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## Leagues

Leagues are multi-week competitions that let you play for prizes but in a less rigidly scheduled manner. Like [Tournaments](#), Leagues have an entry fee (usually [Event Passes](#) and, if playing Sealed, a Starter Deck) and you win Prizes based on how well you do in the League. However, unlike tournaments, the play schedule is relaxed and League play does NOT affect your Online [Ratings](#) in any way.

You can [join](#) a League by going to the [League Lobby](#) and either signing up for a league that will form when enough players sign up, or you may join late into an existing League.

### Requirements for Joining a League

Joining a League requires 10 Event Passes. In the case of Sealed Leagues, you must also bring a Starter of your choice (one that is legal for that particular block). In Sealed Leagues you will get a Draft Pack opened and added to your limited card pool at the start of the League.

### Games and Scoring

Each League has a [Play Format](#) such as Standard Constructed, or Fellowship Block Sealed or Tower Block Constructed, etc. ALL Games that take place in that League will be of that type. You can play League games by going into your League's specific [League Room](#) (go to the [League Lobby](#) for access to all the individual League Rooms) and challenging other players to games. To challenge another player, find their name in the box on the lower right-hand side of the screen and right click on their name -- this will generate a drop-down menu and as long as that opponent is not busy in another game or in the [League Deck Builder](#), there will be an option to challenge that player.

As you play games in a League you will score points: 3 for a win, 1 for a loss and no points for a draw. These points determine your standings as well as your Site if your League is using [Race to Mount Doom](#) rules. If you are using the [Race to Mount Doom](#) rules, you begin at Site 1 and every 6 points (or 9 points if you are in a 6-week League) you earn moves you ahead 1 Site. Some important basics on games and scoring...



1. You may play 5 games per week that count towards your score. Games played in excess of this count as tie-breakers (see point #4)
2. If you do not play all 5 games in a week, these games carry over to future weeks. If you played only 3 games in Week 1, you could play up to 7 games for points in Week 2.
3. If you join into a League late, you will be allowed to play games for the weeks you missed. So if you joined a League on Week 3 you would have 15 games you could play for points.
4. Games played in excess of this (or if you play a game against someone who has met or exceeded his or her number of scored games in that week) will be a tiebreakers. In the event that you and another player have the same score, these games will contribute to a tiebreaker score (you get 3 tiebreaker points for winning, -1 for losing) that will determine who supercedes the other in the rankings. You may play an **unlimited** number of tiebreakers! Go nuts!
5. In most Leagues you may not play the same person more than once in the same week for points. In Leagues with a low number of players, this rule is relaxed since, depending on the schedules of the other people in your league, it may be impossible to find sufficient opponents to play your games.
  - If your League has 24 or more players: You may only play a given opponent once per week for points (any other games with that opponent that week are tiebreakers).
  - If your League has 13-23 players: You may play a given opponent twice per week for points.
  - If your League has 12 or less players: You may play a given opponent up to three times per week for points.
6. If *either* player has exhausted all of their scored games for the week, all matches played count as tiebreakers for *both* players.
7. At the conclusion of the League (the end of the final week), standings are determined by score (all ties are settled by tiebreaker scores) and prizes are given out.



### League Deck Builder and Adding Boosters

When you access a [League Room](#) for your specific League, clicking on the [Deck Builder](#) tab on the right hand edge of your screen will take you to a special [League Deck Builder](#) that behaves as the regular Deck Builder with two major changes...

1. In games using the customizable [League Cards](#), this is where you can modify their League Abilities. To do so, right-click on a League card and select "Add League Ability" from the drop down menu.
2. When you are playing in a Sealed League this is where you build decks for use in that League. *You will need to make a legal deck before your first game in a Sealed League!* In Sealed Leagues, the [League Deck Builder](#) contains ONLY the cards available for play in that specific Sealed League. If you are playing multiple Sealed Leagues, each one will have its own specific card pool.

In Sealed Leagues you will often have the option of adding Booster packs to your limited card pool as the weeks progress. In the [League Room](#) you will see a button at the top of the League

Room screen saying "Add Booster" if the option is available. Pressing that will bring up a dialogue allowing you to purchase a Booster (with [Event Passes](#)) and doing so will immediately open a Booster and those cards will be added to your pool of cards available for that League (and the cards get added to your general collection as well, though as with all cards used in Sealed Leagues, these cards cannot be traded away until the League has concluded). You can usually only do this once per week (depending on the League). If a Sealed League offers adding Boosters as weeks progress, [joining late](#) does NOT prohibit you from taking advantage of this -- if a Sealed League allowed an additional Booster to be added on Weeks 2 and 4 and you joined on Week 4, you could add two Boosters immediately upon joining.

### League Cards and League Character Points

The Customizable [League Cards](#) are an exclusive feature of the Online Leagues. These are special [character](#) cards that can be modified with special abilities as a League progresses.

1. Each game you play earns you League Character Points that can be spent on League Abilities. You get 3 League Character Points each time you win a game vs. someone of equal or higher total score. You earn 2 League Character Points each time you defeat someone of a lesser score. Losing a game earns you 1 League Character Point, regardless of your relative standings.
2. The League Character Points you earn are specific *only* to the League in which they were won, as are the abilities purchased with them. If you are playing in two different Standard Constructed Leagues and scored 8 League Character Points in League #1, those League Character Points would *not* be accessible in League #2. And an ability purchased for a [League Card](#) in League #2 would *not* transfer over to League #1 (though it's worth noting that if you own a copy of a League card, it can be used in all Constructed Leagues; the card simply has a different set of 'upgrades' in each of the different Leagues).
3. Tiebreakers and Draws *Never* earn you League Character Points.
4. For more details, read the [League Cards](#) Help page.

### Race to Mount Doom

Some Leagues will use the special League-only [Race to Mount Doom](#) rules. When you [join](#) a League in the [League Lobby](#) the Queue information will indicate whether or not these rules are in effect. A League either uses these rules or they do not -- no League will toggle the [Race to Mount Doom](#) rules on or off after starting. If these rules are in effect, a set of 9 Race to Mount Doom sites will be generated for your League. These sites each have special game text that is in effect throughout all of your games played while you (the player) remain at that Race to Mount Doom site. All players begin at Site 1 and advance 1 site for every 6 points scored (this number will change if your league runs for more or less than the average 4 weeks) until they reach Site 9, at which point, they stay there. For more information, see the [Race to Mount Doom](#) Help Page.

See also [League Rooms](#), [League Deck Builder](#), [League Cards](#), [League Lobby](#), [Joining a League](#), and [Race to Mount Doom rules](#).

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