

Basic League Rules

1. Each player will begin with three (3) *Worldwake* boosters and two (2) *Zendikar* boosters. From this each player must construct a minimum 40-card league deck.
 2. The league week will run Tuesday through Monday.
3. Each week (after the start week) players must purchase their pack of the week at Gamers Sanctuary. Concurrently, each week the minimum deck size will increase by 2 cards (week 1 = 40 cards, week 2 = 42 cards, etc...).
4. All players will be issued a storage box and must keep all league sheets and league cards at Gamers Sanctuary for the duration of the league.

Purpose of the League

This is a eight (8) week league designed to help players expand their collection of cards for the new *Worldwake* set while, at the same time, giving everyone that is participating a fun and exciting way to game with other players and try out different deck combinations and get a real feel for the new set.

At the end of the *Worldwake* league we will have a final tournament to determine the overall champion of the league and also to find out who **WINS** free entry into the *Rise of the Eldrazi* Prerelease. Each player's record over the course of the league will be used to determine the rankings for the final tournament and also to see which players have done well enough throughout the league to earn **FREE** entry into the final tournament.

League Requirements

Each week participants must play a minimum of three (3) league games against three (3) different opponents. Any games played beyond the three (3) scoring games (referred to as "Open Games") will act as tie-breakers when determining the final rankings. At any time during the league a player may challenge any other player and that challenge must be accepted (under reasonable conditions). A challenge does not have to be accepted if the player is; getting ready to leave, in the middle of another game, etc..., a Gamers Sanctuary staff member or event judge will determine reasonable cause to refuse a challenge. Should a player refuse to accept a challenge without good cause then that player will get an automatic loss recorded for his/her next league (NOT open) game. Again, reasonable cause will be determined by a Gamers Sanctuary staff member or event judge **ONLY**.

"Bye" Weeks

We understand that sometimes life gets in the way of gaming and you might have a week where you just can't make it up to the store, that's why every player gets one (1) Bye Week that he/she can use in lieu of playing their league games. Players cannot use their Bye Week to eliminate a poor week of games or to protect a good win rating. A Bye Week simply prevents you from having to pay more for entry into the final tournament. A Bye Week will count towards your rating as one (1) win, one (1) loss, and one (1) draw. A player is still required to purchase their weekly pack during a Bye Week.

League Rankings

Final rankings are determined on the following criteria, in order of importance.

1. Number of weeks completed with 3 or more games played.
2. Win/Loss record in league games.
3. Number of open games played.
4. Win/Loss record in open games.

Thus, in an 8-week league a person that has completed all 8 weeks (24 games) will **always** rank higher than a person that has completed 7 weeks (21 games) and taken a Bye Week. The importance is focused on participation more so than a sheer wins to losses ratio.

Final Tournament

For every five (5) players that complete the league (purchasing all necessary packs) one (1) player will gain **FREE** entry into the final tournament. The league's final tournament format will be chosen by a Gamers Sanctuary staff member or event judge and the format type will be revealed the day of the final tournament.

Most Importantly, Let's Have FUN!

This is a casual league designed so that everyone has fun; however, there are a handful of rules that, if broken, will lead to the disqualification of a player; Adding cards to your league deck, removing your cards from the store before the league is completed, and poor sportsmanship.