

TERASTALLIZATION IS BANNED

Drafting Clause Part I: Each player has 50 points to draft all their pokemon. A player can only have a minimum of 10 pokemon and a maximum of 12.

Drafting Clause Part II: Each Pokémon can only be drafted once, if you draft the regular version of a Pokémon you cannot draft its Mega version. If you specifically draft a Pokémon as your Mega, it goes into your Mega slot (Mega picks must carry their Mega Stone or assigned items at all times). Players can only draft one Mega. Pokémon with more than one form can only have one of their forms drafted by a player. All the Rotom, Meowstic, Indeedee, Oricorio, and Alolan/Galarian forms count as separate picks. All the Vivillon and Furfrou forms count as one pick. As there are many such extraneous cases, other Pokémon in question can have their status determined by the league organizer upon request by a player.

Trading Clause: Each week, any two players who have played their required matches for the week may trade with each other. Coaches can only make trades that are within their point limit.

Free Agency Clause: The first free agency will start right after the initial drafting phase. Players will have the rest of that week to make final changes to their team as long as they stay within their point range. Half way through the season, each player may trade one of their pokemon Pokémon with another pokemon within their point limit that are not currently drafted by another player. The order of drafting is determined by the current leaderboard on Challenge. Each player has 24 hours to make their decision after the player above them has made their pick. A player may draft a Pokémon that was previously drafted by another player if that player traded that Pokémon away for free agency and it is not currently drafted by another player. After all 8 players have been determined for the playoffs, those 8 players may draft free agents again.

Replays Clause: Each player must save a replay of their required weekly match or any match that they dispute. For any required weekly match that is played, one player must post a replay of the match in the Replays tab of the Draft League Discord.

Matches Clause: Each player must play their opponent each week as specified by Challenge by 12:00AM on the Monday following the week in question. If a player makes multiple attempts to schedule a match with their opponent and their opponent fails to show up or cooperate by the above deadline, then their opponent instantly forfeits the match when that deadline has been reached. If neither player makes any effort to schedule a match for the week by the specified deadline or if both players fail to show evidence that they made attempts to schedule a match in a timely manner, then the match is declared a 0-0 Draw once the specified deadline has been reached.

Playoffs Clause: At the end of the regular season, that is after the final week of the round robin, the top 7 players on the leaderboard instantly qualify for the playoffs, which will be a single elimination Bo1 tournament, with seeding determined by placing on the end of season leaderboard. All those who do not qualify directly are placed into a redemption bracket which is a single elimination Bo1 tournament with seeding determined by the leaderboard. The winner of the redemption bracket will then be placed into the playoffs bracket as the 6th seed.

Forfeiting Clause: If a player forfeits a match, their opponent is awarded a 6-0 win. If any player forfeits two matches in a season, they are instantly disqualified for the remainder of the season, with all their remaining opponents being awarded 6-0 wins over them.

Species Clause: Players cannot have more than one Pokémon with any National Pokédex number.

Endless Battle Clause: Players cannot intentionally prevent their opponent's Pokémon from fainting from PP depletion and Struggle recoil.

Sleep Clause: Players cannot induce sleep on more than one of the opponent's Pokémon at once.

Evasion Clause: Moves that boost evasion like Minimize are banned.

OHKO Clause: Moves that OHKO the foe (Fissure, Guillotine, Horn Drill, and Sheer Cold) are banned.

Dynamax Clause: Players cannot Dynamax their Pokémon.

Z-Move Clause: Pokemon that are in the mega tier but does not have a mega stone, are forced to hold the Solganium Z.

Baton Pass Clause: Players cannot use baton pass to pass stat boost.

Revival Blessing Clause: On one team you are not allowed to have Revival Blessing w/Copycat or Assist. If these moves are used in the same battle by one team it will be an auto DQ.

Extra Banned Moves: Last Respects, Rage Fist, and Shed Tail.

Battle Format Clause: Players must play their matches in National Dex.

Restricted Pokémon Clause: Players cannot use pokémon that are not on the draft list. They also cannot use the mega forms of pokémon that are not drafted as their mega

Ability Clause: Players cannot use the following abilities:

Moody

Power Construct

Shadow Tag

Sand Veil

Snow Cloak

Supreme Overlord

Items:

Kings Rock

Bright Powder

All gems except Normal Gem

Berserk Gene

Violations Clause: If a player violates one of the other clauses during a match and is discovered doing so by their opponent, the opponent is entitled to request one of the following remedies: that their match instantly be replayed, that their match continue to be played as normal, or that their opponent instantly forfeit the match.

Behavior Clause: The organizer reserves the right to remove any player from the Draft League and/or from the Draft League Discord at any time.

Amendments Clause: This document can be amended at any time by the organizer.