



ORACALE RULES TEXT

EDITION 4 - OCTOBER 2025

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CHAPTER 01 THE VIBE

INTRODUCTION

Command Crash Tournaments were created first and foremost to be a fun way to play competitive Magic, but for regular kitchen-table-commander players.

Maintaining this is a primary concern. We foster a fun & friendly environment for people to put their decks to the test against new opponents, while also having chance to win prizes!

It's Commander Friday Night Magic, but with a little more prize-spice and on a Sunday 😊.

We aim to break away from TRADITIONAL "CEDH" (bracket 5) and bring the C (competition) from CEDH, to more regular magic players!

There are MANY Tournaments for Bracket 5 Commander Games, combo-off, try and win on turn 1-2-3, we understand, but that's not what we do here.

We recreate kitchen table Magic with your friends BUT with a little more excitement thrown in (prizes & new opponents)!

To allow for this at CCT (Command Crash Tournaments) we have developed a custom rule set **NEVER USED ELSEWHERE.**

CHAPTER 1 THE VIBE

The following rule book will outline specific additions/alterations we have made to the standard Magic The Gathering rule set + CEDH Competition settings, to allow our events to function fairly & smoothly.

To maintain the power level of the format, all decks must be submitted to the Judging Panel and they will be reviewed to see if they fall around Bracket 3 level power/speed level.

To submit your deck or If you have additional questions, please email us at:



ContactCommandCrash@gmail.com

for any further clarifications & inquiries.

Thank you!

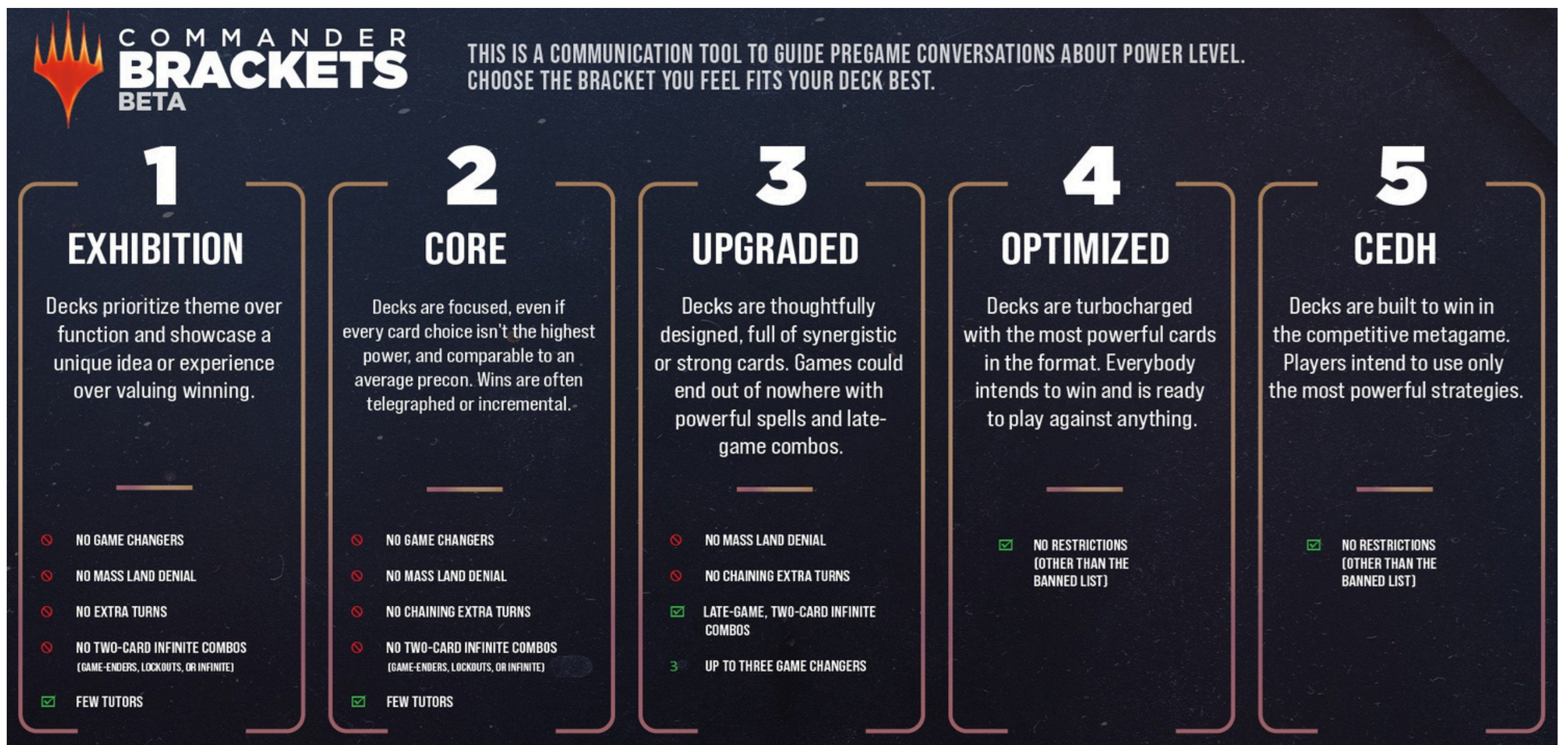
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~ Connor Rhodes, Harry Barker



CHAPTER 02 THE DECKS

CHAPTER 2 THE DECKS



Command Crash Tournaments do not fall into any of the classic EDH Commander Brackets.

We are a blend between brackets 2-3.

We have bracket 2 level rules & fun, but bracket 3 level overall power. Expect strong decks BUT with reduced oppression & combos.

These ARE NOT a Bracket 5/CEDH events.

To avoid disappointment, it is HIGHLY RECOMMENDED that you get your deck list approved with us BEFORE paying to reserve your spot in a tournament.

Deck lists & cards **can be rejected** as not format/meta appropriate if they are not deemed to fall into the Bracket 3 power level category.

The Judging Panel (who remain anonymous) have the right to accept or reject deck lists or cards based on their power/speed/bracket level. Later in the book you will also find a specific ban list.

Decks may be adjusted and resubmitted after they have been declined, but acceptance is not guaranteed.

The judging panel is not **REQUIRED** to provide specific reasoning as to why a deck-list was not accepted.

