

# The International Collegiate Pokémon Association

## Rules and Regulations Document

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# 1. ICPA registration information

## 1a. How to register your school

To register your academic institution, please create an nuggetbridge.com forums account at [www.nuggetbridge.com/forums](http://www.nuggetbridge.com/forums) and follow these steps:

1. Sign up your team on the ICPA Fall Series sign-up thread in the Collegiate forums. The 2015 season sign-ups thread can be found here: [ICPA Fall Series Signups](#)
2. Next, team captains should send an email to the Tournament Organizer and submit proof of their team members' student status. Please include a player list with student status indicated (Current vs. Alumnus) in your email.

2016 Tournament Organizer: Arie Genello (MoldedPixels)  
email: ICPA.tournaments@gmail.com

3. Finally, ask that each of your team members make a nuggetbridge forums account before September 28th, 2015. This is the date of the first round of play.

## 1b. School Team Requirements

For an institution to have a registered team, the team must contain a minimum of 5 members that meet the eligibility requirements listed in section 1c (Player eligibility). A team must have at least three Current Students play in each round to compete in the ICPA. Each team may adjust their Active Lineup between matches. Only members that have submitted proof of student status are eligible to play in a match. Active Players are a list of up to 5 players who will compete in the current match. For more information, see section 2a (Team composition).

## 1c. Player Eligibility

The following applies for the 2016 competition year:

- All players must be one of the following two groups of people
  1. Current Student: A student currently enrolled in a college/university program
  2. Alumni: A former student who was previously enrolled in a college/university program

As long as a student has been registered at their institution for at least 1 semester in the past or present, then they qualify to compete for their institution. Students may only participate for one member institution in a season (Fall and Spring Series). A student must declare at the beginning of the competition year the institution they are competing for. This is done in the 2016 Sign-ups

thread on the nuggetbridge.com Collegiate forums. Students should be ready to submit to their Team Captain their choice of one of the following, which will be used to verify student status:

- Class schedule (required for Current Students)
- Student ID
- Diploma/Degree
- Or
- Academic Transcript (also acceptable as proof for Current Students)

If none of these are available, please private message the Tournament Organizer (Ari: MoldedPixels on nuggetbridge), or the President (Ajit Unnam: kamikaze17) to request an alternate form of student status verification. You can also email [icpa.tournaments@gmail.com](mailto:icpa.tournaments@gmail.com) . Faculty or Staff status at an institution does not grant eligibility to compete in the ICPA.

## 1d. Registration Fee

To afford prizing in the 2016 year, participating institutions will be asked to pay a small registration fee. The ICPA is a non-profit organization. This registration fee will be used for:

- Engraving and shipping the ICPA championship commemorative plaque.
- Purchasing player awards (e.g. MVP), which will include shipping costs.
- Scholarships for the league MVP, runners up, and summer tournament top performers.

The registration fee for the 2016 Fall Series is \$10 USD. The registration fee for the 2016 Spring Series is also \$10 USD. Payment should be submitted via paypal to [icpa.finances@gmail.com](mailto:icpa.finances@gmail.com). Please register a paypal account if one is not immediately available. To receive a receipt, please request one in your paypal transfer, or email [ICPA.president@gmail.com](mailto:ICPA.president@gmail.com). Make the title of your email "Requesting Receipt for Registration" to facilitate the process.

## 2. ICPA 2015-2016 Season information

### 2a. Team composition

Who is on an ICPA team can be defined by the members listed on a team's Player Roster, and on their Active Lineup. The following terms are used to describe an ICPA team:

- **Player Roster**

A list of players who have all been verified as eligible to compete by the ICPA for their institution. This is a list of all team members that have submitted their proofs of student status.

- **Active Lineup**

A list of 5 players that are currently competing in matches. The Active Lineup is composed of two ACE players and three other players. The Active Lineup is required to have a minimum of three Current Students at all times; this allows for up to two alumni to play in each round.

- **Inactive Lineup**

The list of players on the roster that are not currently competing in matches.

- **ACE Players**

ACE players are skilled players, designated by the team captain, that will only be paired up against other ACE players. They cannot be paired against non-ACE players. An ACE player must play as an ACE in subsequent rounds. To remove ACE player status, an ACE player must not play for one round. They are then allowed to play in the next round as either an ACE or non-ACE.

ex. This means if a player plays as an ACE during Round 1, then if they also play during Round 2, they must play as an ACE. If they do not play in Round 2, then they are reset and are free to play as ACE or non-ACE for Round 3.

- **Team Captain**

The Team Captain is a player or organizer who is responsible for communicating with the Tournament Organizer regarding registration and eligibility. The Team Captain will also be responsible for posting Active Lineup adjustments in a timely manner, and communicating with their team about the deadlines for matches, and that the team follows the modified VGC 2015 ruleset used in the ICPA; see Section 4a (Modified VGC 2015 Ruleset).

