

Overview

Tough Mulligans is a tight-knit, democratic group of players seeking to put together Tournaments for other cEDH players to enjoy free of charge. It was founded in May 2024 by Nillstan and GirlWithTheGreenSuit, who still currently own the server, as a drama-free, new player friendly home for cEDH players and Casual players alike to learn and grow together.

In this document you will find the rules and regulations that both we and our players are expected to abide by in all Tough Mulligans events. Thank you for choosing to compete here, we look forward to playing with you!

[Our Server Here](#)

Registration

You can expect free entry to any and all events. This server is paid entirely out of pocket and is linked to no organization attempting to turn a profit. We have a patreon linked below for those who would like to donate towards tournament costs, but it is not mandatory.

[Our Patreon Here](#)



In order to compete in Tough Mulligans tournaments, you must sign up at <https://topdeck.gg/> and submit your decklist. Accounts are free, and required to sign up.

To submit your decklist, complete the following steps:

- 1) At the top right corner of the <https://topdeck.gg/> website, click your name.

2) Navigate to the 'My Events' tab.

3) In this tab, you will see the event listed under 'Upcoming Events'. Click 'Submit Decklist' under it, and paste either your decklist, or a valid Moxfield link. Then simply hit save and you're good to go!

Decklists are MANDATORY to compete! Any player without one will be dropped!

After doing so, all you have to do is show up to the players meeting ready to play.

Proxy Policy

Full art, color proxies are welcome and expected. They need to be legible, and official magic art.

Alters for commanders are welcomed. Make sure you get them approved in the server, and keep a real copy on hand in the rare case your commander gets shuffled in.

Structure

Round Structure

All Tough Mulligans Tournaments as of April 21st, 2025 can be expected to adhere to the following structure:

- We will play four swiss rounds minimum before a cut.
- All swiss rounds will run 85 minutes. Upon time in the round being called, any extensions due to judge calls will be completed. After all time has been completed, the active player will have 20 minutes of “Red Time” to win the game. If a player is unsuccessful in winning on that final turn, the game is a draw.
- Top Cut will be untimed.
- Changes to the base structure are as follows:
 - After four rounds, players will be given a 15 minute break
 - At 32 players, we will cut to Top 10 rather than Top 4.
 - At 48 players we will cut to Top 16 rather than Top 10.
 - At 64 players we will play a 5th round of Swiss.

- Time between rounds is to be kept minimal in the respect of our players' precious time.

Player Meeting Start Time:

- The player meeting starts promptly 30 minutes before round 1. All players are expected to have decklists inputted and be checked in by the end of this meeting. If either of these are not done, you will be deemed a dropped player. This players meeting will take place in The Meeting Room.

Round 1:

- Round 1 begins promptly at 9:00am CST.

Point Structure

We will be adhering to the Hareruya Point Wager System, as detailed below.

Each player starts with **1000 points**.

- In each match, players wager **7% of their points**.
- The winner takes **all wagered points** and adds them to their total.
- In a **draw**, all wagered points are *destroyed* (everyone loses 7%).
- For 3-player pods, a 4th *ghost player* is added, wagering 7% of 1000, for a total of 210.

We switched to this system over the American Point System following it's success at decreasing incentive to intentionally draw or drop early in Act 4: Rising Action.

Prizing

Monetary prizing will be paid out the Friday after the event via PayPal. This is to allow us time to sort out any issues or bad apples. If an extension on this timeframe is needed, it will be public knowledge, including updates and reasoning.

Currently, we are looking into physical prizing, and if we ever do commit to that, we will ship that out as soon as possible with tracking.

Camera Set up and Quality

The area around your playspace must be visible. This includes 2-3 inches on all sides.

Please please PLEASE, at least attempt to have decent camera quality. We understand this is not always possible, but it leads to very uncomfortable situations where a game simply cannot

continue due to an unreadable boardstate. Our recommended camera is linked below:

[Our Recommended Webcam](#)

If at any point a gamestate becomes unreadable due to camera quality or if a player disconnects, call a judge. They will remain in the call until the camera issue is fixed, or action must be taken against the player concerned.

Pretournament Notes

Judging

Only L1 and above certified Judges can head judge at our events, and all floor judges will be required to be members of our Judge Panel.

We will be working entirely off of rulings, no opinions if at all possible. This includes but is not limited to Gatherer, MTR, and the IPG for rulings. We will do our best to be swift and fair.

You as players are expected to be liberal with your judge calls. If you are unsure, call a judge. If you are suspicious, call a judge. If you ARE sure, at least consider calling a judge. It is our job to assist you in making our events as good as possible for all involved, don't be afraid to call us.

