

What is Command Crash?

Command Crash is a tournament where we try to make casual commander competitive, fun and accessible for regular kitchen-table players.

The vast majority of Commander players don't want to play cEDH, but they do want to make fun, interesting and powerful decks to play and test against their friends.

But despite this, there are plenty of tournaments for Bracket 5 Commander, basically none for any other power level, where most Commander players play.

This is where Command Crash comes in.

Every first Sunday of every month, our modified bracket 3 tournament is hosted in Sheffield.

Next date: 01.03.2026

Our Mission

Our goal is to create a friendly and enjoyable environment where players can spend a great day playing Magic: The Gathering with friends and fellow enthusiasts.

We aim to bring greater diversity to our tournaments by encouraging players to explore and use a wider variety of commanders, rather than relying on a small pool of commonly played options.

But even more importantly, we want to foster a social atmosphere for people to play games. We host a monthly tournament where you're guaranteed to play three games of Magic against similarly powered decks, no need for awkward introductions or trying to find a table where available.

Even when games end quickly, most of our players just shuffle up and play again. This is a format where our main goal is for you to have **fun**.

Balancing Magic: The Gathering at any arbitrary level is impossible, we know that, but we are aiming to get as close as we can to fostering the perfect environment for **bracket 2-3 decks**.

We have introduced various rules to try and create the power level we want, with restrictions like **banning Sol Ring** from the format.

Below is our rulebook. Please read it carefully, and please understand we do constantly listen to feedback from our participants and are regularly tweaking the format, so things do change often.

As a final note, many players bring numerous decks to our tournaments, and many casual games of power levels running from Bracket 1 to cEDH are played. Bring as many extra decks as you'd like; only your tournament deck is bound by our rules.

Any changes will be communicated to participants well beforehand. The best way to keep up to date is on our Facebook page or Discord.

Last updated: 14.02.2026

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1. Deck building rules

The following rules have been designed to try to create a kitchen-table power level tournament. We have used Wizards of the Coast's bracket 3 deck description as the guiding light for Command Crash, but we have also expanded upon it and introduced our own rules to keep the power level under control.

Our modified Bracket 3 format is designed to sit at the lower end of the Bracket 3 power spectrum. For this reason, we have established additional rules and guidelines to discourage decks that can consistently win on turns 5 to 6, as this level of consistency moves closer to Bracket 4 rather than Bracket 3.

As our tournament grows and as we learn from each one, we have noticed some powerful trends that we do not believe match the spirit of our format. Because of this, we have decided to introduce a “watch list” of cards that are not explicitly banned from the format, but please be aware that if you submit a deck with them, they will be scrutinised heavily and may be rejected.

For example, cards like Magda, **Brazen Outlaw** and **Vivi Orniter** are on our watchlist.

We recognise that players may attempt to optimise their decks to the highest possible level within the rules. However, if we determine that a submitted deck does not align with the intended power level of our modified Bracket 3 environment, we reserve the right to decline the deck without providing a detailed justification.

The Commander Brackets template is currently still in beta, but from their current bracket 3, we believe in their core sentiment of:

- **Decks** to be powered up with strong synergy and high card quality; they can effectively disrupt opponents.
- **Win conditions** that can be deployed in one big turn from hand, usually because of steadily accrued resources.
- **Gameplay** to feature many proactive and reactive plays.
- Most games should last for at least **six turns**.

Wizards says a bracket 3 deck can have up to three game changers, but we have gone a step further and decided to **ban all game changers** as well as introduce our own **expanded game changer list**.

With that said, below is a summary of the core rules of our format, with each rule explained in detail further down.

