



# **Pokémon Battle Festival Asia 2021**

## **TERMS AND CONDITIONS ("Pokémon GO RULEBOOK")**

### **Pokémon GO Battle Festival Asia 2021 (the "Competition")**

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne  
Germany (the "Promoter" or "ESL").

# Game rules

This is a living document and is subject to change at the discretion of the ESL Administration. Any issue on the localized rulebook must be referred to the English Rulebook.

Compliance with these Game Rules is mandatory. By participating in the tournament, Players agree to abide by these Rules, which form a binding contract between Players and ESL Gaming GmbH ("ESL" or "us"). We encourage Players to carefully read the Game Rules and all other documents mentioned herein, as these are part of the contract with Players.

## General understanding of the Rulebook

The following rulebook is a guidance document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

# 1 General Rules

## 1.1 Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

## 1.2 Rights

All broadcasting rights of Pokémon Battle Festival Asia 2021 are owned by Niantic, Nintendo, The Pokémon Company and ESL. This includes but is not limited to: Video streams, TV broadcasts, Shoutcast streams, replays, demos, or live score bots

## 1.3 Agreements

Certain agreements between participants are allowed to slightly differ from the ESL rules. Agreements that differ greatly from ESL rules are however not allowed. Please note that the ESL rules were made to ensure a fair match for all participants. Players are not allowed to file a protest after the match if Players think that the agreements made before the match, in the end, resulted in a disadvantage for your team. Rules that can be changed with agreements are explicitly stated. Rules that do not explicitly state they can be changed by agreement, cannot have agreements made. All arrangements between participants made in addition to the ESL rules have to be written down in the match comments. The other participant has to confirm the arrangements also in the comments. To avoid abuse of the edit function, a third comment must be written. Please also keep screenshots and/or log files of your arrangements. If Players do not fulfill these requirements, any protests or supports concerning arrangements will be rejected.

By participating in any series in the Pokémon Battle Festival Asia Players agree to participate in the Finals if Players qualify.

Players are required to begin any preparations needed to reach the finals. This means, having identification that allows Players to travel available to verify all participants in the live Finals. This includes but is not limited to, photo ID, state-issued ID, Passport, and Visa.

## 1.4 Privacy and Data Protection

All participants hereby agree that ESL Gaming GmbH (ESL) will collect, store, share and otherwise process personal data of participants in the tournament, including of players, coaches, team managers and other individuals associated with a Team. Participants are informed that ESL generally processes personal data, including, but not limited to, image and spoken word, name, nickname, and nationality, to organize and conduct the tournament, to broadcast the tournament, to keep in touch with participants regarding the tournament, for prize delivery, etc. ESL will process such personal data in accordance with its privacy policy, available at [eslgaming.com/privacypolicy](https://eslgaming.com/privacypolicy). For more information or any questions, please contact us at [privacy@eslgaming.com](mailto:privacy@eslgaming.com).

Any personal data shared with third parties will be processed in line with their privacy policies.

## 1.5 Game Version

All players must install the latest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

### 1.5.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

## 1.6 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the League administration.

## 1.7 Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

## 1.8 Participation requirements and restrictions

In order to participate in Pokémon Battle Festival Asia 2021, Players must meet the following requirements:

- All players must be registered on the ESL Play platform
- Residency
  - Asia Pacific
    - The Asia Pacific region consists of the following countries and territories: Singapore, Philippines, Thailand, Malaysia, Taiwan, Hong Kong, Indonesia.
- Minimum Age
  - All players must be at least 16 years of age or older.

- If a player is found to currently be participating or previously participated in any matches while under the age of 16 they will be disqualified from the tournament and will forfeit any money that was, or would have been made during the tournament.

## 1.9 Use of Correct Player IDs

- A player must only use one account during a competition.
- If two players with identical account names are entering the same competition at approximately the same time, then the players should work together with the competition organizer to find a compromise. If no compromise can be found, then the account name shall be disallowed for both players, and both shall be required to select a new account name that conforms with these guidelines.
- ESL reserves the right to deny or revoke the use of an account name for any reason.
- After being accepted into the tournament, players will not be allowed to change their Trainer ID.

## 1.10 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission.

No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to Pokémon Battle Festival Asia 2021.

## 1.11 Deny of Participation

Players may not change accounts/account names once they've started their participation in the competition. Admins may in special cases decide to allow account/name changes.

## 1.12 Participation requirements and restrictions

In order to participate in Pokémon Battle Festival Asia 2021, Players must meet the following requirements:

- All players must hold valid travel documents for travel-ready (such as visas if needed) before participating.
- All players must be 16 years of age or older.
- All players must be registered on the ESL Play platform.