However please understand, all of this only exists to **maintain the power level** of the format & meta. Currently under WOTC guidelines the Bracket System has blurred edges and few concrete lines, so our Judging Panel was created to attempt to manually subvert these issues. We appreciate the teamwork of **ALL** of our competitors in trying to keep decks to bracket 3 level power & speed.

Again, to avoid dissapointment and to avoid refunds, it is recommended that you please get a Bracket 2-3 Deck List confirmed and accepted with us, **BEFORE** joining up to a Tournament/Event.

Bracket 2-3/Command Crash Building Advice:

- > *Decks usually follow the Standard Commander Building Template*
- > *Decks usually aim to win between turns 6-10*
- > *Decks usually play 36 or more lands, as games are expected to go longer*
- > *Decks are not overly oppressive to other players(a few stax pieces)*
- > *Combos are less likely, less powerful, and longer*
- > *Tutors are less likely/common & less powerful*

Command Crash Tournaments are for Decks/Commanders/Players that cannot compete at bracket 4 (max power) and bracket 5 (CEDH) events, but still have power & flare! This is mid-range battle-cruiser warfare.



CHAPTER 03 BRACKETS & BANS



Understanding Differences in Brackets:

Bracket Two is described as: Average / PreCon Level.

Bracket Three is described as: Upgraded / Above Average

Decks in Command Crash Tournaments are usually Bracket 3 level strength/speed, but we follow an **extended Bracket 2 level rule set**, in aim to manage the power level of the format.

3

UPGRADED

Decks are thoughtfully designed, full of synergistic or strong cards. Games could end out of nowhere with powerful spells and late-game combos.

NO MASS LAND DENIAL

NO CHAINING EXTRA TURNS

LATE-GAME, TWO-CARD INFINITE COMBOS

UP TO THREE GAME CHANGERS

4

OPTIMIZED

Decks are turbocharged with the most powerful cards in the format. Everybody intends to win and is ready to play against anything.

NO RESTRICTIONS (OTHER THAN THE BANNED LIST)

5

CEDH

Decks are built to win in the competitive metagame. Players intend to use only the most powerful strategies.

NO RESTRICTIONS (OTHER THAN THE BANNED LIST)

Bracket FOUR is described as: Full Power
(a deck is fully maxed out or close with a powerful Commander)
Bracket FIVE is: CEDH Viable or TCEDH meta.

To maintain the power level of the format at Bracket 3, we follow a Bracket 2 extended rule list & style

1) ALL Game Changers are banned. Here is a complete list:

Updated
6-09-2025


COMMANDCRASH
TOURNAMENT
MTC

**White**

Drannith Magistrate
Enlightened Tutor
Humility
Smothering Tithe
Teferi's Protection

**Black**

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

**Blue**

Consecrated Sphinx
Cyclonic Rift
Expropriate
Fierce Guardianship
Force of Will
Gifts Ungiven
Intuition
Jin-Gitaxias, Core Agur
Mystical Tutor
Narset, Parter of Veils
Rhystic Study
Sway of the Stars
Thassa's Oracle
Urza, Lord High Artificer

**Red**

Gamble
Jeska's Will
Underworld Breach
Deflecting Swat

**Green**

Crop Rotation
Food Chain
Natural Order
Seedborn Muse
Survival of the Fittest
Vorinclex, Voice of Hunger
Worldly Tutor

**Lands**

Serra's Sanctum
Gaea's Cradle
Ancient Tomb
Field of the Dead
Glacial Chasm
Mishra's Workshop
The Tabernacle at Pendrell Vale

**Multicolor**

Grand Arbiter Augustin IV
Notion Thief
Yuriko, the Tiger's Shadow
Aura Shards
Winota, Joiner of Forces
Kinnan, Bonder Prodigy
Coalition Victory

**Colorless**

Chrome Mox
Grim Monolith
Lion's Eye Diamond
Mana Vault
Mox Diamond
Panoptic Mirror
The One Ring

**If Wizards of the Coast updates the list of game changers or adds new cards to it, the updated version will take effect starting from the next tournament.*

This is the **Game Changer** list as created by the Commander Format Panel at WotC. All Game Changer Cards are banned at CCT's. *Don't worry, just play more balanced similar or synergy pieces.*

2) The regular Commander Ban List by Wizards of the Coast also applies of course:

"Commander Banned Cards

The following cards are banned from the format:

- *25 cards with the Card Type "Conspiracy."*
- *9 cards that reference "playing for ante."*

Cards whose art, text, name, or combination thereof that are racially or culturally offensive are banned in all formats. This list is a work in progress.

*Click **Article** to be taken Wizards Announcement*

ARTICLE

CHAPTER 3 BRACKETS & BANS

- ANCESTRAL RECALL
- BALANCE
- BIORHYTHM
- BLACK LOTUS
- CHAOS ORB
- CHANNEL
- DOCKSIDE EXTORTIONIST
- EMRAKUL, THE AEONS TORN
- ERAYO, SORATAMI ASCENDANT
- FALLING STAR
- FASTBOND
- FLASH
- GOLOS, TIRELESS PILGRIM
- GRISELBRAND
- HULLBREACHER
- IONA, SHIELD OF EMERIA
- KARAKAS
- JEWELLED LOTUS
- LEOVOLD, EMISSARY OF TREST
- LIBRARY OF ALEXANDRIA
- LIMITED RESOURCES
- LUTRI, THE SPELLCHASER
- 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"

3) Bracket 2 Rule Set as laid out by WOTC and the Commander Format Panel

Bracket 2 has it's own rule set that we follow strictly here at Command Crash. This is to keep the POWER LEVEL of decks to around Bracket 3, limiting ability to push up to 4.

3a) No Game Changers (previously mentioned)

3b) No Mass Land Denial (see further)

3c) No Chaining Extra Turns

3d) No Two-Card Infinite Combos

Two Card Combos:

All 2 card infinite combos are banned in bracket 2.

