



Pokkén Tournament
Championship Series Rules,
Formats & Penalty Guidelines

Date of last revision: October 20, 2021

NOTE: In the case of a discrepancy between the content of any English-language version of a document and that of any other version of that document, the English-language version shall take priority.

Pokkén Tournament Championship Series Rules, Formats & Penalty Guidelines

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1. Introduction

This document is designed to be used in conjunction with the Play! Pokémon Standards of Conduct and Tournament Rules Handbook. Both documents can be found here:

<https://www.pokemon.com/us/play-pokemon/about/tournaments-rules-and-resources/>

In particular, the following sections of the Tournament Rules Handbook must be read, understood, and adhered to by all participants at *Pokkén Tournament* Championship Series events.

- ④ 2. Participation Fundamentals
- ④ 3. Tournament Policies
- ④ 7. Rules Violations & Penalties

1.1. Age Divisions

Pokkén Tournament Championship Series events offer two age divisions in which to compete.

- ④ Senior Division: Born 2006 or later
- ④ Masters Division: Born 2005 or earlier

2. Match Setup

Players are responsible for ensuring that their battles adhere to any restrictions set forth by the tournament rules document.

The rules and restrictions that follow are considered the Standard format.

2.1. LAN Battle

Official *Pokkén Tournament* Championship Series events will use the LAN Battle format. This format can be unlocked using the following method.

1. Connect two Nintendo Switch™ consoles with a LAN cable.
2. Navigate to the title screen while holding down the B Button and down on the +Control Pad, and then additionally hold down the L Button and the R Button.

The Tournament Organizer will be responsible for ensuring the Nintendo Switch consoles are correctly connected for LAN Battles to occur.

Players are responsible for ensuring the LAN Battle option is selected for setting up their match.

2.2. Player Data

Players must decline the use of player data.

2.3. Matches, Games, and Rounds

- ⦿ A match will be best two of three games, unless otherwise designated by the Tournament Organizer.
- ⦿ A game will be best two of three rounds.

Pokkén Tournament DX in LAN Battle will automatically resolve round time outs by awarding a round win to the player with the highest percentage of HP remaining.

If a game ends in a draw, the game will be replayed.

2.4. Time Limits

- ⦿ Round time: 80 seconds
- ⦿ Players will be limited to 60 seconds to select their Battle Pokémon between games
- ⦿ Support Pokémon selection time: 10 seconds

2.5. VS Mode, Stage Select, and Skill Level

- ⦿ The VS Mode will be set to Team Battle.
- ⦿ The stage will be set to Fixed Battle Arena.
- ⦿ The Skill Level will be set to Off.

2.6. Controller Settings

Players may map buttons using the controller settings option. Players are responsible for confirming their controller settings.

- ⦿ Players are limited to 30 seconds to map buttons.
- ⦿ Controller settings may not be changed once a game has started.

2.7. Battle Pokémon

The following Pokémon are legal for use at *Pokkén Tournament* Championship Series events. Players may also select Random or All Random.

- | | | |
|--------------|-------------|-----------------|
| ⦿ Aegislash | ⦿ Decidueye | ⦿ Pikachu |
| ⦿ Blastoise | ⦿ Empoleon | ⦿ Pikachu Libre |
| ⦿ Blaziken | ⦿ Garchomp | ⦿ Sceptile |
| ⦿ Braixen | ⦿ Gardevoir | ⦿ Scizor |
| ⦿ Chandelure | ⦿ Gengar | ⦿ Shadow Mewtwo |
| ⦿ Charizard | ⦿ Lucario | ⦿ Suicune |
| ⦿ Croagunk | ⦿ Machop | ⦿ Weavile |
| ⦿ Darkrai | ⦿ Mewtwo | |

2.8. Support Pokémon

The following Support Pokémon Sets are legal for use at *Pokkén Tournament* Championship Series events. Players may also select Random.

- | | | |
|-----------------------|--------------------------|---------------------------|
| ⦿ Croagunk & Sylveon | ⦿ Espeon & Umbreon | ⦿ Litten & Popplio |
| ⦿ Cubone & Diglett | ⦿ Farfetch'd & Electrode | ⦿ Magnetron & Quagsire |
| ⦿ Dragonite & Victini | ⦿ Frogadier & Eevee | ⦿ Mew & Celebi |
| ⦿ Emolga & Fennekin | ⦿ Jirachi & Whimsicott | ⦿ Mimikyu & Mega Rayquaza |

☉ Mismagius & Ninetales

☉ Reshiram & Cresselia

☉ Snivy & Lapras

☉ Pachirisu & Magikarp

☉ Rotom & Togekiss

☉ Yveltal & Latios

2.9. Cheer Skills

The following Cheer Skills are legal for use at *Pokkén Tournament* Championship Series events. Players may also select Random.

☉ Standard

☉ Whimsical

☉ Support Focused

☉ Special

☉ Pressure Focused

☉ Synergy Focused

3. Equipment Rules

3.1. Game System

☉ Players at European events will compete using the PAL region Nintendo Switch console.

☉ Players at North American events will compete using the NTSC-U region Nintendo Switch console.

☉ Players at the World Championships will compete using the NTSC-U region Nintendo Switch console.

