

POKÉMON UNITE CHAMPIONSHIP SERIES OFFICIAL RULES

NO PURCHASE OR PAYMENT OF ANY KIND IS NECESSARY TO ENTER OR WIN. A PURCHASE OR PAYMENT WILL NOT INCREASE YOUR CHANCES OF WINNING. VOID OUTSIDE THE “REGIONAL ZONES” AS DEFINED IN THESE RULES AND WHERE PROHIBITED BY LAW.

IF YOU ARE A MINOR IN YOUR PLACE OF RESIDENCE, YOU MUST HAVE PERMISSION FROM YOUR PARENT OR LEGAL GUARDIAN TO PARTICIPATE. MANY WILL ENTER, FEW WILL WIN. COLLECTION AND USE OF PERSONALLY IDENTIFIABLE INFORMATION WILL BE IN ACCORDANCE WITH THE ADMINISTRATION’S ONLINE PRIVACY POLICIES AS SET OUT IN THE PRIVACY SECTION OF THESE OFFICIAL RULES.

BY CLICKING 'AGREE' TO THIS OFFICIAL RULES, YOU WARRANT THAT YOU ACKNOWLEDGE AND AGREE TO THESE OFFICIAL RULES (the “Official Rules”) AND TO ADMINISTRATION’S DECISIONS, WHICH ARE FINAL AND BINDING IN ALL MATTERS RELATED TO THE TOURNAMENT. THESE Official Rules SERVE AS THE PRIMARY GOVERNING DOCUMENT FOR ALL ELEMENTS OF THE 2023 POKÉMON UNITE CHAMPIONSHIP SERIES (the “Program”) AND APPLIES TO ALL PLAYERS, TEAMS, OR ANY OTHER AFFILIATES OR PERSONS COMPETING IN ANY ELEMENT OF THE PROGRAM (each a “Participant” and collectively the “Participants”).

1. ELIGIBILITY: NO PURCHASE NECESSARY. No experience necessary. Pokémon UNITE is free to download. All players must agree to UNITE’s EULA. The Pokémon UNITE Championship Series (“**Tournament**”) is open to players who are 16 years of age or older and in accordance with the legal age in your jurisdiction* prior to the Official Start Date of any tournament within the Program and who meet the following criteria:

- Have a Battlefy account in good standing at the time of entry and throughout the Program;
- Reside in a region supported by the Play! Pokémon Regional Zones for Brazil (BR), Europe (EU), Latin America - North (LA-N), Latin America - South (LA-S), North America (NA), and Oceania (OC). For a full list of eligible territories/regions, refer to **Section 33**; and,
- For players in BR, EU, LA-N, LA-S, NA and OC - must have a valid Player ID through a Play! Pokémon account in good standing at the time of entry and throughout the Program (“**Account**”);

*The following countries will require a minimum age to participate in the Tournament:

- Brazil: minimum age of 18 years old.

Where applicable, if you are a minor in your place of residence, you must be represented by your parent or legal guardian to agree to this Official Rules and have permission from your parent or legal guardian to participate. If you are a minor and are selected as a potential winner, your parent/legal guardian must execute all documents and agree to all obligations and undertakings required of a potential winner in these Official Rules, both on your behalf and on behalf of himself/herself. Prize may be awarded in the name of, or to, parent/legal guardian.

Employees, contractors, officers, and directors of The Pokémon Company International (“TPCi”), Battlefy, Inc., and Esports Engine, collectively “Administration”, or their respective parents, subsidiaries, affiliates, representatives, consultants, contractors, legal counsel, advertising, public relations, promotional, fulfillment, and marketing agencies, website providers, and web masters (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.

Requests for exemptions from this rule must be made in advance of competition. Administration, at its sole discretion, reserves the right to grant exemptions for this eligibility criteria.

Administration reserves the right to verify the eligibility of players at any time in its sole and absolute discretion.

2. ADMINISTRATION: The Pokémon Company International, Inc (“TPCi”) and all other entities TPCi grants administrative powers and responsibilities, including Esports Engine (“EE”) and Battlefy, at the designation and discretion of TPCi. The Administration reserves the right to change, update, and modify these Official Rules at any time, for any reason, without advance notice.

3. CONDITIONS OF PARTICIPATION: Administration reserves the right in its sole discretion, to modify, cancel, terminate, and/or suspend the Tournament and to disqualify any individual who tampers with the entry process, violates these Official Rules, or acts in a disruptive or unsportsmanlike manner. Without limiting the foregoing, Administration may remove an entrant who, in Administration’s sole judgment, has been disqualified, has questionable eligibility or is otherwise ineligible to enter. Additionally, the Administration may modify, cancel, terminate, and/or suspend the Tournament if, in the Administration’s sole opinion, an incident of any kind occurs to corrupt or impair the administration, security, integrity, fairness or play (as intended) of the Tournament. If the Tournament is terminated before the stated end date of the Tournament Period, the Administration in its sole discretion reserves the right to forfeit prizes.

4. HOW TO PLAY: Pokémon UNITE is a 5-on-5 strategic team battle game. Teams are a roster made up of at least 5 players to participate together within the Program. The Team who has obtained the most Aeos points by the end of a match will be declared the winner.

- Aeos points can be obtained by defeating either neutral or opposing Team Pokémon through battle.
 - Incapacitated Pokémon will drop Aeos energy and be unable to battle for a short duration which will increase with level.
 - To score points, once Aeos energy is obtained, it must then be deposited in the opposing Team’s goal zones.
- If both teams have scored the same amount of Aeos points at the end of a match. The team that reached the tied scored first will be declared the winner.

Tournament matchups and results will be recorded on Battlefy and Administration will utilize Discord for tournament communications.

The Pokémon UNITE Championship Series tournament page can be found here:
<https://battlefy.com/pokemonunite>.

5. FORMAT & STRUCTURE: The following Tournament Formats will be used throughout the Program:

- **Double Elimination Bracket (“DE”):** The first Team to win two (2) games will win the match and advance into the next round of the Winner’s Bracket, the losing Team will be placed into the Loser’s Bracket. If a Team loses in the Loser’s Bracket, the Team will be eliminated from the tournament. The Tournament progresses until completion, where a certain number of teams remain, as defined in the Competitive Structure below.
- **Single Round Robin (“SRR”):** This will be utilized only in the first round of Aeos Cup and the Regional Finals. Teams will be placed into groups, where every Team will play 1 Match against each other Team in their group. Final group placement will be determined as follows:
 - Each Match will be a Best-of-3 game series
 - Team’s record of Matches won and lost (“Match Record”)
 - If two or more teams have the same Match Record (Tied Teams), placement will be determined by Head-to-Head Match Winning Percentage (Matches Won vs. Tied Teams / Matches Played vs. Tied Teams)
 - If two or more teams have the same Head-to-Head Match Winning Percentage, placement will be determined by Head-to-Head Game Winning Percentage (Games Won vs. Tied Teams / Games Played vs. Tied Teams)
 - If two or more teams have the same Head-to-Head Game Winning Percentage, Ranking will be determined by Overall Game Winning Percentage (Games Won / Games Played)
 - If the aforementioned methods cannot break a tie which does not determine an advancement to the next stage, the tie will be broken by the Team’s initial seed. The highest seed is 1.

- If the aforementioned methods cannot break a tie which determines an advancement to the next stage, the Tied Teams will be scheduled to play a best-of-1 round robin tiebreaker.
- The higher number will win all the aforementioned tiebreakers.

