

# ARENA GAUNTLET LEAGUE

## *REALITY FRACTURE* TOURNAMENT RULES



**IMPORTANT: READ RULESET AND “SERVER INFO AND FAQ” ON THE GAUNTLET LEAGUE DISCORD BEFORE PLAYING YOUR FIRST MATCH**

### **ARENA GAUNTLET LEAGUE PLAY IN BROAD STROKES**

**Gauntlet** is a limited format where you open a sealed pool, build a 60-card deck, and battle with 5 different players each week. Every time you lose a match you add a **Comeback Pack** to your pool, until you reach your 11<sup>th</sup> loss and are eliminated from the tournament. If you win enough matches, however, you'll make the Finals and play in a **MegaDraft**—a draft consisting of 6 packs, resulting in a 60-card deck—to determine the ultimate League Winner. Here's a step-by-step breakdown of how to play:

1. We generate you a virtual sealed pool.
2. You make a 60-card deck with it.
3. You play a 3-game match against an opponent.
  - a. If you win, report the match (this generates a Comeback Pack for the loser), or
  - b. If you lose, add your Comeback Pack to your pool and rebuild.
4. You play 5 matches per week against different opponents.
5. You keep playing until:
  - a. You make MegaDraft Finals at the end of Week 6 play, or
  - b. You reach your 11<sup>th</sup> loss and are eliminated.

## **TOURNAMENT-SPECIFIC RULES**

### **WELCOME TO THE ECHOVERSE**

After a lifetime of fighting the horrors of the Multiverse, the Planeswalker Jace Beleren decided that - rather than keep fighting to save this reality - he was going to create a new reality. A better reality. The Echoverse. A perfected mirror of the Multiverse, where alternate versions of every Multiverse denizen live out different lives.

**ECHOVERSE RIVALS:** In FRA League, you will be paired with your Echoverse Rival: one other player, either mutually chosen by you or assigned to you based on your historic head-to-head record. New players will be rivals with other new players, while established players will be paired with another available player with whom they share the most history.<sup>1</sup>

You and your Echoverse Rival:

1. Are placed on different standings, the Multiverse and the Echoverse, each with its own Top 8 players and MegaDraft Finals.
2. Are competing directly against each other. The player with the better final league record will receive \$10 CAN / \$7 USD. This replaces the normal 50% league payout line. As usual, tied records will be broken by Opponent Match Winrate (OMW).
3. Receive Starting Pools and Comeback Packs linked by “Echoed Pairs”:
  - a. The Reality Fracture set contains 43 Echoed Pairs of cards (86 cards total), with each pair representing two alternate versions of the same character or enchantment. In FRA league, Starting Pools and Comeback Packs contain Echoed Pairs slots.
  - b. Starting Pools will each contain 18 Echoed Pair cards, including 16 Uncommons and 2 Rares/Mythics. Your Rival’s Echoed Pair cards will be the exact 18 cards that pair with your 18 Echoed Pair cards (and vice versa).
  - c. Comeback Packs will contain three Echoed Pair slots.<sup>2</sup> These three cards will each come from different pairs. For each loss, your Rival’s corresponding

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<sup>1</sup> Rivals will be paired using the formula: Rivalry Score = (Head-to-Head Matches Played) - (2x (Head-to-Head Win Difference)). For example, if two players have an 11-7 head-to-head record, their Rivalry Score is  $18 - 2(4) = 10$ . If two players have a 6-6 head-to-head record, their Rivalry Score is  $12 - 2(0) = 12$ .

The two players in the league with the highest Rivalry Score will be paired. Then those two players are removed, and the process is repeated.

<sup>2</sup> All Mirrored Pair Comeback Pack slots are Uncommon, with one slot having a 23.4% chance that it will be upgraded to a Rare and a 4.8% chance it will be upgraded to a Mythic.

Comeback Pack will contain the exact three cards that pair with your three Echoed Pair cards (and vice versa).

**EMPOWER JACE:** In the process of creating his own reality, Jace has split himself into hundreds of fractions of his personality. During FRA League, each player will have their own Jace Planeswalker card, with the following abilities:



How does Jace work?

- Jace begins with no loyalty (flavor win!).
- After each loss, you will Empower Jace 3: adding three to his loyalty score.
- Then you must activate one of his abilities per loss.
- You may not activate an ability that would reduce Jace's loyalty below 0.
- All cards and packs generated by Jace will be drawn randomly from the last 6 Universes Within sets: SOS, ECL, EOE, TDM, DFT and DSK.
- Jace's -5 ability replaces each of the 3 Mirrored Pair cards in your most recent pack with its exact Mirrored Pair card. This does not affect your Rival's pool or packs.

