



ORACLE RULES TEXT

EDITION 5 - NOVEMBER 2025

CHAPTERS

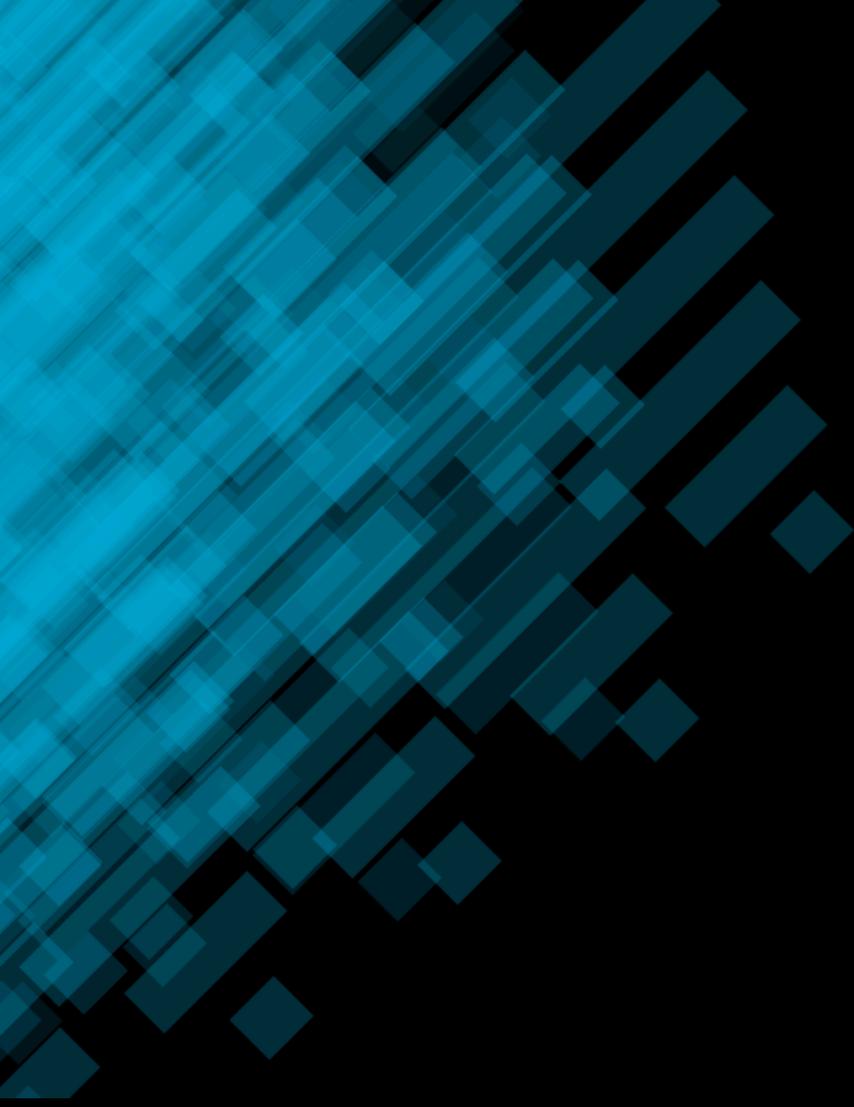
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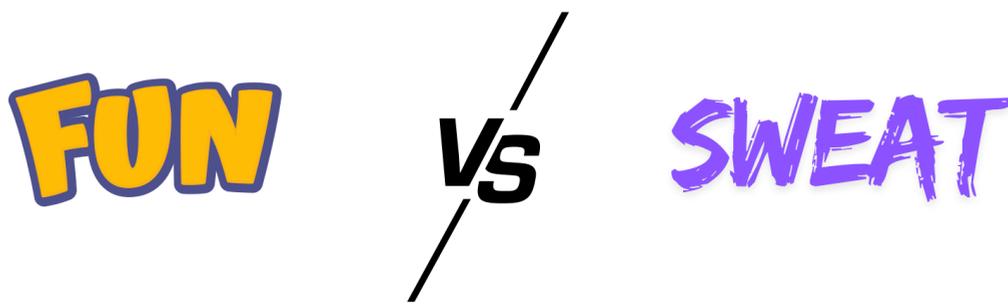
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CHAPTER 01 THE VIBE
INTRODUCTION

What is Command Crash?

Command Crash Tournaments were created to make competitive Magic fun and accessible for **regular** kitchen-table Commander players.



We aim to break away from TRADITIONAL “cEDH” (bracket 5) and bring the C (competition) from CEDH, to more regular magic players in Bracket 2-3.

Maintaining this is our top priority. We foster a fun and friendly environment where players can **test** their decks against new opponents and have a chance to win prizes.



There are PLENTY of Tournaments for Bracket 5 Commander Games, comboing-off, trying to win on turn 1-2 or 3, **we get that.**



But that's not what we do here.

CHAPTER 1 THE VIBE

Think of it as Commander Friday Night Magic, but with a little more prize-spice and on a weekend.



CHAPTER 1 THE VIBE

We recreate the feeling of kitchen table Magic with friends but with a little extra excitement, prizes, and new opponents.



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

This rulebook outlines the specific additions and alterations we have made to the standard Magic: The Gathering ruleset and cEDH competition settings, to ensure our events run fairly and smoothly.

TESTING NEW RULES

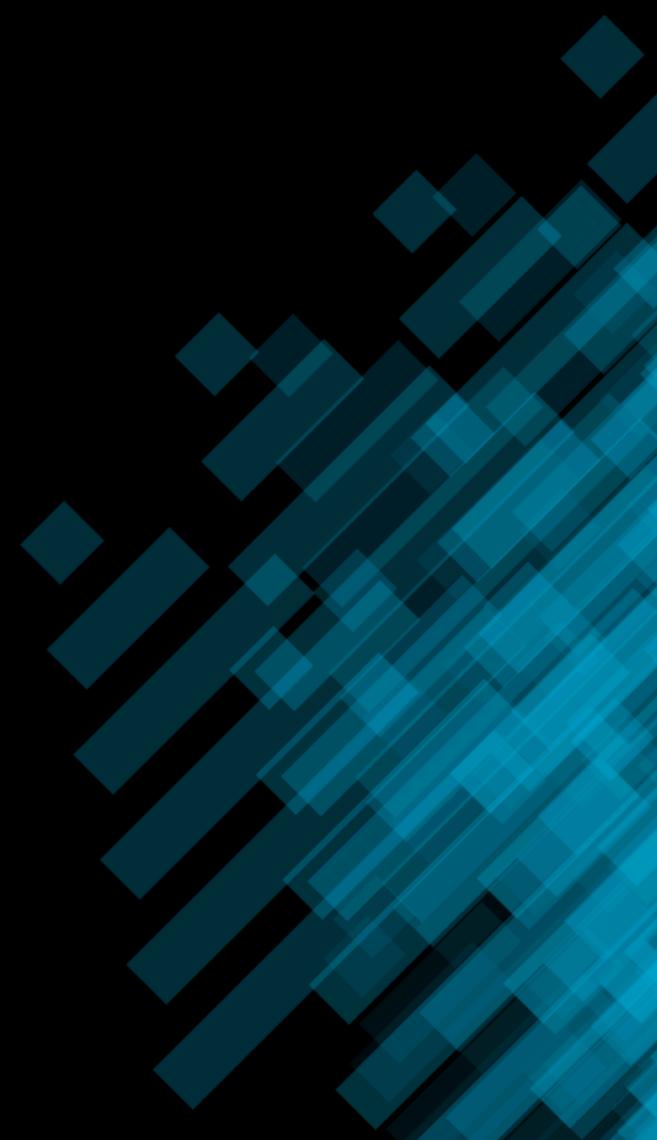
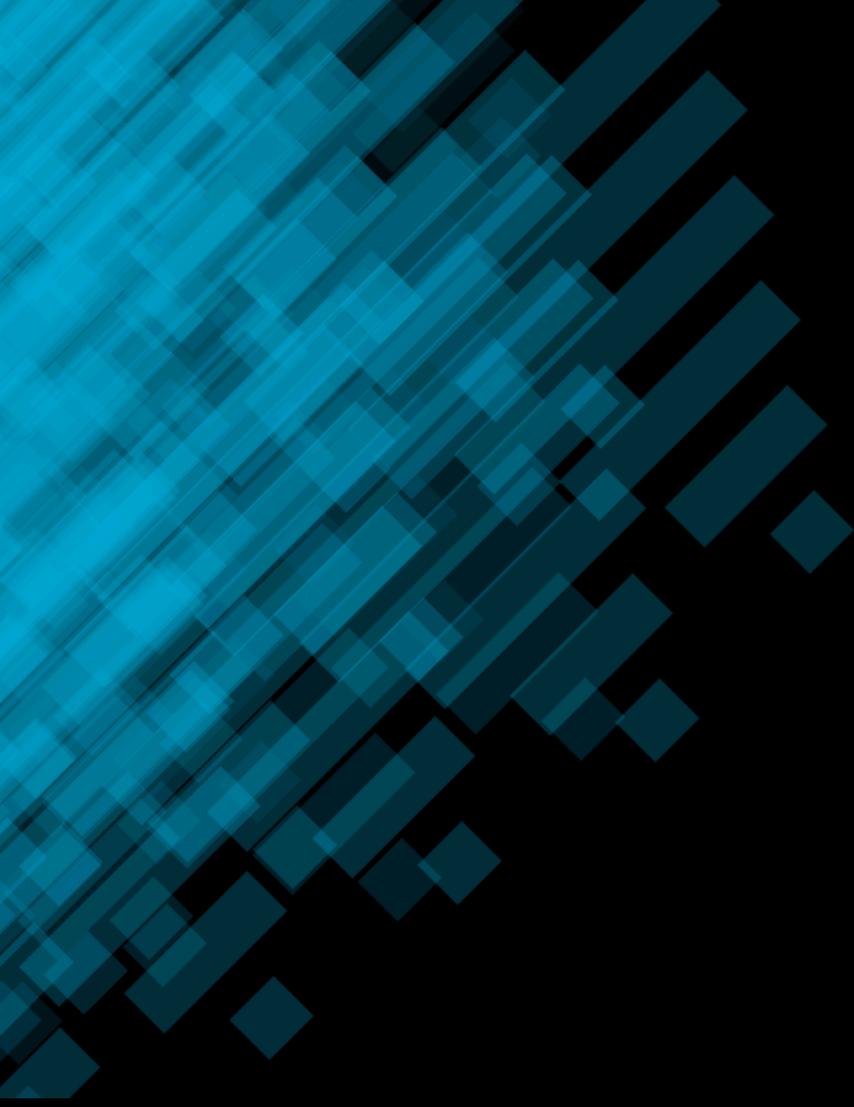
ALERT!