You as players also reserve the right to a second opinion, so long as we have a second judge available. Again, we're volunteers here. In such a scenario where a second judge is in disagreement with the first, a private discussion will take place in which a consensus will be reached, and a ruling will be promptly delivered to you. This ruling, as well as if the second opinion judge is in agreement in the first place, is final.

Extensions are to be given to pods with long judge calls similar in time to the amount of time the judge call took to complete.

<https://mtgmta.notion.site/mtgmta>

Conduct

Players are expected to treat one another and all staff with respect in all forms. Bullying, excessive drama, ect will not be tolerated in, before, or after events. This is a community seeking to put a little kindness into a format of constant drama. Try to keep it that way.

On our end, you can expect staff to be kind and considerate, but firm. Upon involving a staff member in a disagreement or anything else, their ruling will be final and usually along the lines of pushing drama to the DMs, rather than having it in the server.

If you are selected to be on the stream game, you are expected to behave in an exceptional and professional manner towards your opponents. You are expected to present yourself in a light that will reflect positively on Tough Mulligans. Should you fail to do so, you may be subject to disciplinary action in the server

Shuffling and Mulligan Policy

All decks are to be sufficiently randomized at all times. Brazilian cuts, cutting the deck into 3 labeled piles that your opponents decide the order of, are mandatory after every shuffle. Piles are to be clearly labeled, no exceptions. It is our strong preference that you determine all 3 positions your opponent's piles go into. Saying something similar to, "3 on top." may not be sufficient.

When performing mulligans, the player across from you in Spelltable will be responsible for naming a random number 1-20. You will take that number of cards from the top of your deck, counted audibly, and place them on the bottom.

Reasonable shortcutting may be allowed during tutor chains on a case by case basis. A judge call may be necessary to ensure no foul play is at hand, but for the most part doing tutor chains the fast way will be allowed. If shortcutting, spoken word is law. If you say "Shortcutting for a Savannah" and get a Taiga, this is an illegal move.

Streaming and Recording Policy

We highly recommend you record any and all games you have in this server. This is a strong tool against cheating, as well as a way for us to analyze our "local" metagame.

We humbly request that you do not stream your games. This is to prevent other players from watching or receiving coaching from outside players during games. Do record, do not stream.

During each event, we run a stream showcasing ongoing games during the event. You can find our Channel below.

[Our Youtube Channel](#)

Disconnection Policy

Disconnect issues are handled on a practical basis and depending on the duration of the disconnect, you may be required to shuffle in your hand in an effort to prevent players from using “tech issues” to gain an unfair advantage.

Excessive disconnecting over several games may result in a disqualification, and a potential suspension if it appears malicious.

Active Gamestate

All cards must remain on screen at all times. This includes when looking at your hand, shuffling your deck, or adding to the stack. Players are encouraged to self-police their tables when these situations first happen, but repeated offenses should be deferred to a judge. Do not be afraid to call a judge, it is our job to assist you however we can. If you cannot keep your card on camera, you may not be allowed to proceed in the event.

When shuffling, your cards must face away from the view of yourself and of the other players. If we can see the card faces on camera, you definitely can. You're tilted too far upward.

It is highly recommended you keep a visual count on cards in hand for the sake of covering your bases.

Keep an accurate boardstate, with lands separate from creatures and everything else. We aren't too picky, but the more standardized the better. Tokens are preferential to dice, but if tokens are missing, a turned over Magic card with dice on it is a sufficient representation, so long as it is stated aloud. This is to avoid situations where decisions are made that can't be taken back due to missing information that they would naturally have in paper.

Cards similar to Praetors' Grasp and Opposition Agent will be handled on a practical basis. A judge call is mandatory if you believe the two affected players to be slow playing the effect, in which case said judge will guide you quickly through these effects.

Outside influence is not allowed. This includes both collusion and coaching, as well as looking up decklists. Mobile devices are not allowed while in-game. We understand that emergencies happen, and will take that into account on a case by case basis, but they can create both an unfair advantage and a distraction that creates a bad experience for the other players in your pod.

Intentional Draws

IDing is allowed, and we can respect wanting to take a round off, but it is heavily discouraged. We want to foster a tourney format that does not meaningfully reward the active decision to not play. If IDing becomes an issue in our “local” metagame, we may implement rules to disincentivize it. If we can help it, the 2 win draw problem will not become a recurring issue here.

In the event that your pod does desire to ID, it must be a unanimous decision among players. No exceptions, no coercion. If even one player chooses not to ID, you’re playing.