Competitive Structure: The Program's competitive structure contains five primary competition types:

- **Open Qualifier** - Tournaments open to all eligible players. Open Qualifiers follow a DE bracket format. Open Qualifiers will have a maximum Team size of 256 (BR, EU, LA-N, LA-S, and NA) and 64 (OC). The DE bracket will progress until 16 Teams remain.
- **Monthly Finals** - Tournaments for the 8 teams that earned qualification through that month's Open Qualifier or prior placement within the Monthly Final. Monthly Finals follow a DE bracket until only 1 team remains.
- **Aeos Cup** - Tournaments for the 16 teams that earned qualification through the Aeos Cup Open Qualifier. Aeos Cup follows a format with (1) group stage (4 groups of 4 in SRR) with 2 teams per group advancing to (2) an 8 team, DE bracket until only 1 team remains.
- **Regional Finals** - Tournaments for the 16 teams that earned qualification through the Regional Championship Open Qualifier. Regional Finals follows a format with (1) group stage (4 groups of 4 in SRR) with 2 teams per group advancing to (2) an 8 team, DE bracket until only 1 team remains.
- **In-Person Tournaments – Competition for Qualified Teams only**
 - 2023 European International Championship - Top 8 EU Teams from Aeos Cup (EU only)
 - 2023 North American International Championship - Top 8 NA Teams from Regional Finals (NA only)
 - 2023 Pokémon World Championships - Top Teams from all eligible regions who meet the qualifications outlined in **Section 12** - Path to 2023 Pokémon World Championships. Detailed competition format to be shared at a later date.

In-person tournament requirements:

INTENT TO PARTICIPATE: Qualified Teams invited to In-Person Tournaments must confirm their intent to participate by a date specified by Administration per event. A Player confirms their intent to participate by registering via the registration portal provided by Administration. If a Qualified Team fails to provide confirmation of intent to participate, Administration reserves the right to disqualify that team at their sole discretion.

TRAVEL: All players who qualify for any In-Person Tournaments are responsible for understanding and securing their own essential travel documentation. If a Qualified Team is unable to travel and attend, their invitation may be passed down to another team as determined by Administration. For information on Travel Awards, see **Section 23**.

PARTICIPATION PROHIBITION: A Qualified Team may be prohibited from participating in the event in any of the following situations:

- Any member of the Qualified Team is unable to travel to the event due to local / global travel restrictions or fails to obtain necessary documentation for travel.
- The Qualified Team is unable to fulfill roster requirements by the deadline specified by Administration.
- Any member of the Qualified Team does not comply with the COVID-19 protocols outlined on the pokemon.com website.

- Other situations that Administration deems necessary to prohibit a Qualified Team from participating in any In-Person Tournament.

COMPETITIVE PATCH: Some In-Person Tournaments may be played on the live game version and servers. Administration will announce competition information ahead of the tournament, including a list of restricted game features as outlined in **Section 9**.

6. TOURNAMENT SCHEDULE

The following is the schedule of tournaments for the Program – local to the market of competition:

Tournament	Type	Regions	Tournament Dates
February Cup	Open Qualifier	All	February 4, 2023
February Finals	Monthly Finals	All	February 11, 2023
March Cup	Open Qualifier	All	March 4, 2023
March Finals	Monthly Finals	All	March 11, 2023
Aeos Cup	Open Qualifier	All	March 25, 2023
Aeos Cup Finals	Aeos Cup	BR, LA-N, LA-S, NA, OC	April 1-2, 2023
Aeos Cup Finals	Aeos Cup	EU	April 14-15, 2023
April Cup	Open Qualifier	All	April 29, 2023
April Cup	Monthly Finals	All	May 6, 2023
May Cup	Open Qualifier	All	May 20, 2023
May Finals	Monthly Finals	All	May 27, 2023
Regional Championship	Open Qualifier	All	June 3, 2023
Regional Championship Finals	Regional Finals	BR, EU, LA-N, LA-S, OC	June 10-11, 2023
Regional Championship Finals	Regional Finals	NA	June 30-July 1, 2023
World Championship	World Championship	All	August 11-12, 2023

IN THE EVENT THAT FOR ANY REASON THE TOURNAMENT, OR A PORTION THEREOF, CANNOT TAKE PLACE ON THE DATES PLANNED, ADMINISTRATION RESERVES THE RIGHT TO MODIFY THESE DATES IN ITS SOLE DISCRETION.

SEEDING: Teams who participated in the 2022 Pokémon Unite Championship Series will receive priority seeding for the February Open Qualifiers, all other teams will be seeded randomly. All Open Qualifier tournaments from March and on will be seeded by the Team's aggregate Championship Point Total earned in 2023.

Format & Structure is subject to change at the sole discretion of Administration.

7. HOW TO REGISTER: Players must create an account and register for the competition through Battlefy. Each competition is its own tournament. If a Player wishes to participate in more than one tournament, they must individually register for each one. Registration for each tournament will close the day prior to the competition.

8. PLAY! POKEMON ACCOUNT REGISTRATION:

- Players in BR, EU, LA-N, LA-S, NA and OC will need to:
 - (i) Create a Pokémon Trainer Club account, and
 - (ii) Opt into Play! Pokémon to participate in any sanctioned Pokémon UNITE event. Instructions may be found at <https://support.pokemon.com/hc/en-us/articles/360043974292-How-do-I-opt-in-for-Pok%C3%A9mon-GO-and-or-Organized-Play-in-my-Pok%C3%A9mon-Trainer-Club-account->
- After creating a Pokémon trainer club account and opting into Play! Pokémon, Players will need to generate their Player ID. Instructions may be found at <https://support.pokemon.com/hc/en-us/articles/360001031234-How-do-I-generate-a-Player-ID->
- Players are prohibited from trading, sharing, or otherwise transferring ownership or access to any of their Accounts.

9. MATCH AND GAMEPLAY PROCESSES: All Matches will be played via the Pokémon UNITE custom Tournament lobby mode. Game and match settings should follow the guidelines below unless instructed otherwise by Administration.

TIMELINESS OF MATCH START: It is expected that players will resolve any issues with the setup process within the allotted time, and that match will begin at the scheduled time. Delays due to setup problems may be permitted but only at the sole discretion of Administration. Penalties for tardiness may be assessed at the discretion of Administration.

GAME LOBBIES: For the avoidance of doubt, all Players should consider all game lobbies with their scheduled opponents as an official tournament Match unless expressly instructed otherwise.

- All competition will use the custom tournament lobby.
- All Matches will use Draft Pick.
- Each Match will be a Best-of-3 game series. The first Team to win two (2) games will win the Match.
- Each Team must check-in during the designated tournament check-in period prior to the start of each Tournament. Failure to check in may result in forfeiture from the event.
- The Team on the top side of the viewable match on the bracket ("Hosting Team") will create the lobby and then share their Lobby ID with their opponents via the Battlefy match chat feature.
- Side Selection - The Hosting Team will choose the first side they would prefer to be on. Teams will then alternate sides for games 2 and 3 (if applicable). Teams will be responsible for calling outside switches. No remakes will be granted for Teams who started a game on the wrong side.
- The Hosting Team will start once all Players have joined the lobby.
- At the conclusion of the Match, both the winning and losing Teams must report the Match results on Battlefy.
- Players are encouraged to take and upload screenshots of their Matches to Battlefy as evidence of their Match outcome in the event of a dispute.

- Each Team will have 5 minutes after a round has started to either initiate or join the Match lobby. Failure to initiate or join a Match within this 5-minute period may result in a match loss. For Broadcast Matches (See **Section 16**), teams must follow timelines provided by Administration, which may be less than 5 minutes to initiate and or join the Match lobby.

RESTRICTIONS: Restrictions may be added at any time before or during a match, if there are known bugs with any Pokémon, held items, battle items, moves, move combinations, Holowear, or for any other reason as determined at the discretion of Administration. Failure to comply with any of these restrictions may result in penalties, including forfeiture of the Match.

- Boost emblems are banned for all Tournament Matches.
 - The Hosting Team will be required to ensure boost emblems are disabled before the start of their Match through the Match Lobby Settings.
 - Both Teams will be responsible for reporting any use of a boost emblem.
 - If a boost emblem is reported after the completion of a Game or Match, a replay will not be granted, and the results will stand.