We take player feedback seriously. Each tournament may include rule updates or changes to ensure the best experience for all participants.

We STRONGLY advise participants review the rules before submitting their deck for a tournament.

***To stay updated
follow our
FB Group***





CHAPTER 02 THE DECKS

CHAPTER 2 THE DECKS

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

1	2	3	4	5
The difference is THEME	The difference is STAPLES	The difference is SPEED	The difference is METAGAME	
<p>Exhibition</p> <p>PLAYERS EXPECT...</p> <p>... decks to prioritize a goal, theme, or idea over power.</p> <p>... rules around card or commander legality to be flexible, if all players agree.</p> <p>... win conditions to be highly thematic or substandard.</p> <p>... gameplay to be an opportunity to show off their creations.</p> <p>... to play at least 9 turns before anyone wins or loses.</p> <p>RESTRICTED BY THEME</p> <p>NO Game Changers*</p> <p>NO Mass Land Denial</p> <p>NO Extra Turns*</p> <p>NO 2-Card Combos* <i>Game-enders, lockouts or infinites</i></p> <p>*Exceptions can be made for highly thematic cards</p>	<p>Core</p> <p>PLAYERS EXPECT...</p> <p>... decks to be mechanically focused with some cards chosen to maximize creativity and/or entertainment.</p> <p>... win conditions to be incremental, telegraphed on the board, and disruptible.</p> <p>... gameplay to be low pressure, proactive, and considerate, letting each deck showcase its plan.</p> <p>... to play at least 8 turns before anyone wins or loses.</p> <p>NO Game Changers</p> <p>NO Mass Land Denial</p> <p>NO Chaining Extra Turns</p> <p>NO 2-Card Combos <i>Game-enders, lockouts or infinites</i></p>	<p>Upgraded</p> <p>PLAYERS EXPECT...</p> <p>... decks to be powered up with strong synergy and high card quality. They can effectively disrupt opponents.</p> <p>... win conditions that can be played from hand in one turn, usually because of steadily accrued resources.</p> <p>... gameplay to feature many proactive and reactive plays.</p> <p>... to play at least 6 turns before anyone wins or loses.</p> <p>0-3 Game Changers</p> <p>NO Mass Land Denial</p> <p>NO Chaining Extra Turns</p> <p>NO 2-Card Combos (before turn 6) <i>Game-enders, lockouts or infinites</i></p>	<p>Optimized</p> <p>PLAYERS EXPECT...</p> <p>... decks to be lethal, consistent, and fast, designed to take people down as fast as possible. They do not adhere to the cEDH metagame.</p> <p>... win conditions to vary from archetype to archetype, but can end a game quickly and suddenly.</p> <p>... gameplay to be explosive and powerful, featuring huge threats and efficient disruption to match.</p> <p>... to play at least 4 turns before anyone wins or loses.</p> <p>NO DECK RESTRICTIONS</p>	<p>cEDH</p> <p>PLAYERS EXPECT...</p> <p>... decks that are meticulously designed to battle in the cEDH metagame, with the ability to win quickly or generate overwhelming resources; often built using existing cEDH knowledge, tools, and/or decklists.</p> <p>... win conditions to be optimized for efficiency and consistency.</p> <p>... gameplay to be intricate and advanced, with razor-thin margins for error; players prioritize victory over all else.</p> <p>... games could end on any turn.</p> <p>NO DECK RESTRICTIONS</p>

We are closest to brackets 2-3, with additional rules to maintain power balance.

**Link to
Wizards
upgraded
Bracket
Changes**

COMMANDER BRACKETS
Game Changers Update

MTG News

WotC Tweaks Commander Brackets, Trims Game Changers

The Game Changers list is getting smaller, and the Commander Brackets are getting tweaked to be a little bit clearer.

Draftsim / Oct 21, 2025

CHAPTER 2 THE DECKS

We have bracket 2 level rules & fun, but bracket 3 level overall power.

Expect strong decks BUT with reduced oppression & combos.

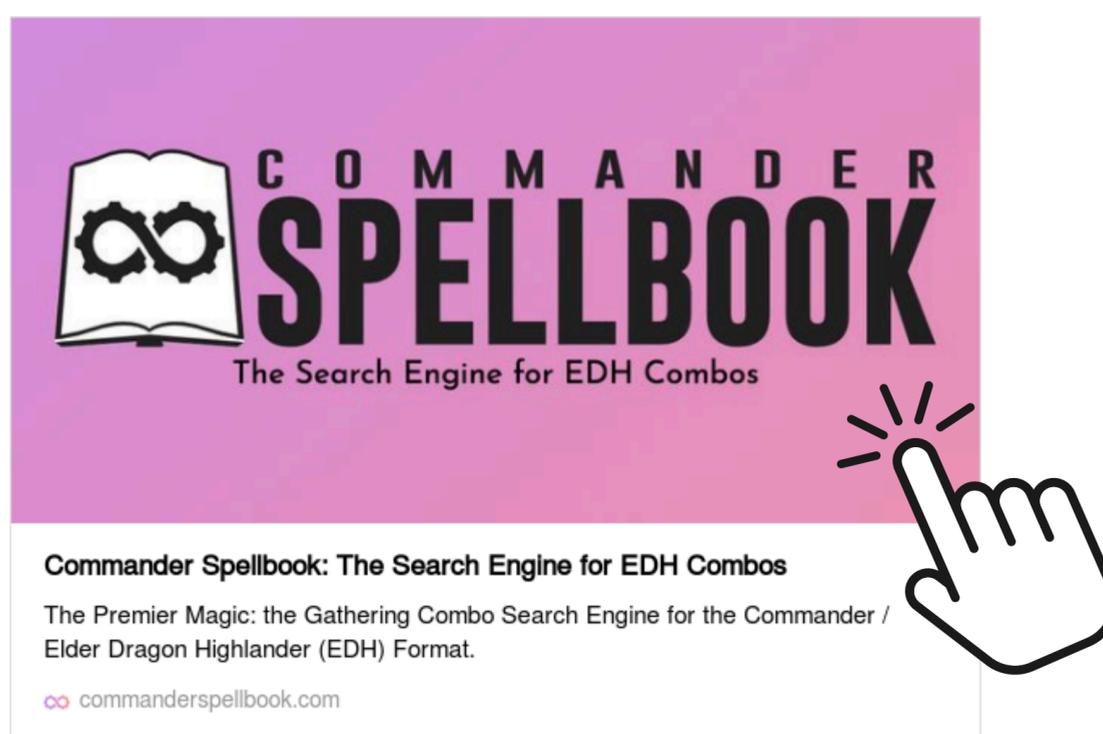
Current CUSTOM Rules:

- **No Game Changers** (see list)
- **No Sol Ring**
- **No 2 Card Infinite Combos**
- **No Fast Mana Artifacts** (see list)
- **No Mass Stax Archetypes**
- **No Chaining Extra Turns**
- **Limited Tutors - 3 total**

(nonland-tutors/card searching)

To maintain the power level of the format, all decks wishing to compete in a tournament must be submitted to the **Judging Panel** who will review them to ensure they comply with Bracket 2 rules and are around/up-to Bracket 3 in power and speed (*more on this later*).

Before sending a deck, **please** check that your deck follows combo restriction guidelines (*more information further in the rules.*)



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



ContactCommandCrash@gmail.com

for any further clarifications & inquiries.

Thank you

The Command Crash Team

CHAPTER 2 THE DECKS

Deck lists & specific cards **may be rejected** if they are not considered format or meta-appropriate, or if they do not meet Command Crash Deck Building Rules.

Decks & Commanders considered Bracket 4-5 level will not be accepted.

Before submitting a deck, please remember that this is a Bracket 3 Tournament.

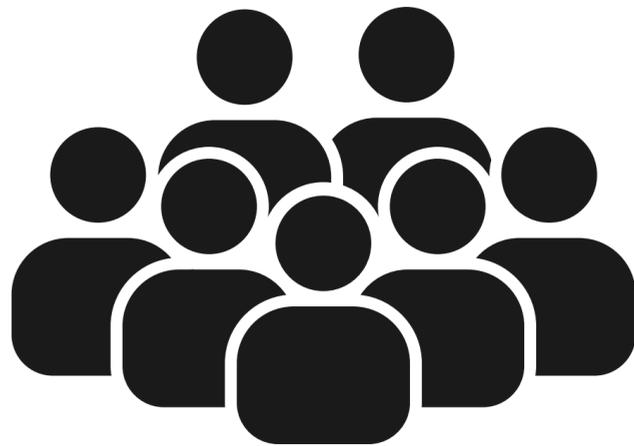
Also please check your Combos, as the Combo rules for the Bracket must be followed.

***Example: Magda with
infinite combos
& other CEDH viable
decks/commanders/lists***



After a deck-list has been accepted, a screenshot will be taken and kept of each list, to ensure decks on the day comply with lists submitted. Deck-lists will also be posted online after each tournament.

The Deck Judging Panel (who remain anonymous) have the right to accept or reject deck lists or cards based on their power/speed/bracket level.



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

Unlimited changes to an accepted deck-list are allowed up to 7 days before the tournament starts.



Following this deadline, each player can make a maximum of two changes to their submitted deck list in the last 7 days. We ask if players can aim to not submit deck-list changes 48 hours before the event.

CHAPTER 2 THE DECKS

To submit a decklist change, please email us with the link to the new decklist. It also helps if you can specify what changes were made, this makes it easier for our team.

The judging panel are not **REQUIRED** to provide specific reasoning as to why a deck-list was not accepted, if that is the decision.

Please understand, this system **only** exists to **maintain the power level** of the format & meta.



Under current **WOTC guidelines**, the Bracket System has blurred edges and few concrete lines, so our **Judging Panel** was created to address these issues manually.

We appreciate the team-work of **ALL** of our competitors in trying to keep decks to bracket 3 level power & speed.

To avoid disappointment, we strongly recommend having your Bracket 2-3 deck list confirmed and accepted by us **before** registering for a tournament or event.



