corresponding with the table play shall be skipped instead.

Slow play

There will be no extra turns awarded for slow play however 3 infractions awarded during the tournament will result in the current game to be considered a loss. Infractions will be carried over between games.

Concession and Game loss

If a player would lose the game or concede they will be considered a spectator and as such can not interact with the players or game. Concession may only happen during that player's turn with a clear stack. Players may concede at any time so long as all other players decide to concede due to a player having a game winning state thus awarding that player the match win.

Section 2

Tournament structure

Pod Structure

The tournament will consist of randomized pods of minimum 4 players. These players are expected to compete in 2 matches running 90 minutes each per event day. Any game that runs past the 90 minute mark will come to an end and remaining players remaining will be considered as tying and receive 1 point.

Point allocation

Any player who wins a game will be awarded 5 points while any game ending in a tie will award the remaining players 1 point. Points will be tallied from the top 6 scoring events with a preference for Wednesday events. A max of 8 games can be played over the course of the league.

Event Duration

The Tournaments will be held over 6 weeks with 2 matches played per week. Should there be 4 players who have missed a week in attendance after the standard 2 matches are played a judge may award them a 3rd game up to a maximum of 12 games per player.

Decklists

Players are expected to submit a chosen commander or commander pairing on registration and adhere to it during the course of the night/event day. No decklists will be checked unless a deck error is submitted. Decks are expected to remain the same during a tournament event day but may change between events.

Tournament error

Incorrect Deck

Should a decklist have changed during any tournament sanctioned matches the player will be awarded a game loss.

Should a deck contain an incorrect amount of cards before a match begins, that player is expected to locate the cards immediately and the opponents give a majority vote on where the cards should be placed. Should any cards in a deck not fit the deck building restrictions or ban list as set out by the Commander Rules Committee a player may exchange said cards with the equivalent amount of basic lands.

Marked Cards

Should a deck contain obviously marked cards the owner of said cards will be awarded a game loss. They will then be expected to either replace said cards or any sleeves which have been marked before taking part in another match.

Outside Help

Any player soliciting help from spectators or an outside influence when making game decisions may be awarded an infraction or a game loss. Players are expected to call for a judge should they have a rules question.

Penalization and Infractions

Players may be awarded infractions by any judge for any unsportsmanlike conduct as outlined by this document. Gameplay infractions will be considered on a per game basis, any player who receives a third gameplay infraction during a match will receive a match loss.

Any player who receives 3 General infractions during the event will immediately receive a match loss. Any player who receives 3 match losses due to misconduct may be asked to leave the event.

Proxy ruling

Players are allowed to play with any proxies so long as they are:

- Legible
- Printed in colour
- Are in English
- Image taken directly from the gatherer website or scryfall
(Gatherer: <https://gatherer.wizards.com/Pages/Default.aspx>
Scryfall: <https://scryfall.com/>)
- Images should preferably be the standard updated printing of a card instead of any alternative arts
- The proxy paper is sleeved in a way so as not to give players information that it is a proxy or a certain card. (This includes proxy paper hanging out of sleeves or being overly thick so as to be considered a marked card.)
- No player may pass a proxy off as a real card
- The proxy paper is put in front of a magic card with the official wizards tournament backing.

Please note all non-tournament legal cards (gold border, collectors edition, modal face or 30th edition) are to be proxied. Every card in a player's starting deck should have the official backing. Modal cards may be proxied using the modal tokens or a proxy. If however modal cards are proxied with the token they must be replaced with the original as soon as it is played.

Any card that fails to meet these rules on the day will have to be proxied appropriately, swapped out for the original card if possible or replaced with a basic land with accordance to the EDH rule set.