

Tournament Floor Rules

Version 3.10 - Updated 2020-08-18 - Effective 2020-09-18

This document is in addition to the MLP: CCG Comprehensive Rules, MLP: CCG Rules Update, and MLP: CCG OCR. This document outlines the policies governing Commentary is Magic sanctioned tournaments. In the case of any conflicts, the Tournament Floor Rules override any other official document with regards to tournament play.

Section One General Rules and Terms

Tournament System

Commentary is Magic sanctioned tournaments are divided into different event Tiers. Each Tier has different rules and penalties. All tournaments are considered Tier 1 events unless otherwise noted. All Tier 2 and Tier 3 events will be properly noted in advance of the tournament date.

- Tier 1 – Local Tournaments
- Tier 2 – Local and Regional Championship Tournaments
- Tier 3 – National, Continental and World Championship Tournaments

Tournament Materials

Players must bring all materials required to play in a tournament. This includes but is not limited to the following:

- A valid deck for a Constructed Tournament
- Necessary event fees
- Materials necessary to keep score

Public Event Information

Commentary is Magic reserves the right to publish any and all event information such as decklists, pictures, video, results, or transcripts of the event. This can also include any penalties associated with the event.

Commentary is Magic Tournament Authority

The Commentary is Magic Tournament Authority reserves the right to alter, interpret, modify or issue official changes to these rules without prior notice.

Tournament Organizer

The Tournament Organizer (TO) is the person who organizes a specific tournament or a series of tournaments. A Tournament Organizer organizing an event is required to find a Head Judge to run that event. A Tournament Organizer may be the Head Judge for any tournament they are organizing.

Judges

There are two types of judge for any specific tournament: one Head Judge and any number of Floor Judges. Floor Judges assist the Head Judge in running a tournament. Judges may play in Tier 1 events. Judges may not play in a Tier 2 or Tier 3 event that they are judging. Commentary is Magic expects all judges to make rulings consistent with the rulings issued by Commentary is Magic and the documents

governing MLP: CCG. A player may appeal a ruling by a Floor Judge. It is the Head Judge's responsibility to issue a ruling on all appeals. A Head Judge's ruling in a tournament is final.

- **Head Judge** – The Head Judge is the person who has ultimate responsibility and authority for any specific tournament. A Head Judge's ruling in a specific tournament is final.
- **Floor Judge** – Floor Judges are one or more people who assist the Head Judge in running a tournament.

Deck Lists

Certain events and tournaments will require a deck list to be provided to the Head Judge prior to the start of the event. Deck lists must be filled out completely before being turned in. Deck lists must be written in English and include the complete name (including any subtitle) and quantity of every card included the deck. An incomplete or incorrect deck list will result in the deck or deck list having to be corrected which will incur penalties as described below. There are two types of deck list violations:

- **Incorrect deck list** – An incorrect deck list is a deck list that is filled out incorrectly with simple typos or omissions. Examples of an incorrect deck list include, but are not limited to: misspelling a card name, not filling out the total number of cards for a deck, using nicknames or acronyms that uniquely identify a card instead of the full title, or any decklist violation which is addressed prior to the start of the event at the discretion of the Head Judge. An incorrect deck list usually results in a Game Warning instead of a Game Loss.
- **Invalid deck list** – An invalid deck list is a deck list that describes a deck that is not legal for tournament play or that does not match the deck being played. Examples of an invalid deck list include, but are not limited to: omitting a card or cards, listing the incorrect card or cards, listing an incorrect number of cards, or creating a deck that is not legal for tournament play. Listing the incorrect subtitle or omitting a subtitle on a card that is not uniquely identified by its title will result in an invalid deck list. The minimum penalty for an invalid deck list is a Game Loss.

A deck list penalty should only be issued and corrected once per decklist – multiple errors on the same list should not result in multiple penalties.

Randomization

All players must sufficiently randomize their decks prior to the beginning of each game. Any shuffling method may be used to randomize a deck, as long as it brings the deck to a state where no player can predict the order or position of any card in any part of the deck. After a deck is randomized, it is presented to an opponent to be cut. That opponent must cut that deck.

Prior to the start of the game, a single pile shuffle is allowed as a means to verify the number of cards in the deck and as an alternative to a cut provided it is done in a timely manner.

Following a deck being randomized by a player's opponent and before play resumes, that player may request for a judge to randomize that deck. This request is entirely at the discretion of the judge. The judge randomizes that deck and then presents it to that deck's owner's opponent to be cut.