To Submit your deck-list, email us a link to Moxfield or Achidekt or similar to:

ContactCommandCrash@gmail.com

To register and secure your place in the next tournament, visit:

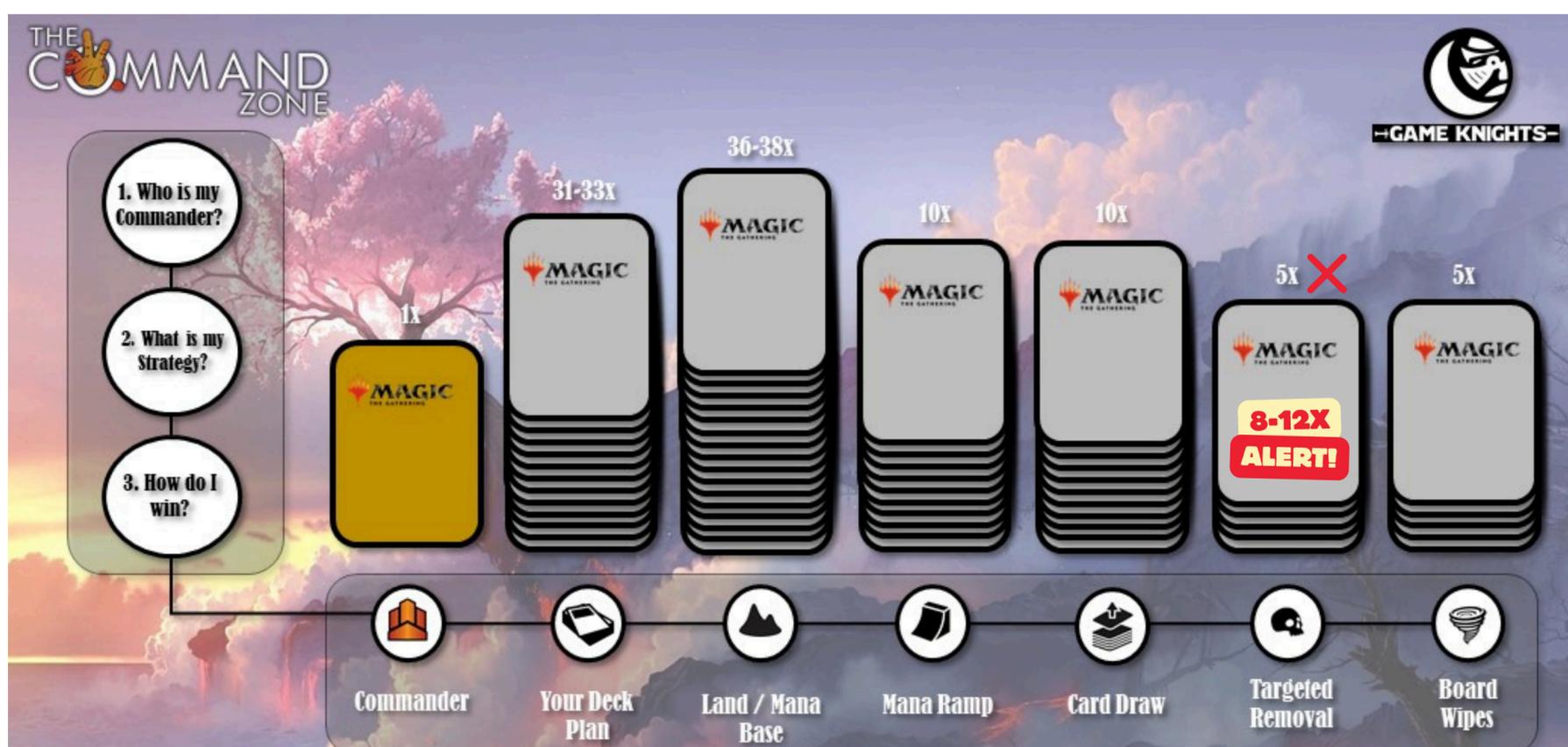
Www.CommandCrash.co.uk

and sign up via the website

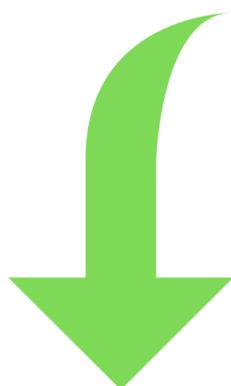


BRACKET 2-3/CCT DECK BUILDING ADVICE:

> Decks usually follow the Standard Commander Building Template



> **HOWEVER** → Due to CCT being a competitive tournament, we highly recommend players **increase** their targeted removal from 5, up to **8-12** (to be able to interact with and stop other players winning)



CHAPTER 2 THE DECKS

> **Decks usually aim to win between turns 6-10**

Decks that can win before turn 6 are considered bracket 4 and are unlikely to be accepted

> **Decks usually play 34 or more lands, as games are expected to go longer**

> **Decks are not overly oppressive to other players**

Stax/control pieces ARE allowed, but this must be within Bracket 3 feeling & level.

> **Combos are less likely, less powerful, and longer**

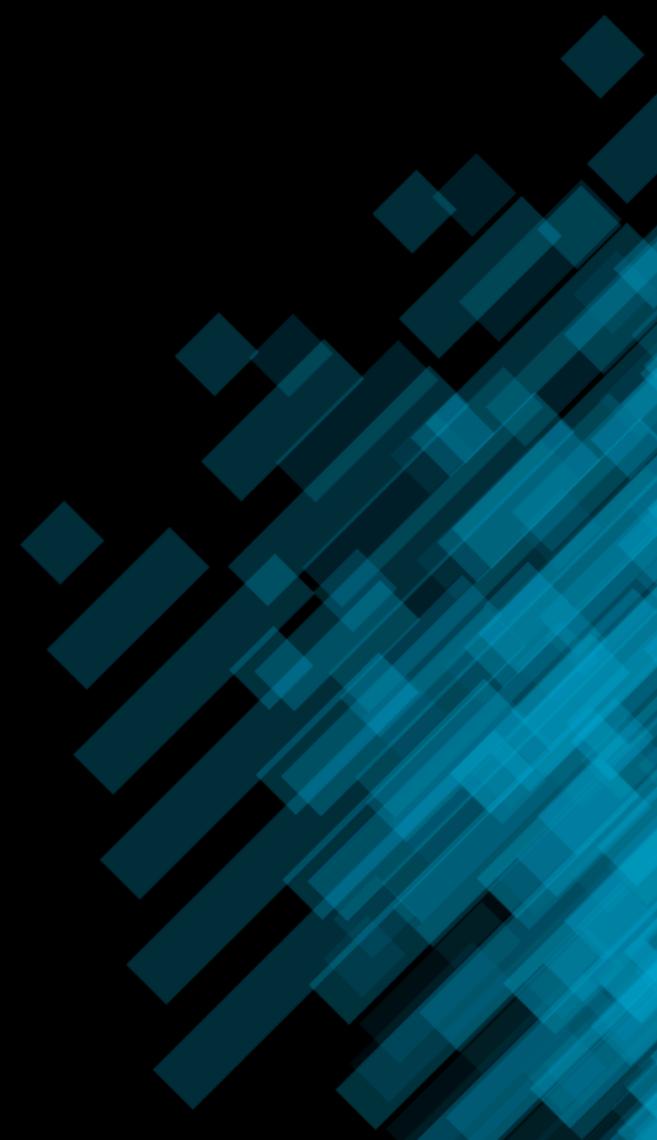
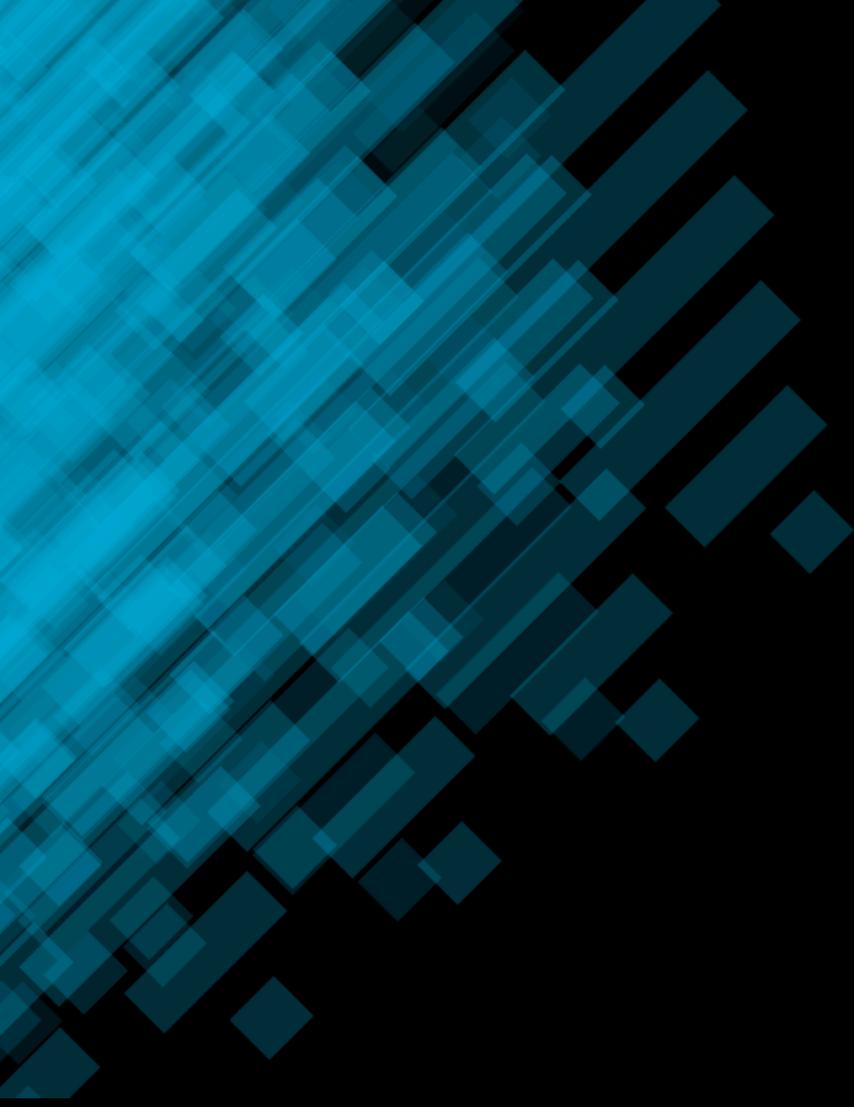
- No 2 card infinite combo's (more info later)

> **Tutors are less likely/common & less powerful**

- Currently Limited to 3 non-land tutors per deck. (this is being tested across tournaments)

Command Crash Tournaments are for Decks/Commanders/Players that cannot compete at bracket 4 (max power) or bracket 5 (CEDH) events, but still have power & flare!

This is mid-range battle-cruiser warfare.