GAMEPLAY ELEMENTS:

SELECTION ERROR: Once a game has started, Player Pokémon selections are considered final. No games will be remade in the event of an unintentionally or erroneously selected Pokémon.

CONTROLLED GAME START: If a game must be remade, all Players must select the identical Pokémon, held items, and battle items consistent with the previous valid team selection process.

ENDING OR FORFEITING GAME: Ending the game without express permission from Administration may result in a game forfeit. This includes ending the game as a host, forfeiting as a team, or otherwise causing the game to end prematurely.

PAUSING: Pausing the game without express permission from Administration may result in a game forfeit.

SLOW CLIENT LOAD: If any disconnect or failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game may be remade but only with review and approval by Administration.

STOPPAGE OF PLAY: Throughout the course of competition, events may occur that warrant a Stoppage of Play, such as Player(s) disconnecting from the game, equipment failures, environmental factors, etc. Administration in its sole discretion will determine what warrants a Stoppage of Play and will communicate directly to the players if one occurs. Administration will investigate the issues or events that caused the Stoppage of Play and determine the appropriate course of action.

NO INTERFERENCE WITH STAFF: During any stoppage of play (including a game server crash), Players must not interfere with Staff's discussions and decision making. During a stoppage of play, Players may not leave their competition stations without express permission from Staff.

UNINTENTIONAL DISCONNECTION: A player losing connection to the game due to problems or issues with the game client, platform, network, or device.

INTENTIONAL DISCONNECTION: A player losing connection to the game due to a player's actions (i.e. closing the application). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

SERVER CRASH: All players losing connection to a game due to an issue with a game server or venue internet instability.

If a player disconnects without notifying Staff, Staff is not required to enforce a pause or remake of the game. During any troubleshooting of a game, players may not leave the match area unless authorized Staff.

MATCH TROUBLESHOOTING: In the event of a game-disrupting issue, Players must notify Administration immediately and continue playing their match. Administration will investigate the issue and determine the appropriate course of action. Staff and Administration may investigate an issue and provide instructions to players before resuming play. Staff and Administration may issue penalties to players who abuse requests for stoppage of play, including (but are not limited to) frequent and unreasonable requests.

DISPUTES: Match results will be considered final if there are no outstanding disputes raised within the designated window to dispute the results of a game (the “Dispute Window”). The Dispute Window closes at: (a) the start of the following Game within a Match; (b) the start of a subsequent tournament Match from any of the Teams within the respective game or Match; or (c) ten minutes after the conclusion of the Match, whichever occurs first.

The final ruling of the Administration is binding.

SPECIFIC IN-PERSON EVENT GAMEPLAY ELEMENTS:

SETUP TIME: Administration will inform teams of their scheduled setup time and duration as part of their match schedule. Administration may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Administrator(s) or Staff. Setup is comprised of the following:

- Ensuring the quality of all provided equipment for competitive play
- Connecting and calibrating peripherals
- Ensuring proper function of voice chat systems
- Configuring in-game custom Pokémon Moveset/Held Item selections
- Adjusting in-game settings

SEATING ORDER: Players may be asked to provide Administration with their Team’s preferred Seating Order in advance of the Tournament. Changes to this seating order must be requested and will be accommodated at Administration’s discretion. Players must sit in the order specified by the Staff on-site.

TECHNICAL FAILURE OF EQUIPMENT: If a player encounters any equipment problems during any phase of the setup process, that player must alert and notify Staff immediately. **Administration is not responsible for any failure of player-provided equipment.**

TECHNICAL SUPPORT: Administration will be available to assist with the setup process and troubleshooting any problems encountered during the pre-match setup period.

ACKNOWLEDGEMENT OF PRE-MATCH TESTING: Prior to Match start, each Player must confirm with Staff that their setup is complete.

PLAYER READY STATE: Once all ten players in a match have confirmed completion of setup, players may not leave the match area or enter a Player Practice Area (PPA) without permission from an Administrator.

GAME LOBBY CREATION: Administration will decide how the official game lobby will be created. Players will be directed by Administration to join a game lobby in accordance with the Seating Order.

SPECIFIC IN-PERSON EVENT EQUIPMENT REQUIREMENTS:

- Administration reserves the right to restrict usage of devices for all competition-related activities for any reason at any time.
- Players are permitted to use personal devices in the PPA.

- Players may be allowed to use personal devices for Official Matches only with expressed permission from Administration.

ADMINISTRATION-PROVIDED EQUIPMENT

Administration may provide equipment in the following categories for all In-Person Tournament matches:

- Nintendo Switch Dock and Monitor
- Mobile device
- Headsets and/or earbuds and/or microphones
- Table and Chair

Hand Warmers will be provided to players for optional use.

Administration may, at any time at their sole discretion, require usage of Administration-prepared tournament devices. If required, players will be provided the choice between a Nintendo Switch console or a mobile device to use for tournament practice and play while competing.

ADMINISTRATION-PROVIDED EQUIPMENT RESTRICTIONS

No player under any circumstances shall plug in, adapt, modify, download or install any items, physically alter or otherwise use the equipment provided by Administration for any activity other than competitive tournament play. The provided devices shall not be tampered with in any way and any attempt to do so will result in the team's disqualification. Any issues with the provided equipment must be reported immediately to Staff. Players shall not attempt to troubleshoot any issues with the provided devices. For avoidance of doubt, Administration will provide the necessary voice chat solution.

PLAYER-PROVIDED CONTROLLER

Players are allowed to bring the following officially licensed Nintendo controller(s) into the match and use such equipment during official in-person matches:

- Pro Controller
- Joy-Con Set
- Joy-Con Straps
- Joy-Con Grip

EQUIPMENT POLICY

All player-provided equipment must be submitted to Administration in advance for approval. Unapproved equipment or equipment that is suspected by Administration of providing an unfair competitive advantage will not be permitted for use. If a player's equipment is designated as unapproved, then the player will be required to use Administration-provided equipment instead.

In its discretion, Administration may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness.

No player-provided hardware may be brought into the Match Area if it features or displays any name, likeness, or logo of a company or brand which is not approved by TPCi and Administration.

All equipment must be disinfected in advance before being brought into the Match Area and kept clean at all times.

AUDIO CONTROLS

Players will be required to maintain minimum "white noise" levels in their headsets. Administration may bar players from adjusting their "white noise" levels lower if the officials determine, in its sole discretion, that external noise sources would be too easily discernible. Headphones must be placed directly on a player's ears, and must remain there for the duration of all games.

The microphone attached to the headset must be close to the player's mouth and may be adjusted by Administration if it is determined to be out of position. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

EQUIPMENT TAMPERING

Players may not touch or handle another teammate's owned or provided equipment during official competition play. Players who require assistance with their equipment should seek assistance from Administration or Staff.

10. CHAMPIONSHIP POINTS: Throughout the course of the Program, Players will be awarded Championship Points corresponding with their performance in the competitions. These points will be used for seeding and / or qualification for events throughout the Program.

Points will be awarded to the individual Players based upon their Team's performance. Players who change Teams during the Program will maintain their earned Championship Points.

Seeding: Except for the February Open Qualifier which will be seeded randomly, all other Open Qualifier tournaments will be seeded by Team's aggregate Championship Point Total.

Please see **Section 23** for the Championship Points Schedule.

