

Pokémon Video Game World Championships Tournaments

TOURNAMENT OPERATION

The World Championships is a Swiss plus Single Elimination event. Each Swiss and Single Elimination match will be a best-of-3 format, with the first player to win 2 games winning the match. The total number of rounds will be determined by the total attendance in each age division. Each player will participate in every Swiss round.

- 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 game. 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 game, whether selected intentionally or not.

If a tie occurs, both players will be considered the loser of that game and will proceed to the next game in the match. If neither player has won 2 games by the end of the match, a single game will be played, using the Sudden Death rules outlined below.

Swiss Rounds

The Swiss rounds will take place on Saturday, August 14th. Players in each age division will be randomly paired within their division for the first round of play. After each round, players will be paired with other opponents within their division who have a similar record. After the final Swiss round, the Top 8 competitors in each division will move on to the Single Elimination portion of the event.

Players have 45 minutes to complete their match during each Swiss round and 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 receive a game-loss penalty for that match.
- Players who are tardy to their match for any reason will receive a game-loss penalty for that match.

Tiebreakers

Competitors have 45 minutes to complete their best-of-3 match during each Swiss round. When time is called during an unfinished match, the judges must determine who the winner of the match is. The judges will determine the winner of the current game based on the criteria below.

Remaining Pokémon

The tournament staff will assess the number of Pokémon that each player has remaining.

- If one player has more remaining Pokémon, that player wins the game.
- If both players have the same number of Pokémon remaining, the result of the game is determined by average percentage of HP remaining, as described below.

Percentage of HP Remaining

The tournament staff will assess the average percentage of HP remaining for all Pokémon that haven't fainted.

- If one player has a higher average percentage of HP remaining, that player wins the game.
- If both players have the same average HP remaining, the result of the game is determined by Sudden Death, as described 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.

Once the winner of the active game has been determined, the following criteria will be used to determine the winner of the match, based on which game in the match has just been completed.

Game 1:

The winner of game 1 wins the match.

Game 2:

If the winner of game 2 also won game 1, that player wins the match.

If the winner of game 2 did not win game 1, the match is a tie. A new game is started using the Sudden Death rules listed above. The winner of the Sudden Death game wins the match.

Game 3:

The winner of game 3 wins the match.

Single Elimination Finals Rounds

The Top 8 matches for each age division will be played on Sunday, August 15th. The first two rounds of Single Elimination matches will be played simultaneously. Competitors still participating in the tournament will be sent to a holding area while they do not have a match in progress. Winning players advance to the next round; losing players are eliminated from the event.

The final matches in each age division will take place on Sunday, August 15th, on the Main Event stage. These Single Elimination matches will be played one at a time. The winner of the final match will be the Pokémon Video Game World Champion.

Each Single Elimination match is untimed, though players are expected to maintain a lively pace during game play. Players may be assigned time limits on specific actions if their tempo creates an unreasonable delay in game play.