Between each round, a team's Active Lineup may be edited. Any changes to Active Lineups should be posted in the 2016 weekly roster adjustments threads (in the [nuggetbridge.com/forums](http://nuggetbridge.com/forums) Collegiate subforum).

## 2b. ICPA season format

The ICPA season will play in a round robin format, with points awarded for team wins or ties. At the end of the season, the top teams as ranked by total points will qualify for the playoffs.

### Terminology

Round	A competition between two member institutions containing 5 matches.
Match	The individual best-of-3 games between Players.
Game	A single game of Pokémon where one player wins and one player loses.
Score	The result of a Match (e.g. 2-1 or 2-0 victory).

In each round, individual players from each school will play a match of up to 3 games against their assigned opponent. The first player to win 2 games wins the best-of-3 match. Member institutions will play a series of matches against other member institutions in a round-robin format. These matches will be played out in the following manner:

- The tournament organizer will pair members of each institution's Active Lineup according to rank (ACE vs. ACE, non-ACE vs. non-ACE).
- Players will then have one week to arrange and play their match against their opponent.
- The [www.nuggetbridge.com/forums](http://www.nuggetbridge.com/forums) private message system will serve as the default system for contacting opposing team members.

## 2c. Round points

Points will be awarded to institutions for their performance in a round. These points are used to qualify for the playoffs at the end of the season. The point scheme is as follows:

Win - 3 points  
Tie - 1 point  
Loss - 0 points

So for a match between two teams from different institutions:

e.g. Team A wins 3 of the 5 matches. Team A earns three points. Team B earns zero points.

e.g. Team A wins 2 of the 5 matches, Team B wins 2 of the 5 matches, and one set is awarded a tie. Team A and Team B earn one point each.

Thus, a round is won by the team that wins the majority of the five matches.

## 2d. Playoffs

In the 2015 NCPA season, there were 18 institutions split into two conferences (East and West), containing eight and ten teams respectively. The top four teams from each conference advanced to the Playoff single-elimination bracket. The number and size of conferences, and the size of the Playoffs brackets, are dependent on the number of schools participating in the league season.

Playoff rounds will continue to follow the same match format as the regular season (5 sets of best-of-3 games). The finals round will be played with 5 sets of best-of-5 games.

### 3. How to evaluate a game

#### 3a. We couldn't finish our set before the deadline

In the event that players cannot complete three games prior to the deadline, the Tournament Organizer will use their discretion to determine the outcome of a set. The following general protocol will be used to determine the outcome of the set:

1. If one player has been active and the other player has been inactive, please add the Tournament Organizer (username: **MoldedPixels**) to your NuggetBridge conversation by selecting the "Invite Participants" to the left of the conversation window and explain the situation.
  - To aid your case, feel free to make an activity post in the ongoing match discussion threads to demonstrate activity. Each round will have its own discussion thread in the [nuggetbridge.com/forums](https://nuggetbridge.com/forums) Collegiate subforum.
2. If both players have been active, but unable to arrange a match, an extension may be awarded. This will be handled on a case-by-case basis. The Tournament Organizers reserve the right to not award an extension.
3. If neither player has been active, the set will be awarded a 0-0 score and a tie.

#### 3b. Inactivity

If your opponent has not responded to your message(s) and appears inactive, please add the Tournament Organizer (username: MoldedPixels) to your Nugget Bridge conversation by selecting "Invite Participants" to the left of the conversation window and explain the situation. We request that you wait for a response from your opponent until Friday of the current round prior to reporting inactivity. If inactivity is not reported prior to Sunday of the current round at 8:00pm PST, inactive matches will be considered a draw.

Example inactivity report:

*"Hello MoldedPixels,  
I have not received a reply from my opponent yet. I sent my first message on Monday afternoon, and it is now Friday morning.  
Thanks,  
Ash"*

Under special circumstances an extension may be granted. However, both parties must show that they made an effort to schedule a match, but circumstances beyond their control prevented

a match from being played by the deadline. If you feel your situation warrants an extension, notify the Tournament Organizer (username: MoldedPixels) as soon as possible and explain the circumstances.

### 3c. Disconnect Policy

Players are responsible for ensuring a stable internet connection to play their matches on. However, it may be that the following events occur: two players (Player A and Player B) are online, connect for a game and go to the team preview. At any time after this point, Player A disconnects. You can determine which player disconnected in the following manner:

#### The general scenario

- Player A disconnects. Player A is ejected from the game and will no longer be connected to the internet in the Player Search System screen.
- In this scenario, Player B did not disconnect. Player B remains connected to the internet in the Player Search System screen.
- Player A will have to reconnect to the internet in the Player Search System screen.