Any time a deck is searched during a game, that deck must be randomized according to these guidelines.

If players cannot agree upon a random method, a judge decides which method to use.

Pre-Game Actions

Prior to the start of each game, players must perform Pre-Game actions; no more than three minutes may be used to complete these actions. All of these actions and only these actions may be performed before the game starts. These actions include the following and must be performed in this order.

1. All players put their Mane Character in play with its Start side face up
2. All players simultaneously select a Starting Problem and put it in play
3. All players may exchange or move cards between their Draw Deck and Sideboard Deck. All Draw Decks and Sideboard Decks must be legal before proceeding to the next step. Players do not need to declare which cards or the number of cards moved or exchanged during this step.
4. All players shuffle their Problem Deck and Draw Deck.
5. Each player presents their Problem Deck and Draw Deck to be cut by their opponent. Players are encouraged to verify the number of cards in their own decks as well as any decks presented to them. During this step, a player may attempt to remedy an illegal deck (e.g. too few or too many cards) by returning to step 3; if it is not possible to render the deck legal, a judge call is required to resolve the issue.
6. Randomly determine which player is going first
7. Put six cards from the top of your Draw Deck into your hand
8. In turn order, choose whether or not to mulligan (optional)

Conceding and Dropping

A player may choose to concede a game at any time. Once a judge records the match outcome, that outcome is final and may not be altered. A conceded game counts as a loss for the conceding player and a win for that player's opponent.

A player may choose to drop or withdraw from a tournament at any time. If this occurs during a game, that player is considered to have conceded that game. A player who is dropping out must notify the Head Judge prior to the next round being paired. If the round is already paired and a player drops, then that player is considered to have conceded that round.

Collusion or determining the outcome of a game by a random method is not allowed. Players may agree to split the advertised prize pool in any way, but may only split prizes offered to first and second place, may not include anything additional to the prize pool, and may not concede for prizes. All such negotiations must be done in the presence of the head judge. Players who collude or attempt to determine the outcome of a game randomly will be subject to penalties.

Outside Assistance

Note taking during a match is allowed provided it happens in a timely fashion. Notes taken prior to a match may not be used during that match. A judge may choose to not allow any outside devices or objects to be used during a game. This includes but is not limited to cell phones, tablets, laptops, drinks, or food.

Officially Printed Cards

By default, a card or variant of a card is only available as an Officially Printed card unless the card is specifically a Print and Play card. Officially Printed cards may be sold through retail channels, distributed as prizes during tournaments or other events, or distributed as part of a promotion.

There are two types of Officially Printed cards.

- Retail - cards produced by Enterplay or their official partners.
- CiM Promotional - cards produced for promotional purposes by Commentary is Magic.

To be legal for play, altered Officially Printed cards must be readable and discernible to all players. The legality of altered Officially Printed cards is at the discretion of the Head Judge.

Print and Play Cards

Some cards or variants of cards are available as Print and Play cards. Print and Play cards are released in a digital format by Commentary is Magic, and these cards are available for anyone to print out their own copies.

In order to be available as a Print and Play card, a 600 DPI image of the card must have been released by Commentary is Magic; if an image of a card is released at a lower resolution and/or by another party, that card is not a Print and Play card. Cards available for Print and Play may also be packaged in ready-to-print documents, or available in lower resolution for digital use.

Print and Play cards may be printed in grayscale, however color is suggested whenever possible. To be legal for play, printed copies of Print and Play cards must match the released image, and the printed copy must be readable and discernable to all players. Alteration of the released image prior to printing is not allowed.

Alterations after the card is printed e.g. signatures are allowed at the Head Judge's discretion. The card must still be readable and discernable to all players.

Printed copies of non-Mane Character Print and Play cards must be sufficiently indistinguishable from Officially Printed cards. There are two approved methods of accomplishing this.

1. Preparing a *slip* by printing a Print and Play card on office paper and cutting it to an appropriate size. The slip must be affixed to an Officially Printed card by some means (tape, adhesive, etc...) or double sleeved with an Officially Printed card with the sleeves opening in opposite directions. The slip must be no larger than the Officially Printed card, and no smaller than the inside of the black border of the Officially Printed card.
2. Printing a Print and Play card on comparable cardstock to Officially Printed cards, either yourself or through a professional printing service. The cardstock must be 300 GSM with a gray or blue core. The card must be cut to a 63x88mm rectangle, may not differ from these dimensions by more than 0.5mm (the thickness of two Officially Printed cards) on either axis, and the corners should be rounded to 3mm in radius, but may be rounded to between 1.5-3.2mm.