11. TEAM QUALIFICATION AND PROGRESSION:

Qualification, tournament format, and placement awards:

Tournament	Type	Regions	Qualification	Placement Awards
February Cup	Open Qualifier	All	N/A	Top 8 Advance to February Finals
February Finals	Monthly Finals	All	Top 8 from February Cup	
March Cup	Open Qualifier	All	N/A	Top 8 Advance to March Finals
March Finals	Monthly Finals	All	Top 8 from March Cup	
Aeos Cup	Open Qualifier	All	N/A	Top 16 Advance to Aeos Cup Finals
Aeos Cup Finals	Aeos Cup	BR, LA-N, LA-S, NA, OC	Top 16 from Aeos Cup	Prize Money (Top 8 only)
Aeos Cup Finals	Aeos Cup	EU	Top 16 from Aeos Cup (EU only)	Top 8 Advancement to Aeos Cup Finals in-person event Prize Money (Top 8 only)
April Cup	Open Qualifier	All	N/A	Top 8 Advance to April Finals
April Cup	Monthly Finals	All	Top 8 from April Cup	
May Cup	Open Qualifier	All	N/A	Top 8 Advance to May Finals
May Finals	Monthly Finals	All	Top 8 from May Cup	
Regional Championship	Open Qualifier	All	N/A	Top 16 Advance to Regional Championship Finals

Regional Championship Finals	Regional Finals	BR, EU, LA-N, LA-S, OC	Top 16 from Regional Championship	Prize Money (Top 8 only) Advancement to 2023 Pokémon World Championships
Regional Championship Finals	Regional Finals	NA	Top 16 from Regional Championship (NA only)	Top 8 Advancement to Regional Championship Finals in-person event Prize Money (Top 8 only)
World Championship	World Championship	All	<i>To Be Announced</i>	<i>To Be Announced</i>

All Tournaments offer Championship Point awards for placement, see **Section 23** for detailed Championship Point breakdown.

Replacement Teams: In the event a Team that has qualified for a tournament is deemed ineligible, chooses not to participate, or for any other reason is unable to compete, the Administration may replace the Team with a Team of Administration's choice.

Administration will make reasonable efforts to confirm a replacement team with the next qualified team available. In this effort, Administration may use Championship Points, prior tournament placement, responsiveness, or other factors in determining the next qualified team. Administration also reserves the right to not replace a team.

12. PATH TO 2023 POKÉMON WORLD CHAMPIONSHIPS:

- **REGIONAL CHAMPIONSHIPS.** The Winner of each Region's Regional Championship Finals will automatically qualify for the 2023 Pokémon World Championships.
- **CHAMPIONSHIP POINTS.** Upon the conclusion of the Regional Championship Finals, the Team with the most Championship Points in each Region (that does not already qualify for the 2023 Pokémon World Championships) will qualify for the 2023 Pokémon World Championships.
- **ADDITIONAL QUALIFICATION.** Administration may allocate additional opportunities (e.g., Top 2 Teams in Championship Points for a Region) to qualify for the 2023 Pokémon World Championships.

13. TOURNAMENT RESTRICTIONS.

The following restrictions will apply to all regions:

- Players are only allowed to participate in the region in which they reside.
- Players are only allowed to play matches on one of the Tournament authorized devices: Nintendo Switch, Apple iOS, and Google Android.
- All players on a Team must reside in the same region.
- Administration reserves the right to prohibit the use of newly released characters from competition.
- Player name changes on Discord and Battlefy will not be allowed.
- Players may only be on one Team at any given point in a Tournament
- Championship Points are allocated to the individual Player and not the Team.

Player's Ineligibility: If at any time Administration in its sole discretion determines a player is not eligible to participate in the Program, Administration in its sole discretion may eliminate the player from the tournament and forfeit all potential prizing.

Match Monitoring: All Pokémon UNITE matches will be monitored by judges ("Staff") who will act as Administration's representatives and match referees. Staff match decisions are final and binding and will be made solely in the Staffs' discretion.

14. ROLE OF STAFF:

Staff oversight includes, but is not limited to:

- Checking a team's Starters before a match.
- Checking and monitoring player peripherals and match areas.
- Announcing the beginning of the match.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and match results.

FINALITY OF JUDGMENT

If Staff makes an incorrect judgment, the judgment cannot be reversed during the match. However, upon the conclusion of a match, a player may dispute a decision of Staff by notifying Administration.

Administration in its sole discretion may evaluate the decision to determine if the proper procedure was implemented to allow a fair decision. Administration reserves the right to potentially invalidate Staff's decision. Administration will always maintain final say in all decisions set forth throughout the tournament.

In the event circumstances arise at an In-Person Tournament that were unknown or unforeseeable at the time of the Official Rules writings, Administration will determine the best course of action in its sole discretion and those determinations will be considered legitimate and final.

15. TEAM AND ROSTER MANAGEMENT:

Each Team must have a designated leader who will serve as the primary point of contact and have authority over roster changes ("**Team Captain**"). Teams are permitted to freely change their roster between **monthly** tournaments.

Administration reserves the right to make changes to team and roster management at any time.

STARTING LINEUP

The five players who are actively playing in tournament matches are called the "**Starters**". If an Alternate replaces a member of the Main Roster, the Alternate becomes a Starter, and the Main Roster player who was removed is no longer a Starter.

ROSTER SUBMISSIONS

The Main Roster is presumed to be the Starters. Requests to modify Starters for a team will only be allowed in the event a member of the Main Roster is unable to compete. All substitutions, regardless of circumstances, must be approved by Administration. Acceptable reasons for substitutions may include (but are not limited to):

- A player on the Main Roster falls ill and is unable to play in the tournament at any point in time.
- A player on the Main Roster is unable to travel to the event (that player may be subject to penalties).
- A player on the Main Roster experiences extenuating circumstances reviewed and deemed acceptable by Administration.
- Other situations that Administration deems necessary to allow a roster change to be made.

Requests to modify Starters must be submitted to Administration as soon as any of the above situations are identified, otherwise that Team risks forfeiture of their next game or match, or disqualification from the tournament.

Administration in its sole discretion reserves the right to update Alternate requirements at any time.

TEAM NAMES AND PLAYER NAMES

For all competition types except Open Qualifier Tournaments, Qualified Teams and Players must use the same Team name and Player names from the qualifying round for that tournament. Name changes are not allowed except under certain extenuating circumstances but must be approved by Administration prior to use in an official game.

Administration may instruct teams and players to change their names at any time.

SINGLE TEAM EXCLUSIVITY

Any player is only allowed to join one (1) team in their Regional Zone as a Starter or Alternate at any time. Any player on any Qualified Team is not allowed to provide support (including, but not limited to financial support and/or sponsorship) to any other Team.

ROSTER LOCKING

Administration may enforce roster locking for specific Tournaments. While roster locking is enforced, changes to a team's roster are not permitted without explicit approval from Administration.

Administration will make reasonable efforts to announce roster locking ahead of a tournament registration period.

ALTERNATES

Teams may be permitted to include up to one backup Player ("**Alternate**") on their roster. An Alternate's role is to backfill a Roster position that is vacated due to an unforeseen event that prevents a player from competing in an advanced stage of a tournament. Only eligible players can be selected to be an Alternate.

- Alternates may not participate with another Team for the online tournament that they are registered as an Alternate.
- Teams must add the Alternate during the corresponding Qualifiers registration period. Teams who do not register an Alternate will not be allowed to use one.
- Alternates can only be activated to a Team's Active Roster (5 starting players participating in the tournament) for advanced stages of a tournament (e.g., Monthly Finals, Aeos Cup, Regional Finals). Alternates cannot be activated during the initial stages of a tournament (e.g., Monthly Qualifier, Aeos Cup, Regional Championships).
- To activate an Alternate to the Active Roster, Team Captains must submit the request to Administration in writing in advance of the tournament. Administration, in its sole discretion determines to permit or not permit the request.
- The Alternate's existing Championship Points will not be counted towards the Team's aggregate Championship Point Total for seeding purposes.
- Championship Points and prizes will only be awarded to the Active Roster that participated in the last, placement determining Match. Alternates who are not activated to the Active Roster will not earn any Championship Points or prizing, even if their Team earns awards.
- A Player who is replaced by an Alternate is not permitted to rejoin the Active Roster and is not awarded any Championship Points or prizing that the Team earns.

ONLINE TOURNAMENTS ROSTER REQUIREMENTS:

Teams will have the option to select one Alternate for online tournaments.

