

My Little Pony CCG Limited Rules

Version 4.5 - Updated 2024-07-08 - Effective 2024-07-12

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

Section One Limited Play

What is Limited Play?

In limited play, players don't bring pre-constructed decks to the tournament. Instead, during the tournament, players open booster packs to make a *limited pool* of cards, and build decks using only their limited pool.

What Makes Limited Different and Fun?

In a limited event, everyone starts off on equal footing. It doesn't matter how many cards your opponent owns, or how finely-tuned their constructed decks may be. When playing limited, everyone starts from the same place, building a new deck out of newly-opened cards.

Furthermore, because you're building a deck with a limited pool of cards, you may find yourself creating a deck you hadn't considered, or one that's just different from your usual style. You may discover cards and play-styles you've never tried before!

Section Two Limited Deck Rules

Deck Construction

Draw decks for limited play must contain a minimum of 30 cards. There is no maximum draw deck size. There is no limit on the maximum number of copies of any given card across a player's Draw deck and Sideboard deck.

Problem decks for limited play must contain exactly five cards, at least one of which must be a Starting Problem. There is no limit on the maximum number of copies of any given card in a Draw deck.

Between rounds, players may alter their decks by adding cards from their limited pool or removing cards, as long as the deck remains legal.

Provided Cards

To ensure all players are able to create legal decks and play in the tournament, a set of Provided Cards are available for players to add to their limited pool. Players may use their own copies of these cards if they have them on hand, however the Tournament Organizer should have a number of copies of all Provided Cards, or proxies for these cards, on hand for players that do not have their own.

Players should make every attempt to return any Provided Cards to their owner at the end of the tournament.

Provided Mane Characters

Players should be provided Starlight Glimmer, We're All Equal Here (FM 0).

This Mane Character is designed to meet a baseline expectation of functionality so no deck will be stuck without a 3-power Mane Character in their colors, but isn't very interesting, encouraging players to draft Mane Characters for abilities that might offer synergy with their deck.

For Sealed events, the Tournament Organizer may wish to offer Mane Characters from any block where a pack from a set in that block is used during the tournament. A list of suggested Mane Characters for each block may be found in the Other Provided Cards section below.

Players may also use any Mane Characters present in their limited pool, including those not listed as a Provided Card.

Provided Starting Problems

Players should be provided Starting Problems from any block where a pack from a set in that block is used during the tournament.

The Starting Problems provided for Generations block are as follows:

- The Ultimate Challenge (NG 149)

The Starting Problems provided for Leaders block are as follows:

- Buckball Strategy (LL 128)
- Let The Rainbow Remind You (FM 137)

The Starting Problems provided for Defenders block are as follows:

- Concerning Cutie Mark (DE 122)
- Pearl Heist (SB 129)
- Searching High and Low (SB 130)
- Royal Breakfast (FF 128)

The Starting Problems provided for Odyssey block are as follows:

- Locked Out (EO 191)
- Totally Lost (EO 200)
- Winter Start Up (EO 202)

The Starting Problems provided for Premiere block are as follows:

- Bunny Breakout (PR 164)
- Cloudbursting (PR 168)
- Emergency Dress Order (PR 170)
- It's Alive (PR 177)
- Runaway Cart (PR 190)
- Special Delivery! (PR 192)

Players may also use any Starting Problem present in their limited pool, including those not listed as a Provided Card.

Other Provided Cards

The Tournament Organizer may, at their discretion, make available other cards for players to add to their limited pool. Other cards made available this way may be limited in the number available to each player e.g. the single promotional copy of **Kevin, Fitting In** which is provided in Pack Drafter kits.

It is strongly suggested that the Tournament Organizer ban **Scotaloo, Cutie Mark Crusader**; in Limited formats, she tends to be significantly more powerful than other Mane Characters, leading to a non-diverse meta. If she is not banned, she should be a Provided Card to level the playing field.

Suggested Mane Characters for Generations block:

- Misty Brightdawn, You Win Some, You Lose Some (NG 1)
- Sunny Starscout, Stronger Together (NG 2)
- Izzy Moonbow, Perky Uni-cycler (NG 3)
- Zipp Storm, Royal Aerobat (NG 4)
- Pipp Petals, Social Diva (NG 5)
- Hitch Trailblazer, Bunny Cop (NG 6)

Suggested Mane Characters for Leaders block:

- Rainbow Dash, Flight Instructor (LL 1)
- Applejack, Work Hard, Play Hard (LL 2)
- Pinkie Pie, Having A Blast (LL 148)
- Princess Twilight Sparkle, There's A Spell For That! (LL 4)
- Rarity, Booming Business (LL 5)
- Fluttershy, Stunning Wonder (LL 147)

