

MTG COMMANDER HOUSE RULES

- Players will adhere to the official MTG rules and ban list for Commander format



- Infinite combos are allowed on turn 8
- Only 2 extra turns allowed per game.
- Commander damage and poison counters in effect.
- Coin flipping decks are discouraged but allowed.
- Dice rolling decks and cards are allowed.
- No intimidating or bullying your pods. Zero tolerance policy.
- New players are encouraged to become RSG members to gain access to Commander Council to allow for voting on the rule changes and card legalities on a monthly basis.
- Attendance will be tracked, regular players will accrue attendance points to go towards free packs of the next release.
 - 4 attendance points = 1 set booster pack.