

# SWISS MAGIC MASTERS



# CEDH TOURNAMENT

Proxy cards (playtest cards) are allowed for this tournament but must follow our Proxy Rules (last page of this document).

# Tournament Structure

Swiss Stage: 4 rounds

Finals: Up to 24 players top 7 (1-3 qualify directly for the finals, 4-7 play for the last seat in finals), with more than 24 players top 16.

## Tournament Details

During the Swiss Stage, the winner of each pod will be awarded 5 points. In case of a draw, all players in the pod who started the game are awarded 1 point. A player issued a Game Loss will not receive a point due to a match ending in a draw.

We will only have 4-player pods. Players who are not assigned a pod during each round of Swiss will be given a bye. Byes are worth 5 points. You can only be awarded one bye during the tournament.

When all Swiss rounds are complete, either players 4-7 play for the last seat in the finals, or there is a semi finals with the top 16 players. The finals are a single game to determine the winner.

## Timekeeping

Swiss rounds are 75 minutes long.

If the match time limit is reached before a winner is determined, the player whose turn it is will finish their turn; an additional amount of turns equal to the number of players currently in the match will be taken. Usually, this means each player will take one additional turn.

Players taking extra turns may affect this. If no winner is determined when extra turns have been completed, the game is considered a draw.

Playoff stage is untimed - play will continue until a winner is determined.

# Rules

## Rules Enforcement Level

The Event is played under Competitive Rules Enforcement Level. Players are expected to know the game's rules and be familiar with the policies and procedures. Judges will be present to enforce rules and answer any questions. Violations, including slow play, unsportsmanlike conduct, or rules infractions, may result in warnings, game losses, or disqualification.

This event will be run using the Multiplayer Supplemental Tournament Rules (MSTR) and Multiplayer Supplemental Infraction Procedure Guide, (MSIPG) linked below. These documents were created to provide multiplayer rules support to the standard MTR and IPG.

## Magic: the Gathering Rules

[Basic & Comprehensive Rules](#)

[Commander Rules](#)

[Multiplayer Supplemental Tournament Rules](#)

[Multiplayer Supplemental Infraction Procedure Guide](#)

## **Judges**

Our judges are here to help you! If you notice anything that seems shady, odd, or out of place, please call a judge. If you have any rules questions, please call a judge.

Throughout the event, judges will be performing deck checks. Make sure the decklist you register is accurate. Failure to register an accurate deck list results in penalty or disqualification.

## **Mulligans**

The Event will be played with standard mulligan rules. For reference: Players are given one “free” mulligan, allowing them to retain all seven cards in their hand after their first mulligan. All subsequent mulligans will be subject to the “London Mulligan” rule.

## **Non-Deterministic Loops**

According to the Magic Tournament Rules, 4.4:

“A loop is a form of tournament shortcut that involves detailing a sequence of actions to be repeated and then performing a number of iterations of that sequence. The loop actions must be identical in each iteration and cannot include conditional actions (‘If this, then that’.)”

In an effort to allow more strategies and diversity amongst decks, non-deterministic loops, such as those associated with The Gitrog Monster or Timetwister, are allowed. If a player is unsure of how their opponent's loop functions, or is unsure if an opponent can perform the loop, please immediately call a judge. If a player executing a loop is incapable of concisely communicating the loop to a judge, they may not be allowed to perform the loop.

## **Kingmaking & Spite Plays**

In game theory, a kingmaker is a player who lacks sufficient resources or position to win at a given game, but possesses enough remaining resources to decide which of the remaining viable players will eventually win.

One element of a multiplayer format is that players can take game actions that allow other players to win accidentally. Judges will not regulate suboptimal gameplay. If you believe a player is “kingmaking”, or making a “Spite Play”, please call a judge, and ask them to get the Tournament Organizer. The TO and Head Judge will investigate and identify a resolution. Unsportsmanlike behaviour may be subject to tournament removal.

## **Conceding**

The right to a concession is a fundamental component of tournament Magic. A players' right to leave the table at any time, for any reason, will not be infringed. As per MSTR 2.4B: If a player leaving the game would affect current or imminent game actions, those actions occur as though that player was still in the game until the end of the current phase.

If players are concerned about the impact of their opponent's concession on the game state, they should call a judge. A player who is conceding is not required to remain at the table while the judge is called.

## **Table Talk versus Outside Assistance**

We understand that discussion between players, planning, and strategy is an integral part of commander play.

According to MSIPG 3.2A: In Multiplayer game modes, Outside Assistance refers only to players outside of the current match and is not allowed.

Players who offer advice or strategic lines of play to opponents within their current match have not committed Outside Assistance.

When discussing cards at the table:

- Players are not required to disclose hidden information, although they may do so if they desire. When disclosing information, it must be disclosed to all players at the table.
- Judges will not enforce contracts or promises.
- When resolving cards like Intuition, Thoughtseize, or similar, a player may choose to solicit advice from their opponents. Be wary. Your opponents do not have your best interests at heart.

## **Tardiness**

To maintain tournament timeliness, players must arrive at their match in a timely manner.

According to the MSIPG, the penalty for tardiness after one minute of round time has elapsed

is to skip the first turn of the late player.

Players who arrive before the first minute of round time has elapsed may have their penalty downgraded to a warning.

Players who arrive after ten minutes of the round have elapsed will be issued a match loss and dropped from the event.

## **Slow Play**

While cEDH is a complicated format, players are expected to play at a reasonable pace. If a player believes one of their opponents is committing slow play, they should not confront their opponent, but instead should call a judge.

Players who commit slow play will be issued a warning for their first offence, and a game loss for their second offence.

Per MSIPG 3.3: Players who receive a Slow Play warning during the round will skip any extra turns after round time is called. Their turn is not considered when determining extra turns for end of round procedure.

## Proxy Rules

We understand that cEDH decks require a significant financial investment, often prohibitive for players. Some cards are so expensive that it makes many players uncomfortable to physically play with their authentic cards.

Our goal is to provide the best play experience for the greatest number of players, while maintaining the values of Aareboge and Wizards of the Coast. **Gold bordered cards and player created proxy cards are allowed** (*only for the cEDH tournament!*). See below for definitions of what a proxy card is - never use counterfeit cards! If you use any proxy cards, you must print the official cards in colour and insert them in front of some other card like a basic land or similar. The card must be sleeved the same way as your regular cards (e.g. the same inner sleeves). We recommend using a service like <https://mtgprint.net/> to prepare your proxies.

Swiss Magic Masters does not set a hard limit on the number of playtest cards, but we encourage players to play as few of them as possible.

### Proxy vs Counterfeit Cards

The WPN Terms and Conditions distinguish three cases:

- **Proxy Cards** are issued by judges to replace a card that has become damaged during the tournament.
- **Playtest Cards** are what people usually understand as proxies, created by players to stand in for a card they do not own.
- **Counterfeit Cards** are unauthorised reproductions of authentic Wizards cards.  
Counterfeit cards are strictly prohibited by Wizards.

In the WPN terminology, Swiss Magic Masters allows you to play “playtest cards” in the cEDH tournament (*only in that tournament, not in the other tournaments!*).

Counterfeit cards are not allowed in any tournaments. The inclusion of any such cards in your deck will result in immediate disqualification. We do not support the production of illegitimate cards.