IN-PERSON TOURNAMENT ROSTER REQUIREMENTS:

Teams will be required to select an Alternate for certain tournaments, including all In-Person Tournaments. Other tournaments requiring Alternates will be announced ahead of registration for that tournament.

All Qualified Teams must select an eligible Alternate as part of their Intent to Participate by the designated date provided by Administration. Failure to do so risks forfeiture of a Qualified Team's eligibility to compete.

The five players from the qualifying round of a In-Person Event are the "**Main Roster**". If any of the Active Roster is not present on-site when required during the event, the team may be subject to penalties. Failure

to select an Alternate or have the Alternate present on-site may result in a team's forfeiture of a match or disqualification.

Teams are not permitted to add any additional players or other team members to their roster after the Active Roster lock, except as expressly permitted by Administration.

16. BROADCAST EXPECTATIONS: Administration reserves the right to broadcast any Match of the Program. Players cannot refuse broadcasts authorized by Administration. Administration reserves the right to reschedule any Match of the Program to accommodate a specific broadcast time. Players cannot refuse this reschedule. Refusing to allow Administration to broadcast or reschedule any Match may result in penalties, as set forth in more detail in **Section 19** below.

Administration may require additional, reasonable actions from Players to help facilitate and execute the broadcast of tournament matches (each a "Broadcast Match"). Players are expected to cooperate with and comply with Administration. These expectations may include, but are not limited to:

- Being online and ready to play up to 30 minutes before the start of the scheduled Match;
- Inviting spectators/observers or other designated accounts into the game lobby;
- Utilizing an Administration-designated communications server for Team communications or other coordination;
- Participation in Technical Rehearsals; Participation in Dress Rehearsals; Participating in pre-/post-game interviews;
- Staging and starting matches upon designated instruction or timing as indicated by Administration; and,
- Any other reasonable instructions given by the Administration.

Administration may require additional, reasonable actions from Players to help facilitate and execute the broadcast of tournament matches (each a "Broadcast Match"). Players are expected to cooperate with and comply with Administration. These expectations may include, but are not limited to:

- Being online and ready to play up to 30 minutes before the start of the scheduled Match;
- Inviting spectators/observers or other designated accounts into the game lobby;
- Utilizing an Administration-designated communications server for Team communications or other coordination;
- Participation in Technical Rehearsals;
- Participation in Dress Rehearsals;
- Participating in pre-/post-game interviews;
- Staging and starting matches upon designated instruction or timing as indicated by Administration; and,
- Any other reasonable instructions given by the Administration.

PLAYER APPAREL REQUIREMENTS

All players must wear a sleeved shirt (black, gray, white undershirts are allowed), pants, and closed-toe shoes during the entirety of any broadcasted competition or appearance, including In-Person Events. Any attire featuring any name, likeness, or logo of a company other than officially licensed Pokémon merchandise is prohibited unless pre-approved first by Administration.

Administration will have final approval over all apparel and reserves the right to ban objectionable or offensive apparel, in its sole discretion.

For In-Person Events, all players must abide by Administration's current COVID-19 Protocols which may require that appropriate face masks be worn. Hats are not allowed.

17. ONLINE BROADCAST SUBMISSION REQUIREMENTS: Administration may require players to submit photographs and/or record and submit audio/video to Administration (each a "**Submission**"). Administration may, in its sole discretion, compile players' Submissions and broadcast or otherwise publicly display Submissions as part of Administration's coverage and publicity of the Tournament for a potential broadcast of general

Tournament coverage by Administration. Administration may also prohibit players from live-streaming their matches and may require players to keep their match results confidential until publicly broadcast by Administration. All Submissions:

- MUST NOT contain material which is (or promote activities which are) in Administration's sole discretion, hateful, slanderous, libelous, tortious, sexually explicit, obscene, pornographic, inappropriate, violent, self-mutilating (e.g., relating to murder, the sales of weapons, cruelty, abuse, etc.), discriminatory (based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic), illegal (e.g., underage drinking, substance abuse, computer hacking, etc.), offensive, threatening, profane, or harassing; or contain material that is threatening to any person, place, business, group or world peace; or contain words or symbols that are widely considered offensive to individuals of a certain race, ethnicity, religion, sexual orientation, gender identity or expression, or socioeconomic group; or contain images, words or text portraying nudity, acts of violence, or acts that are or appear to be unlawful or dangerous or in violation of, or contrary to the laws or regulations in any jurisdiction where the Submission is created;
- MUST NOT contain material that violates or infringes another's rights, including but not limited to material that violates privacy, publicity, or intellectual property rights, or that constitutes copyright infringement. Without limiting the foregoing, Submissions must not include third-party trademarks, logos, insignia, location signage, photographs, artwork, or sculptures, except those of Administration.
- MUST NOT include mention or performance of any copyrighted media production including but not limited to books, articles, photographs, artwork, music, etc., or identifying descriptions of any media property other than those of Administration. Submissions must not include commercial music.

IN THE EVENT THAT ANY PLAYER IS SUSPECTED OF VIOLATING ANY OF THE ABOVE BROADCAST SUBMISSION REQUIREMENTS, ADMINISTRATION MAY, IN ITS SOLE DISCRETION, DISQUALIFY SUCH PLAYER AT ANY TIME DURING THE TOURNAMENT AND/OR REQUIRE THE RETURN OF ANY PRIZE WON.

18. TOURNAMENT RULES: Players are required to always comply with all applicable laws. Players must also abide by the highest standards of personal integrity and good sportsmanship and act in a manner consistent with these Official Rules and the best interests of Administration. Players must behave in a professional and sportsmanlike manner in their interactions with other players and Administration and avoid behavior that detracts from the Tournament gameplay in any way.

Players may not use obscene or offensive gestures or profanity in their Account name, username, in-game name, screen names, email address, Tournament chats/communications, filmed match play, or other public-facing communications of any kind. Administration has sole discretion to determine if content is obscene or offensive. This rule applies to English and all other languages and includes abbreviations and/or obscure references.

Players are expected to settle their differences in a respectful manner and without resorting to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any time or place, or against any person including other players, fans, Staff and other officials or Administration representatives.

Sportsmanship: Participants of the Program will be held to a high standard of behavior, communication, and action that apply to in-game communications, Discord, Battlefy, any other official communication platform used for the Program, and all social media platforms. Participants are expected to represent the Program in a professional and courteous manner and are strictly prohibited from engaging in communication or actions that could be considered vulgar, toxic, antagonistic, inflammatory, distracting, threatening or generally misrepresent the Administration in relation to the Program at any time.

Tournament Software: Any intentional use, or attempted use, by a player of any bugs or exploits in any Tournament-related software including without limitation, the Pokémon UNITE video game, the Battlefy bracket platform and the Discord chat platform, is strictly prohibited and could result in disqualification of the player by the Administration.

No Player may make any unauthorized use of the Tournament-related software, including collecting usernames

and/or email addresses of users by electronic or other means for the purpose of sending unsolicited email, or creating user accounts by automated means or under false pretenses.

No Player shall try to systematically retrieve any nonpublic data or other nonpublic content provided by participants to create or compile, directly or indirectly, a collection, compilation, database, or directory.

Cheating and Tournament Integrity: Players must compete to the best of their skill and ability at all times. Any form of cheating by a player will not be tolerated and could result in disqualification. Players are prohibited from influencing or manipulating any Tournament match and / or tricking, defrauding or misleading other Players, or attempt to impersonate another player or use the username of another Player..

No Harassment: Administration is committed to providing a competitive environment that is free of harassment and discrimination. In furtherance of this commitment, players are prohibited from engaging in any form of harassment or discrimination (either in-Tournament or outside the Tournament), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic.