For the back of the card, the provided "Print & Play" back image is suggested, but the back of the card can be left blank, or an alternate image can be used. The Head Judge may choose to not allow an alternate card back image if, at their discretion, the content is objectionable or appears to be intended to create an advantage.

It is not necessary for printed copies of Print and Play Mane Characters to be indistinguishable from Officially Printed Mane Characters. For example, putting two slips for the start side and boosted side of a Print and Play Mane Character in a sleeve with no Officially Printed card would be acceptable.

Legal Cards

My Little Pony CCG cards are tournament legal upon release of an Official Card Reference which includes them. Only cards listed in the Official Card Reference are tournament legal. Alternate art and alternate treatment (such as foil) promotional cards are tournament legal with the release of the corresponding product.

Only Officially Printed cards and Print and Play cards are legal for play. Counterfeit cards, printed cards, and other proxies of Officially Printed Retail cards are not allowed.

Playing Surface

All cards must be visible from the playing surface. Cards may not be removed from view of the playing surface.

Card Sleeves

Card sleeves or deck protectors are allowed and encouraged for tournament play. All sleeves must be uniform and not visibly worn. All of a given deck's sleeves must be identical, but different decks may have different sleeves. Card sleeves with images or designs on the card back are allowed, provided they are not marked, worn, or reflective. No obscuring markings, images, or designs may be printed on the face of the card sleeve. The Head Judge may choose to not allow sleeves with images.

Sleeves with a sufficiently opaque back to render all cards in a deck identical from the back are required for any decks which include Print and Play cards or CiM Promotional cards. A sleeve being sufficiently opaque is at the discretion of the Head Judge.

Game Markers

Game markers such as dice or counters are used to help keep track of the game state. Maintaining the accuracy of a game marker is the responsibility of the player using that marker. Game markers cannot be placed in a location to obscure the view of any game object in the field of play, but markers may be placed on top of decks as a player reminder as long as the marker does not obscure the deck. A judge may choose to not allow a game marker for any reason. Players are encouraged to keep a paper record of game state information tracked by game markers, such as points and actions.

Section Two Tournament Penalties

All players are required to follow the proper rules and procedures to participate in a sanctioned tournament. Any violation of the rules and procedures outlined in official documents may result in a tournament penalty. There are four types of tournament penalties:

Procedural Error

A Procedural Error is a minor violation of tournament rules and procedures that occurs unintentionally. Some examples of an action that will result in a Procedural Error include, but are not limited to, the following:

- Attempting to play a card that can't be resolved
- Attempting to uncover a Troublemaker that can't be uncovered
- Missing a mandatory trigger
- Handling your opponent's cards without permission

Game Warning

A Game Warning is used as a stronger penalty for violation of tournament rules and procedures. The second Game Warning for the same violation during a tournament will result in a player receiving a

Game Loss. Some examples of an action that will result in a Game Warning include, but are not limited to, the following:

- Looking at extra cards
- Marked cards without pattern
- Rude or unsporting conduct
- Misrepresenting public information
- Failure to maintain game state
- Slow play

Game Loss

A Game Loss is the strongest penalty a player can receive and still be allowed to participate in the tournament. A Game Loss will result in a player losing the current game. When a player receives a Game Loss, his opponent for that game will receive a win. If a player receives a Game Loss between games, they will lose their next game. If both players receive a Game Loss penalty during the same game then both players will receive a loss. Some examples of an action that will result in a Game Loss include, but are not limited to, the following.

- An illegal deck
- Marked cards with pattern
- Drawing extra cards
- Outside assistance
- Playing a non-Troublemaker as a face-down Troublemaker
- Tardiness

Note that prior to the start of the game, if possible, an illegal deck may be remedied through sideboarding with no penalty.

Tournament Disqualification

A Tournament Disqualification is only to be given by the Head Judge. All other penalties are assessed on the assumption that they are committed unintentionally; intentionally committing any of the previous infractions for game advantage is considered cheating. Circumstances that may result in disqualification include but aren't limited to:

- Cheating
- Physically threatening or attacking another person
- Harassment

All penalties are subjective, based on the Head Judge's opinion of the specific violation. Penalties for severe offenses may be upgraded at the Head Judge's discretion.