1. All cards on our expanded game changer lists are banned.

- a. The list includes all cards currently on Wizard's game changer list and all cards currently banned from Commander.
 - b. All cards that have ever been on Wizard's game changer list, like **Deflecting Swat** and **Expropriate**.
 - c. The strongest fast mana artifacts, including **Sol Ring**, **Mox Opal** and **Lotus Petal**.
2. Decks that include cards on either our commander watchlist or our card watchlist and utilise them in ways we do not believe fit in with the spirit of the format are banned.
 - a. The commander watchlist includes high-powered commanders like **Magda**, **Brazen Outlaw** and **Vivi Ornitier**.
 - b. The card watchlist includes powerful combo pieces like **Shifting Woodland**.
 3. A maximum of three non-land tutors per deck.
 4. Chaining extra turns is banned.
 5. Mass land denial strategies are banned.
 6. Mass stax archetypes are banned.
 7. Two-card infinite combos are banned.
 8. Three-card infinite combos if one of the combo pieces is your commander are banned.
 9. Decks that conform to the above rules but strongly resemble cEDH decks in strategy and card quality are banned.
 10. Finally, our **judging panel retains the right to reject a deck** if we believe it is not within the spirit of the tournament, even if it conforms to all of the above rules.

2. Rules explained

Rule 1: All cards on the expanded game changer list are banned

Below is every card on our expanded game-changer list. **Every card named here is banned in Command Crash.**

All cards banned from the commander format by Wizards of the Coast:

- 25 cards with the Card Type "Conspiracy."
- 9 cards that reference "playing for ante."
- Cards whose art, text, name, or combination thereof are racially or culturally offensive are banned in all formats. See Magic: The Gathering's website for more details.

The following cards are also banned:

- | | | |
|--------------------|-----------------------------|---------------------------|
| ● Ancestral Recall | ● Dockside | ● Falling Star |
| ● Balance | ● Extortionist | ● Fastbond |
| ● Black Lotus | ● Emrakul, the Aeons Torn | ● Flash |
| ● Chaos Orb | ● Erayo, Soratami Ascendant | ● Golos, Tireless Pilgrim |
| ● Channel | | ● Griselbrand |

- Hullbreacher
- Iona, Shield of Emeria
- Karakas
- Jeweled Lotus
- Leovold, Emissary of Trest
- Library of Alexandria
- Limited Resources
- Mana Crypt
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Nadu, Winged Wisdom
- Paradox Engine
- Primeval Titan
- Prophet of Kruphix
- Recurring Nightmare
- Rofellos, Llanowar Emissary
- Shahrazad
- Sundering Titan
- Sylvan Primordial
- Time Vault
- Time Walk
- Tinker
- Tolarian Academy
- Trade Secrets
- Upheaval
- Yawgmoth's Bargain

All cards on the current game changers list:

White

- Drannith Magistrate
- Humility
- Serra's Sanctum
- Smothering Tithe
- Enlightened Tutor
- Teferi's Protection

Blue

- Consecrated Sphinx
- Cyclonic Rift
- Force of Will
- Fierce Guardianship
- Gifts Ungiven
- Intuition
- Mystical Tutor
- Narset, Parter of Veils
- Rhystic Study
- Thassa's Oracle

Black

- Ad Nauseam
- Bolas's Citadel
- Braids, Cabal Minion
- Demonic Tutor
- Imperial Seal
- Necropotence
- Opposition Agent
- Orcish Bowmasters
- Tergrid, God of Fright
- Vampiric Tutor

Red

- Jeska's Will
- Underworld Breach
- Gamble

Green

- Crop Rotation
- Gaea's Cradle
- Natural Order
- Seedborn Muse
- Survival of the Fittest
- Worldly Tutor
- Biorhythm

Multicolor / Artifacts / Other

- Aura Shards
- Coalition Victory
- Grand Arbiter Augustin IV
- Notion Thief
- Ancient Tomb
- Chrome Mox
- Field of the Dead
- Glacial Chasm
- Grim Monolith
- Lion's Eye Diamond
- Mana Vault
- Mishra's Workshop
- Mox Diamond
- Panoptic Mirror
- The One Ring
- The Tabernacle at Pendrell Val

All cards ever on the game changer list:

Since the introduction of the game changer list, several cards have been added and removed over time. We have decided to keep every card that has ever been on the game changer list banned.

- Expropriate
- Sway of the Stars
- Jin-Gitaxias, Core Augur
- Urza, Lord High Artificer
- Deflecting Swat
- Vorinclex, Voice of Hunger
- Food Chain
- Kinnan, Bonder Prodigy
- Winota, Joiner of Forces
- Yuriko, the Tiger's Shadow
- Trouble in Pairs
- Trinisphere

Fast mana artifacts:

- Sol Ring
- Mox Opal
- Mox Jasper
- Mox Amber
- Lotus Petal

Fast mana lands:

- Gemstone Caverns

In the February 2026 commander update, Wizards of the Coast specifically banned **Lutri, the Spellchaser**, as a companion only, while unbanning him from the format. Command Crash has kept this ruling; **Lutri is only banned as a companion in our tournament.**

Rule 2: Decks that abuse cards on our watchlists will be rejected

We have decided to introduce a watchlist of problematic cards we see regularly pop up in deck submissions, but we frequently reject them for being too powerful.

