



# Aceless Academy Rulebook

Version 1.2 – July 2026

## 1. Introduction

Aceless Academy is a competitive Pokémon Trading Card Game community designed to support single-Prize gameplay with a focus on structural consistency and competitive integrity.

The format removes multi-Prize dominance while preserving strategic depth, interaction, and competitive decision-making.

Aceless is played across three format variants:

- Aceless Standard
- Aceless Silver
- Aceless Expanded

All variants share identical core rules. Only the legal card pool differs between formats.

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## 2. Aceless Formats

### 2.1 Shared Rule Structure

All Aceless formats adhere to the following core rules:

- Only Single-Prize Pokémon are legal.
  - Pokémon with Rule Boxes are not legal.
  - ACE SPEC cards are not legal.
  - Cards listed on the applicable ban list are not legal.
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### 2.2 Aceless Standard

Aceless Standard uses the current official Standard rotation.

A card is legal if:

- It is legal in the official Standard format.
  - It complies with all Aceless rules.
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### 2.3 Aceless Silver

Aceless Silver uses cards with Regulation Mark G or later.

A card is legal if:

- It has Regulation Mark G or later.
- It complies with all Aceless rules.

Aceless Silver is a non-rotating format and may maintain a separate ban list.

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### 2.4 Aceless Expanded

Aceless Expanded includes cards from the Black & White era onward.

A card is legal if:

- It is legal in the Expanded format.
- It complies with all Aceless rules.

Aceless Expanded is a non-rotating format and may maintain a separate ban list.

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## 3. Card Legality

A card is legal in Aceless only if all of the following conditions are met:

- It is legal within the selected format.
- It complies with all Aceless rules.
- It is not listed on the applicable ban list.

If any condition is not met, the card is not legal.

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## 4. Core Rules of Aceless Play

### 4.1 Single-Prize Requirement

All Pokémon must award exactly one Prize card when Knocked Out.

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### 4.2 Rule Box Restriction

Pokémon with Rule Boxes are not legal.

This includes, but is not limited to:

- Pokémon ex
  - Pokémon V
  - Pokémon VMAX
  - Pokémon VSTAR
  - Pokémon-GX
  - Radiant Pokémon
  - Any Pokémon with Rule Box text
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### 4.3 ACE SPEC Restriction

ACE SPEC cards are not legal in any Aceless format.

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## 5. Ban Philosophy

Aceless bans are implemented to preserve competitive integrity and intended gameplay experience.

Cards may be banned regardless of competitive usage or metagame dominance.

The format prioritizes structural consistency over individual card balance.

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### 5.1 Prize Card Integrity

Cards may be banned if they interfere with Prize card resolution, including effects that:

- Prevent Prize cards from being taken.
  - Increase Prize cards taken beyond standard rules.
  - Modify Prize acquisition in unintended ways.
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### 5.2 Non-Interactive Gameplay

Cards may be banned if they create non-interactive game states lasting two or more consecutive turns.

This includes:

- Hard lock effects preventing meaningful actions.
- Repeated denial of attack or progression.
- States where a player cannot advance a win condition.

Temporary disruption with counterplay is not considered non-interactive.

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### 5.3 Durability Boundaries

Cards may be banned if they can repeatedly or permanently increase survivability beyond intended limits using only their own effects.

This includes:

- Self-scaling durability loops.
  - Survivability approaching multi-Prize-level endurance while remaining Single-Prize.
  - Unreasonably difficult knockout conditions under normal play.
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### 5.4 Format Health

Cards may be banned if they negatively affect long-term competitive stability, including:

- Over-centralized strategies.
- Reduced archetype diversity.
- Repetitive or stagnant metagame patterns.

## **Ban Timing and Evaluation Period**

Aceless Academy recognizes the official Pokémon TCG product release schedule, including product launch, release, and legality dates.

To allow for proper evaluation of new cards entering the format, cards that may require banning due to competitive impact will generally receive a two-week evaluation period after becoming legal for official Pokémon play.

During this evaluation period, Aceless Academy may monitor gameplay impact, interaction with existing strategies, and effects on overall format health.

Exceptions may be made for cards that immediately violate core Aceless principles, including:

- Prize Card Integrity concerns
- Durability Boundary violations

Cards meeting these criteria may be reviewed for action without waiting for the standard evaluation period.

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## **6. Ban Lists**

Each Aceless format maintains its own ban list:

- Aceless Standard Ban List
- Aceless Silver Ban List
- Aceless Expanded Ban List

Each entry includes:

- Card name
  - Set
  - Card number
  - Reason for ban classification
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# 7. Tournament Authority

Tournament authority within Aceless Academy is divided between gameplay administration and community administration. This separation ensures that gameplay rulings remain independent while community governance remains consistent.

## 7.1 Judges

Judges enforce tournament rules, resolve gameplay disputes, and ensure matches are conducted in accordance with the Aceless format and applicable tournament procedures.

## 7.2 Head Judge

The Head Judge is the final authority on gameplay rulings and tournament procedures during a sanctioned event.

The Head Judge is responsible for:

- Interpreting gameplay rules and format policy.
- Resolving gameplay appeals.
- Maintaining the integrity and consistent application of tournament procedures.

## 7.3 Admin

Admin oversees the Aceless Academy community and is responsible for:

- Community policies.
- Server administration.
- Staff appointments and oversight.
- Member conduct and disciplinary actions.
- Policy development and future revisions.

Admin does not overturn gameplay rulings made by the Head Judge during an active tournament except under extraordinary circumstances affecting the integrity of the event.

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# 8. Closing Statement

Aceless Academy is committed to maintaining a structured, fair, and competitive environment.

All rulings and interpretations are made in service of maintaining consistent gameplay integrity and a healthy competitive format.