The following are guiding timepoints for resolving disconnects:

- a) Player A disconnects while in the team preview screen
- b) Player A disconnects after entering the game, but before turn 1 plays out.
- c) Player A disconnects after turn 1 occurs; animations and damages play out, and then turn 2 begins. Before turn 2 commands are run, a player disconnects.
- d) Player A disconnects after commands for 2 or more turns have been entered.

How to resolve these scenarios:

1. If (a) occurs, both players must re-enter the game with the same team as they had previously.
2. If (b) occurs, then enter the battle, re-select the same four Pokémon as you previously selected in the same order, and proceed.
3. If (c) occurs, attempt to repair gamestate by entering the same commands as before on the previous turn 1 and letting the game play out as it did before.
4. If (d) occurs, and 2 or more turns have transpired: if possible, attempt to repair gamestate. Sometimes gamestate can be easily repaired (e.g. players both attacked into Protects on turn 1, meaning very little has been accomplished). If both players cannot agree that gamestate is repairable, then proceed to #5.
5. If both players cannot agree that the gamestate is repairable, then the ICPA asks by default if both players can agree on the eventual winner of that game. If both players agree on an eventual winner, that player is awarded a win for that game. If this is not the case, proceed to #6.



6. If Player A disconnected after 2 turns had occurred, and both players cannot agree that gamestate is repairable, or on an eventual winner, Player B (who did not disconnect) wins the game.

If a disconnect occurs during the round, while reporting the scores in the google form provided during each round, include a note saying that player “\_\_\_\_\_” disconnected in the comments box, and how the situation was dealt with. Repeat disconnect offenders may be suspended from playing in the ICPA until they can secure a more stable internet connection.

### 3d. What to do if you suspect an illegal Pokémon

If you suspect your opponent is using an illegal Pokémon, continue the game as normal. Be sure to save your replay, then upload the battle video to the Pokémon Global Link and share the video with the Tournament Organizer (username: MoldedPixels). Include an explanation of why you suspect the Pokémon is illegal. The video will be reviewed, and the Tournament Organizer will rule on legality. Use of illegal Pokémon is strictly prohibited, and instances where a player is deemed to have used an illegal Pokémon may result in a suspension or ban from ICPA season play. This will be dealt with on a case-by-case basis.

## 4. ICPA battle format

### 4a. Modified VGC 2015 Ruleset

For official ICPA matches, the current Video Game Championships format will be the format of play with the following additional rule.

Additional Rule: The moves Minimize and Double Team are banned from play. Anyone to use Minimize or Double Team during a match will receive an automatic match loss. This is to prevent games from going to the full 60 minutes as a result of a single move.

This is the Modified-Standard format listed in the [“Play! Pokémon VG Tournament Rules and Formats”](#) document. The 2015 Modified-Standard format is played using copies of Pokémon Omega Ruby and Alpha Sapphire. The 2015 ruleset mirrors the ruleset used for the Omega Ruby and Alpha Sapphire Doubles ladder on Battle Spot. Battles should be initiated by adding your opponent’s friend code and challenging them via the Player Search System to a Double Battle using Flat Rules and No Handicaps. In ICPA matches, players will play best-of-3 sets.

#### The Standard Ruleset for the Video Game Championships (VGC) series

- All matches are played in the Doubles format.
- Pokémon above Level 50 will be brought down to level 50 for the match while those below level 50 will stay as is.
- Players choose 4 of their 6 registered Pokémon after team preview.
- Pentagon Rule: All Pokémon must have the blue pentagon on their stats page indicating they were caught, bred, or received as an official gift in Pokémon X, Y, Omega Ruby, or Alpha Sapphire.
- Species Clause: No two Pokémon on your team can share the same Pokédex number.
- Item Clause: No two Pokémon on your team can hold the same held item.
- The following items are banned:
  - Soul Dew
- The following moves are banned:
  - none
- The following Pokémon are banned (all forms):
  - Mewtwo
  - Mew
  - Lugia
  - Ho-oh
  - Celebi
  - Kyogre
  - Groudon
  - Rayquaza

- Jirachi
- Deoxys
- Dialga
- Palkia
- Giratina
- Phione
- Manaphy
- Darkrai
- Shaymin
- Arceus
- Victini
- Reshiram
- Zekrom
- Kyurem
- Keldeo
- Meloetta
- Genesect
- Xerneas
- Yveltal
- Zygarde
- Diancie
- Hoopa

Additionally:

- A player's team cannot contain two Pokémon with the same nickname.
- A player's team cannot contain a Pokémon nicknamed with the name of another Pokémon (for example, a Pikachu named "Raichu").
- Pokémon may only use moves that have been learned through one of the following methods:
  - By leveling up
  - By TM or HM
  - As an Egg Move, through breeding
  - From a character in the game
  - A move already known by a Pokémon received at an official Pokémon event or promotion
- Pokémon are allowed to Mega Evolve.
- Players may use Pokémon with Hidden Abilities that have been officially released.
- Players may use items that have been officially released via Pokémon X, Pokémon Y, Pokémon Omega Ruby, Pokémon Alpha Sapphire, the Pokémon Global Link, or an official event or promotion.