If Players do not meet these requirements Players will be deemed ineligible. In case Players do not fulfill any and all requirements that qualify for the National Group Stage, Players will be disqualified and the next player in line will take their place.

## 1.13 Employment Restrictions

Persons working or volunteering for ESL and/or The Pokémon Company are not eligible to play while working at their respective companies. Persons who have worked or volunteered for either company, in any capacity, are not eligible to play within 90 days of having last worked for their respective company.

# 2 Schedule

## National Qualifiers

**National Qualifier** - 26th-28th November, according to regions (Swiss Format)

**National Group Stage** - 3rd-4th December 2021, according to regions (Top 16 Single Elimination)

**Regional Playoffs** - 18th December 2021 (Single Elimination)

# 3 Tournament Format & Match Rules

The tournament will be running in a league format starting with the National Qualifier moving to National Group Stage and ending with Regional Playoffs.

## 3.1 Tournament Format

### 3.1.1 National Qualifier

Players will compete in a Swiss Round Best-of-3 (Bo3) in the National Qualifier. Rounds will be determined by the number of participants signed up for the tournament:

- 17-32 ppl : 5 round
- 33-64 ppl : 6 round
- 65-128 ppl : 7 round
- 129-256 ppl : 8 round

Top 16 players will move on to the next round.

### 3.1.2 National Group Stage

Top 16 players will compete in a best of 3 (BO3) single elimination round. Players will be seeded according to their ranks from the National Qualifier. Top 1 from each region will be competing in the Playoffs. Meanwhile the 8th slot will be filled in by 2nd place from the highest sign up region.

### 3.1.3 Regional Playoffs

Top 8 players from all regions will be competing in a Single Elimination bracket where quarter finals to semi finals are played in a best of 3 (Bo3), while the grand finals will be played in a best of 5 (Bo5) format.

## 3.2 Match formats

- Type: Online Battle
- Best of 3 (2 battle wins to claim victory)
- Team Selection: You may only use the 6 individual Pokémon registered when entering the tournament. Altering the Battle Team in any way after the tournament has begun is forbidden.
  - Competitors will bring a team of 6 Pokémon (Battle Team), to be registered before the tournament begins.
  - Only one of each Pokémon species is permitted on each Battle Team. This is determined by having differing Pokédex numbers (i.e. Ivysaur and Venusaur) or differing typing (i.e. Sunny Castform and Rainy Castform).
  - All teams of 3 Pokémon (Battle Parties) used in matches can be comprised of any combination of these 6 Pokémon.
  - Once the tournament begins, Battle Teams are locked in and revealed to all Competitors. Altering a Battle Team in any way, including but not limited to powering up, evolving, changing moves including the addition of a second move, purifying, or swapping alternate Pokémon within a species, is forbidden once Battle Teams are revealed (even if a late power-up or evolution would achieve the CP and/or species that was registered).
  - Best Buddies are permitted - however, in any given tournament, only one may be used in its boosted state, and Competitors may only use it at its registered CP. Only one Pokémon can be registered with its Best Buddy boosted CP.
  - A Competitor is permitted to change their buddy during the tournament, as long as it is returned to its registered CP (whether that is its normal CP or its boosted CP) prior to use in any battle.
  - Shadow Pokémon are permitted and must be designated as such when a Competitor registers their Battle Team.
  - Multiple Shadow Pokémon may be registered in a single Battle Team, but not alongside their non-Shadow or Purified forms. They are considered the same species, sharing a Pokédex number and typing.
  - **Mega-Evolved Pokémon are not permitted.**



- Players need to comply and cooperate to any request by the "Pokémon Judges and Admins" to check their "Battle Team" line up to ensure that none of the rules mentioned above are broken.

- Pokémon League: Great League (Max CP per Pokémon: 1500)
- Victory is calculated by the knockout of all 3 opposing Pokémon or who dealt the highest damage before time runs out.

### 3.3 Match changes

ESL may, at its sole discretion, change the start time of a match. ESL will notify all involved players at the earliest possible convenience.

### 3.4 Rule Enforcement

The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. The tournament administration may change these rules at any time without prior notice.

### 3.5 Game Preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to disqualification by ESL admins. Agreements between the teams/players have to be posted as match comments. The match must be played with the correct settings.

### 3.6 Draws

In case of a draw (i.e. both journal entries show a tie, or both show a loss), players would need to play 1 more match to decide the winner. Battles that time-out via the Pokémon GO timer do not constitute a draw, and the winner is determined by the Journal entries of the Competitors.