These cards are not banned from the format altogether, but their inclusion in a deck will mean the deck will receive extra scrutiny.

If we decide a watchlist card's inclusion in a deck makes the deck too powerful for our tournament, **the player will be asked to remove it from the deck.**

We have also introduced a **watchlist of commanders** that we have repeatedly rejected from our tournament. Be aware that while you may submit a deck headed by one of these commanders, unless they are significantly toned down from their usual builds, **they will be rejected.**

For example, a deck headed by **Lumra, Bellow of the Woods**, that seeks to abuse **Mirrorpool** combos **will be rejected** for breaching Rule 2.

Cards specifically on the commander watchlist do not face restrictions when in the 99.

The commander watchlist:

- Magda, Brazen Outlaw
- Lumra, Bellow of the Woods
- Vivi Ornitier

The card watchlist:

- Shifting Woodland
- Talon Gates of Madara
- Mirrorpool
- Oboro Breezecaller
- Constant Mists

Rule 3: Maximum of three non-land tutors per deck

Command Crash decks are limited to three non-land tutors.

This means the restrictions do not impact cards like **Rampant Growth**, **Sylvan Scrying** or **Polluted Delta**. Any card that lets you search the library solely for a land is not affected by the tutor limit.

A card like **Archdruid's Charm**, which lets you tutor for a land or creature card, is considered a tutor and is impacted by the three-tutor limit.

Your commander may be a tutor, for example, **Rocco, Cabaretti Caterer**. If your commander is a tutor, then you are only allowed two non-land tutors in the 99.

Cards that can tutor repeatedly do not face any extra restrictions; for example, **Fauna Shaman**, **Zur the Enchanter** and **Razaketh the Foulblooded** are counted as a single tutor in your deck.

Rule 4: Chaining extra turns is banned

Extra turn spells can be fun and contribute heavily to winning a game, but they can very quickly get out of hand if a deck is designed to loop them several times and is not in the spirit of a bracket 3 deck.

We use Wizards of the Coast bracket guidelines as a basis for our tournament, and “no chaining extra turns” is one of the stipulations outlined in bracket 3.

Players are banned from taking more than one extra turn in a row. Once they have finished taking an extra turn, they must pass to the next player before triggering another extra turn effect. This rule has been implemented to weaken the power of extra turn effects, but also to keep games fun and within the time limit of Command Crash games.

We have 80-minute time limits on our games, and taking four extra turns in a row with a late game board state can take an extremely long time, which is not fun for the other three players.

As a rule, we are not banning cards like **Time Warp**, but any deck that is designed to recast extra turn spells several times or chain together several different extra turn spells in a row, **even if it is not an infinite combo**, is banned from Command Crash.

Rule 5: Mass land denial is banned

Mass land denial strategies are banned from Command Crash.

We encourage players to play a large amount of interaction in their decks, including targeted land removal.

This means we actively encourage players to include cards like **Ghost Quarter**, **Demolition Field**, **Beast Within** or **Generous Gift** in their decks.

But any card that seeks to disable all of, or the majority of, an opponent's mana base, like **Blood Moon**, **Winter Orb**, **Winter Moon**, or **Magus of the Moon**, is banned.

We use Wizards of the Coast bracket guidelines as a basis for our tournament, and “no mass land denial” is one of the stipulations outlined in bracket 3.

Scryfall has a list of over 100 mass land denial cards, many of which are decades old, janky and frankly not very good.

For the purposes of Command Crash, if any card included on this list is added to a deck, **it is likely to be rejected**.

To view the full list, enter this search into Scryfall 'otag:mass-land-denial' to find all 110 cards. An example of them is below.