CHAPTER 03 BRACKETS & BANS

Understanding Differences in Brackets:

The Commander Bracket Guidelines set out by WOTC do not have enough structure and depth to allow tournaments to be run via this alone. Due to this CCT have created our own blended rule system!

Here are WOTC bracket guidelines:

Core

PLAYERS EXPECT...

...**decks** to be mechanically focused with some cards chosen to maximize creativity and/or entertainment.

...**win conditions** to be incremental, telegraphed on the board, and disruptible.

...**gameplay** to be low pressure, proactive, and considerate, letting each deck showcase it's plan.

...to play **at least 8 turns** before anyone wins or loses.

- NO** Game Changers
- NO** Mass Land Denial
- NO** Chaining Extra Turns
- NO** 2-Card Combos
Game-enders, lockouts or infinites

Upgraded

PLAYERS EXPECT...

...**decks** to be powered up with strong synergy and high card quality. They can effectively disrupt opponents.

...**win conditions** that can be played from hand in one turn, usually because of steadily accrued resources.

...**gameplay** to feature many proactive and reactive plays.

...to play **at least 6 turns** before anyone wins or loses.

- 0-3** Game Changers
- NO** Mass Land Denial
- NO** Chaining Extra Turns
- NO** 2-Card Combos
before turn 6
Game-enders, lockouts or infinites

Command Crash Tournaments do not fall SPECIFICALLY into **either** of the previous brackets (2 & 3). The previous are shown only as an example. We follow a rule-set that is close to Bracket 2, but the competitive aspect means that competing decks are still likely to be Bracket 3 in strength level.

A key component of the Bracket Guidelines for CCT is the: "To play at least (X) turns" guideline. These are Bracket 2-3 STYLE tournaments, meaning games are expected to go 6 turns or longer. Decks that are sculpted to present wins or eliminate players BEFORE turn 6 are unlikely to be accepted into the tournament due to power level.

A deck that can eliminate **multiple** players or win BEFORE turn 6, is **likely** to be considered Bracket 4 level and outside of the power level of CCT's.

Decks for CCT aim to win turn 6 or later as per BRACKET THREE guidelines.

Read on to find our custom rule set!

Difference between Bracket 3 and 4:

Optimized

PLAYERS EXPECT...

...**decks** to be lethal, consistent, and fast, designed to take people down as fast as possible. They do not adhere to the cEDH metagame.

...**win conditions** to vary from archetype to archetype, but can end a game quickly and suddenly.

...**gameplay** to be explosive and powerful, featuring huge threats and efficient disruption to match.

...to play **at least 4 turns** before anyone wins or loses.

NO DECK RESTRICTIONS



Bracket 4 is for fully (or close to fully) optimised and strengthened decks. As shown in the guidelines on the left, decks can win/eliminate players perhaps on turn 4!

Decks have NO restrictions.

Decks are as strong as possible WITHOUT adhering to, or perhaps being viable in, CEDH & CTEDH.

These decks are NOT appropriate for Command Crash Tournaments.

Decks for CCT's aim to win turn 6 or later as per BRACKET THREE guidelines and DO have restrictions as outlined throughout this document.

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

COMMAND CRASH DECK BUILDING RULES



No Game Changers

No 2 Card Infinite Combos

No Sol Ring

No Fast Mana Artifacts

No Mass Land Denial

No Chaining Extra Turns

No Mass Stax Archetypes

**Maximum of 3 Tutors
(nonland)**



Further information on all of the above:

No Game Changers

ALL Game Changers before 21.10.2025 are banned.

*Recently, WOTC removed certain cards from game changer list however after long discussion our Judge Panel voted to keep previous version.

We believe that those unbanned card are not fitting for our current bracket 3 meta.



Updated
10.20.2025

GAME CHANGERS

<div style="text-align: center; margin-bottom: 10px;"> White </div> <ul style="list-style-type: none"> Drannith Magistrate Enlightened Tutor Humility Smothering Tithe Teferi's Protection <div style="text-align: center; margin-bottom: 10px;"> Black </div> <ul style="list-style-type: none"> Ad Nauseam Bolas's Citadel Braids, Cabal Minion Demonic Tutor Imperial Seal Necropotence Opposition Agent Orcish Bowmasters Tergrid, God of Fright Vampiric Tutor 	<div style="text-align: center; margin-bottom: 10px;"> Blue </div> <ul style="list-style-type: none"> 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 <div style="text-align: center; margin-bottom: 10px;"> Red </div> <ul style="list-style-type: none"> Gamble Jeska's Will Underworld Breach Deflecting Swat 	<div style="text-align: center; margin-bottom: 10px;"> Green </div> <ul style="list-style-type: none"> Crop Rotation Food Chain Natural Order Seedborn Muse Survival of the Fittest Vorinclex, Voice of Hunger Worldly Tutor <div style="text-align: center; margin-bottom: 10px;"> Lands </div> <ul style="list-style-type: none"> Serra's Sanctum Gaea's Cradle Ancient Tomb Field of the Dead Glacial Chasm Mishra's Workshop The Tabernacle at Pendrell Vale 	<div style="text-align: center; margin-bottom: 10px;"> Multicolor </div> <ul style="list-style-type: none"> Grand Arbiter Augustin IV Notion Thief Yuriko, the Tiger's Shadow Aura Shards Winota, Joiner of Forces Kinnan, Bonder Prodigy Coalition Victory <div style="text-align: center; margin-bottom: 10px;"> Colorless </div> <ul style="list-style-type: none"> 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, this list may be subject to change*

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!*



ATTACK ON CARDBOARD
BANDIT
BEN WHEELER
CHARLOTTE SABLE
DEQUAN WATSON
DECO
GREG SABLAN
ITTETU
GAVIN VERHEY

JOSH LEE KWAI
KRISTEN GREGORY
LUA STARDUST
OLIVIA GOBERT-HICKS
RACHEL WEEKS
REBELL LILY
SCOTT LARABEE
TIM WILLOUGHBY
TOBY ELLIOTT

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.”*



Depictions of Racism in Magic | MAGIC: THE GATHERING

There is no place for racism in our game, nor anywhere else.

 MAGIC / Nov 9, 2022

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.

CHAPTER 3 BRACKETS & BANS

Regular
Commander Ban
List

- 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"

No 2 Card Infinite Combos

> **No 2 Card Infinite or Game Winning Combos** ✗

> **No 2 Card Infinite or Game Winning Combos** ✗
that requires only +1 Prerequisite

> **2 Card Infinite Combo + Commander** ✓

CAVEAT: COMBOS THAT INCLUDE THE COMMANDER MUST NOT BE ABLE TO END THE GAME BEFORE TURN 6 AS PER BRACKET GUIDELINES. COMBOS WITH TOO LOW MANA VALUE (SPEED) ARE UNLIKELY TO BE ACCEPTED

> **3 (or more) Card Infinite Combo** ✓



2 Card Infinite Combos:

“ANY PAIR OF CARDS THAT, WHEN PLAYED TOGETHER, CREATES A GAME-WINNING, INFINITE, OR OVERWHELMINGLY POWERFUL EFFECT THAT EITHER IMMEDIATELY ENDS THE GAME OR MAKES IT VIRTUALLY IMPOSSIBLE FOR THE OPPONENT TO RECOVER.”

Infinite Damage ✗

CHAPTER 3 BRACKETS & BANS



Infinite Turns



Instant Mill



Mass Stax

Opponents Can't Cast Anything

Instant Win



CHECKING YOUR DECK COMBOS



Click Page



Go to:

Find My Combos

Paste link from
Moxfield
or
Archidekt

EXAMPLE OF A 2 CARD INFINITE COMBO

1 Combo Found



Grim Monolith
Mana Reflection
Infinite colorless mana



GRIM MONOLITH | MANA REFLECTION




Initial Card State
 ✘ Grim Monolith and Mana Reflection on the battlefield.

Steps

1. Activate Grim Monolith's first ability by tapping it, adding ⬜.
2. Activate Grim Monolith's last ability by paying ⬜, untapping it.
3. Repeat.

Results
 Infinite colorless mana.

TCGplayer (\$411.91) | Card Kingdom (\$552.48)

[View on EDHREC](#)

[Report an Error with this Combo](#)

[Submit a Variant of this Combo](#)

[Embed](#)

**We recognize that Spellbook may not identify all combos. If a 2 Card Infinite does not show up on the website, but IS in your deck, please refrain from using this combo in deck building for the Tournament. Executing a 2 Card Infinite from your deckbuilding at Command Crash Tournaments will lead to disqualification.*



ALSO BANNED: 2 CARD INFINITE COMBO + 1 PREREQUISITE

1 Combo Found



Exquisite Blood
Sanguine Bond
+1 other prerequisite

Infinite lifegain triggers
Infinite lifeloss
Infinite lifegain

2 Card infinite or Winning Combos that only require ONE prerequisite are also banned. Again, please check for these in SpellBook.



**Prerequisite is a condition, element, or specific state that must be fulfilled or established before a subsequent action, process, or desired outcome can occur or be successfully initiated.*

EXQUISITE BLOOD | SANGUINE BOND





Initial Card State

✘ Exquisite Blood and Sanguine Bond on the battlefield.

Notable Prerequisites

You have a way to gain life.

Steps

1. Gain life.
2. Sanguine Bond triggers, causing an opponent to lose 1 life.
3. Exquisite Blood triggers, causing you to gain 1 life.
4. Repeat from step 2.

Results

Infinite lifegain triggers.
Infinite lifeloss.
Infinite lifegain.

Generic State or Trigger.

The combo is ready to execute but requires a simple, non-specific external condition that is easy to achieve

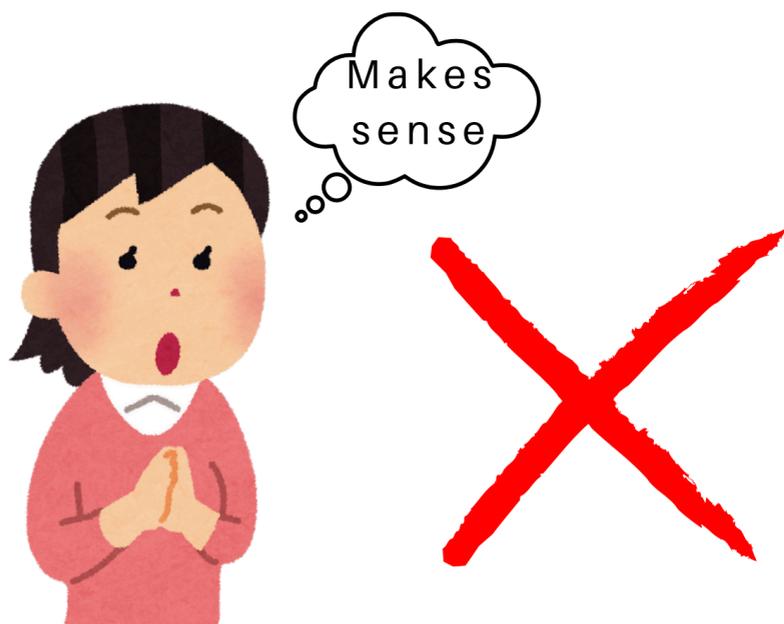
(e.g., any life gain, a creature on the battlefield, an amount of mana).