Non-Disparagement: Players have the right to express their opinions in a professional and sportsmanlike manner; provided, however, that players may not make public statements that call into question the integrity or competence of other players, Administration, or their respective agents, affiliates, subsidiaries, representatives, or service providers. Players may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning Administration, or any of their respective agents, affiliates, subsidiaries, representatives or service providers, other players, the Tournament, or any other product or service of Administration or its agents, affiliates, subsidiaries, or representatives. In addition, players may not encourage members of the public to engage in activities that are prohibited by this section. This section does not, in any way, restrict or impede a player from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

Betting and Gambling: Any form of betting or gambling on any tournament within the Program is prohibited. Players are also prohibited from offering inside information, influence, or in any way participate in betting or gambling through direct or indirect participation.

Confidentiality: The Administration may at times share sensitive or confidential information with Participants. The sharing or distribution of confidential information or material given to Participants by the Administration, either intentionally or unintentionally, is strictly prohibited. Confidential information may include but is not limited to information or material not yet released to the general public, a reasonable person knows or reasonably should understand to be confidential, or information or material designated as confidential by the Administration.

Illegal and/or Detrimental Conduct: A player may not engage in any activity or practice which (i) brings him or her into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from his or her public image, or (ii) is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on, Administration, or any of their respective agents, affiliates, subsidiaries, representatives or service providers, other players, the Tournament or any other product or service of Administration or its agents, affiliates, subsidiaries, or representatives. For the avoidance of doubt, player affiliation with individuals, entities or brands that are detrimental to the image or reputation of Administration, or their respective agents, affiliates, subsidiaries, representatives or service providers, other players, the Tournament or any other product or service of Administration or its agents, affiliates, subsidiaries or representatives, as determined by Administration in its sole discretion, will be deemed as a violation of this provision and these Official Rules. A non-exhaustive list of such types of misconduct are as follows:

- Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;

- Sexual assault and other types of sexual offenses;
- Conduct that poses a danger to the safety of another person;
- Animal cruelty;
- Theft and other property crimes; and
- Crimes involving dishonesty.

Each player acknowledges that Administration may have an obligation under applicable law to report illegal activities to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities in jurisdictions where suspected violations of law have taken place.

IN THE EVENT THAT ANY PLAYER IS SUSPECTED OF VIOLATING ANY OF THE ABOVE TOURNAMENT RULES, ADMINISTRATION MAY, IN ITS SOLE DISCRETION, DISQUALIFY SUCH PLAYER AT ANY TIME DURING THE TOURNAMENT AND/OR REQUIRE THE RETURN OF ANY PRIZE WON.

19. PENALTIES: the Administration reserves the right to consider or enforce penalties on a case by case basis. The Administration will consider the totality of the infraction, including the severity, circumstances, history, consequences/impact, or other relevant factor of the infraction to make a decision or enforce a penalty in the best interest of the integrity of the Program.

The Administration reserves the right to enforce any of the following penalties against Participants and / or Teams found to be in violation of these Official Rules:

- Forfeiture of Game;
- Forfeiture of Match;
- Removal of Player or Team from Tournament (Disqualification);
- Forfeiture of prizing;
- Forfeiture of Championship Points;
- Partial or full removal of Championship Points; and,
- A ban from participation in the Program.

20. INTELLECTUAL PROPERTY LICENSE AND ASSIGNMENT: By submitting a Submission, you agree that such Submission, including all rights embodied therein, are deemed to be non-confidential and non-proprietary and Administration shall have no obligation of any kind with respect to such Submission. Administration shall be free to edit, exploit, modify, publish, reproduce, use, disclose, disseminate and distribute the Submission to others without limitation in any and all media now known or not currently known, throughout the world in perpetuity for any purpose without compensation, permission or notification to you or any third-party. You hereby grant to Administration and its legal representatives, successors and assigns, an irrevocable and worldwide license to use in perpetuity the Submission in any form or format and to modify the same, and acknowledge and agree that if Administration does use the Submission, you shall not be entitled to any credit, consideration, notice or payments of any kind. You waive any moral rights, to the fullest extent permitted by law, you may have to the Submission, and agree that if Administration elects to use the Submission for any purpose, all rights under copyright or other intellectual property rights which may result from that relating to your Submission or from use of the same by Administration shall be the sole property of Administration. You further agree that if Administration elects to use your Submission, you (or your parent/legal guardian if you are a minor) will execute any documents requested by Administration regarding this assignment. IF ANY USE BY ADMINISTRATION OF THE SUBMISSION CAUSES IT TO BE LIABLE TO ANY THIRD-PARTY, YOU AGREE TO INDEMNIFY ADMINISTRATION AND ITS AGENTS, EMPLOYEES, AFFILIATES, SUBSIDIARIES, REPRESENTATIVES AND ALL RELATED PARTIES FROM AND AGAINST ANY AND ALL DAMAGES, COSTS, JUDGMENTS AND EXPENSES (INCLUDING REASONABLE ATTORNEY FEES) WHICH IT INCURS AS A RESULT OF ITS USE OF THE SUBMISSION.

21. PUBLICITY RELEASE: Except where prohibited by law, by clicking 'agree' to this Official Rules and participating in the Tournament, you grant to Administration, and their respective agents, affiliates, subsidiaries, representatives or service providers (which grant will be confirmed in writing on Administration's request), the right and permission to print, publish, broadcast, and use, worldwide in any media now known or hereafter developed, including but not limited to the World Wide Web, at any time or times, your name, Account

username, portrait, picture, avatar, voice, likeness, social media handle(s), opinions and biographical information (including but not limited to hometown and state/country) for advertising, trade, and promotional purposes without additional consideration, compensation, permission, or notification.

22. LIMIT: ONE (1) ENTRY PER PERSON (REGARDLESS OF THE NUMBER OF EMAIL ADDRESSES OR REGISTERED MEMBER ACCOUNTS), or PER EMAIL ADDRESS (REGARDLESS OF WHETHER MORE THAN ONE PERSON USES THE SAME EMAIL ADDRESS). Only entries received online in accordance with these Official Rules will be accepted. No other forms of entry - fax, mail, email, phone or other - will be accepted. Entry materials/data that have been tampered with or altered are void.

23. PRIZES/WINNER SELECTION/APPROXIMATE RETAIL VALUE:

In-Game Digital Rewards for the Tournament: Participating Players may earn in-game digital rewards for their participation or placement throughout the Program. Digital Rewards have no real-world value and cannot be redeemed for cash.

Championship Points: Each player will earn Championship Points based on their Team’s final placement at the end of each Tournament as follows:

February, March, April and May Cup & Finals (Per Region)			
Placement (Finals)	Championship Points	Placement (Cup)	Championship Points
1	300	9 - 12	70
2	240	13 - 16	54
3	192	17 - 24	38
4	154	25 - 32	30
5 - 6	123	33 - 48*	24
7 - 8	98	49 - 64*	19
		65 - 96*	15
		97 - 128*	12

* Championship Point awards not applicable to OC Region

Aeos Cup & Regional Championships (Per Region)			
Placement	Championship Points	Placement	Championship Points
1	500	9 - 12	131
2	400	13 - 16	100
3	320	17 - 24	62
4	256	25 - 32	50
5 - 6	205	33 - 48*	40

7 - 8	164
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49 - 64*	31
65 - 96*	25
97 - 128*	20

* Championship Point awards not applicable to OC Region

Monetary Prizes: Eligible winners will be awarded a cash value as indicated by the chart below. All prizes are paid in US dollars. Prize money is only allocated to the top teams in the Aeos Cup, Regional Finals and World Championship. Prizes will be paid to individuals on the Team as indicated in the Individual Allocation column. The prize breakdown is as follows:

Aeos Cup (Per Region)		
Rank	Total Allocation	Individual Allocation
1	\$10,000.00	\$2,000.00
2	\$5,000.00	\$1,000.00
3	\$4,000.00	\$800.00
4	\$2,000.00	\$400.00
5	\$1,250.00	\$250.00
5	\$1,250.00	\$250.00
7	\$750.00	\$150.00
7	\$750.00	\$150.00
Total	\$25,000.00	-

Regional Finals (Per Region)		
Rank	Total Allocation	Individual Allocation
1	\$20,000.00	\$4,000.00
2	\$10,000.00	\$2,000.00
3	\$8,000.00	\$1,600.00
4	\$4,000.00	\$800.00
5	\$2,500.00	\$500.00
5	\$2,500.00	\$500.00
7	\$1,500.00	\$300.00

7	\$1,500.00	\$300.00
Total	\$50,000.00	-

Travel Awards: Players on the teams that qualify for a spot at the World Championship via Regional Championship Finals (see **Section 10** for details) will receive a Travel Award to attend the event (varies by region, to be announced). Other tournaments where Travel Awards are awarded will be announced at a later date but will not exceed 150 Travel Awards in total. The approximate retail value (“ARV”) of each Travel Award is not to exceed five thousand U.S. dollars (\$5,000.00 USD).

