



MtG Commander League rules for Dark Fire Cafe

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1. What is the DFC Commander league

The DFC commander league is an un-official league created and operated by Dark Fire Cafe, St Albans. Games are played using all the normal rules and deck restrictions of the commander format (EDH) of Magic: The Gathering which is property of Wizards of the Coast.

The league introduces additional deck building restrictions and a scoring system to add another dimension to the commander experience at Dark Fire Cafe, and participation is completely voluntary.

Our intention is to allow for league and non league participants to be able to play together without interruption of games. As the league progresses and in the case of future leagues, this rules pack will be updated and improved to ensure the best possible gaming experience for Dark Fire Cafe patrons.

2. Deck Building Restrictions

2.1. Starter deck setup.

Each participant must start with an **un-edited** commander precon. The precons allowed for each league will be indicated on the event page alongside the start and end date of the league.

You may choose your deck from the available range or if you want to add another element of fun then you may select randomly in a method of your choosing. Upon purchasing your deck you will receive booster tracker to log your league booster purchases

As well as your starting deck you can purchase up to two boosters (see the next section for allowed types) to start customising your deck.

2.2 Increasing your card pool

During the timeline of each league, additional booster packs may be added to a players card pool. Players can use this card pool to customise their commander deck, changing any card including the commander if they wish with card from the pool.

Only cards from the card pool can be used to change your commander deck, with the exception of **basic** lands which can be added from any source.

The boosters players can add to their pool is any Collector, Set, Draft or Play Booster purchased from Dark Fire Cafe. These boosters can be from ANY MtG set currently on sale at Dark Fire Cafe. If promo boosters and cards are distributed to players as part of the league, then these may also be used towards a players card pool.

Each player will receive a booster tracker which will be stamped at the time of purchase of each booster and players can purchase up to two boosters each week. Any weeks missed or if a player joins after the start date can then be purchased retroactively to ensure fairness.

2.3 Trading Cards

Players are free to trade any cards within their card pool, including cards that have been swapped out of their original command deck list.

No player is obligated to trade with anyone and if someone refuses a trade for a card you want please accept this.

3. Playing Commander at DFC

3.1. When can you play?

You can earn commander league points in any commander pod game of three to five players being held at Dark Fire Cafe. This can be during any of the regular commander sessions on the cafe schedule or ad hoc / pick up games.

3.2. League and non-league players in the same pod

You can play in any game of commander even if some or all the other players are not participating in the league. Not everyone in the pod needs to be part of the league in order for you to score points, but you must use your league deck in order to earn points for that game.

You may find the power level between decks is not in your favour when using a starter deck against other pre-cons and custom decks, so it's always better to get your league deck out in a game where there are more league players present.

3.3 Playing Commander with a league deck

Play your game as normal.

4. Scoring system

4.1. How are points earned?

Each day you will earn points based on the best game you have with your league deck that day.

Points are based on what 'place' you come in each game (pod) you participate. First place will always be the winning player, with each place after being the preceding player to be removed from the game. Please the following table to determine your points.

Place	3 player pod	4 player pod	5 player pod
Winner	3 points	4 points	5 points
2nd	2 points	3 points	4 points
3rd	1 point	2 points	3 points
4th		1 point	2 points
5th			1 point

4.2 What happens if multiple players 'scoop' at once?

When a player 'scoops' it means they voluntarily remove themselves from the game for some reason. If this is done by a single player then use the table in section 4.1. to determine scoring.

If multiple players scoop at the same time (this is usually because one player is in a very advantageous position and the other players are happy to end the game earlier, then each play excluding the winner will receive 1 point, and the winner scores their points as normal.

4.3. Bonus points

The following conditions allow for bonus points to be scored and are in place from the beginning of the league.

These points can be scored in any game you play with your league deck and are not limited to just your best scoring game.

More bonus point conditions will be added throughout the league to keep things interesting. These will be announced via the Dark Fire Cafe Discord Server.

"A council of wizards" (1 point each) If every player in a pod is using their league deck, then each player receives one bonus point.

"David and the Goliaths" (1 point) If you are using your league deck and every other player is not using a league deck then you receive a bonus point for playing in that game, regardless of where you place.

"Untouchable" (3 points) Win a game without taking any damage in any way. Even if you gain life if you lose a single damage then you will not qualify for this bonus.

"Cleave" (1 point) You removed two other players in one of your turns. A player scooping does NOT count towards the number removed in a turn.

"Assassination" (1 point) Defeat at least one player through doing commander damage. This can only be scored once per player per game.

"It's Free Real Estate" (1 Point) Have more than 45 permanents in play at the same time.

"Guess Who's Back" (1 Point) Cast your commander at least five times in a single game

"I Am Timmy, Hear Me Roar" (1 Point) Control a creature with 30 or more power.

"Big, Bigger, Huge" (1 Point) Control a creature that has at least twenty +1/+1 counters on it.

"Close, but No Cigar" (2 points) Win the game at 1 life.

"Just as Garfield Intended" (1 point) Cast ten or more creatures in a single turn.

"Smash!" (2 points) Deal 100 or more damage to a player in a single turn.

"Doppelgangers" (1 point) Every deck in a pod is using the same commander

4.4. Score submission

Each player will be able to update their scores via the web app link: <https://dfc.fly.dev>

