Command Crash deckbuilding rulebook

This is our rulebook that details specifically the deckbuilding and gameplay rules we have introduced in Command Crash.

There is a summary of the rules, followed by in-depth explanations below.

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Deck building rules summarised

The rules are as follows:

1. All cards on the Commander ban list, Game Changer list, and Command Crash ban list are banned.
2. All cards on our Command Crash Commander ban list are banned as Commanders.
3. Decks that include cards from either our Commander watchlist or our 99 watchlist and utilise them in ways we do not believe fit the spirit of the format will likely be rejected.
4. Infinite combos are banned.
5. Maximum of three non-land tutors per deck.
6. Chaining extra turns is banned.
7. Mass land denial is banned.
8. Mass stax is banned.
9. 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.

Rules explained in depth

Rule 1: All cards banned in Command Crash

All cards banned in the Commander format by Wizards of the Coast are banned. Go here for a full list: https://scryfall.com/search?q=banned%3Acommander

All game changers are banned. Go here for a full list: https://scryfall.com/search?q=is%3Agame-changer

Any card that causes a player to take two or more extra turns is banned; this is explained further in rule 6.

All mass land denial cards like Blood Moon and Armageddon are banned; this is explained further in rule 7.

All cards on the Command Crash ban list:

White

- Solitary Confinement

Blue

- Expropriate
- Sway of the Stars
- Jin-Gitaxias, Core Augur
- Urza, Lord High Artificer
- Intruder Alarm

Black

- None

Red

- Goblin Recruiter
- Simian Spirit Guide

Green

- Vorinclex, Voice of Hunger
- Food Chain
- Protean Hulk
- Scapeshift
- Constant Mists
- Elvish Spirit Guide

Multicolour

- None

Colorless

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

Lands

- Gemstone Caverns
- Shifting Woodland

Lutri, the Spellchaser, is banned as a companion in Command Crash.

Rule 2: Banned commanders

The following cards are banned as commanders in Command Crash. They are not banned in the 99.

Any legendary creature that can tutor a nonland card is banned as a commander. This includes cards like Zur the Enchanter, and Rocco, Cabaretti Caterer.

The following Commanders are also banned:

- Tymna the Weaver
- Rograkh, Son of Rohgahh
- Thrasios, Triton Hero
- Sisay, Weatherlight Captain
- Etali, Primal Conqueror
- Ral, Monsoon Mage
- Magda, Brazen Outlaw
- Vivi Ornitier
- Lumra, Bellow of the Woods
- K'rrik, Son of Yawgmoth
- Kinnan, Bonder Prodigy
- Inalla, Archmage Ritualist
- Krark, the Thumbless
- The Wandering Minstrel
- Gwenom, Remorseless
- Winota, Joiner of Forces
- Yuriko, the Tiger's Shadow
- Erinis, Gloom Stalker, when paired with Street Urchin
- Animar, Soul of Elements

Rule 3: Decks that abuse cards on our watchlists will be rejected

Command Crash has two watchlists of powerful cards that, in the right circumstances, can be abused to be too powerful. Any deck that includes them will receive extra scrutiny, and 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.

The two watchlists are: The 99 watchlist, for cards included in the 99 of decks, and the Commander watchlist, specifically for Commanders.

The 99 watchlist:

- Talon Gates of Madara
- Mirrorpool
- Oboro Breezecaller
- Hermit Druid
- Hoarding Broodlord
- Razaketh, the Foulblooded
- Oath of Druids
- Spore Frog
- Kami of the False Hope
- Defense of the Heart
- Springheart Nantuko
- Sensei’s Divining Top

The Commander watchlist:

- Dionus, Elvish Archdruid
- Shorikai, Genesis Engine
- Ashling, Flame Dancer
- Heliod, the Radiant Dawn
- Plagon, Lord of the Beach
- Tameshi, Reality Architect
- Narset, Enlightened Master
- Gretchen Titchwillow

Rule 4: Infinite combos are banned

Any combination of cards 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.

Decks that include non-deterministic combos that can fizzle out will be considered on a case-by-case basis.

Rule 5: 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.

Cards that can tutor repeatedly do not face any extra restrictions; for example, Fauna Shaman is counted as a single tutor in the 99 of your deck.

Cards that tutor opponent's decks, such as Praetor's Grasp or Bribery, do not count toward the tutor limit.

Rule 6: Chaining extra turns is banned

Players are banned from taking more than one extra turn each turn cycle. After a player causes themselves to take an extra turn, a full turn cycle must pass before that player can cause themselves to take another extra turn.

This means any effect that says "take two (or more) extra turns" is automatically banned.

Any attempt to abuse this rule while playing the tournament will result in an automatic game loss.

Rule 7: Mass land denial is banned

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.

Scryfall has a list of over 100 mass land denial cards. For Command Crash, if any card included on this list is added to a deck, it is likely to be rejected.

Go here to see the full list: https://scryfall.com/search?q=otag%3Amass-land-denial

Rule 8: Mass stax are banned

Any deck that aims to prevent one or more players from meaningfully participating in the game is considered too oppressive for our tournament.

This includes:

- Preventing players from casting spells
- Denying access to their mana base
- Forcing repeated mass discard at instant speed

- Increasing spell costs to an unreasonable level
- Infinite combat damage prevention loops

Rule 9: The judging panel can reject a deck it deems not in the spirit of the tournament

The Command Crash judging panel is made up of several Magic: The Gathering players who evaluate decks submitted to enter Command Crash.

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 the rules

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.

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.

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 9.