In this case you need to gain life or opponent need to lose life.

CHAPTER 3 BRACKETS & BANS

ALSO BANNED:

1 CARD INFINITE COMBO + COMMANDER
(2 CARD INFINITE)



1 Combo Found



Zirda, the Dawnwaker
 Basalt Monolith

Infinite colorless mana

ZIRDA, THE DAWNWAKER | BASALT MONOLITH

Initial Card State

 Zirda and Basalt Monolith on the battlefield.

Steps

1. Activate Basalt Monolith's first ability by tapping it, adding $\diamond\diamond\diamond$.
2. Activate Basalt Monolith's last ability by paying $\textcircled{1}$, untapping it.
3. Repeat.

Results

Infinite colorless mana.

 TCGplayer
(\$4.68)

 Card Kingdom
(\$5.28)

View on EDHREC

Report an Error with this Combo

Submit a Variant of this Combo

**All two-card infinite combinations are banned, including any line where the Commander is one of the two dedicated pieces*

WHAT COMBOS ARE ALLOWED?

2 CARD INFINITE COMBO + COMMANDER

↓ *Infinite Mana* ↓

The screenshot shows a Magic Online decklist for a 2-card infinite mana combo. The cards listed are Skirk Prospector, Scuzzback Marauders, and Grumgully, the Generous. To the right of the cards is a summary panel with three sections: Prerequisites, Steps, and Results. A large green checkmark is overlaid on the right side of the decklist, indicating that this combo is allowed.

Prerequisites
 What do I need to start this combo?
 - All permanents on the battlefield.
 - Scuzzback Marauders does not have a -1/-1 counter on it.

Steps
 How does this combo work?
 1. Activate Skirk Prospector by sacrificing Scuzzback Marauders, adding $\{R\}$.
 2. When Scuzzback Marauders dies, its persist ability triggers, returning it from your graveyard to the battlefield without a -1/-1 counter on it due to Grumgully.
 3. Repeat.

Results
 What do I get from this combo?
 - Infinite LTB
 - Infinite ETB
 - Infinite sacrifice triggers
 - Infinite death triggers
 - Infinite red mana

Infinite/Winning Combos that are: 2 Cards + Commander ARE allowed AS LONG AS they cannot end the game BEFORE turn 6 (as per bracket guidelines).

This Combo example **BELOW IS NOT** acceptable in Bracket 3 / CCT (though it is a 2 Card + Commander Combo), **because** it has the ability to end the game **on turn 4** or faster. This is a therefore a B4/CEDH Level Winning Combo:

The screenshot shows a Magic Online decklist for a 2-card winning combo. The cards listed are Malcolm, Keen-Eyed Navigator, Maskwood Nexus, and Reckless Fireweaver. A large red X is overlaid on the Maskwood Nexus and Reckless Fireweaver cards, indicating that this combo is not allowed. To the right of the cards is a summary panel with two sections: Prerequisites and Results.

Prerequisites
 What do I need to start this combo?
 - All permanents on the battlefield.
 - You have a way to cause an artifact to enter the battlefield under your control.

Results
 What do I get from this combo?
 - Infinite colored mana
 - Infinite damage
 - Infinite Treasure tokens

2 Card + Commander Winning Combos ARE allowed but NOT if their mana value/speed makes them sub-turn-6 win potential.

CHAPTER 3 BRACKETS & BANS



∞ Results

What do I get from this combo?

- ∞ Infinite colorless mana
- ∞ Infinite creature tokens
- ∞ Infinite death triggers
- ∞ Infinite ETB
- ∞ Infinite LTB
- ∞ Infinite sacrifice triggers
- ∞ Infinite +1/+1 counters

This combo above is acceptable due to it's higher mana value & slower nature.



∞ Results

What do I get from this combo?

- ∞ Near-infinite damage to target opponent
- ★ Target opponent loses the game

This combo above is acceptable due to it's higher mana value & slower nature.

2 Card + Commander Winning Combos ARE allowed but NOT if their mana value/speed makes them sub-turn-6 win potential.

WHAT COMBOS ARE ALLOWED?

3+ CARD INFINITE COMBOS

(2 Cards + Commander) Combos fall into the previous category.

Any 3 Card Infinite/Winning Combo NOT including the Commander is accepted.

Any combo that is the Commander + 3 or more cards is accepted.



∞ Results
What do I get from this combo?

- ∞ Infinite card draw
- ∞ Near-infinite storm count
- ∞ Infinite draw triggers



∞ Results
What do I get from this combo?

- ∞ Near-infinite +1/+1 counters on Ob Nixilis
- ∞ Near-infinite damage
- ∞ Near-infinite storm count
- ∞ Near-infinite card draw
- ∞ Near-infinite draw triggers



∞ Results
What do I get from this combo?

- ∞ Infinite ETB
- ∞ Infinite LTB
- ∞ Infinite mana lands you control can produce
- ∞ Infinite storm count
- ∞ Infinite blue mana

No Fast Mana Artifacts No Sol Ring.

"Fast mana Artifacts" refers to artifacts that produce more mana than they cost to cast, on a more than one turn basis.



BANNED:

Sol Ring
Mox Opal
Mox Diamond
Mana Vault
Lions Eye Diamond
Grim Monolith
Mox Amber
Mox Jasper



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

Bracket 3 decks generally already do not play these cards.

Not Banned:

Lotus Petal



Not Banned:

Rituals, such as:

- Dark Ritual**
- Infernal Plunge**
- Pyretic Ritual**
- Seething Song**



No Mass Land Denial

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

Examples:



Acid Rain
Armageddon
Blood Moon
Boil
Choke
Contamination
Storm Cauldron
Sunder
Winter Moon
Winter Orb
& similar effects

Limited Stax

Stax is an MTG archetype that uses permanent-based effects to consistently **restrict** or **deny** opponents' resources (mana, untaps, hand size, etc.) aiming to **slow** the game to a halt while preserving its own ability to win.

We don't currently maintain a list of **banned** Stax cards, and some stax pieces are still allowed within decks.

That said, we encourage players to avoid Stax as a deck type in general.

Stax cards may be asked to be removed from submitted deck-lists if needed.

This is due to the tournament being **bracket 2-3** level and also games having time-limits where **draws** are not preferred.



Limited Tutors

Currently Cards that SEARCH LIBRARYS for NON-LAND CARDS are limited to a Maximum of 3 per deck.

This is a new rule that is currently being tested at Command Crash Tournaments.



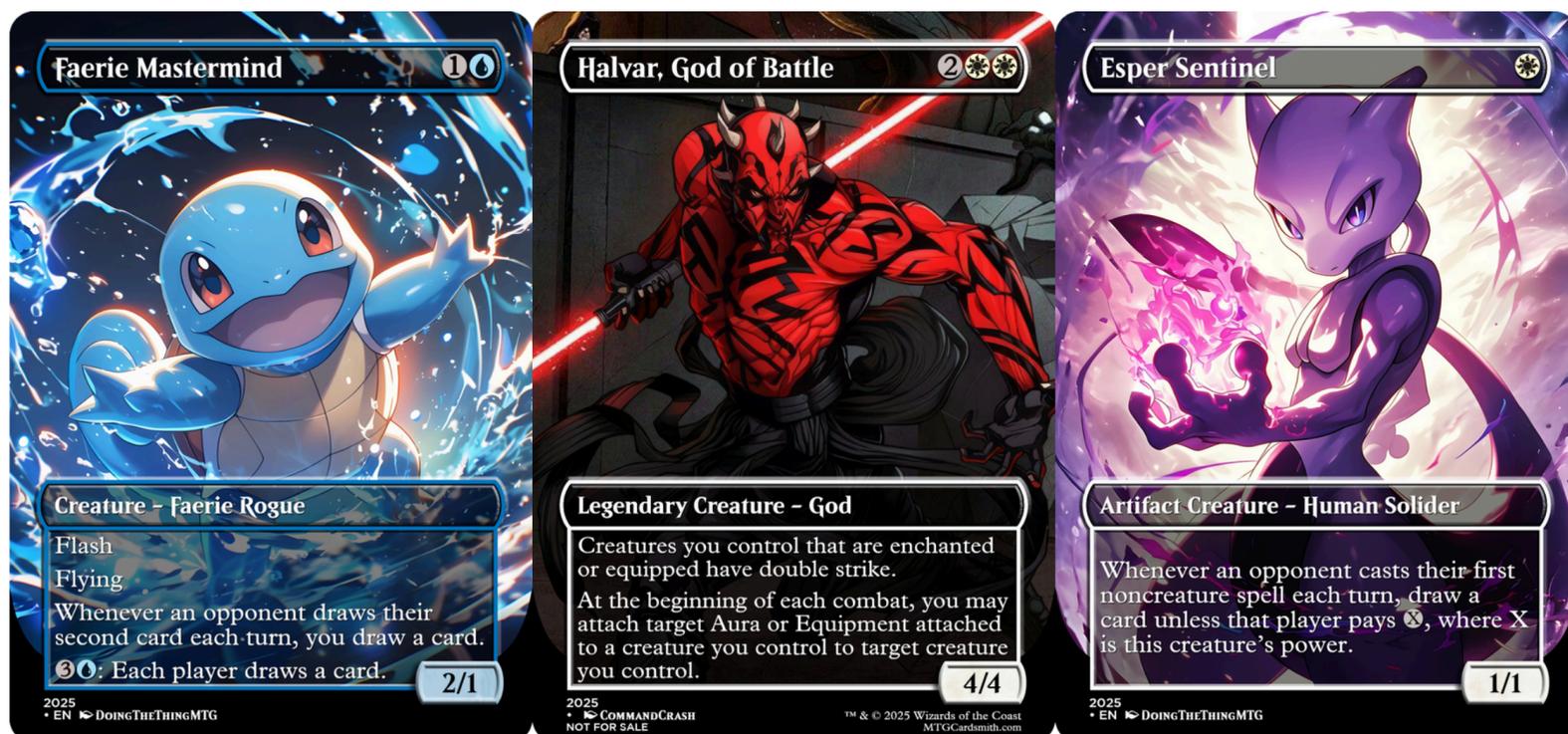
Unlimited



Max of 3



Proxy/Play-Test Cards ARE allowed



Proxies are permitted **only** if they can be fully understood and easily identified by all players.