## 3.7 Tournament Settings

Game type: 1vs1 Battle

Mode: Online

## 3.8 Game invitation

Players would need to share their battle QR code on Discord, scan and choose Great League to start the battle. If in an event that the QR code does not work as usual, players are able to add their opponent via friend code, trade gifts to get to good friends, and proceed to challenge in the friends tab.

- The QR code will be invalid if you leave the screen. Please make sure to keep it on the front page once it is generated.

## 3.9 Failure to appear / No Show

Each player has 10 minutes to show up to a match (match start date +10 minutes). Showing up after 10 minutes will result in a default loss. The player that is waiting must open a protest ticket in order to request the default win. Please keep in mind, if a player did show up in time, but needs to leave to sort an issue, it does not count as a no-show if he's not back after the match date + 15 minutes. Abuse of this exception will lead to a default loss of the match. Please open a protest ticket if Players feel that the player is abusing this rule.

## 3.10 Results

Both players are responsible for entering the correct match results on the ESL site. Both players must take a screenshot at the end of each game in which the final result can be seen, and upload it to the match media section of their match's page. If there is a dispute or issue with the result of a game, please open a protest ticket for the match. Both players can be disqualified if there is not enough evidence to declare a winner.

## 3.11 Abandoning / Forfeit

If your opponent deliberately leaves the game before it has ended, he must present a protest ticket reporting what happened. If the game was not finished, inserting a result on it may lead to a default loss.

## 3.12 Screenshots

A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by either the winner or the loser. Here is an example of a valid screenshot.

## 3.13 Match Media

All match media must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

## 3.14 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire files, demos, models, and videos.

## 3.15 Streaming / Retransmissions

Players are allowed to stream or rebroadcast any and all matches not being streamed by the ESL broadcast team.

Please note, however, that any player streaming is incurring any risks that come with streaming. We recommend that streaming players put a delay on their broadcast but do not require a delay.

## 3.16 Devices

Players can play with any device except emulators.

## 3.17 Technical Issues

If a hardware or software malfunction has a significant impact on the outcome of a game, the affected participants must notify tournament admins as soon as possible, but no later than before the next battle begins. Standard game occurrences (such as the inability to switch a Pokémon or use a charge move while the fast move animation is still in play) and user error are examples of issues that do not warrant a rematch (such as a phone notification disrupting play).

The participants have the right to continue or restart the combat but the tournament admins have the final decision whether they may rematch. In case of a rematch, They have to do so with the same lead Pokémon and the remaining two Pokémon.

## 3.18 GO Battle League Known Issues

These are the list of issues related to GO Battle League that are currently in the Battle League:

Last updated: November 11, 2021

- Trainers may experience a short pause after executing a Charged Move.  
Issue description: In some cases, after executing a Charged Move, Trainers may not be able to damage their opponent for a short period of time.  
Issue status: Investigating
- Charged Attack minigames can last longer than intended  
Issue description: Trainers can see a delay from when they finish their Charged Move minigame to when the Charged move lands. Their opponent may in some cases experience instability as well.  
Issue status: Mitigated in release, and continuing to investigate for a long-term solution
- Fast Attacks are inconsistently thrown when opponent throws Charged Attack  
Issue description: Fast Attacks sometimes inconsistently land on your opponent's Pokémon just as your opponent uses a Charged Attack.  
Issue status: A potential resolution has been found, and we are testing to verify this will have the intended effect

- Charged Attack button does not work when tapped

Issue description: Occasionally, the Charged Attack button will not work when tapped and the Charged Attack will not fire immediately.

Issue status: Investigating

- Charged Attack and Switch buttons disappear

Issue description: The Charged Attack and Switch buttons occasionally disappear and the Trainer is unable to attack or take any actions in battle.

Issue status: Investigating

Players are not allowed to use any of these bugs. If you encounter any of these bugs unintentionally while participating in the tournament, please report it immediately to the Tournament Admins with proof (i.e. screenshots). The Tournament Admins will make a decision upon further investigation. In the event where players are found to have used the bug intentionally, penalty will be given as mentioned in **6.7.3 Exploiting**.

# 4 Prizing

## 4.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, Players agree that Players meet the requirements for the series and are eligible to receive any prizes. In turn, Players agree to share the requested information with the person responsible for delivering the prizes to the player who is receiving the prize. This takes into account that any players who are receiving a prize must be the same who played in the Cup.

## 4.2 Delivery Times and Claims

All prizes earned in the tournament will take a maximum of 90 days to be sent after the end of the competition. If the corresponding term expires and the prize in question is not received, the player should open a support ticket from the Cup's support page informing the administration of the missing prize so it may be reviewed.

