2012 Pokémon Video Game Championship Regulations

Last Updated: December 15, 2011

Requirements for Participating

The 2012 Pokémon Video Game Championships will be played exclusively using legitimate *Pokémon Black Version* and *Pokémon White Version* Game Cards.

- Players at European events may only use European versions
- Players at North American events may only use North American versions
- Players at the World Championships may only use Game Cards that are legal in their home markets.

Players will compete in one of three age divisions, based on their dates of birth.

- Junior Division: Born in 2001 or later
- Senior Division: Born in 1997, 1998, 1999, or 2000
- Masters Division: Born in 1996 or earlier

Tournament matches will take place via Infrared Connection. Players must provide their own Nintendo™ DS systems and *Pokémon Black Version* or *Pokémon White Version* Game Cards and cannot share systems or Game Cards with another player at the event.

- It is strongly recommended that players bring chargers for their Nintendo DS systems, as the tournament staff will not have chargers available for loan. Power outlets will be provided in the game play area.

Registering for an Event

All event registration will be handled on-site the day of each event. Players will be permitted to register on a first come, first served basis. Players in line are not guaranteed a competitor slot until they have completed registration. Players are responsible for maintaining their own place in the queue.

Players must have a Player ID to participate. If you have a Trainer Club account but don't have a Player ID, you can get one by logging in to your account and visiting www.pokemon.com/uk/account/upgrade2/. Be sure to bring your Player ID to the event!

To hasten the registration process, players must prepare their team prior to reaching the registration desk.

- Each player must place 4–6 Pokémon in his or her Battle Box.
  - See the Pokémon Restrictions section below for more information on which Pokémon are eligible for the tournament
- Each Pokémon may hold no more than one item, which cannot be changed after registration
  - Two Pokémon cannot hold the same item

Battle Rules

The tournament regulations that players will receive during registration will automatically enforce the following rules:

- Prior to the start of the battle, the Pokémon on each player's team will be displayed to their opponent briefly. Moves and held items are not displayed.

- While viewing the Pokémon on their opponent's team, each player selects four Pokémon to use during the battle, and sends out two Pokémon at a time. The Pokémon that a player selects and the order of those Pokémon remains a secret until they are revealed during battle.
- A 15-minute time limit for each match will automatically be enforced in-game, beginning at the start of each battle. If the outcome has not been determined by the end of the time limit, the game will automatically apply tiebreakers to determine a winner.
- At the beginning of each turn, players will have 1 minute to select moves for both Pokémon, or to change the Pokémon in battle. If a player has not made his or her selections at the end of this period, the game will automatically make selections for the player.

Pokémon Restrictions

Players may use Pokémon found in the *Pokémon Black Version* or *Pokémon White Version* National Pokédex, from No. 001–646, that are caught in the game, transferred from a previous Pokémon title, or received at an official event or distribution. The following Pokémon may not be on a player's team:

150 – Mewtwo	385 – Jirachi	492 – Shaymin
151 – Mew	386 – Deoxys	493 – Arceus
249 – Lugia	483 – Dialga	494 – Victini
250 – Ho-Oh	484 – Palkia	643 – Reshiram
251 – Celebi	487 – Giratina	644 – Zekrom
382 – Kyogre	489 – Phione	646 – Kyurem
383 – Groudon	490 – Manaphy	
384 – Rayquaza	491 – Darkrai	

A player's team may not contain two Pokémon with the same National Pokédex number

All Pokémon that are Level 51 or higher will have their level reduced to 50 for the duration of the battle with the following parameters:
- Each Pokémon retains all of the moves that it knew before being auto-leveled
- Pokémon that evolve after Level 50 do not devolve when auto-leveled
- Pokémon below Level 50 remain at their actual level rather than being auto-leveled up to Level 50 for the battle
- The Pokémon's stats are adjusted to what its Level 50 stats would be

Each Pokémon on a player's team may use held items, though no two Pokémon may hold the same item
- Only items acquired in *Pokémon Black Version* or *Pokémon White Version*, or received at an official Pokémon event or promotion, may be used

Players may not enter two Pokémon with the same nickname
- Players may not enter a Pokémon nicknamed with the name of another Pokémon character (for example, an Unfezant nicknamed "Pidove")
- Players found to have inappropriate/offensive Trainer names or Pokémon nicknames, as determined by the event staff, will be disqualified from the event.

Moves

Pokémon may only use moves that have been learned through one of the following methods:
- By leveling up

- By TM or HM
- As an Egg Move, through breeding
- From a character in the game
- Already learned by a Pokémon that was received at an official Pokémon event or promotion
- A move already known by a Pokémon that has been transferred from another Pokémon game via PokéTransfer or the Relocator
- Pokémon may not know the moves Sky Drop or Dark Void

Other Information

The use of external devices to alter the Pokémon in a player's party is expressly forbidden. Random checks will be performed throughout the tournament to determine whether or not an external device has been used to modify a player's party. Players found to have Pokémon that have been tampered with will be disqualified from the event, regardless of whether the player tampered with his or her game or received a Pokémon or item that was tampered with by someone other than the player. It is the player's responsibility to have legal Pokémon. Event officials have the final determination regarding the legality of a Pokémon.

A player should notify the staff immediately if he or she believes that there is a problem with an opponent's Pokémon. At the end of the round, all match results become final. Issues that go unreported until after the round has completed will not change the result of that match, regardless of whether there is a problem with an opponent's Pokémon.

Players and spectators are expected to demonstrate proper sportsmanship over the course of the event. A player may be disqualified from the event based on actions taken by friends or relatives who disrupt the operation of the tournament.