Each proxy card must clearly and accurately display the following information:

- CARD NAME
- MANA COST
- FULL RULES TEXT
- ANY OTHER RELEVANT GAME INFORMATION
- (POWER/TOUGHNESS, LOYALTY, ETC.).

Quality

SHOULD BE PRINTED SUBSTITUTES FROM A **REPUTABLE** SOURCE (LIKE MTGPRINT ETC.)

NOT PIECES OF PAPER WITH HANDWRITTEN INFORMATION.

Integrity

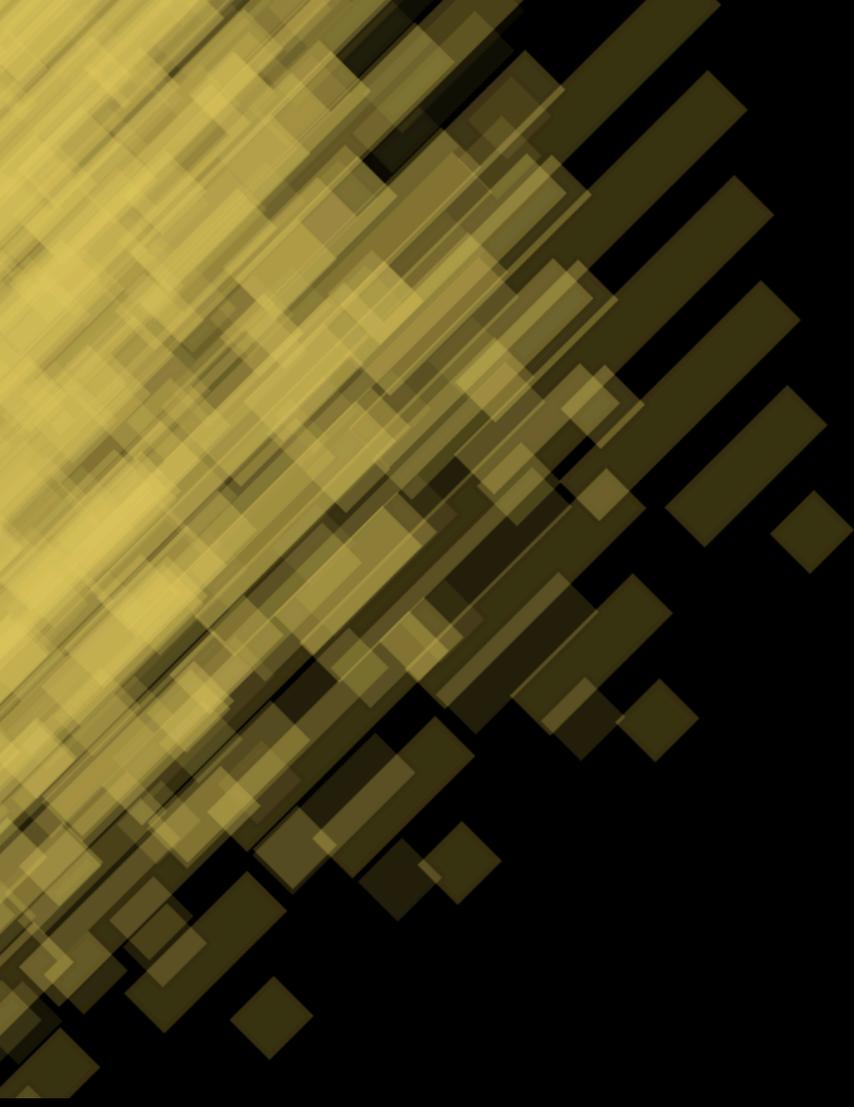
ALL CARDS IN YOUR DECK MUST BE ROUGHLY THE SAME SIZE AND THICKNESS.

APART FROM **COMMANDER**, CAN BE A DIFFERENT SIZE/SLEEVES.

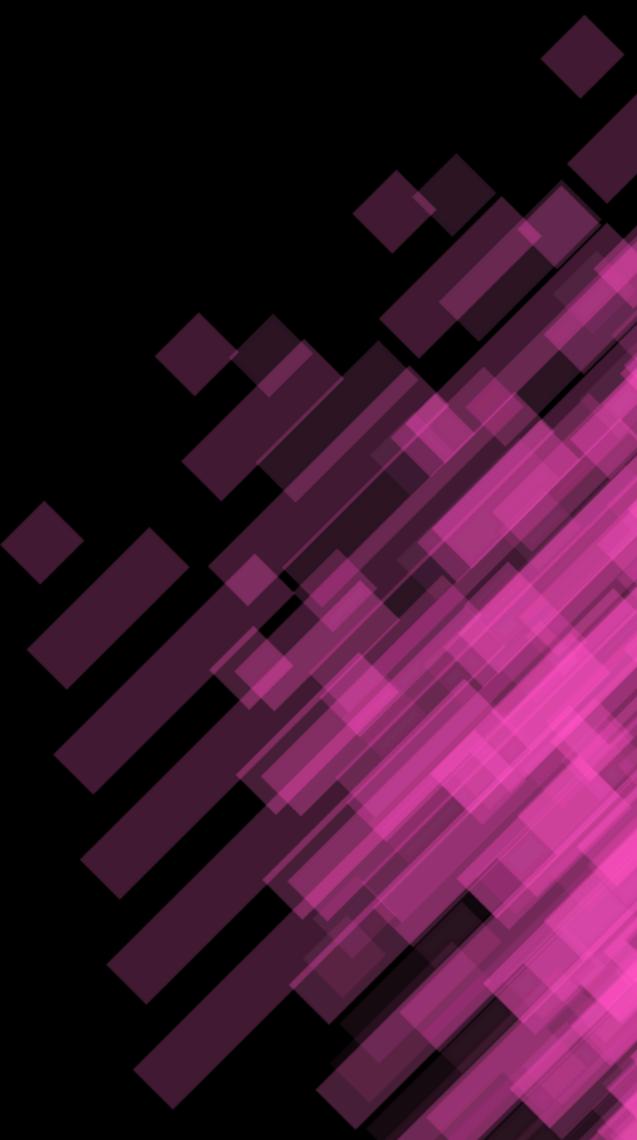
Anonymity

CARDS MUST NOT BE **DISTINGUISHABLE** FROM ONE ANOTHER DURING THE SHUFFLING PROCESS.

TO PREVENT PLAYERS FROM **IDENTIFYING** KEY CARDS.



CHAPTER 04 THE DAYS & GAMES



The day will last from approximately
11:30 am-07:00pm.



Start	Finish	Event
11:30 am	12:00 pm	Registration
12:00 pm	1:20 pm	Game 1
1:20 pm	1:35 pm	Break + Raffle
1:35 pm	2:55 pm	Game 2
2:55 pm	3:25 pm	Break + Raffle
3:25 pm	4:45 pm	Game 3
4:45 pm	5:00 pm	Break + Raffle
5:00 pm	7:00 pm	Final Game
7:00 pm	7:15 pm	Rewards



Please be aware that the **timetable** is
subject to change.

For example if all tables **finish** playing earlier
 in a round, the next break & raffle **may** begin
 earlier.

What If I am late?

We encourage players to arrive at least 15 minutes **before** the first game to ensure a smooth start.

Registration begins at 11:30 AM, and this is when everyone **should** be present to collect their badge and find a comfortable seat.

We aim to start promptly to keep the tournament flowing and **avoid rushing**.

If you are **delayed**, we can wait a maximum of 10 minutes before the game begins. If you miss this window, your first game will result in a **loss**, but you can still compete in Round 2!



Each Game



Final Game

Each game has an 80 minute time limit. Games conclude **immediately** when Table Timer runs out (no overtime).

The Final Game will have a minimum of 120 minute time limit (extended to reduce chance of draw)

Playing Through The Games



- All players will have the opportunity to play at least **three** games.
- Each of the first three games will last up to **80 minutes**.
- Seating positions will be assigned **randomly**.
- After each game, the host will collect your **Table Name Badge**.
- After every round, the tags will be randomly **re-shuffled** (*randomised opponents*).
- There will be a 35-minute lunch break.
- If your game finishes early, feel free to play additional pick-up (*no points*) games with other opponents.
- If multiple players finish with the same number of points, a **tiebreaker** will be used to determine the final standings.
- Points are awarded: 3 to Win, 1 to Kill, 1 to Draw.
- After 3 rounds, players with enough points will proceed to the final game



Points System

3 WIN
1 KILL
1 Draw



During this tournament, we are testing a new scoring system that awards 1 point per kill (eliminating player from the game).

This is to help us determine the Top 4 players with a limited number of players and games.

Maximum amount of points a player can achieve per game is 3.

Players who do not win, can still collect Kill & Draw points to help them progress to the final.



How to Attain a Kill Point



What count as a kill?

Dealing final blow (life total become 0 or less)

*assuming player doesn't have any effects in play that prevent him from losing e.g Platinum Angel

Commander Damage (player accumulated 21 point of damage from a single commander)

Empty Library (Milling out) a player loses if they attempt to draw from an empty library

Poison Counters - Player accumulate 10 or more poison counters.

"Lose the game" effects - e.g door to nothingness or giving a player permanent that makes them lose the game e.g demonic pact



Please be aware that conceding will cause the deduction (-1) of a point. This is to stop spite concessions where a player limits the opportunity for another to gain a kill point

Revealing The Top 4



If **fewer** than 4 players earn enough points to qualify for the finals, we will use a **Random Generator** to fill the remaining spots.

Example: If only 2 players qualify, 2 random players will be chosen to attend the final. Therefore you may still have a chance to make the finals even if you don't win your pods!

If more than 4 players finish with the **same** number of **points**, total wins, followed by kills will serve as the **tiebreakers** the player with the most kills will advance to the final.

If players are tied in points, win and kills, the player who faced opponents with the highest total points throughout the tournament will advance.

In the rare case of the tie breaker failing to establish the top 4 players, there may be 5 or more player game as the final. There is also a small possibility of other final-game scenario outcomes.

Prizes:



1st Place Winner = £100 + Custom Play Mat

There will also additionally be **three FREE (no entry required)** raffles that all participants will be entered into automatically.

Each Raffle will have two winners.

The first winner of each raffle will receive a *random* Magic card from our **binder**

(last time: **Avacyn Angel Of Hope** and **Doubling Season**).

