

MTG COMMANDER HOUSE RULES

- Players will adhere to the official MTG rules and ban list for Commander format
- The following cards are banned/not allowed:
 - Cards that say "destroy all land"
 - Cards that say "you win the game", "loses the game", and "game is a draw"
 - Cards that negatively affect all of your opponent's lands (i.e. Contamination, Shimmer, Blood Moon, Fist of Krosa, Mycosynth Lattice, etc.)
 - Cards that set a player's life total to a specific number (i.e. Sorin Markov)
- Infinite combos are allowed on turn 10
- Only 2 extra turns allowed per game.
- May only take one of your opponents turns 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.