## **GENERAL LEAGUE INFORMATION**

**STARTING POOLS:** Each Starting Pool consists of 80 cards:

- 62 Unmirrored FRA cards:
  - 7 Rares / Mythics
  - 12 Uncommons
  - 40 Commons
  - 3 Common Dual Lands
- 18 Mirrored Pair cards (which pair with your Rival's 18 Mirrored Pair cards):
  - 2 Rares / Mythics
  - 16 Uncommons

**COMEBACK PACKS:** Each Comeback Pack consists of 14 cards:

- 11 Unmirrored FRA cards:
  - 1 Rare / Mythic
  - 2 Uncommon
  - 7 Commons
  - 1 Common Land (50% chance of dual / basic land)
- 3 Mirrored Pair cards (which pair with your Rival's 3 Mirrored Pair cards)

**MEGADRAFT FORMAT:** The Top 8 Multiverse players and Top 8 Echoverse players will qualify for their own MegaDrafts, consisting of 5 packs of FRA.<sup>3</sup> The Multiverse champion will take on the Echoverse champion in a Bo5 match using their MegaDraft decks to become the Reality Fracture League Champion.

**ENROLLMENT DEADLINE:** 5pm EST Wednesday September 30<sup>th</sup>, 2026

**LEAGUE START DATE:** 5pm EST Friday October 2<sup>nd</sup>, 2026

**LEAGUE END DATE:** 5pm EST Friday November 13<sup>th</sup>, 2026

**TENTATIVE MEGADRAFT DATE:** 1pm EST Sunday November 15<sup>th</sup>, 2026

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Special Thanks to Johnny M, whose #league-crafting pitch inspired this design.

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<sup>3</sup> The MegaDraft Finals may use customized FRA packs. TBD.

## **AGL GENERAL TOURNAMENT RULES**

The following rules are the AGL General Tournament Rules which apply to each Arena Gauntlet League. These rules are not adapted or revised for specific tournaments. Where an AGL General Tournament Rule conflicts with the Tournament-Specific Rules set out above, the Tournament-Specific Rules always take precedent.

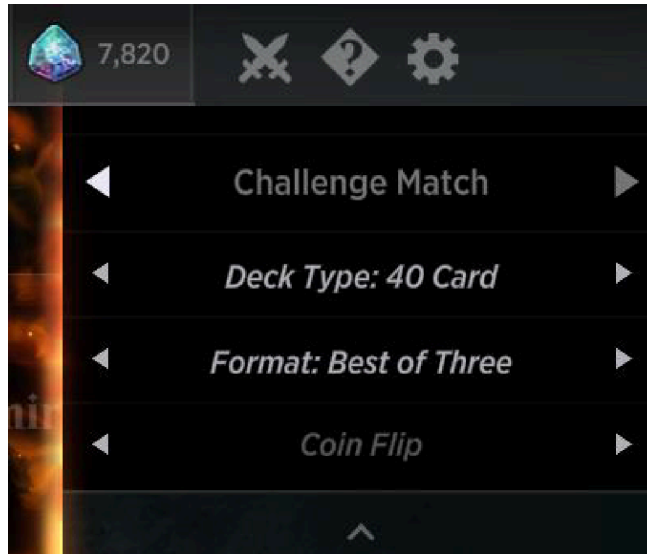
All Tournament-Specific Rules are in Draft Consultation form until the League Start Date and therefore subject to change by the League Committee during that period.

Following the League Start Date, the League Committee reserves the right to make any changes to the Tournament-Specific Rules it deems necessary or sufficiently beneficial when balanced against other interests such as player fairness. Any such changes are to be exercised only in exceptional circumstances and in consultation with the AGL community.

## **ARENA GAUNTLET LEAGUE PLAY EXPLAINED SEQUENTIALLY**

1. League sealed pools will be generated via the Booster Tutor bot prior to the League Start Date on the League Discord:
  - a. To register, players must complete a Registration Form (providing their full name, country of residence, statement that they are over 18 years old and permit use of their name for tournament, and Arena player ID to the Tournament Organizer), and pay the entry fee to one of our partner stores, \$10 CAN to Magic Stronghold Games or \$7 USD to Riftgate Games by the Enrollment Deadline.
  - b. Discord server nicknames must be changed to the FIRST NAME LAST INITIAL // ARENA ID format (for example: Jane Q // Wins4Dayz#89045). If desired, pronouns may be indicated via a NAME (PRONOUN) // ARENA ID format.
2. Player pools are automatically generated in the Discord's 'Starting Pools' thread. Players will then import their pools to Arena to create **60-card minimum Limited decks**, with the remainder of their pools making up their sideboards.