The second winner of each will receive a **booster pack!**

Extra Awards! (Booster Pack) for:

- **Spirit of Commander** - For great sportsmanship, friendly attitude, and fun gameplay.
- **Most Original Deck** - For the most unique or unexpected deck idea.
- **Killing Machine** - The player with most kills but least points.
- **Flavour Master** - For the deck that best sticks to a theme or story.





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!

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

Dice? App? You decide!

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.

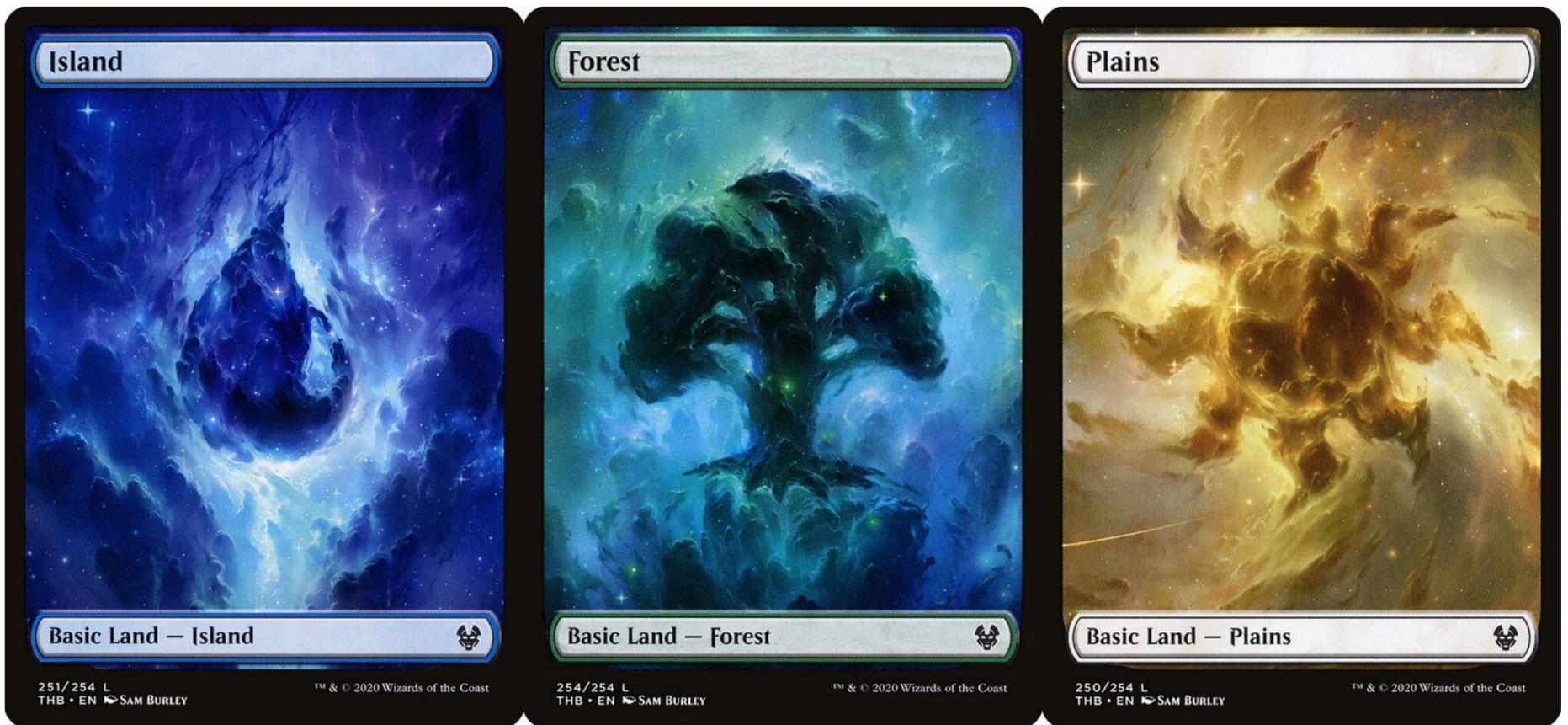
Players can shuffle their deck whichever style they like

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.

CHAPTER 4 DAYS & GAMES

Opening Hand:

At CCT we want everyone to get a good start.



We **encourage** to prioritize the right amount of **lands** in opening hand.

Other good choices:

Removal to
eliminate early
threat/combo
pieces

Card draw to
give yourself
more options

Ramp to get
ahead having
access to more
powerful cards

How We Do Mulligan



1. Each player draws 7 cards in their opening hand.
2. Players who are dissatisfied with their hand may take a mulligan.
3. First, the starting player (player 1) declares if they will take a mulligan.
4. Then each other player in turn order does the same.
5. Once each player has made a declaration, all players who decided to take mulligans do so at the same time.
6. To take a mulligan a player shuffles the cards in their hand back into their library and draws a new hand.
7. Repeat if necessarily.

THE STRUCTURE OF MULLIGAN:

DRAW 7

DRAW 7

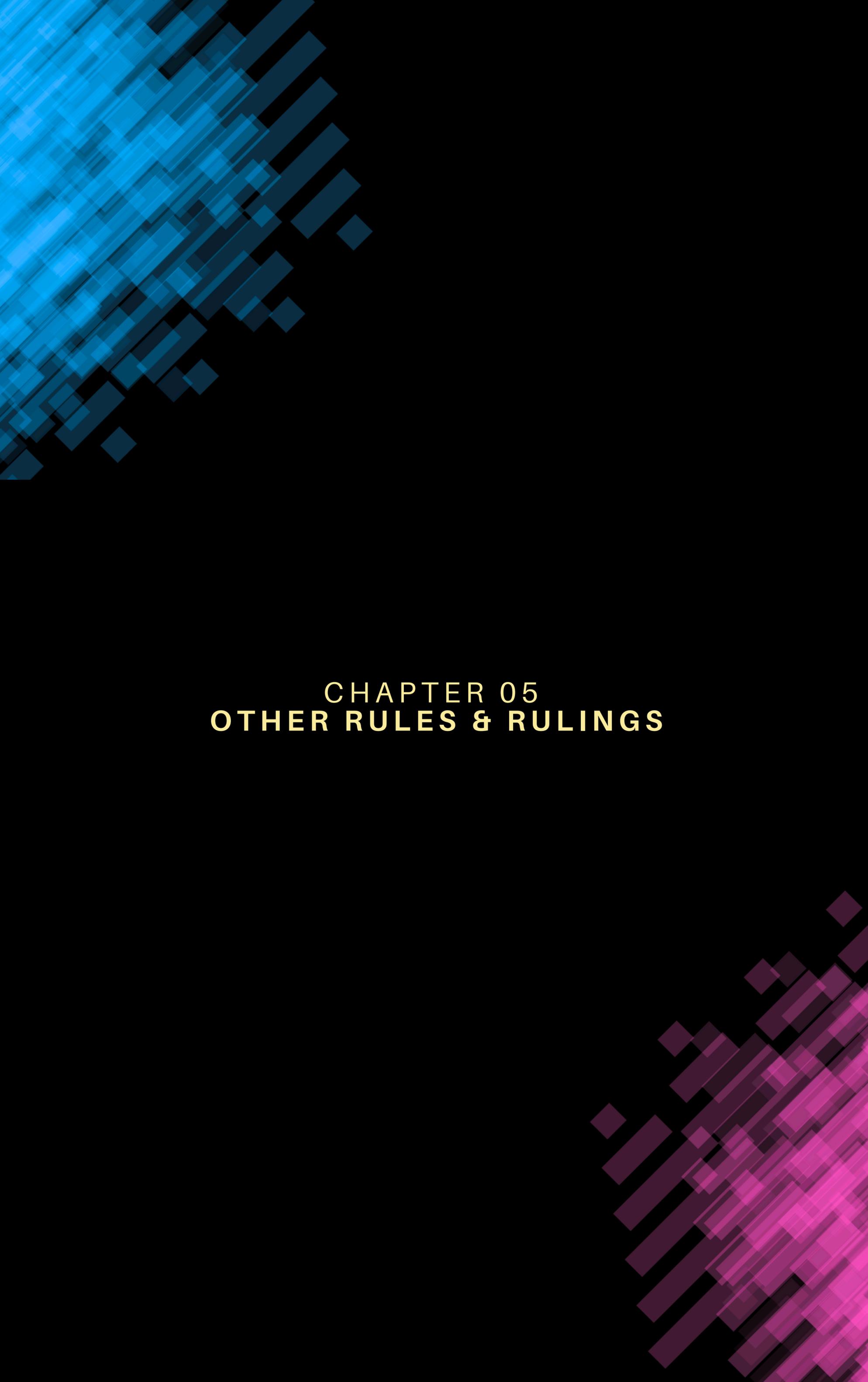
DRAW 6

DRAW 5

ETC.



Please note, this is not the **London Mulligan**, where a player draws seven cards each time and then **puts any unwanted** cards on the bottom of their library.



CHAPTER 05
OTHER RULES & RULINGS

- 1) King-Making & Colluding will lead to a **disqualification**. This includes surrounding Kill Points.
- 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) We encourage players to “Not take backsies” once an action is made or declared. If in doubt, please ask the judge.

- 6) Limited tutors. Cards that do not search specifically for Lands are limited to a total of 3.
- 7) Increased 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) A player may concede at Sorcery speed, but this will incur a penalty of -1 points.

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.