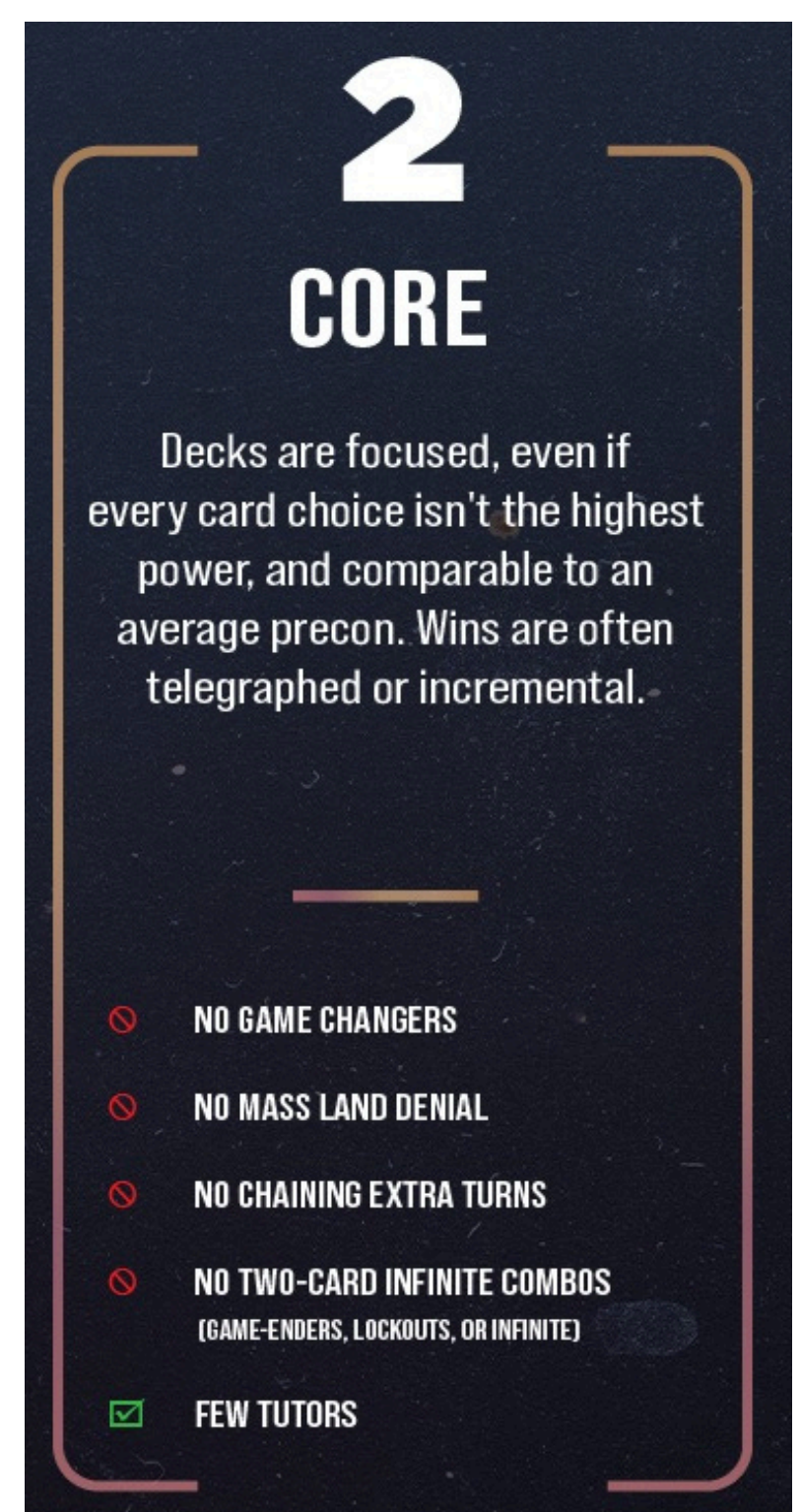
PLEASE: to check if you have 2 card infinite combos, paste your decklist into this website below:

<https://commanderspellbook.com/find-my-combos/>

decks that show 2 card infinites cannot be accepted in their current form.

Please also be aware this includes 2 card WIN conditions & lockouts.

Please also be aware that Combo Counts DO NOT include your Commander in EDH competitions.



Therefore a 2 Card infinite combo INCLUDING your Commander, is a ONE card infinite combo (combo counts only include cards you must find) under rules & restrictions.

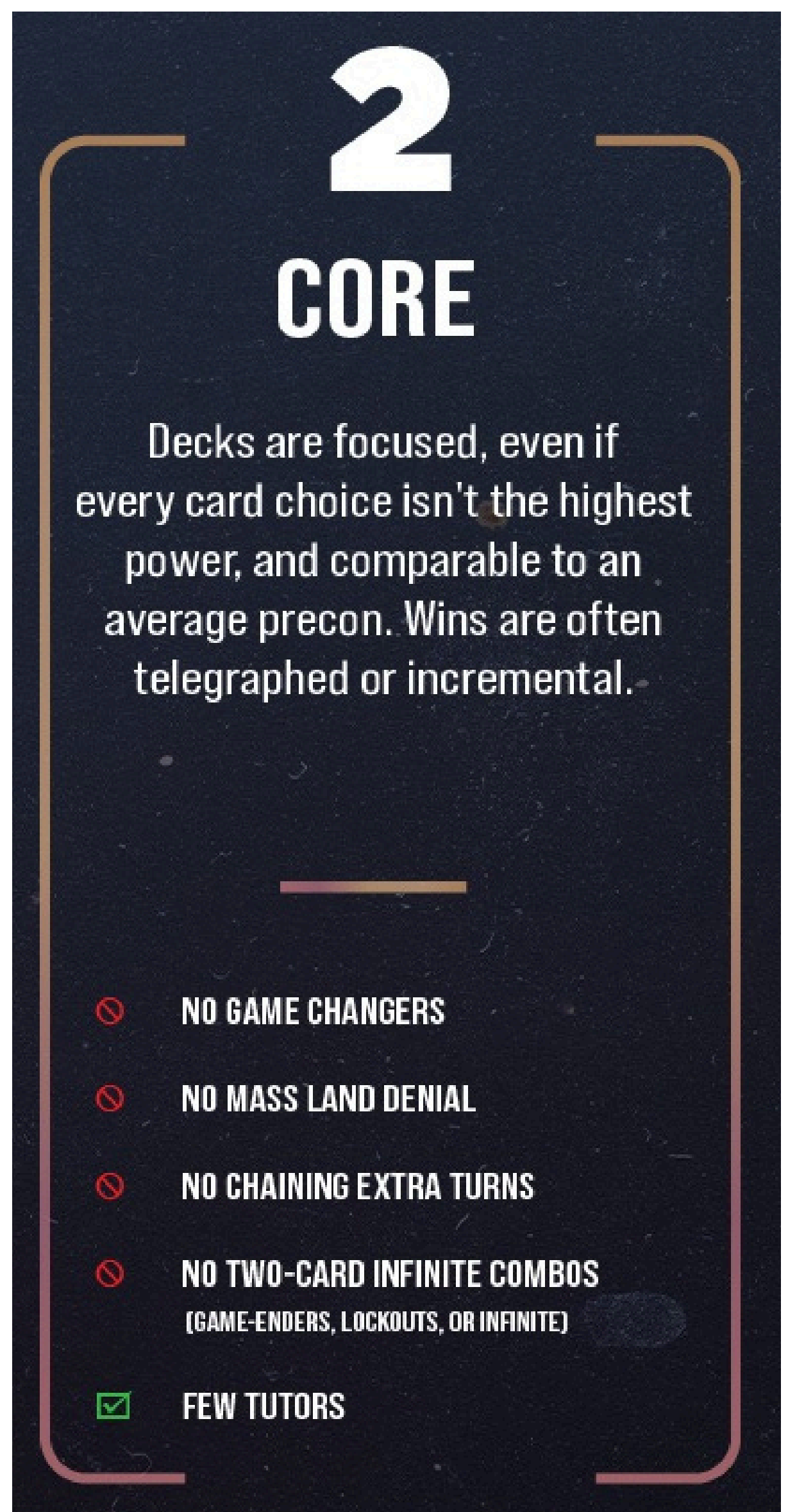
A 2 card Win Con INCLUDING your Commander, is STILL a 2 card Win Con (not 3) and therefore not allowed under restrictions.

