Play! Pokémon VG Tournament Rules & Formats

Revised: February 4, 2013

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POKÉMON VIDEO GAME TOURNAMENT RULES

This section contains tournament rules specific to the Pokémon video games. All attendees are expected to comply with the applicable sections of these rules while attending a PLAY! Pokémon tournament.

1.   Game Cards

Only legitimate Pokémon Game Cards can be used in PLAY! Pokémon tournaments. Players are restricted on which language Game Cards they can use, based on the country where they are playing.

- Players at European events may only use European Game Cards.
- Players at North American events may only use North American Game Cards.
- Players at the World Championships may only use Game Cards that are legal in their home markets, and have been officially released in North America.

1.1.   Game Systems

Players may use any system in the Nintendo DS™ family of systems during the competition. This includes the Nintendo DS, Nintendo DS Lite™, Nintendo DSi™, Nintendo DSi XL™, Nintendo 3DS™, and the Nintendo 3DS XL™. Players are responsible for bringing a charger that is compatible with their system.

2.   Team Restrictions

Players may only use Pokémon that are legal for the tournament format. Players are responsible for ensuring that their team adheres to any restrictions set forth by the tournament format and this document. Please see [link to VG Format Doc] in order to review format specific requirements.

2.1.   External Devices

The use of external devices to modify or create items or Pokémon in a player's party is expressly forbidden. Players found to have Pokémon or items that have been tampered with will be disqualified from competition, regardless of whether the Pokémon or items belong to that player or were traded for. POP Recommends players only use Pokémon that they have raised themselves and items that they have received through normal game play. It is always the player's responsibility to have legal Pokémon and items during the competition.

3.   Team Registration

Before the first round of a tournament, team registration may occur. This process involves each player listing the exact contents of his or her team. To make team registration easier on the tournament staff, players should complete their team list prior to registration. These team lists can later be used by Tournament Organizers and judges to verify that a team has not been altered since the outset of a tournament. Players are not allowed to change their Pokémon or items at any time during a tournament.

4. Time Limits

Tournament staff is responsible for running a timely event. To assist in this effort, POP has established guidelines for time limits during various portions of the event.

4.1. Pre-game Time Limit

Players will have 90 seconds to view their opponent's team and select their Pokémon.

4.2. Mid-game Time Limit

Any mid-game effects, such as selecting a move or retreating Pokémon, are to take place within the 60 seconds allocated per turn. Note taking may only occur when not being prompted to select a move.

4.3. Match Time Limits

Single-game matches will be 20 minutes. For best-of-three matches, each game will be 20 minutes.

5. Match Resolution

A player wins by knocking out his or her opponent's final Pokémon.

- If the player's final Pokémon used Selfdestruct, Explosion, Destiny Bond, or Final Gambit, and both players' final Pokémon are knocked out as a result, that player loses that game
- If a player's final Pokémon used Double-Edge, Volt Tackle, Flare Blitz, Take Down, Submission, Brave Bird, Wood Hammer, Head Smash, Struggle, or Wild Charge, or was holding Life Orb, and both players' final Pokémon are knocked out as a result, that player wins that game
- If both players' final Pokémon is knocked out by a weather condition, such as Hail or Sandstorm, the player whose Pokémon is knocked out last wins the game
- If a Pokémon's Ability or held item, such as Rough Skin, Aftermath, Liquid Ooze, Iron Barbs, or Rocky Helmet, results in each player's final Pokémon being knocked out, the player with the Ability or held item will win the game

A player who selects "Run" during a battle will count as the loser of that game, whether selected intentionally or not.

5.1. Tiebreakers

Should the time limit expire before a player knocks out his or her opponent's final Pokémon, the winner of the game is determined based on the criteria below.

1. Remaining Pokémon
   a. If one player has more remaining Pokémon than the other, that player wins the game.
   b. If both players have the same number of Pokémon remaining, the result of the game is determined by average percentage of HP remaining, as described below.
2. Average Percentage of HP Remaining
   a. If one player's team has a higher average percentage of HP remaining, that player wins the game.
   b. If both players' teams have the same average HP remaining, the result of the game is determined by amount of HP remaining, as described below.

3. Amount of Total HP Remaining

a. If one player's team has a higher total HP remaining, that player wins the game.
b. If both players' teams have the same total HP remaining, the result of the game is a tie.

5.2. Sudden Death

If a game ends in a tie during the single elimination portion of an event, a single Sudden Death game is played to determine the winner of the match. Players are required to gain an advantage in number of remaining Pokémon over their opponent. Tournament staff will evaluate the game at the end of each turn to determine if an advantage has been gained. After each turn has been completed, the tournament staff will determine the number of Pokémon that each player has remaining.

- If both players have the same number of Pokémon remaining at the end of the turn, the game continues for another turn.
- If a player has more remaining Pokémon than his or her opponent at the end of any turn, that player wins the game.

Once the winner of the active game has been determined, the following criteria will be used to determine the winner of the match, based on which game in the match has just been completed.

Game 1:
The players proceed to game 2.