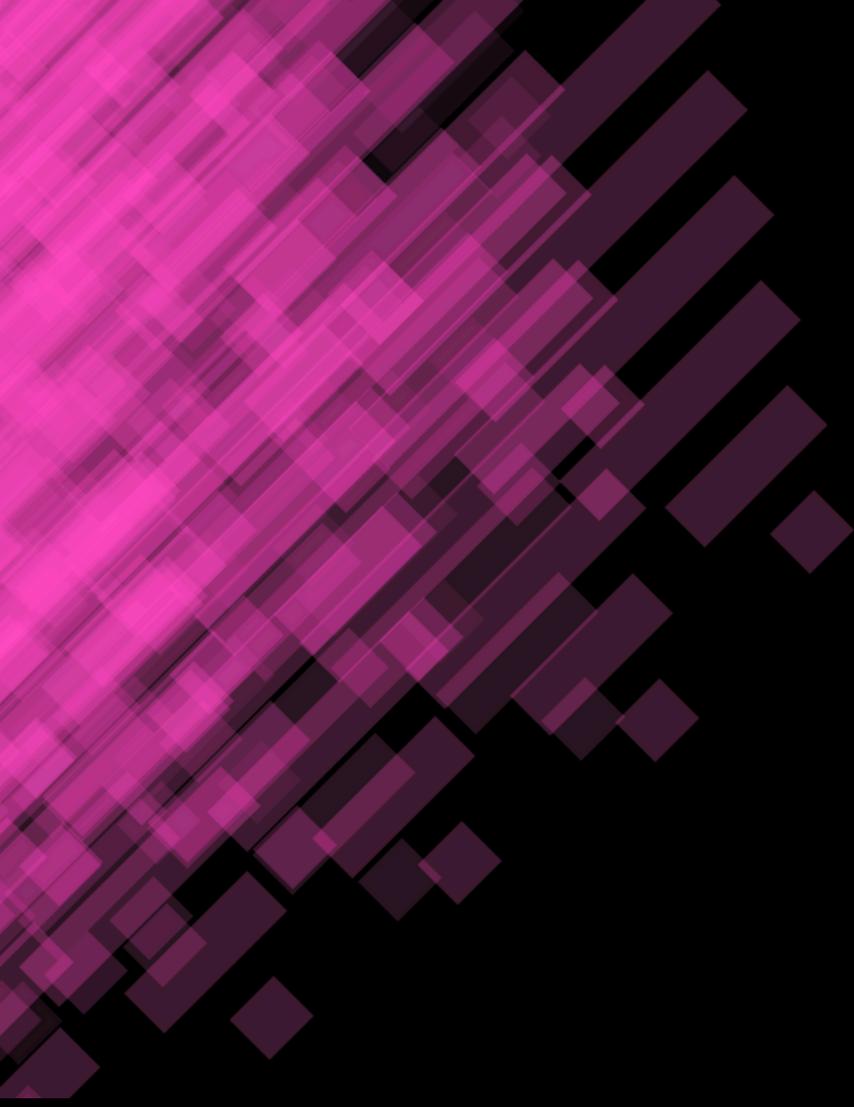
If so, you can still play the second game and possibly still make it to the final!

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.

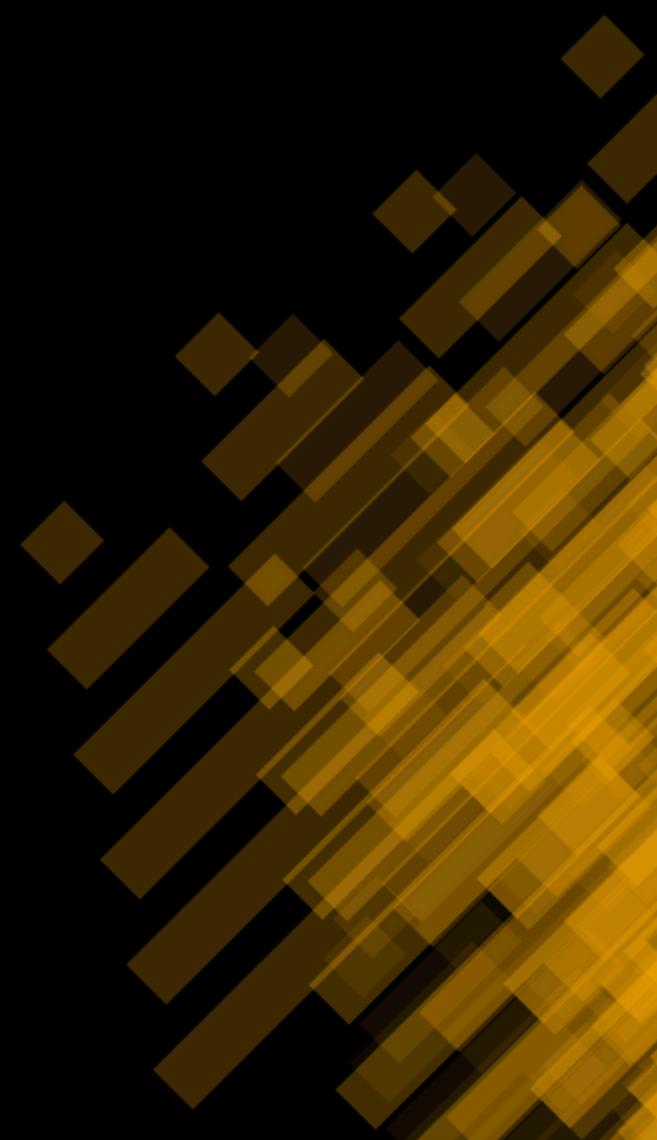
16) If a deck has been submitted but when the player arrives the deck is different by too large of a margin, the player will be asked to adjust the deck if possible, if not they may be disqualified. If a single card is in the deck that was not on the submitted deck list that card may be asked to be removed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

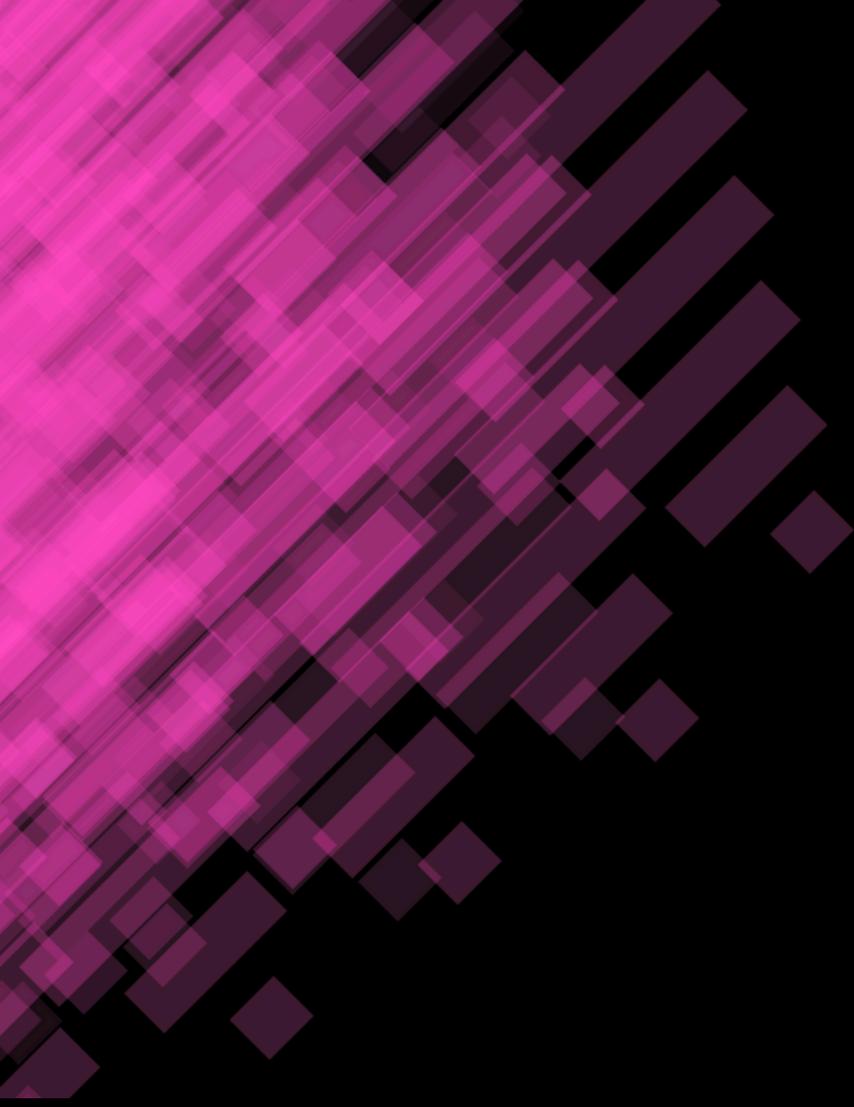
The rules we have implemented are intended not to completely shut out any game plans,

but more to make games 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 Heavy Stax Decks etc are 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.

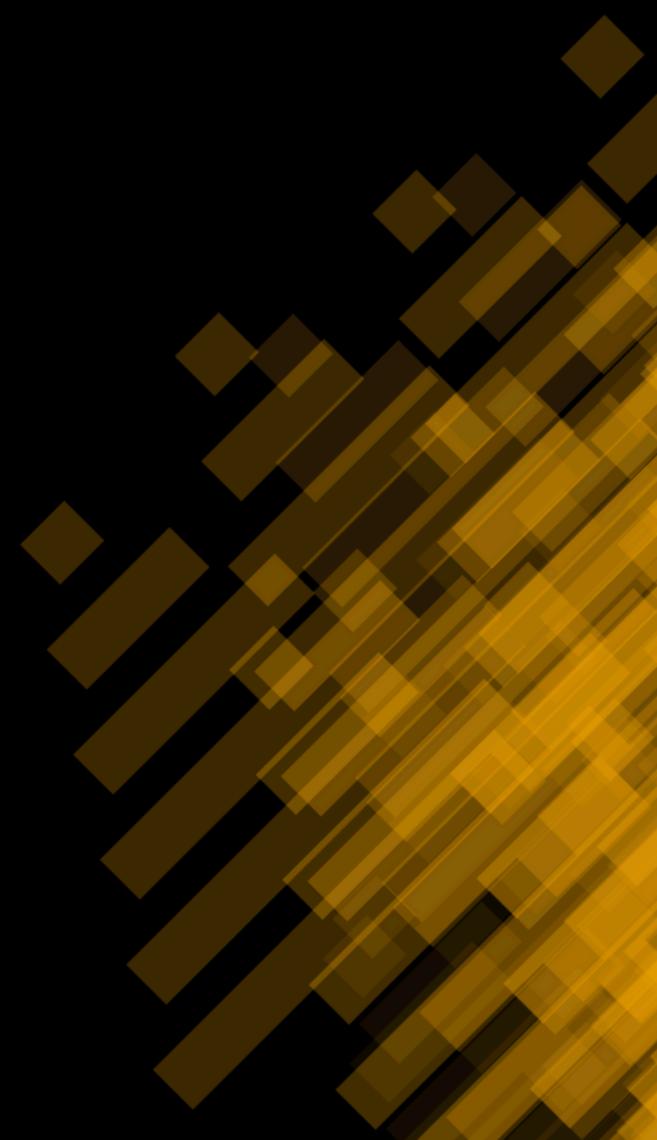
Please feel free to get in touch with the team or me directly if you have any questions regarding the rules or if you want me to give a deck a look over. I am always happy to help out or answer any questions. Let's all enjoy this to the fullest, play well, battle hard, win prizes and share & feel success."

-

Harry Barker - COT 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!

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