

# 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 brief summary of the rules, followed by in-depth explanations further below.

More information about what to expect from our tournament and deckbuilding advice can be found on our website: <https://www.commandcrash.co.uk/>

Last updated: 12/04/2026

## Deck building rules summarised

Our optimised Bracket 3 format is designed to sit at the top 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.

We have heavily relied on the Bracket 3 guidelines established by Wizards of the Coast to influence our rules, while also going further to introduce bans on cards we have deemed too powerful for the format.

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 card watchlist and utilise them in ways we do not believe fit the spirit of the format will likely be rejected.
4. A maximum of three non-land tutors per deck.
5. Chaining extra turns is banned.
6. Mass land denial strategies are banned.
7. Mass stax archetypes are banned.
8. Two-card infinite combos are banned.
9. Three-card infinite combos if one of the combo pieces is your commander 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.

## explained in depth

### Rule 1: All cards banned in Command Crash

Below is every card banned in Command Crash.

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

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

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

## **Green**

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

## **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 commander 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

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

Command Crash has two watchlists. These are for cards that we may ban in the future and are keeping an eye on in our current tournament.

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
- Helioid, the Radiant Dawn
- Plagon, Lord of the Beach
- Tameshi, Reality Architect
- Narset, Enlightened Master
- Gretchen Titchwillow

### **Rule 4: 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 5: Chaining extra turns is banned**

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 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 from our tournament.

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

## **Rule 6: Mass land denial 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.

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 the purposes of 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 7: 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
- Any effect that significantly restricts a player's ability to play the game

## **Rule 8: 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.

Any two-card combination that requires basic prerequisites 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. In the above example, only the need for the treasure token is considered a prerequisite, not the need to generate blue mana for a different source.

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 9: 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.

Our definition is the same as the previous rule; 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 and similar combos are banned in Command Crash.

The prerequisite conditions from the previous rule still apply.

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.

## **Rule 10: 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 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.

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.

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