Slow Play vs. Stalling

Players are expected to take their turn and perform actions in a timely matter. If a player is playing too slowly, regardless of intention, then a judge may, at their discretion, give a Game Warning for Slow Play. Intentionally playing slowly in order to gain a game advantage or manipulate the round time is considered stalling, and carries the same Disqualification penalty as other forms of cheating.

Tardiness

Players are expected to begin their round on time. If a player is not present at the start of the round, judges should allow a five-minute grace period for the player to arrive and begin play. If a player is still not present five minutes after the beginning of round time, that player should be issued a Game Loss.

Section Three

Tournament Policies

Match Time Limit

The standard time limit for a constructed MLP: CCG game is 35 minutes per game.

Match Structure

My Little Pony CCG features a one game match.

Participation Minimums

There must be a minimum of four (4) players for an MLP: CCG tournament to be sanctioned.

Swiss Rounds

All My Little Pony CCG games should use Swiss pairings. The number of players at the tournament determines the suggested number of rounds for the tournament. The Head Judge will announce the number of rounds prior to the start of the tournament.

Suggested number of Swiss rounds:

- 4 players – 3 rounds
- 5 to 8 players – 4 rounds
- 9 to 16 players – 5 rounds
- 17 to 24 players – 6 rounds
- 25 to 39 players – 7 rounds
- 40 to 56 players – 8 rounds
- 57 to 98 players – 9 rounds
- 99 or more players – 10 rounds

Scoring

My Little Pony CCG uses the following scoring for tournament play.

- Win (W) – 3 points
- Loss (L) – 0 points
- Draw (DR) – 1 points
- Bye (W) – 3 points

Tiebreakers

The following tiebreakers should be used in order:

1. Opponents' match-win percentage
2. Wins vs. Tied Participants
3. Random

A player's match-win percentage is that player's Swiss score divided by 3, times the number of rounds in which they competed, or 0.33, whichever is greater.

A player's opponents' match-win percentage is the average of each of their past opponents' match-win percentage (ignoring those rounds for which the player received a bye).

For tournaments administrated using Challonge, the following tiebreakers are to be used:

1. Match Wins
2. Median-Buchholz system
3. Wins vs. Tied Participants

Players' final game scores are not to be used as a tiebreaker.

End of Match Procedures

If time is called in a match before the match has concluded and the current turn player was the first player to take a turn in the current game, that player completes their turn, then the next player in turn order takes a turn. If the game still has not ended, the player with the most points wins. If players have an equal number of points, the game is a draw.

If time is called in a match before the match has concluded and the current turn player was **not** the first player to take a turn in the current game, that player completes their turn, then play continues until the same player completes another turn. If the game still has not ended, the player with the most points wins. If players have an equal number of points, the game is a draw.

At the discretion of the head judge, the time available for this procedure may be limited to 5 minutes; if this limit is reached before end-of-match procedures are complete, play stops immediately and the player with the highest score wins.

Matches in elimination rounds may not end in a draw; if a match would end in a draw in elimination rounds, players begin another game to determine a winner. If time has been called, this game is played until the first change in points.

Tier 1 Rules

My Little Pony CCG Tier 1 events include any local tournament, side events at conventions, Pre-Release tournaments, and any event that is described as a Tier 1 event. Tier 1 MLP: CCG tournaments carry no additional rules or requirements. My Little Pony CCG Leagues are not sanctioned tournaments and therefore are not Tier 1 events.

Player Eligibility

All players not suspended by Commentary is Magic are eligible to play in a Tier 1 tournament.

Tournament judges are allowed to play in a Tier 1 tournament. A judge or TO of a tournament should refrain from playing if they create an uneven number of players, thereby creating a bye for the tournament, or if their participation might make it difficult to effectively administer the tournament (such as with a large number of players per judge).

Swiss Pairings

Tier 1 My Little Pony CCG events should use Swiss pairings.

Elimination Rounds

Elimination Rounds are not recommended for a Tier 1 MLP CCG event. Elimination Rounds are allowed if the Tournament Organizer or Head Judge chooses. All players must be made aware prior to the beginning of the tournament if Elimination Rounds are going to be used. For events with 16 or fewer players, only the top four finishers from the Swiss portion of the tournament should be selected for the

Elimination Rounds. For events with 17 or more players, the top eight finishers from the Swiss portion of the tournament should be selected for the Elimination Rounds.