- Acid Rain
- Armageddon
- Acid Rain
- Armageddon
- Apocalypse
- Blood Moon
- Boil
- Boiling Seas
- Boom // Bust
- Balancing Act
- Burning Sands
- Bearer of Heaven's
- Cataclysm
- Choke
- Contamination
- Conversion
- Storm Cauldron
- Sunder
- Winter Moon
- Winter Orb
- Devastation
- Back to Basics
- Soulscour
- Stasis
- Magus of the Moon
- Gilt-Leaf Archdruid

Rule 6: Mass stax are banned

Decks designed around locking players out of the game by heavily restricting what game actions they can take are banned from Command Crash.

Mass stax archetypes can create long, drawn-out games that are not fun for the majority of players at the table.

Command Crash games also have a time limit, and we want to avoid games ending in a draw where possible.

We encourage players to include some form of stax denial in their deck if they believe it will improve their deck's chances against their opponents.

Cards like **Grafdigger's Cage**, **Collector Ouphe** and **Aura of Silence** are welcome in Command Crash.

But when the inclusion of these cards tips from strategic choice to a set of cards designed to lock players out of playing the game, then we will consider it a breach of Rule 6.

For example, a deck that includes **Lavinia**, **Azorius Renegade** and **Omen Machine**, which creates a situation where opponents can't cast spells, would be considered to be in breach of Rule 6.

Rule 7: Two-card infinite combos are banned

Any two-card combination that creates an infinite loop is banned from Command Crash.

This is true **even if the combo does not materially impact the board state**.

For example, if you have an empty board and cast **Felidar Guardian** and **Restoration Angel**, you create a loop of infinite enter the battlefield and leave the battlefield effects. This is banned in Command Crash, even if you do not gain any advantage from the combo.

This is because the rest of the deck could be built around benefiting from the combo, and slotting in any third card as a payoff could very easily change from no impact on the game to winning the game.

For example, in the above combo, if you added in **Corpse Knight**, the combo would swap from doing nothing to the game ending via infinite “each opponent loses 1 life” triggers.

In cases like these, it is often too easy for players to assemble their combo pieces and any payoffs quickly and end the game consistently before turn 6.

Any two-card combination **that requires at least one prerequisite is also banned**.

For example, if you have **Oltec Matterweaver** on board and **Shrieking Drake** in hand, then all you need is a **treasure token** on the board and another source that generates one blue mana to create infinite enter and leave the battlefield effects.

Mana needed to start combos is not considered a prerequisite; it is considered part of the combo, so in the above example, only the need for the **treasure token** is considered a prerequisite.

Two-card combos that require multiple prerequisites but aren't three-card combos **will be considered on a case-by-case basis, but will likely be rejected**.

Rule 8: Three-card combos where your commander is one of the combo pieces are banned

Any combination of three cards where your commander is one of the combo pieces is banned.

The justification is the same as in the previous section on two-card combos. Combos like these can often be too easy to assemble and accelerate the game state in a way we do not believe fits in with the spirit of our format.

Our definition is the same as well; **even if the combo does not produce any meaningful result without a fourth payoff piece**, it is still banned.

For example, if **Hashaton, Scarab's Fist**, was your commander. You have him and **Putrid Imp** on the battlefield, three available mana (including one blue source) and **Sharuum the Hegemon** in hand.

Discarding **Sharuum the Hegemon** to **Putrid Imp**, triggering and paying for **Hashaton, Scarab's Fist's** ability allows you to infinitely loop **Sharuum the Hegemon's** enter the battlefield trigger as long as you sacrifice the non-token copy of her to the legend rule and target **Sharuum the Hegemon** in your graveyard.

This combo creates infinite creature enter the battlefield and leave the battlefield effects where any **Blood Artist** or **Corpse Knight** effect would end the game.

The prerequisite conditions from Rule 7 also apply to Rule 8.

This and similar combos are banned in Command Crash.

Combos that require two cards plus two commanders, either through partner or background mechanics, will be considered on a case-by-case basis and heavily scrutinised by our judging panel; **they are likely to get rejected**.

Rules 7 and 8 explained further: What combos are allowed, and how do we (and you) find combos?

Any three-card combo that does not include your commander is legal in Command Crash.

Any four-card combo that does include your commander is legal in Command Crash.

Any combos requiring more cards are legal.

