

DOUBLE TOURNAMENT RULES
POKKEN TOURNAMENT & POKEMON SUN & MOON
By Side Scrollers

POKKEN TOURNAMENT

ENTRY FEE: \$10 FOR ONE TOURNAMENT/ \$18 FOR BOTH

PRIZES

- 4-7 ENTRANTS
 - 1st Place: \$20 CASH OR 3 Free Hours to the lounge
 - 8-15 ENTRANTS
 - 1st Place: \$30 CASH OR \$40 Gift Card
 - 2nd Place: 1 Hour Pass to the lounge
 - 16+ ENTRANTS
 - 1st Place: \$40 CASH OR \$50 Gift Card
 - 2nd Place: \$10 Gift Card
 - 3rd Place: 1/2 Hour Pass
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+Type: Double Elimination, 1 vs 1

+Mode: Local Battle

- Each Game is best 2 out of 3 Rounds, each Match is best 2 out of 3 Games. If a Game ends in a draw, the Game must be replayed.
- Round time: 80 seconds
- Players will be limited to 60 seconds to select their Battle Pokémon between Games.
- Support Pokémon selection time: 10 seconds
- The stage will be set to Fixed Battle Arena. The Skill Level will be set to Off.
- Players are limited to 30 seconds to map buttons.
- Controller settings may not be changed once a Game has started.
- All Pokemon and Support Pokemon are allowed; however, please note the newest DLC Pokemon will not be allowed unless a player brings in their own Switch with DLC unlocked.
- 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 for their character, they must remain Random.

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+Pausing is not allowed unless due to emergency or to call timeout. Any other instance is judge's decision.

+Any form of cheating, glitching, coaching during Game, gentlemen agreements, abusing in-game mechanics, or unsportsmanlike behavior will not be permitted.

+Any of these instances will constitute a game loss (repeated offense will lead to disqualification):

- 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.
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POKEMON SUN & MOON RULES

REQUIREMENTS

- 4 to 6 Pokemon
- A copy of Pokemon Sun, Moon, Ultra Sun, or Ultra Moon.
- A/C Charger (Just in case!)
- No cheating, coaching, or gentlemen agreements

RESTRICTIONS

Must use the region variant.

- No mythical or legendary pokemon
- UBs & Tapus are permitted but only 1 UB and/or 1 Tapu per game.
- Pokemon found via Island Scan are permitted.
- NO HACKED or Modded stat pokemon
 - Shines are permitted; however, it will be checked to see if any hacking program like PKHex, pkmnsm, Action Replay, etc. are used.
 - Pokemon with the OT AuSLove.TV are permitted.
- NO OHKO moves like Fissure, Guillotine, Horn Drill or Sheer Cold.

POKEMON REQUIREMENTS

- Pokemon must have the Generation 7 mark (Black Plus Sign)
- Pokemon in the USUM dex are permitted as well as long as they are not the new UBs or the legends of previous games.
- Pokemon found via Island Scan are permitted.
- Must have legal movesets and abilities.
- Can not have 2 pokemon with the same name or ID as other pokemon on your team.

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- Can have event exclusive moves or moves from TMs or move tutor.
 - Ex: You can not have 2 pokemon holding focus sash. Only 1 focus sash per team, etc.
 - No Mega Stones are allowed
 - All other items are allowed, including Z-Crystals. Some Z-Crystals are banned due to their pending legal use in Pokemon VGC USUM seasons.
- A player's team cannot contain a Pokémon nicknamed with the name of another Pokémon (for example, an Unfezant named "Pidove").
- Players must avoid the use of potentially inappropriate, obscene, or otherwise offensive words or phrases when naming their Trainer or their Pokémon.
- Pokemon and items that are in Ultra Sun and Ultra Moon are not allowed.
 - Ultra Solgaleo, Lunala, or Necrozma
 - Dusk Form Lycanroc
 - Kommoium-Z
 - Ultranecrozmium Z
 - Lunalanium Z
 - Solgalium Z
 - Mimikium Z
 - Totem-Sized Pokemon
 - Poiple and Nagandel
 - Stakataka and Bladecephon

RULES

- Abide by the Spirit of the Game
- Show up to a tournament and its subsequent rounds on time
- A player must designate a Battle Team and keep the Battle Team unchanged from the beginning to the end of the event.
- 90-second team preview, 45-second turn limit, 10 minute "player time"
- All Pokémon are set to Lv. 50, including Pokémon below Lv. 50
- Double Battle Format
- Each player selects four Pokémon from their Battle Team 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. Gameplay continues until a player makes all four of their opponent's Pokémon faint or one player's time limit has expired.
- After a match, players must select the option to save video of the last battle

MATCHES

- Preliminaries (1st Round) Best of 1
- Quarter Finals/Semi (2nd/3rd Round) Best of 3
- Finals (Final Round) Best of 3

HOW TO WIN THE MATCH

- A player wins by making their opponent's final Pokémon faint.

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- If both players' Pokémon faint during the last turn of a match, the player whose Pokémon faints last wins the game.
- The player time will automatically count down the time left in the game.
- A player who runs out of time will lose at the end of the turn.
- If both players run out of time on the same turn the game will automatically determine the winner using the following conditions in hierarchical order. This should also be applied by the tournament staff for any game that is not finished when match time is called and the final turn has resolved:
 1. Whoever has the most Pokémon remaining wins.
 2. If both players have the same number of Pokémon remaining, the player with the highest ratio of total HP remaining / total maximum HP for all Pokémon in his or her party wins. $(\text{Current HP of remaining Pokémon}) / (\text{Maximum HP of all four Pokémon brought to battle})$
 3. If there is no clear winner from conditions 1 or 2, then the Player with the highest total HP remaining wins.
 4. If there is still no clear winner, the game will be a draw.