During Elimination Rounds, players are paired against each other with the highest seed paired against the lowest seed, the next highest seed paired against the next lowest seed, and so on. Matches are played as single elimination with the winner moving on, until one player remains.

Tier 2 Rules

Tier 2 My Little Pony CCG events include Store Championships, Regional Championships, World Qualifier Tournaments, and any events described as Tier 2 events. Tier 2 events are championship-level or World Championship qualifying events.

Player Eligibility

All players not suspended by Commentary is Magic are eligible to play in a Tier 2 tournament, with some exceptions. The Tournament Organizer, Head Judge, and any other judges for a Tier 2 event are not allowed to play in the event. Some Tier 2 events require qualification and only those players that are qualified are allowed to play in those events. See the description for the specific Tier 2 event to see if there are any additional qualifications required.

Deck Lists

Deck lists are required for all Tier 2 events. Deck lists must be turned in prior to the advertised start time of a Tier 2 event. Changes may be made to a deck list after it has been turned in but only before an event starts and only with the Head Judge's approval.

Deck Checks

It is recommended that random deck checks are performed every round during a Tier 2 event. At the start of a round, at least one game is selected and judges then collect the decks from those games as they are presented to the opponent. Decks are then checked against their respective deck lists and returned to the players to begin their round. Any penalties resulting in an incorrect deck or deck list will be applied to that game. The selected players will be given extra time to finish the round.

Match Structure

Elimination Rounds for a Tier 2 event will be single-game matches.

Time Limit

For all Swiss rounds of a Tier 2 event, the normal 35-minute time limit will be used. Any single elimination rounds for a Tier 2 event will use a 45-minute time limit

Tier 3 Rules

Tier 3 My Little Pony CCG events are the Continental Championships and any other event described as a Tier 3 event.

Player Eligibility

Only qualified players are eligible to play in a Tier 3 event. All Tier 3 events require prior qualification. The Tournament Organizer, Head Judge, and any other judges for a Tier 3 event are not eligible to play in that event.

Deck Lists

Deck lists are required for all Tier 3 events. Deck lists must be turned in prior to the advertised start time of a Tier 3 event. Changes may be made to a deck list after it has been turned in but only before an event starts and only with the Head Judge's approval.

Deck Checks

It is recommended that random deck checks are performed every round during a Tier 3 event. At the start of a round, at least one game is selected and judges then collect the decks from those games as they are presented to the opponent. Decks are then checked against their respective deck lists and returned to the players to begin their round. Any penalties resulting in an incorrect deck or deck list will be applied to that game. The selected players will be given extra time to finish the round.

Match Structure

Elimination Rounds for a Tier 3 event will be best two (2) out of three (3). For the second and third games, the loser of the previous game should go first.

Time Limit

For all Swiss rounds of a Tier 3 event, the normal 35-minute time limit will be used. Any single game in a Tier 3 elimination round will be untimed, but the round will have a two (2) hour time limit.

Section Four Format Legality

Harmony

Cards from any released product or set are legal for play in the Harmony format. The Harmony format uses a banlist. The current Harmony banlist is as follows:

Applejack, Ambassador of Honesty (EO 2)	<i>Effective 2019-04-04</i>
Berry Punch & Orange Swirl, Drinking Buddies (DE 26)	<i>Effective 2019-04-04</i>
Bulk Biceps, Extra Strong Masseur (EO 103)	<i>Effective 2016-06-01</i>
DJ Pon-3, Party Starter (RR F2)	<i>Effective 2020-06-12</i>
Eff Stop, Muckraker (PR 69)	<i>Effective 2018-07-13</i>
Exact Duplicate, My Little Clony (HM 81)	<i>Effective 2019-04-04</i>
Fluttershy, Guidance Counselor (PR 83)	<i>Effective 2015-09-18</i>
Fluttershy, Growing Confidence (LL 6)	<i>Effective 2020-09-18</i>
Globe Trotter, Sight Seer (CN 42)	<i>Effective 2015-09-18</i>
I Need Answers (PR 175)	<i>Effective 2016-06-01</i>
Magical Mailbox (CG 136)	<i>Effective 2015-09-18</i>
Nightmare Moon (PR 210)	<i>Effective 2020-06-12</i>
Old Money, Particular Socialite (FF 78)	<i>Effective 2019-09-13</i>
Pinny Lane, Bowl'em Over (CN 47)	<i>Effective 2016-07-27</i>
Rainbowshine, Cloud Wrangler (PR 16)	<i>Effective 2015-09-18</i>
Twilight Sparkle, Element of Magic (CN 65)	<i>Effective 2015-09-18</i>
Tantabus, Night Terror (HM 150)	<i>Effective 2017-06-23</i>
The Mane Six, Party Planners (SB 134)	<i>Effective 2018-07-13</i>
Vapor Trail, Wind Beneath Your Wings (DE 55)	<i>Effective 2017-08-04</i>

