

Untap Open League Custom Card Contest Rules

Run by Glass Ninja

1. The Rule to Cover Holes

- a. The Tournament Organizer or any guest judges reserves the right to veto any card submissions they deem inappropriate.
 - i. This rule is intended primarily to cover as a catch-all for any deficiencies in other rules, and I expect to never or very rarely invoke it.
- b. **If you submit a design that is rejected for any reason, you will be given the opportunity to resubmit until the deadline.** Designs will be checked daily or as often as is feasible within T.O. schedules, with more attention paid closer to each deadline.
 - i. If you want to check if your design fits, please message the T.O.
 - ii. In general, try and adhere to the spirit of each challenge, not the letter.

2. The Brief Fit Rule

- a. All cards must fit the briefs given to be considered for submission. If the brief is not met, the card will be rejected.
 - i. If the brief asks for a card type or color, it must be that type or color. If a brief asks for a fictional character, using an alternate reality real-life person does not count. Historical figures should have a substantive amount written about them.

3. The Power Level Rule

- a. All designs should fit within an acceptable Magic power level. Designs that are obviously broken or intended to shove too many mechanics together to easily parse will be rejected.
 - i. This may occasionally be broken, but will be noted as an exception in the brief.

4. No Unsavory Content

- a. All designs should be age-appropriate. We're a server that goes from highschool to adults. Designs that are explicitly not appropriate for a public setting will be rejected.
- b. No designs that are racist/sexist/misogynist/misanthropic/overly harsh to any belief system. Basically, this is the golden rule. Don't use designs to hate on people.

- c. Repeatedly breaking this rule will result in disqualification or prohibition from competing in future tournaments.

5. Flavor Reminder

- a. Try and aim for both flavor and function. These are going to be 1-off competitions, so catching the eye of the audience is key.
- b. [This guide](#) and [the Custom Magic Space](#) are both great places to look for templating and how to maximize your card's potential.

6. Submission Rules

- a. Cards should be submitted in pdf, jpg, or png formats. If I can't see your cards, I can't make sure they meet the brief and are appropriate.
- b. [Magic Set Editor](#) is the best, and most versatile editor for custom cards, and exports in either jpg or png.
 - i. For a full load of all sorts of custom frame options and export options, please download [this package](#). It contains the best current frame for MSE, the M15 Mainframe (includes Legendary border and flavor text separation line, among other features).
- c. [MTG.design](#) is a good alternative if you can't download or run MSE.
- d. [MTGCardsmith](#) can be used, but generally gives the worst results of these.

7. Art Rule

- a. **If you use art, please credit the artist.** Do your best to track down the original creator. Google reverse image search is your friend!
- b. To find good art attached to the artist who made it, I recommend [ArtStation](#). It has a robust search feature. Try sorting by Traditional 2D and Digital 2D, as well as using the many other filters.
- c. You can also find an artist you like, then use their website to source additional art.

8. Contest Structure

- a. Warm Up Round
 - i. When you sign up for the tournament, there will be a brief given. This will be a simple brief intended to show that you can follow directions and actually submit cards, as well as getting creative juices flowing.
 - ii. This round will not have voting or matchups
- b. Swiss rounds
 - i. After the Warm Up Round, there will be Swiss rounds, similar to a regular Magic tournament. Submissions will be voted on by the community after the deadline. There will be a 2 day period to vote. Winners will get 3 points, and ties will give 1 to each. After an

appropriate number of rounds, there will be a cut to Top 8 or Top 6, depending on the number of people still designing.

1. If your opponent fails to submit, you will automatically receive 3 points.
2. If you and your opponent both fail to submit, neither will receive points.

c. Top 8/6

- i. There will be a cut to Top 8 or Top 6, and then Top 4 or Top 3 for semifinals and finals respectively.
- ii. Both rounds will not be head-to-head, but will feature open rounds with all designs. You can vote for either 4 or 3 designs in the Semifinals, and 2 or 1 in the finals.

d. Finals

- i. In the Finals, there will be the Community Pick, and a Judge Pick. The Community Pick will win the role Custom Card Contest Champion.
- ii. The Judge Pick will win the role Sta. Judges will not only judge the cards in the finals, but all cards submitted by all users in the League.
 1. Your round 1 card can win this award, so make sure to always show your best work.

9. UOL Draft/Cube set

- a. After 280 good designs have been received, a custom draft set of UOL original creations will be made public. This will be updated at the end of each season.
- b. After 480 good designs have been received, a UOL Cube will be made available to draft. This will also be updated at the end of each season.

10. On Plagiarism

- a. If you are found to be plagiarizing another design from elsewhere in the Custom Magic community, it will result in an immediate disqualification. A second incident will bar you from all future events. There will be zero tolerance for this behavior.
 - i. Discretion about violations will fall to the T.O.- if I believe you have created a design in parallel with another creator, you probably won't hear about it. I may ask for clarification about cards, or I may not.
 - ii. Any concerns of plagiarism should be raised in DMs. Any witchhunting behavior or public accusations may result in disqualification. We're here to have fun, not be brutally cut-throat.

11. Community

- a. Feel free to share ideas, either in public or in private.
- b. Keep criticism constructive. Don't just tear down designs, clarify where they might be improved.
 - i. For example: "I really like the idea behind this design. You might want to bump the mana cost up or make it more restrictive, however. And you might want to try this templating: ~"
- c. Feel free to share any designs you didn't end up using, or your custom set projects or individual for-fun designs.
- d. Keep things fun! This is primarily a for-fun format.