

Only join the CDA if you know that you will be able to be active and able to do all of the matches on time

Draft Rules:

- Draft will occur in snake format (down the list and back up) and will occur for a maximum of 12 rounds.
- Each Pokemon you draft is worth a certain number of points, and you will have 1200 points to draft Pokemon with
- You may draft any Pokemon each round, and you will draft until you have no more points remaining, or you have reached the 12 Pokemon limit. You do not need to have 12 Pokemon on your team.
- A Mega pick is not required by this format, and you may not draft more than 1 Mega Pokemon.
- Multiple formes of a Pokemon count as separate Pokemon, but you may not draft multiple formes of the same Pokemon.
- You may not draft more than 4 Pokemon from the same tier - this excludes your Mega pick. You do not have to draft 4 Pokemon in each tier - you can draft as many or as few Pokemon from each tier as you can afford.
- You may not pick anything from LC. If you are not being serious in the draft, you will be removed and replaced.
- Before the draft, you may franchise a Pokemon. This Pokemon will be added to your team for 40 points more than it is worth. If you were in last season, you will be able to pick something that was on your last season's team. If you were not in last season, you will be able to pick something that wasn't drafted during last season.
- Tier list + points -
<https://docs.google.com/document/d/1HpCK8ArTaZKhIj62T9E6vRgBL0Ju1UeVTTrtZxo9Ew8/edit?usp=sharing>

Battle Rules

- Standard OU Banlist and Clauses
- All battles will be done 6v6 with Level 100 Pokemon
- Your Mega Pokemon must always hold its Mega Stone, but you may Mega Evolve whenever you wish to during the battle.
- Do not turn on the timer - wins caused by the timer are invalid and will be counted against you
- Do not modjoin your match - if your match has been set to modjoin, it is automatically forfeit without any exceptions
- All replays will be saved and sent to Zero; please try and save all matches so that they may be added properly to the documentation

Trade + Free Agency Rules

- All trades and free agents will be slated a week before you are allowed to put them in use.
- Trades and free agents may not be put into use during Week 1.
- Trades may be performed by any 2 players so long as it does not go over either player's points, or gives the other player more than 1 Mega.
- Trades may only be done twice a week, and you may not trade with the same person 2 weeks in a row.
- Every player has 4 free agents that they may use at any time throughout the season, and in any number at once.
- Any Pokemon dropped from your team by free agents will be added to the free agent pool for another player to pick up.

Inactivity + Late Rules

- Inactivity will not be tolerated in the CDA. Unless you give notice beforehand, if you go more than 7 days of being inactive, or do not complete 2 of your matches in a row at any point, you will be removed from the CDA and replaced. If you are gone for over 2 weeks due to circumstances, you are still liable to be replaced.
- Late matches will also not be tolerated. If you can schedule a match after Saturday, up until Wednesday, the match may still be counted. Otherwise, the person who wins a late match will be determined by giving the loss to the player who was more inactive.

Old Rules:

Draft Rules

- Draft will occur in snake format (down the list and back up) and will occur for a total of 12 rounds
- During each round you may draft from any tier; however, 3 Pokemon must be drafted out of each tier: OU, UU, RU, and NU
- During the draft, each user may choose a Mega Evolution as any one of their tier picks, and this Pokemon must always hold its Mega Stone
- A Pokemon's multiple formes are each counted each as a separate Pokemon and each forme can be drafted between the players - this does not extend to formes that activate during battle - however, you cannot draft 2 formes of the same Pokemon
- If you do not draft a Pokemon within 3 minutes, or do not show up to the draft altogether, you will have to pick your team out of whatever Pokemon remain

Battle Rules

- Standard OU Banlist and Clauses
- All battles will be done 6v6 with Level 100 Pokemon
- Your Mega Pokemon must always hold its Mega Stone, but you may Mega Evolve whenever you wish to during the battle.
- Do not turn on the timer - wins caused by the timer are invalid and will be counted against you
- Do not modjoin your match - if your match has been set to modjoin, it is automatically forfeit without any exceptions
- All replays will be saved and sent to Zero, if a score is submitted with no replay the match is invalid and must be done again unless there is a complication

Trade Rules

- Trading is allowed between players, but only through the same tier (ex: OU Pokemon for OU Pokemon), and Megas have to be traded with another Mega
- Each player may only trade twice per week
- Trading must occur before both players trading have done the match of that week

Free Agency Rules

- Each player has 3 free agency transactions throughout the season, and these may be done at any time after Week 1
- You may slate a free agency
- If you make a free agency transaction, the Pokemon that you remove from your team will go back into free agency to be picked up by another player

Other General Rules

- The players in the Top 4 will advance to the Playoffs
- If a player misses 2 of his matches, he will get replaced by another willing player

Pokemon Tier Shifts

- Landorus-I - Banned > OU
- Zapdos - UU > OU
- Greninja w/ Torrent - Banned > UU
- Blaziken w/ Blaze - Banned > RU
- Gothitelle - PU > OU
- Mega Metagross - OU > Banned
- Mega Sableye - OU > Banned