## 4.3 Prize Distribution

### 4.3.1 Prize

Placement	Amount
1st Place	Prizes to be updated soon
2nd Place	Prizes to be updated soon

# 5 Communication & Support

## 5.1 Support

The primary method of communication and support for the Pokémon Battle Festival Asia 2021 is the Pokémon Battle Festival Asia 2021 Open Discord <https://discord.gg/XWHZ NJT8QP>. All players are advised to join this server to be up to speed on rule changes and to communicate with admins and participants. Items may be communicated exclusively in this discord server. Not being aware of these items due to not being in the server will not be seen as a reasonable excuse.

Players may also submit a support ticket for any assistance during the cup.

## 5.2 Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

## 5.3 Confidentiality

Conversations, either verbal or written, between organizers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless ESL's permission is obtained.

# 6 Player conduct

## 6.1 Competitive integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing, and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgment for violations of these rules.

## 6.2 Compliance

Players must follow the instructions of the tournament administration at all times.

## 6.3 Unfair Play

- Players are prohibited from engaging in any behaviors that constitute unfair play, as defined herein.
- Collusion
  - Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. This includes behavior among players who are part of the same esports organization or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:
    - Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
    - Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
    - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.



## 6.4 Unsportsmanlike Conduct

Any other further act, failure to act, or behavior which undermines the competitive integrity of the competition or otherwise violates this Rule Book and/or the standards of integrity established by ESL for competitive game play.

## 6.5 Unprofessional Behavior

### 6.5.1 Hostility

- Profanity and Hate Speech
  - A player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A player may not use any facilities, services or equipment provided or made available by ESL or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
- Disruptive Behavior / Insults
  - A player may not take any action or perform any gesture directed at an opposing player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- Abusive Behavior
  - Abuse of ESL officials, opposing players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.
- Harassment
  - Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

- Sexual Harassment
  - Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- Discrimination and Denigration
  - Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- Disparaging Remarks
  - Players may not give, make, issue, authorize or endorse any statement designed to undermine the perception of a competition or competition officials, or have any other effect prejudicial or detrimental to the best interest of ESL or its affiliates, as determined in the sole and absolute discretion of ESL.
- Criminal Activity
  - A player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- Moral Turpitude
  - A player may not engage in any activity which is deemed by ESL to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

## 6.6 Betting

Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off-limits. **Those partaking will be disqualified from the tournament.**

## 6.7 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will **immediately be disqualified from the tournament.** Players may be requested to install anti-cheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

### 6.7.1 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

### 6.7.2 Hacking

Hacking is defined as any modification of the Pokémon GO game client by any player, or person acting on behalf of a player.

### 6.7.3 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, any intentional use of bugs or glitches to gain an in-game advantage, in the sole determination of ESL officials, is not functioning as intended. **GO Battle League known in-game issues can be found [here](#). Players are **STRICTLY** not allowed to utilize the bugs listed in the list provided. In the event where players are found to have used the bug intentionally, they will be disqualified from the tournament. All decisions made by the Tournament Admin team will be final.**

### 6.7.4 Spectator Monitors

Looking at or attempting to look at spectator monitors.

### 6.7.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.

### 6.7.6 DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

### 6.7.6 Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

## 6.8 Bribery

No player may offer or solicit any gift, cash, or other reward to another player, tournament operator or any other person connected with ESL in order to influence the process or outcome of a game in Pokémon GO Tournament.

## 6.9 Gifts

No player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.

## 6.10 Unauthorized Devices

The use of any kind of cheating device and/or cheat program.

- Spoofing
  - Competitors who have falsified their GPS location in Pokémon GO must opt out of player rank and may only compete with an Unranked Arena account. If a player is found guilty of participating with a spoofed account at any time throughout the tournament, that player will be disqualified.

## 6.11 Intentional Disconnection

An intentional disconnection without a proper and explicitly-stated reason. Any actions of a player which leads to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

## 6.12 Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be disqualified from the event and barred from any future events.

## 6.13 Match Recording

All matches must be recorded by the players (Only applicable to matches in top 8 and above). If under any circumstances that the players are unable to record their match, please reach out to the tournament organizer for assistance.

## 7 Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and the Pokémon Battle Festival Asia 2021 belong to ESL. Players accept this condition by agreeing to compete in the Pokémon Battle Festival Asia 2021.

### 7.1 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video-session, then the players cannot deny this and must attend. In addition, players might be asked to provide pictures or other assets to the League based on ESL requirements. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the Tournament Organizer crew for the event presentation. The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

## 8 ESL Play Rules

General ESL Play rules and participation requirements including penalty point rules and catalog please visit <https://play.eslgaming.com/rules>.