3-card infinite/win combos NOT including the Commander ARE allowed.

3d) Few Tutors

2-Card Tutor Win Cons like Demonic Consultation & Tainted Pact are banned under bracket restrictions.

Tutors ARE allow (except those on the Game Changer list) but these are supposed to be "few". We understand this is subjective.



A dark blue card with a large white number '2' at the top, followed by the word 'CORE' in white. Below this, a paragraph of text describes the deck focus. A horizontal line separates this from a list of rules. The list includes four items with red prohibition symbols (a circle with a diagonal line) and one item with a green checkmark symbol.

2
CORE

Decks are focused, even if every card choice isn't the highest power, and comparable to an average precon. Wins are often telegraphed or incremental.

- NO GAME CHANGERS
- NO MASS LAND DENIAL
- NO CHAINING EXTRA TURNS
- NO TWO-CARD INFINITE COMBOS (GAME-ENDERS, LOCKOUTS, OR INFINITE)
- FEW TUTORS

Please aim to maintain the Bracket 2 Rules & be understanding if asked to adjust.

4) All deck lists for tournament entry must be submitted to the judging panel & accepted

To avoid disappointment, we recommend submitting your deck before reserving a spot in the tournament.

How To submit your deck?

Send a link(**set to public viewing**)from:



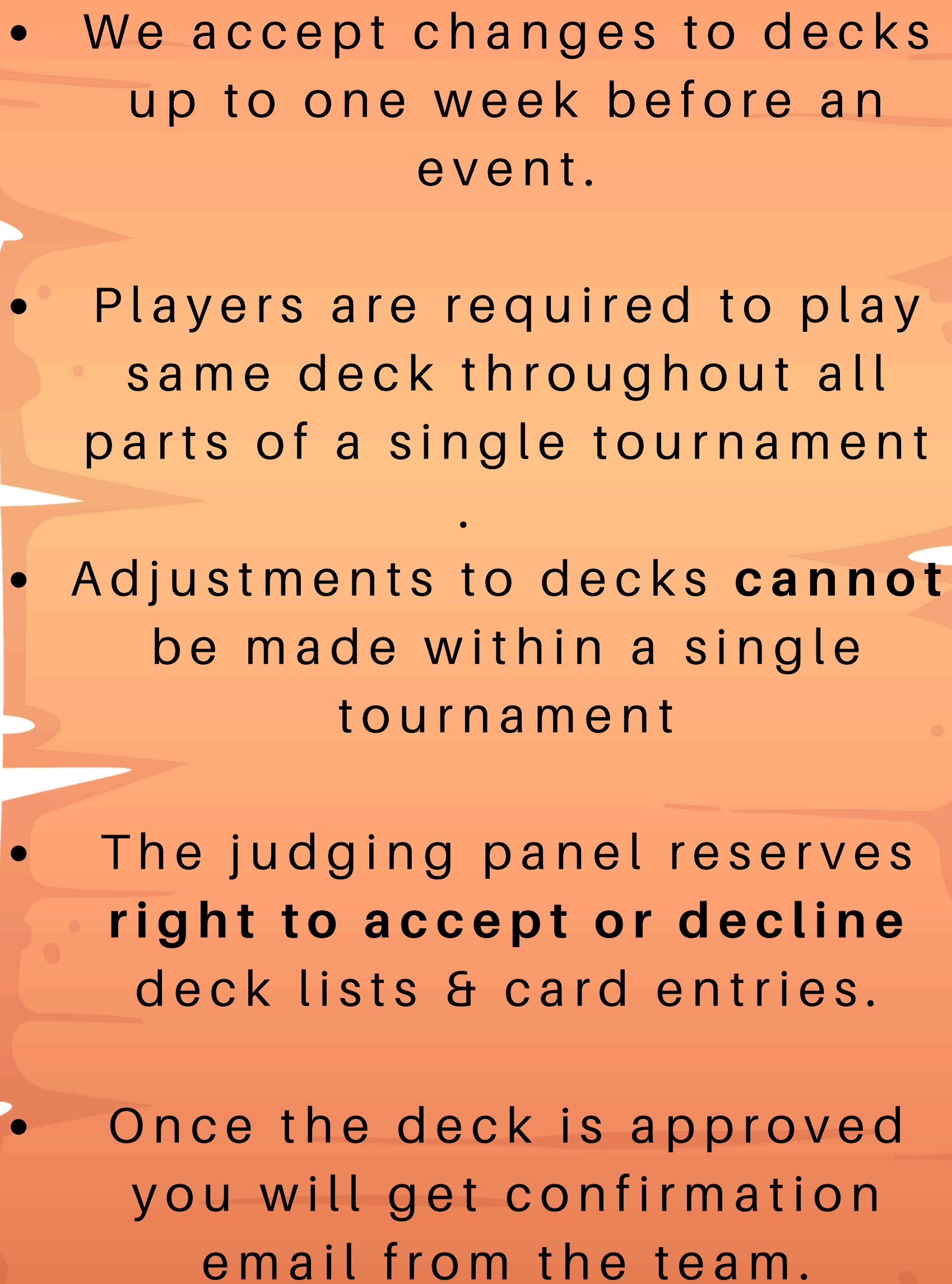
OR



To:



CONTACTCOMMANDCRASH@GMAIL.COM

- 
- We accept changes to decks up to one week before an event.
 - Players are required to play same deck throughout all parts of a single tournament.
 - Adjustments to decks **cannot** be made within a single tournament.
 - The judging panel reserves **right to accept or decline** deck lists & card entries.
 - Once the deck is approved you will get confirmation email from the team.

*Additional changes?

Up to one week before the tournament begins, each player may change cards in their deck and resubmit their list via email.

Note:

Fair play is taken very seriously. Any player found cheating will be asked to **leave immediately** and will receive a suspension from future events.

5) Fast Mana Rocks AND Sol Ring are banned!

"Fast mana" in Magic: The Gathering refers to cards that produce more mana than they cost to cast, or that produce mana for a very low cost, allowing a player to have a significant mana advantage in the early turns of the game.



EXCEPTIONS: SUSPENDED (DELAYED FAST MANA)



THIS IS TO MAINTAIN THE INTEGRITY & SPEED OF THE FORMAT AND TO STEER AWAY FROM CEDH STYLE DECKS & WINS.

WHY Fast Mana AND Sol Ring are banned:

This is for a number of reasons! Firstly, when it comes to Sol Ring: variety! No one else is doing it!

Secondly, fun! Sol Ring IS as strong a Game Changer, and we are trying to create even-balanced games where someone doesn't run away with the game on turn 2 with 5 Mana by turn 1 Sol Ring into Signet, you know the classic.

So just play a normal mana rock, play an extra land (less likely to miss a drop!) or play another low cost synergy piece to your strategy instead!

The rules of this tournament have intentional unquities.

Fast Mana: Free Mana Rocks, and Mana Rocks/Cards that produce MORE mana than they cost to play, on a more than once basis, are also banned.

EG: Mox Amber, Mox Opal, Grim Monolith, Lions Eye Diamond, Lotus Petal, Mox Diamond, Mana Vault etc.

This is again to maintain the integrity & speed of the format and to steer away from CEDH style decks & wins.

6) OTHER BANNED CARDS ARE:

Mass Land Denial: Blood Moon, Hall of Gemstone, Contamination, Choke, Armageddon (and similar mass land removal), Back to Basics, Devastation, Ruination & similar etc.

("cards that destroy, exile, bounce, keep lands tapped or change what mana lands produce etc, at a rate more than 4, without replacing them" - WotC)

Some cards may be judged by the panel to see if they fall within certain categories.

Stax: Cards with CONTINUOUS stax effects in the style of: Archon of Emeria, Deafening Silence, God Pharaoh's Statue, Spheres/Orbs/Moons, Weathered Runestone, Meek Stone, Aura of Silence, Rule of Law, High Noon, Root Maze, Painful Quandry, Stranglehold, Price of Glory, Smoke

Currently we do not have a full list of BANNED Stax cards. We ask players to please steer away from this archetype, and Stax cards may be asked to be removed from submitted deck lists. This is due to the tournament being bracket 2-3 level and also games having time-limits where draws are not preferred.

Tutors: Powerful tutor combos such as:
Demonic Consultation, Tainted Pact etc

Combos: Under bracket 2 rules ALL infinite 2
card combos are banned

Your Commander does not count towards combo
counts.

2 Card Win Combos like Tainted Pact/Demonic
Consultation + Lab Man are banned.

Banned as Commander: Magda Brazen Outlaw,
Sen Triplets, Derevi Empyrial Tactician, Liesa
Shroud of Dusk, Hokor, Vivi Ornitier

OTHERS IN REVIEW: Please Submit Deck Lists
to check & remember this is a Bracket 3
Tournament when considering your power level

7) Proxy/Play-Test Cards ARE allowed

However these must be able to be FULLY UNDERSTOOD by other players. The card must show the Mana Cost, Name, Full Rules Text & any other relevant information.

The card should preferably be a Printed Proxy from a website like MTGPrint, or similar, not a piece of paper with the name of a card written on.

All cards in a deck must be roughly the same size & thickness.

Cards must not be able to be identified from each other during the shuffling process (all the same sleeves & size etc)(your Commander can be a different size/sleeve if you wish!).

For proxy/play-test creation help, please visit the Proxy page on the Command Crash website.

Post in our FB group Command Crash EDH if you have questions or require help.

8) We do not encourage hard “Stax” lockdown decks/cards.

While this may be tempting in a competitive environment, we do not wish to create un-fun play patterns or non-games for other people attending the event.

Please refrain from playing cards which fully lock down the board for others, or slow down games too much. Games have a time limit, and if it is exceeded, this reduces even YOUR chance of winning.

-

Individual cards and also decks as a whole, may be judged by the panel as to if they are appropriate or not, and to if they fall within a certain category.

The judging panel reserves all rights on these decisions.

Please be understanding that again this is ONLY to protect the power level & meta.

Please be understanding if asked to adjust.

9) The Judging Panel

The deck judging panel have final say on what is "too oppressive", "too fast", "too strong", "not bracket 3", "not Command Crash Tournament appropriate", "not within bracket 2 rules" and all forms of previously mentioned.

Please rest assured the judging panel are impartial and un-biased ASIDE FROM aiming to maintaining the power & speed level of the events/format.

The JP are independent volunteers.