However, we do still want to maintain the power level of bracket three. **When adding combos to your deck, ask yourself if your deck can win consistently before turn 6**. If so, then it will likely be in breach of our other rules and will be rejected.

Certain cards, like **Springheart Nantuko**, **Ancestral Statue** and **Gravecrawler**, go infinite extremely easily with many other cards. **Gravecrawler**, for example, has over 50 three-card combos listed on EDHrec, many of which all work well together in similar decks. We are wary of decks that include them because people can draw or tutor for them early. Then, with the key card in hand, they can combo them with any of the numerous synergy pieces they have likely included in their deck before turn 6.

Cards like these are not banned from Command Crash, but due to their ability to consistently create combos before turn 6, **players may be asked to remove them from the deck** or change large aspects of their deck to keep it in.

When assessing decks to see if they conform to our rules on tutors, we do two things.

Firstly, our judging panel, which is made up of several seasoned Magic: The Gathering players who have extensive knowledge of the game, Commander and cEDH, will go through the deck and flag anything that we think breaches our rules.

We will also put any submitted deck into a combo finding deck website, like Commander Spellbook.

These websites often do not find every combo and sometimes make errors when recording combos, but we do find them useful to give us an idea of what the deck is hoping to achieve.

If a valid combo is flagged in Commander Spellbook that breaches our rules, **then the deck will be rejected.**

We strongly recommend players upload their deck to Commander Spellbook before submitting to double-check combos.

Just go to commanderspellbook.com, navigate to Find my Combos and copy a deck list from Moxfield or Archidekt.

People quite often build their deck without even being aware that they have assembled a combo. Tools like these can help speed up the review and acceptance process for us.

Rule 9: Decks seeking to recreate cEDH strategies are banned

This rule helps us cover situations where people submit decks that may be following the letter of our rules but not the spirit of them.

We have had numerous instances of people submitting decks that copy cEDH strategies without game changers and slightly more convoluted combo lines.

For example, **Thrasios, Triton Hero** is not currently banned in Command Crash, but a deck that is optimised around reducing the cost of activated abilities and generating infinite mana to activate **Thrasios, Triton Hero** infinitely would not be accepted in our tournament, because it is a common strategy in cEDH. This is true **even if the deck complied with all of our other rules.**

We have also had several examples of people submitting **Magda, Brazen Outlaw** decks without game changers and slightly different combo lines to effectively create a slightly weaker cEDH deck.

These decks have been demonstrated to still win the game extremely quickly and have been rejected from the tournament.

Decks that run numerous cEDH staples will be heavily scrutinised by our judging panel and may still be rejected for breaching Rule 9 because we believe it is not within the spirit of the tournament.

By staples, we do not mean fetch lands or powerful removal like **Swan Song** or **Swords to Plowshares** that you could find in most commander decks. We mean cards that are almost exclusively seen in cEDH that are included to turbo out win conditions like **Oboro Breezecaller**. If a deck is submitted that shares 60%+ of its cards with a cEDH deck, we are likely to consider it a breach of Rule 9.

Please consider this before submitting a **Kraum, Ludevic's Opus / Tymna the Weaver** deck.

Someone may still submit a deck headed by a popular cEDH commander like **Tymna the Weaver**, if, for example, they were running a human tribal deck or something more thematic and lower power.

Rule 9 still applies if you submit a deck that is headed by a commander not commonly seen in cEDH, but is trying to recreate a similar strategy and is full of cEDH staples.

Please consider this before submitting a deck that contains **Laboratory Maniac** and an easy way to get rid of your library.

We want to create a tournament where people submit interesting, well-designed decks that can compete at a similar power level and give all players a chance to feel like they contributed to the game before win conditions start hitting the table. We do not want a tournament that is cEDH lite.

Command Crash is also specifically not a bracket 4 tournament; it is bracket 3 or below.

If you wish to play a cEDH deck in a tournament, we have good contacts with people who organise those kind of events, go to www.cedh.uk

Rule 10: The judging panel can reject a deck it deems not in the spirit of the tournament

First of all, what is the judging panel? It is made up of seven Magic: The Gathering players who evaluate decks submitted to enter Command Crash.

Members of the judging panel also help organise Command Crash, but their identities remain anonymous.