Block

The current blocks are Premiere block, Odysseys block, Defenders block, and Leaders block; block tournaments will use a single specified block. Only cards from set releases within that block are legal for play. The sets that compose each block are as follows:

Premiere block: Premiere, Canterlot Nights, Crystal Games, and Absolute Discord

Odysseys block: Equestrian Odysseys, High Magic, and Marks in Time

Defenders block: Defenders of Equestria, Sequestria & Beyond, and Friends Forever

Leaders block: Leaders and Legends

Cards from supplemental products are not legal for play in the block format. The banlists for block formats are as follows:

Premiere:

Eff Stop, Muckraker (PR 69)	<i>Effective 2018-07-13</i>
Fluttershy, Guidance Counselor (PR 83)	<i>Effective 2015-09-18</i>
Globe Trotter, Sight Seer (CN 42)	<i>Effective 2015-09-18</i>
I Need Answers (PR 175)	<i>Effective 2016-06-01</i>
Magical Mailbox (CG 136)	<i>Effective 2015-09-18</i>
Pinny Lane, Bowl'em Over (CN 47)	<i>Effective 2016-07-27</i>
Rainbowshine, Cloud Wrangler (PR 16)	<i>Effective 2015-09-18</i>
Twilight Sparkle, Element of Magic (CN 65)	<i>Effective 2015-09-18</i>

Odysseys:

Bulk Biceps, Extra Strong Masseur (EO 103)	<i>Effective 2016-06-01</i>
Exact Duplicate, My Little Clony (HM 81)	<i>Effective 2019-04-04</i>
Tantabus, Night Terror (HM 150)	<i>Effective 2017-06-23</i>

Defenders:

Berry Punch & Orange Swirl, Drinking Buddies (DE 26)	<i>Effective 2019-04-04</i>
Old Money, Particular Socialite (FF 78)	<i>Effective 2020-06-12</i>
Princess Celestia, Day Shift (SB 64)	<i>Effective 2020-06-12</i>
The Mane Six, Party Planners (SB 134)	<i>Effective 2020-06-12</i>

Leaders:

Fluttershy, Growing Confidence (LL 6)	<i>Effective 2020-09-18</i>
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Core

Core tournaments use sets from the two most recent blocks. Currently, these are the Defenders and Leaders blocks.

Cards from supplemental products are not legal for play in the Core format. The current Core banlist is as follows:

Berry Punch & Orange Swirl, Drinking Buddies (DE 26)	<i>Effective 2019-04-04</i>
Fluttershy, Growing Confidence (LL 6)	<i>Effective 2020-09-18</i>
Old Money, Particular Socialite (FF 78)	<i>Effective 2020-06-12</i>
Princess Celestia, Day Shift (SB 64)	<i>Effective 2020-06-12</i>
The Mane Six, Party Planners (SB 134)	<i>Effective 2020-06-12</i>

Format variants

Format variants are modifications of the above formats with additional rules or restrictions.

Pauper

This format variant only allows cards at Common, Uncommon and Fixed rarities, to make it more accessible for players with smaller collections. Cards at Rare, Super-Rare and Ultra-Rare rarities, as well as gameplay exclusive cards (which are **only** available as promos) are not allowed in Pauper variants.

Variants of a card, such as foil parallels or promos, are allowed if and only if the non-promo or non-foil version of the card is legal for play. The Pauper variants of some formats have Pauper-specific ban lists which are in addition to the basic format's ban list:

Harmony:

Juggling Routine (CG 106)	<i>Effective 2020-02-20</i>
Trenderhoof, Travel Writer (CG 75)	<i>Effective 2020-02-20</i>

Premiere block:

Pinkie Pie, Grump (AD 160)	<i>Effective 2020-02-20</i>
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