Concession and Dropping -

Conceding the game is a sorcery speed action in all Tough Mulligans spaces. No screwing over Tivit players for better odds at a draw. We believe that instant speed concession falls under poor sportsmanship and is not allowed.

If you desire to drop, just ping us in the drop channel prior to the next round starting. Do not wait until the last minute, because if you don't drop and are paired because of it, we will have no choice but to penalize you for it. These punishments can even be up to a 3 month suspension depending on frequency of tardiness. Our players’ time is very valuable to us, so if you sign up, show up.

Additional Problem Points

Slow Play

Intentional slow play is not acceptable under our rules. If a judge rules that you are slow playing, you will receive a strict warning the first time. Afterward, you will receive a game loss or even a DQ depending on frequency and severity.

Typical signs of slow play include but are not limited to:

- *Repeated, nondeterministic actions
- *Excessive thinking with no game actions taken
- *Excessive explanation
- *Excessive politicking
- *Activating mana abilities individually

If you believe a player in your pod is slow playing to gain an unfair advantage or force a draw, call a judge. In some extreme cases, if a game loss due to slow play happens after time is called, a judge may rule that the next player in turn order will be the final turn of the game at

their own discretion. This is an extreme corner case, and is unlikely to actually happen. But we do want a ruling in writing just in case.

Players MUST understand that under the limited “Red Time” system, being willing to call out slow play is doubly as important as before. You are urged to push for game actions when actions are stalling, and call a judge if the issue persists. There is NOTHING that can be done after the fact, so call a judge.

Cheating

Cheating is absolutely unacceptable behavior and will not be tolerated. That said, this is a server that firmly believes in second chances. If you are caught cheating, including after the event has ended or in another official playspace, you will receive a 1 year suspension with no opportunity for appeal. Afterward, all games you participate in will be closely monitored for another 6 months regardless of if suspicion was cast. Your name will be added to a public list stating your infraction and your sentence, as well as documentation supporting our ruling. You will not be bullied or witch hunted in this server, but it will be no secret. You may be added to other TOs’ banlists as well, should they see fit. In such a case, you will still get your second chance here.

Upon your second offense, you will receive a permanent ban from any and all Tough Mulligans events going forward, perhaps even the server. If your name is on Ka0s's list of banned users, your first offense here will be your last.

Any attempt to evade the suspension will be treated as your second offense and met with a swift, permanent ban. No exceptions.

As players, you are expected to remain vigilant. Be liberal with your judge calls. You are not going to hurt our feelings or waste our time. It is our job to assist the players in having a fun and fair time at our events. If you believe someone's deck is not sufficiently randomized, or ANYTHING else suspicious is happening, call a judge. We know this is a lot, and we are very sorry, but the cheating epidemic does not stop if steps are not taken.

On our end, you can expect us to be swift, but methodical. Once you have submitted your video of the alleged cheater, at least two of our staff will watch over it with you and determine if it is banworthy beyond a reasonable doubt. Suspicion alone is not enough. If it isn't deemed banworthy, they will be watched carefully going forward but no action will be taken. If it IS banworthy, we will do what we can to re-pair the affected pod with a sufficient time extension and that player will be disqualified and suspended on the spot. If a re-pair is not feasible, we will award all affected players with 1 point as if their game was a draw. Normally free entry is offered as compensation, but we do not charge entry fees here, so we believe this is a fair compromise.

Freedom To Experiment

As independent tournament organizers, we reserve the right to experiment and change our ruleset in order to provide the best possible experience to our players.

There may at some point in the future be a custom banlist implemented in our server only. These bannings and unbannings will be public knowledge and based entirely on data from our tournament reports, as well as outcry from players. If a card or deck is consistently problematic throughout our “local” meta, it may be subject to a Suspect Test. These tests include more metagame analysis, as well as public polls in which our players can share their opinions on the topic. This is because we want to create a home for the format to be played that is fair and well balanced, rather than seeing the same deck every game because the people in charge of our banlist don't care about cEDH. This includes the freedom to reinstate the “Banned As” lists, which means our precious boy Lutri can be played in the format! So get hyped for that!

We may also occasionally run fun Gimmick events that require certain deckbuilding restrictions. We ask that in these situations, please do not wait until the last minute to sign up. This is so that we have ample time to deck check and make sure nobody has an unfair advantage.

Any custom B&R update will be posted at least 3 weeks in advance of our next event to give ample time for deck editing and testing.

Good Luck, and Have Fun!

- Tough Mulligans Staff