The judging panel is also where we debate changes to our rules and cards we should ban.

All of the members are experienced Magic players, have been playing Commander for years and have deep knowledge of the format as well as cEDH.

They will determine if any deck submitted breaches rules 1 through 9.

But they also have the power to declare a deck is not within the spirit of the tournament even if it has complied with all of the previous rules.

We believe rules 1 through 9 do help us secure the power level we want, and most decks found to be too powerful will be because they have breached one or more of those rules.

But ultimately, Magic deck building is an endless pool of creativity; someone could and will try to find a way to get around our rules and submit a deck that aims to win too quickly.

The judging panel is there to ensure that these decks do not get through into our tournament and ruin the play experience for everyone else who submitted a fair deck.

When submitting your deck, please ask yourself: Does your deck win consistently before turn 6? Does it conform to bracket 2 and 3 archetypes? Is it fun to play against? Try piloting it on Moxfield or against friends and find out.

Any deck that wins consistently before turn 6 will be rejected. We have no firm rule on this because we recognise consistency is subjective, and many decks with their dream opening hand plus a couple of lucky draws can win before then, but how often does that happen? That is the important question.

There are also some fringe cases we have rejected in the past for being too powerful. For example, looping combat damage negation isn't technically a form of stax and has not been found in breach of Rule 6, but we have rejected lists that loop **Constant Mists**, or combos like **Muldrotha, the Gravetide** and **Spore Frog** in the past.

Any decision made by the judging panel is final, and we are not required to provide specific reasons for rejecting a deck.

Once a deck has been rejected, the decision is final. The player will be required to either make the requested changes or submit a new deck.

We do not wish to get involved in protracted arguments about technicalities, and any abuse directed towards our judging panel or organisers will not be tolerated.

The majority of decks submitted to us have not breached any rules, and those that have broken a rule, very few have been found to have solely been in breach of Rule 10.

3. Rule changes under consideration for future tournaments

We listen regularly to feedback from our players, and we are always excited to hear what they think about the tournament. We also monitor the games and track which decks do the best. This helps us get a picture of what is performing well and what is potentially a problem.

Here are some of the regular pieces of feedback we receive:

- Many players are telling us the tournament is still too fast.
- Land-based strategies, utilising cards like **Lotus Cobra**, are too powerful.
- Combos are still very powerful in the format and may need restricting further.

With all that said, the following rules are currently being considered. There is no guarantee they will be implemented.

- **Restricting land tutor rules.** We are considering including any cards like **Sylvan Scrying** or **Vibrance**, which allow you to tutor for any land in your deck as part of the tutor limit. Land tutoring will be limited to land types only (e.g. 'search your library for a **forest** card').
- **Banning or further restricting combos that are difficult to interact with.** Combos with cards like **Sylvan Safekeeper** can be very powerful due to its ability to give instant speed protection to creatures on your board repeatedly. Combos that can be done entirely through triggered or activated abilities at instant speed can also create this effect.
- **More specific card bans.** Currently, our ban list is: Game changers, former game changers, and powerful forms of fast mana. We may introduce bans to specific cards if we deem them simply too powerful for Command Crash, for example, the aforementioned **Sylvan Safekeeper** may be banned from our tournament.

4. How to submit a decklist

1. Read the rulebook first.
2. Create an account on Moxfield or Archidekt and create a new deck, make it unlisted and create a new deck choosing your commander.

3. Please make sure there are 100 cards and no sideboard before submitting.
4. Before submitting the deck, visit Commander Spellbook and click Find My Combos. When you copy and paste the link from Moxfield or Archidekt, it will show you if your deck has any combo so you can see if your deck is tournament-friendly.
5. Double-check the deck complies with all of our rules.
6. Submit the deck by sending an email with the link, your name and surname to contactcommandcrash@gmail.com

5. Sleeves Policy

- Double-sleeved decks are not permitted in this tournament.
- All sleeves within a deck must be identical in colour and condition. Different coloured sleeves are not allowed, except for the commander.
- Sleeves must not be marked, damaged, or worn in a way that could make specific cards distinguishable.
- Sleeves must have sufficient opacity to prevent cards from being identifiable through the back of the sleeve.

6. Proxy Policy

Proxies are permitted in Command Crash as long as they meet the following conditions.