We understand there is a level of subjectivity to this, so please, while trying to play fast & strong, keep the spirit of Commander (fun, exciting, social play patterns & turns) at the heart of your deck choices. We encourage you, in true Bracket 2-3 style, to attempt to take-people-out WHILE allowing them to also play the game and have fun. That's how to really win in style. We appreciate your support in helping us protect the Bracket 2-3 style, format & meta.

Judges at events and also the judging panel are impartial, un-biased and aiming for fairness, so if contacted with a deck list denial or adjustment, we please ask for your understanding in helping to maintain the integrity of the format.

The judging panel do not have to provide reasoning for WHY cards or decks have been declined.

This is to avoid back-and-forth debates. The judging panel reserve all rights to ensure decisions are final.

If contacted by Command Crash staff to make adjustments on BEHALF on the judging panel, please understand that the staff member contacting you IS NOT the judging panel and is not the decider of any outcomes.

Please treat them with respect if asked to make adjustments, they are messaging on behalf of the format protection (judging panel) team.

Again we appreciate your support in helping to keep this format to true Bracket 2-3 Mid Range Magic style.



CHAPTER 04 THE DAYS & GAMES

1) The day will last from approximately 11am-5pm.

The store is open 1 hour earlier & later than this, and we will be there setting up & tidying up in these times. So if you are early, no problem. We recommend you arrive 15 minutes early to relax and settle in.

If you are late, this may stop your chance in competing in the first round, as we must start on a time schedule to be sure to finish in time. If too late to join round 1, you will be allowed to proceed to round 2 as if having taken a loss. The maximum time a game can wait to start is 10 minutes.

2) Games will last 90 minutes

We will follow CEDH end of turn/game rules. The last player will be allowed to finish their turn if within 5 minutes extra time, otherwise a draw will be called.

3) 2 Games + Final

All players will have opportunity to play at least 2 games. Seating positions will be randomly allocated. After Game 1, seated positions will be shuffled & randomly allocated again for game 2. At the end of your first game, please return your Table Name Tag (provided) to the Host. When all games finish their first round, seating will be re-shuffled. Players who achieve enough points, will move onto the final game/round.

There will be breaks in-between games. If your game ends early, you can shuffle-up-and-play again for no points, or relax, or watch another on-going game, or whatever you prefer.

4) Prizes

Some prizes may be awarded through the day. The main prize will be awarded at the end of the final game.

5) Game Actions

If you have questions or disputes on play-actions or outcomes at anytime, just call the Judge to chat

6) We request that you are respectful to all staff of CCT and also the host venue of The Outpost, Sheffield

We aim ONLY for: Good games of magic, people to have a great time, and for you to want to come back next time to battle it out again!

7) Players of a table will have their own right to decide HOW they decide who goes first

Dice? App? You decide!

8) Players are responsible for counting and displaying their own life total

This must be easy to read & accessible to others as information if requested. Players are also responsible for their own board state being clear, and for all “public-information” to be able available.

9) Players can shuffle their deck whichever style they like

If called for a re-shuffle by another player or judge due to reasonable reasoning, a player must re-shuffle. Cuts of a deck should be offered to other players after you shuffle.

10) Mulligans! An extra free!

At CCT we want everyone to get a good start. So we have an EXTRA free Mullgian of 7! This makes your draw pattern if you wish before the game starts as follows:

- > Draw 7
- > Draw 7
- > **DRAW 7 AGAIN (extra free try)**
- > Draw 6
- > Draw 5
- > Draw 4
- etc & so on.

When drawing to start a game, all players will draw 7 first. Then players will decide and announce if they wish to mullgian/redraw. At this point, those who do not want to, will not, those who do, will mulligan to redraw. Repeat the process following the pattern above, until all players are ready to start.

Players will draw their hands AFTER it has been decided who is going first (by Dice roll or App etc)

11) Rounds & Points

There will be 2 games before the Finalists game.

If a player Wins (last player still in the game during the time limit) they will receive 3 points.

If more than 1 player is still in the game at the end of the time limit, this is a draw.

Players eliminated from games take 0 points for a loss.

Win = 3. Draw = 1. Loss = 0.

Players with the most points will progress to the Finalists game.

If LESS than 4 people collect enough points to advance, a Random Generator will be used to pick RANDOMISED participants to enter the final to bring numbers up to 4. So if for example only 2 people gain enough points, 2 RANDOM players will be chosen to enter the final! So there's still chance EVEN IF you don't win!

If MORE than 4 people collect the SAME amount of points required to enter the final then a variety of outcomes may occur.

If FIVE people have the SAME amount of points to enter the final. A 5 player final game will occur. This will be the first time in HISTORY if this happens.

If 6 people get the same final attendance points, a SIX people final game will occur! Again that has NEVER HAPPENED in ANY TOURNAMENT EVER...so...try to Meta-Game for that one 😊. It is UNLIKELY, but is a less-than-zero possibility, so planned for.

If SEVEN people access the final, TWO final games of a 4 & a 3 player pod will occur simultaneously. Seated will be randomised.

If EIGHT people access the final, two 4 player games will occur simultaneously.

If NO WINNER can be decided by the end of time of the final game(s)(if a draw occurs), the Prize Pot will be split as evenly as possibly between ALL players who draw in the end game.

Any small spare prize money that cannot be split evenly, will be rolled over into next tournament's prize pot.

This is because if NO ONE WINS, we still want players to receive prizes. We do not wish to award NOTHING or fully roll the prize over, so finalists who DO NOT win but DO draw will still receive an even cut of the money.



CHAPTER 05

OTHER RULES & RULINGS

- 1) King-Making & Colluding will lead to a disqualification
- 2) Any missed trigger resolutions will be counted as not taken if the ability is a “may” ability, otherwise the judge will assist with resolving and updating the game state dependent on impact to gameplay for any other abilities
- 3) If a card on the deck is seen when it should not have been it will be placed at a random location in the deck so long as it does not interfere with any other effects
- 4) Any player that draws over the number of cards specified by an ability or miscalculates their number of draws will, if the cards are known, return the required number of cards to a random location in their deck, if the cards were unknown a number of random cards equal to the excess amount drawn are to be returned to the deck.
- 5) No mass land denial - Eg Armageddon, Winter Orb, Blood Moon (please check with the judge if unsure)

6) Limited tutors (this is partly covered by the no game changers) - If unsure, check with the judge. Email us, or post in our Facebook Group: Command Crash EDH

7) Stax is not encouraged. Cards that slow down the game or make it very difficult for others to play are not encouraged. Please check with the judge if unsure

8) Friendly competition is encouraged but any behaviour deemed harassing or offensive will lead to disqualification and may lead to a permanent ban for future events

9) The judge has final say on all game matters

10) Any game rules not stated as different will fall in line with WOTC regulation tournament rules. We also follow most CEDH rules & rulings

11) If a player is found to have intentionally cheated immediate DQ and possible ban.