**Recommended:** use the SealedDeck.tech link on your starting pool to build your deck outside of Arena before importing.
3. Once decks are built, players can **Direct Challenge** each other on Arena (press the :crossed\_swords: icon on the home screen), then hit the down arrow to adjust the settings:
  - Match Type: **Challenge Match**
  - Deck Type: **40 Card** (even though we're a 60-card format, this setting lets us play oversized decks and use cards that would be otherwise unavailable)
  - Format: **Best of Three // Coin Flip**



Voice chat is highly recommended so that players enjoy the full social benefits of our online community and can be achieved by entering the same voice channel on the league Discord's 'MULTIVERSE' and clicking the microphone icon 'on'.

- a. Winner of the match goes to the Discord's 'Input Match Results' thread, then the Booster Tutor bot will automatically generate a Comeback Pack for the loser in the Discord's 'Pack Generation' thread.
- b. Loser of the match adds the cards from their Comeback Pack to their league pool. They may rebuild their deck before playing their next match.

4. Weeks of play are always from one Friday at 5pm EST to the next Friday at 5pm EST. Week 1 begins at the League Start Date. Players must play 5 matches per week against different opponents (you may play the same opponents again in subsequent weeks). During Weeks 1 –5, you may defer TWO matches to the following week without penalty, as set out in the chart below. Opponents can typically be found via the Discord's 'Looking for Matches' thread or by messaging the AGL bot with the message [!lfm].

| WEEK 1                         | WEEK 2                          | WEEK 3                           | WEEK 4                           | WEEK 5                           | WEEK 6                      |
|--------------------------------|---------------------------------|----------------------------------|----------------------------------|----------------------------------|-----------------------------|
| 3 - 5<br>CUMULATIVE<br>MATCHES | 8 - 10<br>CUMULATIVE<br>MATCHES | 13 - 15<br>CUMULATIVE<br>MATCHES | 18 - 20<br>CUMULATIVE<br>MATCHES | 23 - 25<br>CUMULATIVE<br>MATCHES | 30<br>CUMULATIVE<br>MATCHES |

5. As this is an elimination tournament, many players will eventually receive their 11<sup>th</sup> loss and be eliminated. Players who do so must stop playing matches immediately. At the end of Week 6, individual player rankings (determined via total number of match wins - with average opponent win percentage, as tie-breaker) will be used to determine the Finalists.

### **ARENA GAUNTLET LEAGUE: CONCISE & COMPLETE TOURNAMENT RULESET**

Gauntlet League is played at Regular REL, and normal limited Magic tournament rules apply. However, as the Gauntlet League is a unique tournament series, some additional rules may apply which are built on format-specific principles and precedents.

#### **A: REGISTRATION**

1. **DEADLINE:** The registration period for this Arena Gauntlet League Tournament ends at the Registration Deadline. All players must complete a Player Registration Form and make payment to a Partner Store by that time to play in the tournament.
2. **PAYMENT:** The registration fee is \$10 CAN, payable to one of our Partner Stores: Magic Stronghold Games (CAN) or Riftgate Games (USA).
3. **AGE LIMIT:** To join, you must be at least 18 years of age, and agree to the use of your full name and email address by the League Committee for the purposes of maintaining our player database, communicating with our sponsors to arrange the awarding of prizes, and in announcements relating to tournament results.
4. **DISCORD NICKNAME:** To participate in our tournaments, players must have a Discord account and join our league server. Once the registration form is completed, and payment to our Partner Stores is confirmed, players will receive a tournament participation badge on their Discord server profile. For rolling starting pools, tracking tournament performance, and finding matches, Discord nicknames *must* be written in the following form: FIRST NAME\_LAST INITIAL // ARENA ID (e.g.: Jim P // SlimJim#12345). To do this, click on 'Arena Gauntlet League', then 'Edit Server Profile', then 'Nickname'.
5. **STARTING POOL:** Players will receive a randomly-generated virtual sealed pool prior to the League Start Date.

#### **B: DECK CONSTRUCTION**

1. **DECK SIZE:** Minimum deck size is 60 cards (Limited format).
2. **CARD POOL:** Only cards from the starting card pool, Comeback Packs added after match losses, and basic lands (with no other supertypes—i.e., no unlimited Snow-Covered lands or Wastes) are legal for league play.
3. **NO TRADES:** No trading of league cards is allowed.
4. **SIDEBOARDS:** Players may put sideboard cards from their league pools into their decks in between games / matches.