- The proxy contains all relevant information clearly. These includes:
 - Card name
 - Mana value
 - Card text
 - Power and Toughness
 - Any other relevant game information, e.g. loyalty on a Planeswalker

Alternate art for cards is allowed as long as the art is not offensive or overly sexualised.

7. Cards in foreign languages policy

This is a tournament carried out in English. We recognise players may have the occasional card in a foreign language, and as long as this is not the majority of the deck.

If your deck contains a foreign card, please be prepared to show the English version on your phone when asked by another player or judge.

8. Tournament Expectations and how the day will run

1. Players must arrive no later than 11:30 to complete registration. The tournament will begin promptly at 12:00.

2. Upon arrival, please collect your badge and have your deck ready. A judge or the Tournament Organiser will review all decks before the start of the event.
3. Once your deck has been checked, you may proceed upstairs, take a seat, and socialise until pairings are announced.
4. At 11:55, seating will be randomly generated. Each table will be clearly marked with numbers. When pairings are announced, players should locate their assigned table and seat.
5. Each table will be numbered from 1 to 4. Players must sit according to the assigned seating order. If your name appears third in the game list, then you must sit at the seat designated for player 3.
6. Each table will begin an 80-minute timer at the start of the round.
7. Players will determine the starting player by rolling a d20 or however they see fit.
8. All players will shuffle their decks and begin the London Mulligan procedure:
 1. Each player draws seven cards.
 2. Starting with the first player and proceeding in turn order, each player chooses whether to keep or mulligan.
 3. For each mulligan taken, the player draws seven cards again, then places one card on the bottom of their library for each previous mulligan taken.
 4. As is usual with Commander, players get one “free mulligan” where they can keep their full seven cards the first time they mulligan. After that they must go to six, five etc.
 5. This process continues until all players are satisfied with their starting hands.
9. The game continues until a player wins or the 80-minute timer expires. A game that ends by the timer will be ruled a draw for all the remaining players.
10. When a game ends, players must call a judge. A photo of the final board state will be taken for the records.

9. Points System

Four Player Pods

1. 1st place receives 4 points
2. 2nd place receives 2 points
3. 3rd place receives 1 point
4. 4th place receives 0 points

Three Player Pods

1. 1st place receives 4 points
2. 2nd place receives 2 points
3. 3rd place receives 0 points

Draws and Simultaneous Eliminations

1. If time is called and no winner is determined, each remaining player receives 1.5 points.
2. If all players are eliminated simultaneously, each player receives 1.5 points.
3. If a player kills all other players simultaneously, the winning player receives 4 points; all other remaining players receive 1.5 points.

10. Final Standings

1. After three rounds, total points will be calculated, and the Top 4 players will be announced.
2. In the event of a tie, standings will be determined in the following order:
 1. Total points
 2. Number of game wins
 3. Combined total points of all opponents faced
3. The Top 4 players will advance to the final pod.
4. Players who did not make the final but wish to participate in the 4th round should provide their names. We will generate new random seating assignments for each table. The winner at each table will receive a booster pack.
5. The 4th round and the final will start simultaneously, with a time limit of 150 minutes (2 hours and 30 minutes).
6. The Winner of the Final will receive £100 and a winner's mat.

11. Player disputes and judges

We will have at least one judge present at each tournament.

Should a dispute arise, players should first try to resolve it among themselves.

If that is not possible, then they should raise the issue with a judge who will determine a resolution.

Any cheating will not be tolerated and will result in instant disqualification.

Command Crash follows the principles outlined by Wizards of the Coast Judging at Regular Enforcement Level (REL), see Wizards' website for more information.

12. Between Rounds and Raffle

1. After each game, players are welcome to participate in a short interview or enjoy casual games while waiting for the round to conclude.
2. Once all games in the round have finished, there will be a 15-minute break before the next round begins.
3. Seating for each new round will be randomly generated.

4. After players draw their opening hands for the round, a short raffle will take place:
 1. A numbered ball will be drawn at random.
 2. The corresponding player number will roll a d20 to determine which card from the prize binder they win.
 3. The winning number will then be removed from the draw.
 4. Another numbered ball will be drawn and the selected player will receive a booster pack.