

Pokémon Video Game World Championships Qualifier Tournaments

TOURNAMENT OPERATION

The World Championships Qualifier is a Single Elimination event. Each match will consist of a single game and will result in the winner advancing to the next round and the loser being removed from the tournament.

- A player wins by knocking out his or her opponent's final Pokémon.
- If an attack knocks out both players' last Pokémon, the player that used the attack loses the match. This includes the moves Explosion, Selfdestruct, Double-Edge, Volt Tackle, Flare Blitz, Take Down, Submission, Brave Bird, Wood Hammer, Head Smash, Struggle, Perish Song, and Destiny Bond. This also includes the Life Orb held item.
- If an environmental effect knocks out both players' last Pokémon, the result of the game is a tie. This includes Hail, Sandstorm, and Sunny Day.
- If all remaining Pokémon are knocked out due to Stealth Rock or Spikes, the result of the game is a tie.
- If a Pokémon's ability or held item results in all remaining Pokémon being knocked out, the result of the game is a tie. This includes Aftermath, Liquid Ooze, Rough Skin, Jaboca Berry, and Sticky Barb.
- A player who selects "Run" during a battle will count as the loser of that match, whether selected intentionally or not.

If a tie occurs during the Preliminary rounds, both players will be considered the loser of that game and will be eliminated from the event. If a tie occurs during the Elimination rounds, a single game will be played to determine the winner of that match, using the Sudden Death rules outlined below.

Sudden Death

Players will be required to gain an advantage in number of remaining Pokémon over their opponent. The staff will evaluate the game at the end of each turn to determine if an advantage has been gained. After each turn has completed, the tournament staff will determine the number of Pokémon that each player has remaining.

- If both players have the same number of Pokémon remaining at the end of the turn, the game continues for another turn.
- If a player has more remaining Pokémon than his or her opponent at the end of any turn, that player wins the game.

Preliminary Rounds

Players in each age division will be randomly paired throughout the preliminary rounds. The number of wins needed to move on to the Elimination rounds will vary, based on attendance in an age division. The tournament staff will inform the players how many games must be won to move on to the Final rounds once registration has completed.

Each match during the Preliminary rounds is untimed, though players are expected to maintain a lively pace during game play. Matches will be played using special Nintendo DS Lite systems, located at the event.

- Players who are found to be intentionally delaying the pace of their match will be disqualified from the event.
- Players who are tardy to their match for any reason will be disqualified from the event.

Elimination Rounds

Players who have qualified for the Elimination rounds will be randomly paired throughout the Elimination rounds. Winning players advance to the next round; losing players are eliminated from the event. Random byes will be assigned during the first Elimination round based on the number of players participating in these rounds.

Each match during the Elimination rounds is untimed, though players are expected to maintain a lively pace during game play. Matches will be played using special Nintendo DS Lite systems, located at the event.

- Players who are found to be intentionally delaying the pace of their match will be disqualified from the event.
- Players who are tardy to their match for any reason will be disqualified from the event.