## C: PLAYING AND REPORTING MATCHES

1. **START DATE:** Play for this Arena Gauntlet League tournament begins at the League Start Date.
2. **BEST OF THREE MATCHES:** League matches are untimed Best-of-Three games. If a match would result in a draw, additional games must be played until there is a clear winner.
3. **WEEKLY PLAY REQUIREMENTS:** Players are required to play a number of matches per week resulting in a *cumulative* number of matches within the required range for each week of league play (which grows by 5 matches per week—see table in previous section for details).
4. **UNDERPLAY & OVERPLAY PENALTIES:** Players who ‘underplay’ (fail to reach the required minimum number of matches per week) or ‘overplay’ (play more than the maximum allowed number of matches per week) will be penalized with automatic 2-0 match losses to ENTROPY (our league’s spreadsheet-balancing NPC) for each match they are under the week’s minimum or over the week’s maximum. All match loss penalties count as played matches toward weekly play requirements. If match losses due to overplay cause a player to have more losses than allowed in the tournament ruleset, they will be immediately eliminated from the tournament. Comeback Packs will be opened for these losses.
5. **DOUBLE-PLAY PENALTIES [UNIQUE OPPONENTS REQUIREMENT]:** Players may never ‘double-play’ (play twice against the same opponent more than once in the same week of league play). Double-play violations result in autolosses to ENTROPY for both players. You may however play the same opponent in a subsequent week of league play.
6. **NO MATCH CONCESSIONS:** Intentional concessions / player collusion are not permitted, and will result in immediate disqualification if discovered.
7. **WEEKS OF PLAY:** Weeks of play are always from Friday 5pm EST to the next Friday 5pm EST, and are numbered sequentially in order of occurrence from Week 1—Week 6. Matches count as being played in the week that their results are submitted. For example: a match that began on Friday at 4:45pm EST (at the end of Week 1) and concluded 30 minutes later that same day at 5:15pm EST (at the beginning of Week 2) would count as a ‘Week 2 match’, regardless of whether or its players intended it to be a ‘Week 1 match’. This may, naturally, result in appropriate penalties if underplay or overplay results.
8. **COMEBACK PACKS:** The loser of each match adds a Comeback Pack to their league pool for use in subsequent matches. Comeback Packs are automatically generated for the loser when the winner fills out a Match Results form at the conclusion of their match. Winners must indicate the winning and losing players’ names and the match result (e.g.: 2-1 / 2-0).
9. **PLAYER STANDINGS:** Records of all league match results, as well as penalties and players’ tournament statuses, will be published along with current player standings on Discord’s ‘Dynamic Standings’ channel.
10. **ELIMINATION:** Players are eliminated from the tournament when they reach their 11th loss, and can play no further matches. Eliminated players may still be eligible to win tournament prizes or qualify for the MegaDraft Finals based on their final standing. A player who no longer wishes to participate in a tournament may request to be dropped from the event at any time.

11. **GOOD CONDUCT:** Players are expected to maintain basic standards of Good Conduct in their interactions with other league players. If a player's behavior negatively impacts the experience of another player, the player who is behaving in an antisocial or antagonistic fashion may be disqualified from the tournament and / or banned from the server at the TO's sole discretion (i.e.: follow Wheaton's Law).
12. **DISQUALIFICATION:** Players can be disqualified from this tournament for incurring multiple penalties, failing to follow TO instructions, or violating community standards of behavior. Disqualified players are not eligible to win tournament prizes.