Game 2:
If the winner of game 2 also won game 1, that player wins the match.
If the winner of game 2 did not win game 1, the match is tied and the players proceed to game 3.

Game 3:
The winner of game 3 wins the match.

POKÉMON VIDEO GAME TOURNAMENT FORMATS

Pokémon Organized Play supports several tournament formats for sanctioned play of the Pokémon video games. This document covers each of the approved formats and their variations. Tournaments that do not use one of the formats described here may not be sanctioned.

6.   Standard Format Style

All sanctioned Pokémon video game tournaments require players to assemble a team of Pokémon, with items, prior to the start of the event. The standard format style for all PLAY! Pokémon tournaments is Double Battle.

6.1.   Double Battle

In Double Battles, each player selects four Pokémon from his or her party of six to battle with. At the start of the battle, players send out the first two Pokémon in their party, making a total of four Pokémon on the battlefield. Game play continues until a player knocks out all four of his or her opponent's Pokémon.

7.   Standard Team Construction Rules

When building a team for a PLAY! Pokémon tournament, all players must adhere to these standard construction rules.

- A player's team cannot contain two Pokémon with the same Pokédex number
- Each Pokémon on a player's team can hold an item, though no two Pokémon may hold the same item
- 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, an Unfezant named "Pidove")
- 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
    - A move already known by a Pokémon that has been transferred from another Pokémon game via Poké Transfer or the Relocator.

8.   Sanctioned Format

Pokémon Organized Play supports one format for sanctioned play: Modified. Sanctioned events are listed on the POP website, and the results are reported to POP after the event concludes.

8.1.   Modified Format

The Modified format is the standard tournament format for PLAY! Pokémon video game events. This format will be used at all premier events unless specified otherwise. The Modified format for the 2013 season will use the following restrictions:

- Only *Pokémon Black Version 2* and *Pokémon White Version 2* Game Cards are permitted for use.

- Players may use Pokémon from the National Pokédex, from No. 001–649, that are caught in the game, transferred from a previous Pokémon title, or received at an official event or distribution
- The following Pokémon may not be on a player's team:

  - o 150 – Mewtwo
  - o 151 – Mew
  - o 249 – Lugia
  - o 250 – Ho-Oh
  - o 251 – Celebi
  - o 382 – Kyogre
  - o 383 – Groudon
  - o 384 – Rayquaza
  - o 385 – Jirachi
  - o 386 – Deoxys
  - o 441 – Chatot
  - o 483 – Dialga
  - o 484 – Palkia
  - o 487 – Giratina
  - o 489 – Phione
  - o 490 – Manaphy
  - o 491 – Darkrai
  - o 492 – Shaymin
  - o 493 – Arceus
  - o 494 – Victini
  - o 643 – Reshiram
  - o 644 – Zekrom
  - o 646 – Kyurem
  - o 647 – Keldeo
  - o 648 – Meloetta
  - o 649 – Genesect

- Pokémon must be placed in the Battle Box.
- Pokémon above level 50 are permitted, but they are auto-leveled down to 50 for the duration of battle.
- Players may use Pokémon with Hidden Abilities that have been officially released through the Pokémon Global Link or an official event or promotion.
- Pokémon may not know the moves Sky Drop or Dark Void.
- Pokémon may not hold the item Soul Dew.
- Players may use items that have been officially released via *Pokémon Black Version*, *Pokémon White Version*, *Pokémon Black Version 2, Pokémon White Version 2,* the Pokémon Global Link, or an official event or promotion.
- The Wonder Launcher cannot be used during battle.

9.   Unsanctioned Fun Formats

The formats listed below are intended as a fun, alternate way to play the Pokémon video game and are not recognized as sanctioned formats. These formats are great for leagues, casual gatherings, or side events. The

official rules for these formats are included here to help provide consistency for cases when your Tournament Organizer or League Leader decides to run a non-sanctioned event using one of these formats.

9.1. Single Battle

The Single Battle format is the basic battle format, where two Pokémon battle one-on-one.

9.2. Triple Battle

The Triple Battle format allows each player to send out three Pokémon at a time, with one Pokémon in the center and the two remaining Pokémon to its left and right. Pokémon are limited as to which opposing Pokémon can be affected by moves based on where they are positioned on the battlefield.

9.3. Rotation Battle

In this format, each player sends out three Pokémon at a time, with one Pokémon to the front and two Pokémon to the rear. Only the Pokémon in the front can attack. Between turns, players have the option of rotating the team, allowing one of the Pokémon in the rear to move to the front and the Pokémon in the front to move to the rear.

Appendix A.   Document Updates

Pokémon Organized Play reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules, with or without prior notice.

Document updates will be made available at www. pokemon.com

Changes for November 1, 2012
Separated file from Pokémon Trading Card Game
Separated file from Pokémon Tournament Rules
Combined Pokémon VG Tournament Format and Pokémon VG Tournament Rules
Updated rules to Black and White 2 only
General reformatting of document

Changes for September 20, 2012
General reformatting of document