



Pokémon Battle Festival Asia 2021

TERMS AND CONDITIONS

(“Sinnoh Festive Tournament RULEBOOK”)

Pokémon Brilliant Diamond and Pokémon Shining Pearl

(the “Competition”)

Game rules

Sinnoh Festive Tournament Official Rulebook

1. Communication

Discord will be used as the primary communication platform. The majority of the communication will be done in the Discord server. Every participant is responsible to check the tournament announcements, updates, changes and communicate with their opponent via the Discord server. Failure to join the Discord server / your opponent is unable to search for you might result in disqualification. Upon joining the Discord server, the participant would need to look for **#welcome** channel and press "react" to the region's emoji he/she is participating in.

Discord channel: [Pokémon Sinnoh Festive Tournament Discord](#)

2. General Conduct

It is essential for all Players to bear a sporting and fair attitude for an orderly and pleasant game. Breaches of this rule will lead to disqualification. The most important and common offences are listed below. However, the tournament officials may also assign penalties for other types of unsportsmanlike behaviour (e.g. harassment) that are not included in the list.

Players will refrain from the use of vulgar or provocative language during the entire tournament. All rules of conduct also apply to private messages and chat rooms through the communication platform, in-game etc. Players are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of Players conduct and will result in forfeit, or disqualification from the tournament.

Cheating does not need to be successful to qualify as a violation. Any attempts to cheat will be considered as full violations and will lead to automatic disqualification for all parties involved.

Examples of cheating include, but aren't limited to:

- Ringer (Asking or getting instructions from a 3rd person to play)
- Account Sharing

3. Participant Requirement

All Players are expected to have [Discord](#) installed or have access to it on other devices.

Only players residing in Malaysia, Singapore, Philippines, Thailand, Taiwan and Hong Kong are allowed to participate in this tournament, depending on the region they are participating in.

By registering in the tournament, the Players acknowledge that all usage of photos, videos, and any form of recording during the tournament have been given legal consent by the Players for media and marketing purposes.

The act of registering for this tournament implies full acceptance of all terms, conditions, rules, and regulations stated, in its entirety.

Tournament officials reserve the right to verify the eligibility of players at any time in its sole and absolute discretion.

Employees, contractors, officers, and directors of ESL Gaming, The Pokémon Company or their respective parents, subsidiaries, affiliates, representatives, consultants, contractors, legal counsel, advertising, public relations, promotional, fulfilment, and marketing agencies, website providers, and webmasters (collectively, "Tournament Entities") and members of their immediate families (spouses, parents, siblings and children, regardless of where they live) and those living in the same household are not eligible to participate in the Tournament.

3.1 Residency Restrictions

All players must be residents and participating from Singapore, Malaysia, Philippines, Thailand, Hong Kong and Taiwan only.

In order to be considered as a resident, a player must be from the country that is listed above. Foreigners living in that country need to have a valid visa/any document that proves residency in eligible countries which is longer than 90 days in order to be counted as a resident.

A player's residency's status and country he/she chose to participate in must be unchanged for the whole duration of the tournament. Failure to maintain residency status within the duration of the tournament will result in their participation in the tournament voided.

3.2 ESL Play Registration

Players must sign up for the tournament using the ESL Play tournament page to be considered for eligibility. Players who meet the eligibility requirements (individually a “Player” or “competitor” or “Participant”) must also (1) own or have access to Nintendo Switch; (2) own or have access to a **Pokémon Brilliant Diamond** or **Pokémon Shiny Pearl**; (3) unlocked the Global Club feature on **Pokémon Brilliant Diamond** or **Pokémon Shiny Pearl**.

Players must read the tournament ruleset and relevant privacy policies, including the ESL privacy policy, and agree to these rules before entering the tournament. Once a player has registered, they are considered for eligibility for the entire tournament.

3.3 Google Form Registration

In order to participate in this tournament, the players must submit the necessary information via Google Forms according to the region he/she is participating in.