## **D: ARENA-SPECIFIC RULES**

1. **ARENA-EXCLUSIVE PLAY:** All ranked league matches must be played on the Magic Arena client.
2. **WILD CARDS:** Players are responsible for crafting the virtual packs they open using their own wild cards from their personal Arena accounts.
3. **BUGS:** Bugs on Arena occasionally crop up and have an inevitable effect on some games. It is each player's individual responsibility to be aware of known bugs and client issues, as match results will stand whether or not the outcome has been decided by a bug.
4. **DISCONNECTS:** One-way disconnects are repairable if the other player keeps the game open—which they should for a minimum of 10 minutes. In case of a two-way or permanent one-way disconnection, count all games that have already been played as played. Then, after both players have reconnected, play additional single games as needed until a decisive match result is produced.
5. **REPORT UNFINISHED MATCHES:** All two-way permanent disconnects must be immediately reported to the League Committee thread for adjudication.
6. **STREAMING GUIDELINES:** Streaming is fun, and helps our community enjoy each other's company—no one should be disadvantaged or punished for putting on a show! As such, when streaming matches, the offenses of advising, sniping, and spying are considered to be cheating and will be penalized accordingly. Definitions of these terms are given below using a sample case, wherein Player A is playing against Player B, and Player A is also streaming the match while Player C is watching (*offending player appears in italics*):
  - a. **ADVISING**—*Player C* advises either Player A or Player B on the best line of play during a live match.
  - b. **SPYING**—*Player C* tells Player B private game information about Player A, such as cards in hand and other hidden info.
  - c. **SNIPING**—*Player B* slips into Player A's stream to gain private game information about Player A.

## E: FINALS—MEGADRAFT & PRIZES

1. **MAIN TOURNAMENT RANKING:** The main tournament concludes at the end of Week 6 of play. At that time, if any players are tied in terms of the total number of matches won (Rank 1), tiebreakers will be decided by their opponents' match win percentage (Rank 2). If any players are still tied, they will play one head-to-head match to resolve the tie.
2. **GAUNTLET PENNANT WINNER:** Immediately following the main tournament ranking process at the end of W6, the top-ranking player is named the Gauntlet Pennant Winner. The Gauntlet Pennant Winner receives an invitation to the 2025 Player of the Year Tournament.
3. **MEGADRAFT INVITATIONS:** Immediately following the main tournament ranking process at the end of W6, invitations to the MegaDraft finals are offered to the 8 top-ranking players. If a Finals invitation is declined for any reason it will pass down to the next highest ranked uninvited player. Invitations keep passing down until sufficient players are confirmed for the MegaDraft. In the rare case of a no-show on the date of the finals, the invite will pass down to the highest-ranked uninvited player available on the Discord server. Players who decline their invitation keep the points they earned during the regular season and will place / prize accordingly.
4. **MEGADRAFT SCHEDULING:** The League Committee will poll finalists for their availability and set the date and time with the most players available, on the closest date to the Tentative MegaDraft date and no later than one week after that date. MegaDraft finalists should work together during this scheduling process to find a date that is possible for everyone.
5. **MEGADRAFT FORMAT:** In the league finals, players will retire their main tournament league decks and play in a 3-round MegaDraft. Each player will draft packs in accordance with this League's specific MegaDraft format on draftmancer.com followed by a 3-round, Best-of-Three games, Swiss-bracketed tournament.
6. **BUILDING DECKS:** After the draft, players will be given 30 minutes to build a new 60-card Limited deck from their new pool. Players must submit their decklists to the League Committee member running the event, and decklists cannot be modified between rounds of the MegaDraft.
7. **ROUND PAIRINGS:** Round 1 pairings are assigned according to seating at the draft [Seat 1 vs Seat 5; Seat 2 vs Seat 6; Seat 3 vs Seat 7; Seat 4 vs Seat 8]. Subsequent rounds are paired in accordance with Swiss-system tournament rules, where players with similar performance face each other.
8. **DETERMINING LEAGUE WINNER & FINAL LEAGUE STANDINGS:** The winner of the MegaDraft is the League Winner. All other Finalists' final league standings will be calculated by adding 3 points per MegaDraft match win to their matches won (Rank 1) score from the main tournament.
9. **BADGES, EMOJIS & SOUND CLIPS:** Discord badges will be awarded for League Winner, Gauntlet Pennant, Finalists and first-time Top 32 finishes. The League Winner can submit an image which will be used to create a server-specific emoji which will bear their name OR a sound clip to be used in the server soundboard. Discord does not retain server badges when a player leaves the Arena Gauntlet League Discord server. Players who leave the server are assumed to have forfeit their badges (as well as emojis and sound clips) and may only have them restored at the discretion of the League Committee.

10. **2026 PLAYER OF THE YEAR TOURNAMENT INVITATIONS:** Each Megadraft Winner *and* the Gauntlet Pennant Winner (if different) will each receive invitations to the 2026 Player of the Year Tournament.
11. **STORE CREDIT PRIZES:** A prize table from our partner stores Riftgate Games (USA) and Magic Stronghold Games (CAN) will be published when final registration numbers are confirmed. [Note: The Tournament Organizer assumes no financial liability for loss of store credit in the case of a player's accounts not existing by the end of the tournament, nor in the event of a Partner Store refusing to honor prizes that they have pledged in support of the tournament.]