12) If players do not arrive on the day or an odd number of participants join to create 4 player pods on the day, possibilities of 3 player, 5 player & other-player-amount games exist

12) If a player wants to concede it must be done at sorcery speed and to not interrupt a player's turn and possible plays/triggers

13) Slow play or intentional stalling will be judged similarly to the standard rules, if a player is found to be intentionally stalling then the judge will decide an appropriate penalty, if the player is in a state of slow play and the game is not moving at the expected pace a warning may be issued, this difference will be decided at the judges discretion.

14) Politics are ok but must not interfere with the kingmaking rule previously stated. Bullying or overly pressuring people is also not accepted.

15) Any late arrivals will have 10 minutes before they forfeit their match.

If so, you can still play the second game and possibly still make it to the final!

If a player must leave early or cannot attend for unforeseen circumstances, entries cannot be refunded. A player is good to leave the tournament anytime if they wish (following rule 12), at which point they forfeit the day.

16) If a deck has been submitted but when the player arrives the deck is different by too large of a margin, the player will be asked to adjust the deck if possible, if not they may be disqualified. If a single card is in the deck that was not on the submitted deck list that card may be asked to be removed from the deck. If an unsubmitted card is drawn or played, it will be immediately removed from the game and not played.

17) Prizes are subject to change based on CCT requirements & discretion.

18) We want there to be a clear winner at every tournament; however, this may not always be possible (draws etc, too many winners or too FEW winners etc) at which point we always try to be fair. Such as randomly generating people into final games if not enough winners exist & splitting prizes when draws occur if needed. In these cases, no person WON, and the prizes are for people who win, but still we wish to award prizes as fairly as possible even without direct winners, as we want people to take away from the event as much as possible. CCT retain rights to distribute prizes however best seen fit.



CHAPTER 06

LETTER FROM THE JUDGE

“Greetings Wizards! My name is Harry, also known to many as Burks! - I am the judge for these events!

At CCT we bring the relaxed but competitive vibe from kitchen table Commander games, to real tournament style events. Complete with prizes of course!

We realize that whilst there are plenty of CEDH events for Bracket 5, more relaxed, more normal power decks (bracket 2-3) get overlooked or completely wiped out there!

We create competitions where everyone's decks can get a chance to shine! Normal players can show & test their skills!

Myself personally, I enjoy seeing all the great arts I've collected and all the fun cards I put into my decks doing-their-thing... though my pod will tell you that I'm a monster who plays Eldrazi and Jodah (which is also true, but we all like being the big bad now-and-again don't we).

A lot of the rules implemented are intended not to completely shut down any game plans,

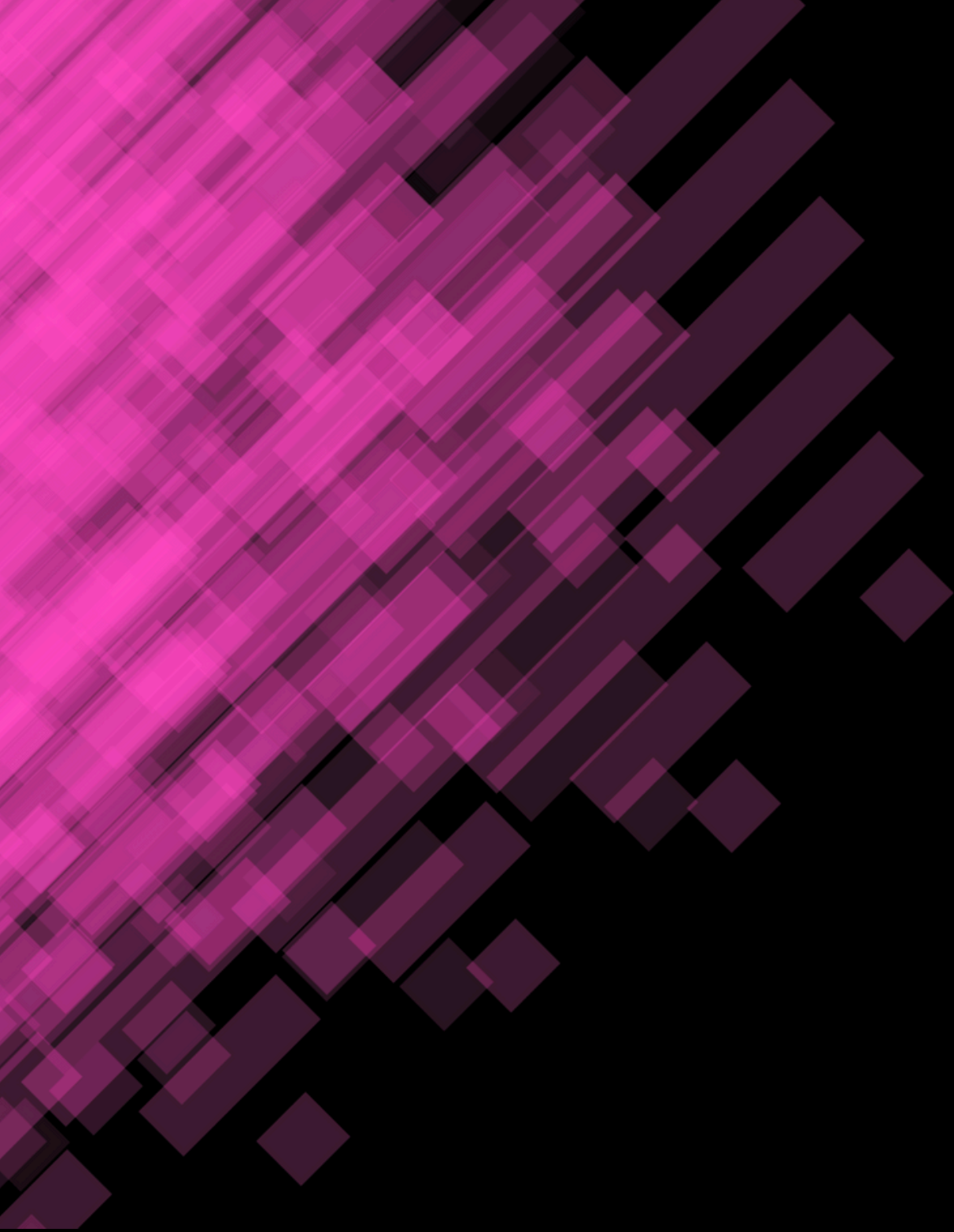
but more to make it a slightly slower pace and easier for every deck to get its chance to do what it was built for. This is why Game Changers are banned and Stax etc is not recommended. This doesn't mean we are trying to shut you out completely if you are running a deck with Stax/denial for example, but more that we would like you to limit it to prevent un-fun play patterns and no-play-games for other competitors. Sorry mono blue no-counter-spell-tribal in this household!