Players who are eligible for a travel award will receive a pre-tax amount based on criteria outlined on the Pokemon.com Travel Award information page here: <https://www.pokemon.com/us/pokemon-news/changes-to-play-pokemon-travel-awards/>. Any player eligible to receive a travel award who does not confirm their intent to participate as described in **Section 5** may forfeit the travel award at the discretion of Administration.

World Championship		
Rank	Total Allocation	Individual Allocation
1	\$100,000.00	\$20,000.00
2	\$75,000.00	\$15,000.00
3	\$65,000.00	\$13,000.00
4	\$60,000.00	\$12,000.00
5	\$45,000.00	\$9,000.00
5	\$45,000.00	\$9,000.00
7	\$25,000.00	\$5,000.00
7	\$25,000.00	\$5,000.00
9	\$10,000.00	\$2,000.00
9	\$10,000.00	\$2,000.00
9	\$10,000.00	\$2,000.00
9	\$10,000.00	\$2,000.00
13	\$5,000.00	\$1,000.00
13	\$5,000.00	\$1,000.00
13	\$5,000.00	\$1,000.00
13	\$5,000.00	\$1,000.00
Total	\$500,000.00	

The total of all prizes to be awarded is not to exceed One Million Four Hundred Fifty Thousand U.S. dollars (\$1,450,000.00 USD).

ALTERNATE APPEARANCE FEE FOR IN-PERSON EVENTS:

Alternates attending an In-Person event may be eligible to receive an appearance fee or prize money paid by TPCi under the following circumstances:

- If an Alternate attends an In-Person event and never becomes a Starter, the Alternate will receive an appearance fee based on the event:
 - 2023 European International Championship: Seventy Five U.S. dollars (\$75.00).
 - 2023 North American International Championship: One Hundred Fifty U.S. dollars (\$150.00).
 - 2023 Pokémon World Championships: Five Hundred U.S. dollars (\$500.00).
- If an Alternate attends an In-Person event, becomes a Starter, and plays at least one game during the In-Person event but does not play in all games their team was scheduled for, the Alternate will receive an appearance fee based on the event:
 - 2023 European International Championship: One Hundred Fifty U.S. dollars (\$150.00).
 - 2023 North American International Championship: Three Hundred U.S. dollars (\$300.00).
 - 2023 Pokémon World Championships: One Thousand U.S. dollars (\$1000.00).
 - In this scenario, every member of the Active Roster will have played at least one game.
 - In this scenario, the Main Roster player who is no longer a Starter will receive the full individual allocation of prize money based on the Team's placement.
- If an Alternate attends an In-Person event, becomes a Starter, and plays all games their team was scheduled for, the Alternate will receive the full individual allocation of prize money based on the Team's placement.
 - The Main Roster player who was removed will be ineligible to receive the individual allocation of prize money.
 - Neither the Main Roster player who was removed from the roster (formerly a Starter) nor the Alternate will be eligible to receive an appearance fee.

Prize Restrictions: Limit one (1) prize per person per event. Any and all applicable federal, state, and local taxes and all fees and expenses related to acceptance and use of prize not specifically stated herein are the responsibility solely of the winner. Prize cannot be substituted, assigned or transferred; however, Administration reserves the right to make equivalent prize substitutions at its sole discretion with one of comparable or greater value. Administration will not replace any lost or stolen prizes or components of a prize. Prize cannot be used in conjunction with any other promotion or offer. Only the number of prizes stated in these Official Rules is available to be won in the Tournament.

Except where legally prohibited, each potential winner will be required to complete and return (or have their parent/legal guardian complete if potential winner is a minor in his or her place of residence), within ten (10) days of the date notification is sent, an Affidavit of Eligibility, Liability & Publicity Release (the "**Affidavit**") in order to claim his or her prize. If after the first attempt to contact the potential winner, or the potential winner fails to sign and return the Affidavit within the required time period, or in the event that a potential winner is disqualified for any reason, the potential winner will be deemed to have forfeited the prize, and Administration in its sole discretion, will determine the disposition of the prize (e.g., may choose to donate the prize to another entity, at its sole discretion).

24. ENTRY ERRORS/NO RETURN OF ENTRIES: Administration is not responsible for lost, late, incomplete, damaged, stolen, invalid, unintelligible or misdirected registrations, which will be disqualified. Administration is not responsible for any unavailability of or interruptions to any service or equipment used in connection with the Tournament, including, without limitation, (1) interruptions to any network, server, Internet, website, telephone, satellite, computer or other connections (2) failures of any telephone, satellite, hardware, software or other equipment, (3) garbled, misdirected or jumbled transmissions, or traffic congestion, or (4) other errors of any kind, whether human, technical, mechanical or electronic, or (5) the incorrect or inaccurate capture of entry or other information or the failure to capture any such information.

Once submitted, submissions and registrations become the sole property of Administration and will not be acknowledged or returned. Potential winners may be required to show proof of identification. Administration may require that the potential winner provide proof that he/she is the authorized account holder of the e-mail address and/or password associated with the winning entry.

25. POTENTIAL WINNERS: ALL POTENTIAL WINNERS ARE SUBJECT TO VERIFICATION BY ADMINISTRATION, WHOSE DECISIONS ARE FINAL. ADMINISTRATION SHALL SOLELY DETERMINE ANY FORM OF VERIFICATION. A PLAYER IS NOT A WINNER OF ANY PRIZE UNLESS AND UNTIL PLAYER'S ELIGIBILITY HAS BEEN VERIFIED AND PLAYER HAS BEEN NOTIFIED THAT VERIFICATION IS COMPLETE. ADMINISTRATION WILL NOT ACCEPT SCREEN SHOTS, AFFIDAVITS OR OTHER EVIDENCE OF WINNING IN LIEU OF ITS VALIDATION PROCESS. ANY REGISTRATION THAT OCCURS AFTER THE SYSTEM HAS FAILED FOR ANY REASON MAY BE DEEMED A DEFECTIVE REGISTRATION AND VOID.

Potential winners will be notified via email (or overnight mail) sent within fifteen (15) business days following the end of the Tournament Period to the address provided on the registration form.

A potential winner will be disqualified if (i) they do not comply with these Official Rules (or is otherwise determined to be ineligible), (ii) they do not respond to the prize notice within ten (10) days of its transmission (or receipt, if mailed), or if the emailed prize notice, after three (3) attempts, is returned as undeliverable, or (iii) the prize is undeliverable for any reason. If Administration notifies or seeks to deliver a prize to or otherwise attempts to contact a potential winner, and such potential winner is subsequently disqualified, then Administration shall use its reasonable business judgment to determine, in its sole discretion, the disposition of the prize (e.g., may choose to donate the prize to another entity, at its sole discretion).

Winning a prize is contingent upon fulfilling all requirements set forth herein. Winners are solely responsible for any and all expenses, (e.g., meals and gratuities), relative to participation in the Tournament (including acceptance of any prize) not specified herein.

