

MAGIC: THE GATHERING DARK ASCENSION LEAGUE RULES

- For rules not covered herein, the [MtG Tournament Rules](#) and all relevant [MtG Rulings & Errata](#) will be used.
- The league format is Sealed Deck.
- The league will run for **8-weeks** and will consist of 24 standard & 8 Two-Headed Giant (“2HG”) matches.
 - Players must play three standard matches per week.
 - Players **MAY** play one 2HG match per week.
 - Standard and 2HG match standings will be kept separate.
 - Players are **NOT** required to use the same team-mate for 2HG matches.
- The league week runs Tuesday through Monday.
- Match draws are **NOT** permitted (see “Playing League Matches”).
- Players will begin the league with 3 booster packs of *Dark Ascension* and 3 booster packs of *Innistrad*.
 - Each subsequent week, players **MUST** purchase one additional booster pack of either *Dark Ascension* or *Innistrad* (player’s choice).
- If a player loses at least two out of their three standard matches, they may purchase an additional *Dark Ascension* or *Innistrad* booster pack (“Pity Pack”). 2HG matches do **NOT** count towards this total.
 - Players cannot receive more than one Pity Pack per week.
- Players must record all cards received throughout the league, except; tokens, checklist cards & non-foil basic land.
- All players’ league pools must remain at Gamers Sanctuary for the duration of the league.

PLAYING LEAGUE MATCHES

ALL standard matches played in a given week must be against different opponents. The **ONLY** exception to this rule is in regards to 2HG matches – players may play 2HG matches against an opponent or opponents that they have already played against.

ALL matches, standard and 2HG, must end with a clear winner or else it does **NOT** count as a valid league match. Match draws are **NOT** permitted. Please do **NOT** start a match if you do not have adequate time to complete it. If for any reason a player is not able to finish a match, then their opponent will be awarded the win.

TWO-HEADED GIANT MATCHES (OPTIONAL)

Each week, players have the **option** of playing one Two-Headed Giant (“2HG”) match. A player’s 2HG match results will not count towards their standard match standings or vice-versa.

Players may choose a different team-mate for each 2HG match they play, or they may keep the same team-mate for all 2HG matches. It is the player’s choice.

COMPLETING THE LEAGUE

In order to be eligible for any prizes, players **MUST** have completed the league. To complete the league, a player must have purchased all of his/her required weekly booster packs (not counting any Pity Packs) **AND** have played at least 21 of their 24 required standard matches.

Players are permitted to make up missed league games at any point throughout the course of the league.

Two-Headed Giant matches are **NOT** taken into consideration when determining league completion.

LEAGUE PRIZES

The results of all standard and 2HG matches, from players that have **completed the league**, will be tallied up the first Tuesday after the league has ended and the final standings will be posted on the Gamers Sanctuary Magic: the Gathering Forums and in-store.

A player’s standings will be determined **ONLY** by their performance in the league itself. After the standings in standard matches have been compiled, **one (1) FREE Event Entry** into the next Gamers Sanctuary Prerelease will be issued to the **TOP HALF** of the players that completed the league.

After standings in 2-Headed Giant matches have been compiled, **one (1) FREE Event Entry** into the next Gamers Sanctuary Prerelease will be issued to the **TOP 4** players that completed the league.

Players are **NOT** eligible to win more than one prize per league. Prizes are non-transferable and are not redeemable for any other form of compensation.