By removing Game Changers games are more back-and-forth as well as creating an atmosphere of friendly competitiveness where everyone is in a position to gun for that win.

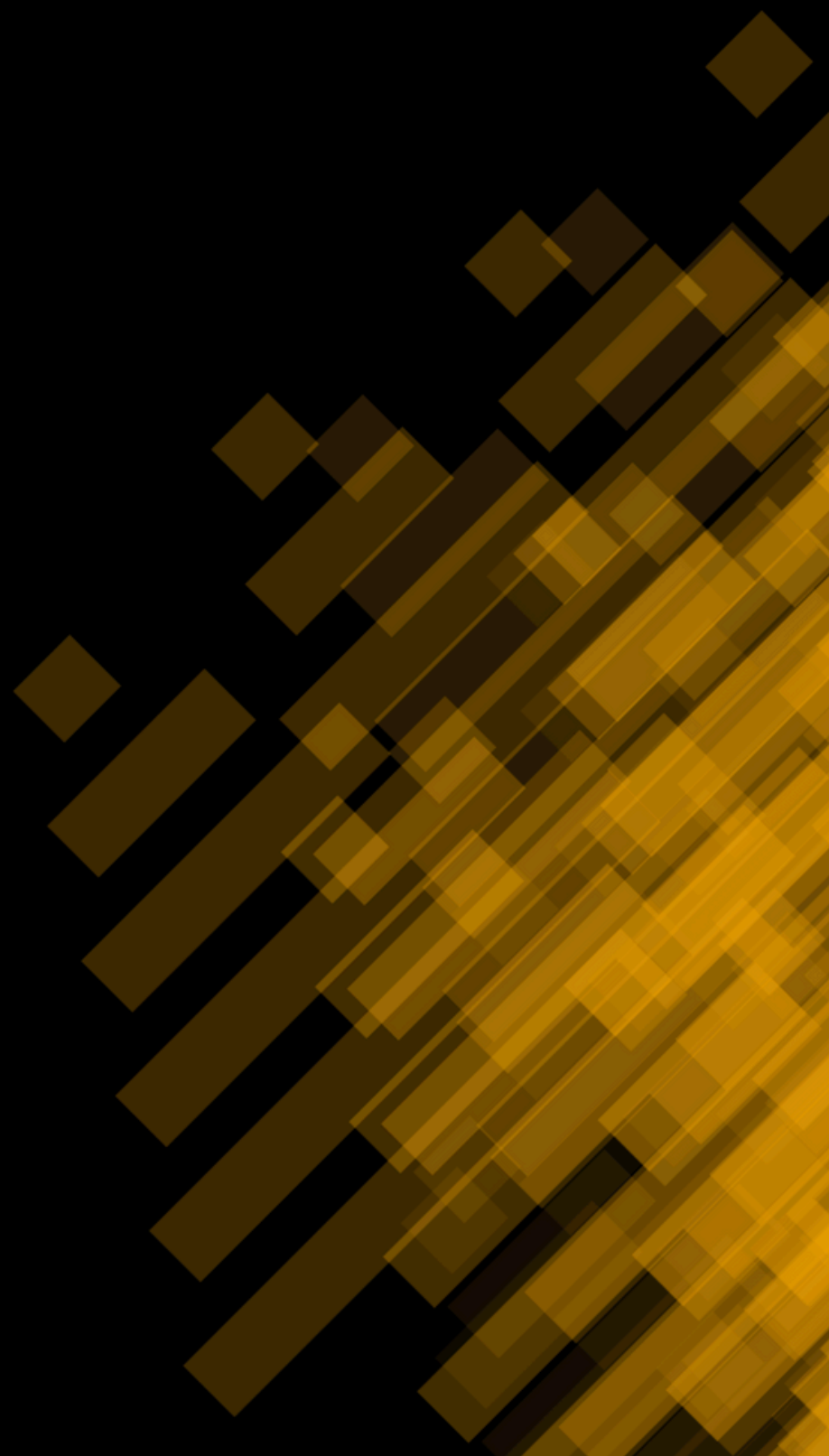
Please feel free to get in touch with the team or me directly if you have any questions regarding the rules or if you want me to give a deck a look over. I am always happy to help out or answer any questions. Let's all enjoy this to the fullest, play well, battle hard, win prizes and share & feel success."

-

Harry Barker - CT Judge



CHAPTER 07 THANK YOU



CHAPTER 7 THANK YOU

Thank you for taking the time to read this rule book! Again, as mentioned, please email us anytime at:

ContactCommandCrash@gmail.com

with any questions, concerns or feedback.

Join up and come play! Normal Magic Commander Games BUT with prizes!

We are a Sheffield based team in conjunction with The Outpost LGS.

Your support is appreciated in building the local MTG community. We love giving prizes back to players, the more people who join, the BIGGER our prizes become!

Tell your friends, let's boost the pot, and come take home the winnings.

Battle On! Submit your decklist, and let's Shuffle Up & Play 🤝🤝

Thank you! Join the FB Group "Command Crash EDH" to receive updates & info or ask questions!

Thank you! - The Command Crash Team