(deadline: February 10th 23:59 UTC+8)

- [Singapore Registration Form](#)
- [Malaysia Registration Form](#)
- [Philippines Registration Form](#)
- [Taiwan Registration Form](#)
- [Hong Kong Registration Form](#)
- [Thailand Registration Form](#)

4. Tournament Structure

This tournament will be separated into two phases.

- Qualifier
- Regional Playoffs

During the Qualifier, all six regions are separated, meaning the players will only be competing with the other participants in the same region only.

In the Regional Playoffs, the top 1 players from each region will battle to be crowned as the champion and represent their region. Meanwhile 2 regions with the highest sign up will be granted with 1 additional slot in the Regional Playoffs.

4.1 Tournament Schedule

- **Qualifier**
 - February 12th - Singapore, Malaysia, & Philippines
 - February 13th - Taiwan, Hong Kong, & Thailand
- **Regional Playoffs**
 - February 19th - The top 1/2 players from all six regions combined together in an 8 player single elimination format.

4.2 Tournament Format

- Make sure to have an active Nintendo Online Subscription
- **Qualifier**
 - Online
 - Open team list
 - 6 Round of Swiss Format
 - Every match will be a Best of 1 (BO1) game
 - Each round will last for 20 minutes. A start and end time will be announced on your discord's region respectively.
 - 16 Players Top Cut Single Elimination
 - Every match will be a Best of 3 (BO3) game
 - Each round will last for 50 minutes. A start and end time will be announced on your discord's region respectively.
- **Regional Playoffs**
 - Online
 - Closed team list
 - 8 Players Single Elimination
 - Every match will be a Best of 3 (BO3) game
- If a game goes overtime, a manual tie-breaker will be implemented by a tournament Judge to determine the outcome of the match.

4.3 Game Rules

The game format will be a Single Battle format. Players must have six Pokémon. Players will use 3 out of 6 Pokémon from their submitted list. Pokémon above and below Lv. 50 are permitted but will be auto-levelled to Lv. 50 during battle. However, if a Pokémon is lower than level 50, it will not be auto levelled. Players are not allowed to use duplicate Pokémon. Players are not allowed to have duplicate held items.

- Team Preview: 90 seconds
- Move time limit: 60 seconds
- Team Selection: 3v3 (You may only use the 3 out of 6 individual Pokémon registered when entering the tournament. Altering the Battle Team in any way after the tournament has begun is forbidden.)
- Pokémon from the National Pokédex are permitted, but players cannot include the following Mythical/Legendary Pokémon into their team:
 - #151 Mew
 - #251 Celebi
 - #385 Jirachi
 - #386 Deoxys
 - #489 Phione
 - #490 Manaphy
 - #491 Darkrai
 - #492 Shaymin
 - #493 Arceus
- Each player are restricted to ONE Mythical/Legendary Pokémon from the following list in their team:
 - #150 Mewtwo
 - #249 Lugia
 - #250 Ho-oh
 - #382 Kyogre
 - #383 Groudon
 - #384 Rayquaza
 - #483 Dialga
 - #484 Palkia
 - #487 Giratina

4.3.1 Pace of Play

To maintain the integrity of the tournament, players are not allowed to stall the game in any way. If a player is found intentionally stalling a game, tournament officials bear the right to assess the situation and apply the appropriate penalties, such as:

- a. 2 times stalling: Warning
- b. 3 times stalling: Game Loss
- c. Repetitive stalling: Disqualification

These rules applied in any section of the game, such as Move time and Player input. If a match is found to go on for an excessive amount of time beyond expectation, particularly if there were significant delays between games, event staff reserve the right to apply a manual time restriction to the match.

4.3.2 Pokémon Video Game Team List

Players are required to provide a legible and accurate list of the Pokémon that comprise their team. The Pokémon Video Game Team List will be collected during the **3.3 Google Form Registration** process.

4.4 Results

Each player should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action. If you have problems or notice any issues, please contact the tournament officials IMMEDIATELY VIA PROTEST TICKET in ESL Play Tournament Page. Furthermore, You can also reach out to tournament officials via [Discord](#) for quick questions or any issues.