Suggested Mane Characters for Defenders block:

- Rainbow Dash, Wonderbolt (DE 1)
- Applejack, Tooled Up (DE 2)
- Pinkie Pie, Cruise Director (DE 3)
- Princess Twilight Sparkle, Professor Sparkle (DE 4)
- Rarity, Fashion Mogul (DE 5)
- Fluttershy, Nurturing Nature (DE 6)
- Captain Celaeno, Swashbuckler (SB 1)
- Grubber, Royal Announcer (SB 2)
- Princess Skystar, Out of Her Shell (SB 3)
- Tempest Shadow, Storm Commander (SB 4)
- Capper Dapperpaws, Charmer (SB 5)
- Queen Novo, Sea Sovereign (SB 6)

Suggested Mane Characters for Odyssey block:

- Rainbow Dash, Ambassador of Loyalty (EO 1)
- Muffin Mare, Sharing is Caring (EO 3)
- Pinkie Pie, Ambassador of Laughter (EO 4)
- Princess Twilight Sparkle, Ambassador of Friendship (EO 5)
- Rarity, Ambassador of Generosity (EO 7)
- Fluttershy, Ambassador of Kindness (EO 8)

Suggested Mane Characters for Premiere block:

- Rainbow Dash, Hanging Out (CN 1)
- Applejack, Apple Vendor (CN 2)
- Pinkie Pie, Pokey Pony (CN 3)
- Twilight Sparkle, Gala Greeter (CN 5)
- Rarity, Dressmaker (CN 6)
- Fluttershy, Friend to Animals (CN 7)

Section Three

Limited Play Formats

Sealed Deck

In a Sealed Deck event, each player constructs a limited deck from a pool of cards created by opening 8 booster packs.

Recommended pack distributions:

- 8 of one set
e.g. 8x Friends Forever
- 4 each of two sets
e.g. 4x Friends Forever, 4x Sequestria & Beyond
- 3 of two newer sets, 2 of an older set
e.g. 3x Friends Forever, 3x Sequestria & Beyond, 2x Defenders of Equestria
- 2 each of four sets
e.g. 2x Absolute Discord, 2x Crystal Games, 2x Canterlot Nights, 2x Premiere

It is not recommended to provide only one pack of any set during Sealed Deck events.

Booster Draft

In a Booster Draft event, each player constructs a limited deck from a pool of cards created by drafting 4 booster packs.

Recommended pack distributions:

- 4 of one set
e.g. 4x Friends Forever
- 2 each of two sets
e.g. 2x Friends Forever, 2x Sequestria & Beyond
- 2 each of a newer set, 1 each of two older sets
e.g. 2x Marks in Time, 1x High Magic, 1x Equestrian Odysseys

For Booster Draft events, judges will divide players into roughly equal pods of 4-9 players; the recommended pod size is 6 players per pod. Each pod will be seated in a circular fashion. Once seated, players will open one booster pack and begin drafting. Boosters are opened in order of set recency, with the most recent set opened first. Pods are to be combined when pairing for rounds of play.

To draft a card from a pack, each player chooses a card from that pack, places it face-down in front of them, and passes the remaining cards to the next player. The first and third boosters are passed to the

left, while the second and fourth boosters are passed to the right. This process repeats until all cards in a pack have been drafted, at which time the players will open and draft the next pack.

During a draft, players may not communicate with or reveal private information to other players until all cards have been drafted. At Tier 2 or higher events, players may not review their drafted cards between picks, but at all event levels there is a brief period between each pack during which players may review their drafted cards.

Team Sealed

In a Team Sealed event, a team of three players constructs three limited decks from a pool of cards created by opening 16 packs.

Recommended pack distributions:

- 4 each of four sets
e.g. 4x Sequestria & Beyond, 4x Defenders of Equestria, 4x High Magic, 4x Equestrian Odysseys
- 4 of a newer set, 3 each of four older sets
e.g. 4x Friends Forever, 3x Sequestria & Beyond, 3x Defenders of Equestria, 3x High Magic, 3x Equestrian Odysseys

It is not recommended to provide fewer than three packs of any set to a team during Team Sealed events.

For Team Sealed events, each team will assign one of their players to each of an A, B and C position. When matched with another team, the players in position A should play each other, the players in position B, etc.

Players on a team may help each other provided they do not have knowledge of information private to the opposing team. The Tournament Organizer is encouraged to provide space where teams can sit together while playing.

The team with the most wins is the winner of the match. If both teams have the same number of wins, the match is a draw.