- All Pokémon must be obtained in any of Pokémon X, Pokémon Y, Pokémon Omega Ruby or Pokémon Alpha Sapphire, as indicated by a blue pentagon on the Pokémon's status screen.

Thanks to <http://www.nuggetbridge.com> for their useful summary of the VGC 2015 Standard Format ruleset.

#### 4b. On other formats

At this time, the ICPA will not be supporting play in any format other than the official Play! Pokémon standard format (VGC).

## 5. Frequently Asked Questions

### 5a. Can I change my Pokémon team in-between rounds? In-between games?

Players may change their Pokémon team as much as they like in-between rounds. Within a best-of-3 set, players must use the same team in every game.

### 5b. Can we play games on Pokémon Showdown or other Battle Simulators?

Battle simulators like Pokémon Showdown may not be used to play in ICPA matches. Players are *required* to use a Nintendo 2DS, 3DS, 3DS XL, new 3DS or new 3DS XL and a copy of Pokémon Omega Ruby or Alpha Sapphire for their games. Pokémon X and Y will not suffice, as they do not display Omega Ruby/Alpha Sapphire-exclusive Mega Evolutions.

### 5c. How can two schools tie?

A tie in a match is a technical possibility if two teams win 2 sets, and then the final set is undecided for some reason (e.g. inactivity on both sides).

### 5d. What are ACE players? What do they do?

ACE players are skilled players, designated by the team captain, that will only be paired up against other ACE players. They cannot be paired against non-ACE players. An ACE player must play as an ACE in subsequent rounds. To remove ACE player status, an ACE player must not play for one round. They are then allowed to play in the next round as either an ACE or non-ACE.

ex. This means if a player plays as an ACE during Round 1, then if they also play during Round 2, they must play as an ACE. If they do not play in Round 2, then they are reset and are free to play as ACE or non-ACE for Round 3.

Each time a team submits their Active Lineup by the end of a break week, they may choose new players to be their ACE players for their Active Lineup, or keep their current ACE players.

Ace player status can be given to any non-Ace player at anytime between rounds, whereas Ace status can only be revoked if an

e.g. An institution has a Player Roster with two ACE players and eight non-ACE players. In between matches, one of their ACE players becomes busy and needs to be substituted out. The institution can assign a member of their Player Roster as a new ACE player to fill in for the next match. The ACE player that substituted out cannot play in the next match as a non-ACE player, as they are still assigned ACE player status.

#### 5e. Why are ACE players locked in until they take a round off?

The locking of ACE players is intended to prevent strategically avoiding certain opponents, by denying Ace players from simply playing as non-Ace on the following round for an easier matchup.

#### 5f. What are Team Captains? What do they do?

Team captains are the representatives of their institutions, and responsible for submitting Player Rosters, roster adjustments, and proofs of player status on behalf of their team. They are also responsible for ensuring their team members are aware of the rules and regulations of the ICPA. Team captains report the scores of each match and the round through the google form provided in the current round's discussion thread.

#### 5g. How should I report matches?

Matches should be reported in the google form provided during each Round. The captain of each winning school during a round is responsible for reporting the match scores for that Round.

To make it easier for their captains, Players should post the final match score of their best of 3 in the comments of the Round thread, as well as linking their captain replay codes of their match for their round.

The google form will require each captain to submit one match of replay codes to potentially be a candidate for a highlight match to be featured on ICPA's youtube channel.

#### 5h. How to submit proof of student status?

Team captains should submit proofs of student status on behalf of their team at the beginning of the season, and whenever they add new players to their Active Lineup. Any player that has not had their student status checked before must submit proof of student status before their first round of play. See section 1c for appropriate proofs of student status. Proofs of student status should be submitted to [icpa.tournaments@gmail.com](mailto:icpa.tournaments@gmail.com). Players that have not been confirmed as eligible may not play in ICPA matches.

## 5i. How to submit your institution's registration fee

The registration fee for the 2016 Fall Series is \$10 USD. The registration fee for the 2016 Spring Series is also \$10 USD. Payment should be submitted via paypal to [icpa.finances@gmail.com](mailto:icpa.finances@gmail.com). Please register a paypal account if one is not immediately available. To receive a receipt, please request one in your paypal transfer, or email [icpa.finances@gmail.com](mailto:icpa.finances@gmail.com). Make the title of your email "Requesting Receipt for Registration" to facilitate the process.

## 5j. How will the ICPA battle format change when the VGC format changes?

The ICPA will always reflect the current VGC format. Any changes to the current VGC standard format will immediately be updated in the ICPA Rules and Regulations Document to stay consistent with competitive play.