26. ADDITIONAL CONDITIONS: Participation constitutes entrant's full and unconditional agreement to these Official Rules and to Administration's decisions, whose decisions are final and binding in all matters related to the Tournament.

Administration reserves the right to conduct a background check of any and all records of any potential winner/travel companion, including without limitation, civil and criminal court records and police reports, and potential winners and their travel companions agree to submit to such background checks. To the extent necessary under law, winner/travel companion shall authorize this background check. Administration may also take all steps necessary to corroborate any information provided to Administration by winner/travel companion in his/her interview. In that regard, winner/travel companion will be obligated to provide necessary contacts and information so that Administration may conduct such investigation. Administration reserves the right (at its sole discretion) to disqualify a winner/travel companion based on the background check and select an alternate.

CAUTION: ANY PERSON WHO ATTEMPTS DELIBERATELY TO UNDERMINE THE LEGITIMATE OPERATION OF THIS TOURNAMENT OR TO ALTER OR DAMAGE A WEBSITE MAY BE SUBJECT TO CIVIL AND/OR CRIMINAL PENALTIES AND FINES; AND ADMINISTRATION RESERVES THE RIGHT TO SEEK DAMAGES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.

27. RELEASE AND INDEMNITY: To the maximum extent permitted by applicable law, by participating in this Tournament and/or receiving a prize, players agree to release and to indemnify and hold harmless Administration, and each of their respective related companies, and all of their respective officers, directors, employees and agents (collectively, the "**Released Parties**") for any liability, injury, death, loss or damages to entrant or any person or entity, including without limitation damage to personal or real property, caused in whole or in part, directly or indirectly, by participation in this Tournament (or related activities) or the acceptance, possession or use/misuse of a prize. For the avoidance of doubt, nothing in these Rules shall exclude or limit liability for losses which may not be lawfully excluded or limited by applicable law, including liability for death or personal injury caused by the negligence of the Administration or its employees, agents or subcontractors.

28. LIMITATIONS OF LIABILITY: TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE RELEASED PARTIES WILL HAVE NO LIABILITY WHATSOEVER FOR, AND SHALL BE HELD HARMLESS BY YOU AGAINST, ANY LIABILITY FOR ANY INCORRECT OR INACCURATE INFORMATION, WHETHER CAUSED BY PLAYERS ERRORS OR BY ANY EQUIPMENT, HARDWARE, SOFTWARE OR PROGRAMMING ASSOCIATED WITH THE TOURNAMENT, INJURIES, LOSSES OR DAMAGES OF ANY KIND TO PERSONS, INCLUDING PERSONAL INJURY OR DEATH, OR PROPERTY RESULTING IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, FROM ACCEPTANCE, POSSESSION, MISUSE, OR USE OF A PRIZE, REGISTRATION OR PARTICIPATION IN THIS TOURNAMENT OR IN ANY TOURNAMENT RELATED ACTIVITY, OR ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION OR INVASION OF PRIVACY, OR MERCHANDISE DELIVERY. THE RELEASED PARTIES ARE NOT RESPONSIBLE IF THE TOURNAMENT CANNOT OPERATE AS PLANNED, OR IF ANY PRIZE CANNOT BE AWARDED, DUE TO CANCELLATIONS, DELAYS, OR INTERRUPTIONS DUE TO ACTS OF GOD, ACTS OF WAR, NATURAL DISASTERS, THREATENED OR ACTUAL PUBLIC HEALTH CRISES (INCLUDING WITHOUT LIMITATION EPIDEMICS AND PANDEMICS, AND ANY SHUTDOWNS OR STAY-AT-HOME ORDERS RELATED THERETO), WEATHER, OR TERRORISM. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE RELEASED PARTIES ARE NOT RESPONSIBLE FOR ANY UNAVAILABILITY OF OR INTERRUPTIONS TO ANY SERVICE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT, INCLUDING WITHOUT LIMITATION (1) INTERRUPTIONS TO ANY NETWORK, SERVER, INTERNET, WEBSITE, TELEPHONE, SATELLITE, COMPUTER OR OTHER CONNECTIONS (2) FAILURES OF ANY TELEPHONE, SATELLITE, HARDWARE, SOFTWARE OR OTHER EQUIPMENT, (3) GARBLED, MISDIRECTED OR JUMBLED TRANSMISSIONS, OR TRAFFIC CONGESTION, OR (4) OTHER ERRORS OF ANY KIND, WHETHER HUMAN, TECHNICAL, MECHANICAL OR ELECTRONIC, OR (5) THE INCORRECT OR INACCURATE CAPTURE OF ENTRY OR OTHER INFORMATION OR THE FAILURE TO CAPTURE ANY SUCH INFORMATION. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, BY PARTICIPATING IN THIS TOURNAMENT, YOU AGREE THAT THE RELEASED PARTIES WILL NOT BE RESPONSIBLE OR LIABLE FOR ANY INJURIES, DAMAGES, OR LOSSES OF ANY KIND, INCLUDING DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL, OR PUNITIVE DAMAGES TO PERSONS, INCLUDING DEATH, OR TO PROPERTY ARISING OUT OF ACCESS TO AND USE OF ANY WEBSITE OR SOFTWARE PLATFORM ASSOCIATED WITH THIS TOURNAMENT OR THE DOWNLOADING FROM AND/OR PRINTING MATERIAL DOWNLOADED FROM SUCH WEBSITE OR SOFTWARE PLATFORM. FOR THE AVOIDANCE OF DOUBT, NOTHING IN THESE RULES SHALL EXCLUDE OR LIMIT LIABILITY FOR LOSSES WHICH MAY NOT BE LAWFULLY EXCLUDED OR LIMITED BY APPLICABLE LAW, INCLUDING LIABILITY FOR DEATH OR PERSONAL INJURY CAUSED BY THE NEGLIGENCE OF THE ADMINISTRATION OR ITS EMPLOYEES, AGENTS OR SUBCONTRACTORS.

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29. DISPUTES/CHOICE OF LAW: These Official Rules are governed by and construed in accordance with the laws of the State of Washington, excluding its conflict of law provisions, as applied to agreements executed by Washington residents and performed solely within the State of Washington, and you submit to personal jurisdiction in Washington. You irrevocably agree that the state and federal courts located in the State of Washington, U.S.A. will have exclusive jurisdiction over any dispute which may arise out of or in connection with these Official Rules in respect of any claim brought against us by you and will have non-exclusive jurisdiction over any claim brought against you by us. You agree to accept service of process by mail in the state or country in which your domicile is located as specified by you to us. THE PARTIES HEREBY WAIVE TRIAL BY JURY.

30. PRIVACY: Personally identifiable information that is submitted by players as part of this Tournament will be used to administer the Tournament, select prize winners and fulfill prizes, and will be treated in accordance with TPCi's privacy policy accessible on its website at <https://www.pokemon.com/us/privacy-notice/>, Discord's online privacy policy as posted on its website at <https://discord.com/privacy>, Esports Engine's privacy policy at

<https://assets.esportsengine.co/docs/privacy.pdf> and Battlefy's online privacy policy as posted on its website at <https://battlefy.com/policies/privacy-policy>.

31. WINNERS LISTS: To view the winners' list for the Tournament, please visit [Pokemon.com](https://pokemon.com). The winners' list will be available after winner validation has been completed.

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33. REGIONAL ZONES:

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Brazil

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Austria, Belgium, Czech Republic, Denmark, Finland, France, Germany, Guernsey, Isle of Man, Ireland, Italy, Jersey, Luxembourg, Malta, Netherlands, Norway, Poland, Portugal, Spain, Sweden, Switzerland, United Kingdom

Latin America – North:

Colombia, Dominican Republic, Ecuador, El Salvador, Guatemala, Mexico, Nicaragua

Latin America – South:

Argentina, Bolivia, Chile, Paraguay, Peru, Uruguay

North America:

Canada, United States of America (including Puerto Rico)

Oceania:

Australia, New Zealand