3.2. Game Patches and Updates

The Organizer is responsible for ensuring that the latest game and Nintendo Switch console updates are downloaded and installed prior to the start of any tournament.

3.3. Controllers

Only the official wired HORI *Pokkén Tournament* Pro Pad or wired HORI Nintendo Switch *Pokkén Tournament DX* Pro Pad is legal for use at *Pokkén Tournament* Championship Series events.

NOTE

Masters Division players are always responsible for bringing their own controller for tournament use. Senior Division players may borrow a legal controller from the Organizer, but they do so at their own risk.

3.4. Headphone Use

Headphones may be worn by players only if they are wired. The headphone wire must be clearly visible at all times.

3.5. Objects in the Play Area

Players are permitted to have good-luck charms or objects in the play space but must keep the play space neat.

3.6. Equipment Failure

In the event that a TV, console, or copy of *Pokkén Tournament DX* malfunctions, loses power, or is interrupted due to circumstances outside the player's control such that the current game cannot be completed, then the players will replay the current game. Players must use the same Pokémon, Support Pokémon, and Cheer Skill for a replayed game.

Issues with a console or copy of *Pokkén Tournament DX*, such as a cartridge error, should be immediately reported to a Judge or the Organizer. The Organizer will facilitate replacing the equipment or moving the match in progress to another station.

Players may not commit any action that would result in a TV, console, or copy of *Pokkén Tournament DX* malfunctioning or interrupting. Examples include the following.

- ⦿ Attempting to sync a wireless controller with a console
- ⦿ Changing settings that render the TV or console unusable
- ⦿ Intentionally damaging equipment

If a player's controller fails or malfunctions during the course of a round, they may attempt to change equipment. Note that a game in progress cannot be paused and the result of the ongoing round and game will remain. It is the responsibility of the player to maintain equipment in working condition while it is in use.

4. Match Play

4.1. Match Progression

- ☉ Matches are best two of three games, unless otherwise designated by the Tournament Organizer.
- ☉ For the first game of a match, both players may choose any Pokémon for battle.
- ☉ For all following games, the winner of the previous game must choose the same Pokémon while the loser may opt to change their Pokémon. If the winner of the previous game selected Random or All Random for their character choices, they must remain Random or All Random.
- ☉ Support Pokémon may be changed by both players before each game and between rounds.
- ☉ Cheer Skills may be changed by both players before each game.

4.2. Double-Blind Character Selection

For the first game of a match, players may call a Judge to perform a double-blind character selection. The procedure for this is as follows:

1. Player A privately indicates to the Judge their intended characters.
2. Player B selects their characters.
3. Player A selects their characters, and the Judge ensures that the selection matches Player A's original intention.

Once either player chooses a character, *neither* player is allowed to request that double-blind selection be used.

5. Pokkén Tournament Championship Series

Penalty Guidelines

It is the responsibility of the players to maintain the match rules at all times and to report rule violations to a Judge promptly. Players must report rule violations before the start of their next game. If a violation occurs during a game in progress, players should complete the game without interruption and then report the violation to a Judge.

5.1. Types of Penalty

5.1.1. *Caution*

A **Caution** is the most basic of assigned penalties. In essence, the Judge or Organizer assigning the **Caution** is merely notifying the player that they did something wrong.

5.1.2. *Warning*

A **Warning** is similar to a **Caution** in that both are minor penalties. They differ in that **Warnings** must be reported to Pokémon Organized Play by the Organizer of the event in which they occur.

5.1.3. *Game Loss*

When issuing a **Game Loss** penalty during an active game, the game is recorded as a loss for the player receiving the penalty. If a **Game Loss** penalty is issued between games, the penalty is applied to the player's next immediate game. If a **Game Loss** penalty is issued between matches, the penalty is applied to the first game of that player's next match.

5.1.4. *Disqualification*

Disqualification is the most serious penalty that can be issued at a tournament. Its use should be strictly reserved for the most extreme cases, where a player's actions (whether intentional or unintentional) have significantly and negatively impacted the integrity or operation of the entire event. Players who receive this penalty are removed from the tournament and become ineligible to receive any prizes. It is important that the removal be enacted in a way that does not inflame, extend, or call any more attention to the situation than is absolutely necessary.

5.2. Types of Infractions

5.2.1. *Gameplay Error: Minor*

Examples of **Gameplay Error: Minor**:

- ⊖ Taking excessive time between games or during game setup
- ⊖ Using headphones that are not wired
- ⊖ Failing to promptly report equipment issues
- ⊖ Excessively distracting the opponent verbally

Recommended Penalty:

First offense: **Caution**

Second offense: **Warning**

Third offense: **Game Loss**

5.2.2. *Gameplay Error: Major*

Examples of **Gameplay Error: Major**:

- ⊖ Attempting to stop a game in progress by physically interrupting the opponent
- ⊖ Playing with a controller that is not legal
- ⊖ Failure to choose the same Pokémon following a game win

Recommended Penalty:

First offense: **Game Loss**

Second offense: **Disqualification**

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.

Revisions made for latest publication (October 20, 2021)

| Section | Revision | Details |
|---------|-----------------------|---------|
| 1.1 | Age Divisions updated | – |