4.5 Issues

4.5.1 Late / No Show

If you are unable to reach your opponent after 10 minutes of attempting to contact, please open a PROTEST TICKET or contact a tournament official via [dedicated Discord server](#) #support-channel immediately (with screenshots or proofs).

4.5.2 Forfeit

If you wish to forfeit from the tournament, please contact a tournament official via [dedicated Discord server](#) #support-channel directly.

4.5.3 Problems Connecting

If you and your opponent are having problems connecting to each other, please contact a tournament official via [dedicated Discord server](#) #support-channel directly.

4.5.4 Disconnections

If a disconnection occurs during a game:

- Both players must record their matches (using a phone or any similar device) from the start of until the end of the match. If disconnection happens, one or both players must alert the tournament admin through [Discord](#) and send in a protest ticket. If a player fails to present a valid evidence, when there is a protest, they will have a disadvantage for that particular match.
- A tournament official will attend your match and view the provided information.
- If there was a significant difference in boardstate, and both players anticipate the same clear outcome to the game, they may choose to agree that one player would've won had the disconnect not occurred. Such agreements will be accepted by tournament officials but not enforced, and pushing your opponent to agree to such after they have refused may be considered coercion and subject to penalties.

4.5.6 Team List Issues

If the player is suspecting his/her opponent is using something that differs from their team list:

Long-press the screenshot button on your Nintendo Switch to record the last 30 seconds of gameplay and capture the interaction that made you think such. If a screenshot would capture it (for example, an incorrect Ability activating), that is fine, too.

Once the game is completed, contact a tournament official via [dedicated Discord server](#) through the #support-channel immediately. A member of tournament officials will attend the match and attempt to determine whether a team error has occurred. They may ask to review the footage that has been captured.

4.5.7 Behaviour

In order for both sides to feel comfortable playing against each other, you must not do anything that makes your opponent feel uncomfortable.

4.5.8 Disputes

If you and your opponent disagree over who the winner of the game was, contact a tournament official via dedicated [Discord](#) server #support-channel immediately

(tournament official will likely ask to see the end-game screenshots of your opponent and yours)

4.5.9 Bugs

If a bug occurs during gameplay, contact a tournament official via [dedicated Discord server](#) #support-channel immediately.

4.6 Penalties

Any kind of infraction during the tournament would result in a penalty in 3 offences.

- First Offence: Official Warning
- Second Offence: Game Loss
- Final Offence: Disqualification

Example of infractions:

- Playing with a team that does not match your team list
 - Penalty to be applied to all games within a match for which this is found to be true, including those already completed
 - If a player instantly realises their error during Team Preview, the game may be restarted with no penalty applied
- During the tournament, if a player
 - is not present for their match 10 minutes after announced Start time
 - Escalate to Match Loss
 - Disconnecting from a game after Team Preview is over
 - Escalate to Game Loss
- Someone other than the invited player playing during tournament games

- Attempting to influence or determine the result of a game through any means other than intended tournament play
- Unsporting behaviour towards any tournament participant or member of staff, including intimidation, coercion, and insults
- Falsely claiming a win
- Exploiting a software bug to gain an advantage during gameplay
- Team Errors
 - Tournament Official may consider any of a Pokémon's attributes to judge whether a Pokémon has been obtained through illegitimate means, including but not limited to any fields included on the team list, the Poké Ball of the Pokémon was caught in, whether or not the Pokémon is Shiny, and the Pokémon's Original Trainer.

The above list is not exhaustive. All penalties may be awarded, escalated, or de-escalated at the discretion of the Tournament Official.

4.7 Personal Streaming

Personal Streaming is always allowed if there is no official broadcast taking place. The players are responsible for the delay of the stream during Personal Streaming.

5. Prize

By the end of Grand Finale, the prizes awarded are displayed below:

Qualifier Champion:

- 1 unit of Nintendo Switch – OLED Model
- 1 physical copy of Pokémon Legends: Arceus

Top 4 Winners:

- Big Pikachu Plushie and Sinnoh Starter Plushies
***Winner's choice: Pikachu OR Charizard Edition*

Regional Playoffs Champion:

- 1 unit of Pokémon Collection Gaming Chair by Secretlab

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Changelog: