



Devon Corporation

How to run a tournament

Introduction

In this document we will outline how to run a tournament under the Devon Corporation and in accordance with the Devon Corporation rules for ranked tournaments. This is intended to be a supplemental document for Tournament Officials to run a tournament.

Hosting a Tournament

1. The tournament registration, round pairing and match reporting will happen using the Zy garden platform.
2. When creating a tournament, certain requirements will need to be input in order to maintain the ranked nature of the tournament.
3. If you need to create an account, please see [Creating your account - Zy garden](#)
4. Log in and go to the dashboard. Select "My Tournaments". Go to the upper right where there is a green button that says "New Tournament".

Tournament Details

- **Tournament Name:** TO preference, including meta name encouraged
- **Start Date and Start Time:** Select your start date and time. Be aware the tournament locks at this time and no further players register unless the start date and time are modified to be in the future, that will automatically unlock the tournament. Pokémon teams can still be submitted or edited.
- **Tournament Type:** Select remote, in person, or hybrid.
- **Community Link:** Strongly encouraged.
- **Make Tournament Public:** TO preference.

Format Details

- **Format Type:** Select Solo.
- **Tournament Style:** Select Swiss or Round Robin.
 - i. Please note, the maximum amount of trainers for both formats are 256 and 8 respectively.
 - ii. Please note that the minimum amount of trainers for Swiss tournaments is 8 and for Round Robins it is 4 - these minimums apply to both remote and in-person events.
- **Top Cut Style:** Select none.
- **Meta:** Select the appropriate Devon meta from the dropdown.
- **Best of:** Select 3.

- **Win condition:** Select Players must complete all 3 games.
- **Maximum Participants:** TO preference, no more than 256 for Swiss, 8 for Round Robin.

Round Details

- **Round Length:** TO preference so long as ranked events conclude on time.

Battle Party Details

- **Pokémon CP required:** Check
- **Pokémon HP required:** Uncheck
- **Pokémon moveset required:** Uncheck
- **Pokémon nickname required:** Uncheck
- **Pokémon purified status required:** Uncheck
- **Pokémon shiny status required:** Optional. If checked, mistakes in shiny registration should be treated by TO's the same as registering the wrong CP or wrong form.
- **Pokémon buddy status required:** Uncheck

Additional Information

- **Tournament Description:** A brief description is required.

5. After entering the tournament description, click the Create Tournament button.
6. After selecting your created tournament from the dashboard, copy the tournament link under "Invite participants" and share it with your community.
7. The green gear at the top to the left of the register button will bring up your admin options where you can manage the tournament.

Manage Tournament

- **Update tournament settings:** This will allow you to update many of the tournament settings previously selected, including the start date and time if that needs to be changed.
- **Manage participants:** This allows you to drop participants.
- **Manage matchups:** Only appears after tournament starts, this allows you to assign scores if players haven't reported.
- **Manage admins:** You can assign additional admins to be able to edit the tournament settings, drop players, manage matchups, and more. Use the green Invite admin button at the bottom, and then copy the link and paste it to someone you want to invite as an admin. Links are single use, you must generate one for each additional admin. Once invited as an admin, you cannot remove someone as an admin so be sure to keep the links private.

For restricting participation, Devon Corporation permits that under the following circumstances:

- i. for traditionally under-served groups and/or protected communities (e.g., Girls that PvP). *If you would like to obtain protected status for your community, tag Mx. Stone on the Devon Corp discord.*
- ii. Ability tiers are permitted. A common example of ability-based tiers would be GoStadium's lobbies. Communities need not apply for this type of restriction.
- iii. In-person only tournaments are inherently restricted to geographical location and are permitted. If so desired, TOs may also restrict participation to their geographical location for remote tournaments. The responsibility of verifying geographical location rests solely on the TOs but/and, no privacy laws must be violated in the process.

Pre-Tournament Procedures

Prior to the start of the tournament, Competitors must register their Battle Team on Zygarden and check in with a Tournament Official to confirm attendance. Competitors are responsible for:

- Accurately entering their Registered Battle Team with the exact CP for each Pokémon and denoting if it is a Shadow Pokémon when applicable.
- Making sure the Pokémon that are being registered in the Battle Team have the correct movesets.
- Keeping up with any announcements and updates from Tournament Staff regarding tournament logistics.

Tournament Officials must confirm the Devon Rules with the Competitors and announce any specific logistics for that tournament (i.e. round time limits). Tournament Officials are responsible for:

- Making sure the tournament page is updated with accurate and timely information including a link to the platform where tournament discussion and organization will take place.
- Being familiar with and assisting Competitors through the check-in process.
- Keeping all Competitors apprised of any updates or changes regarding the status of the tournament and any tournament logistics.
- Checking to make sure all participants that are registered have had sufficient time to check in and update their Battle Teams before closing check-ins and starting the tournament.

Procedures During the Tournament

Screen Recording

It is highly recommended that players have the ability to record the screen of their device. Screen recording is defined as the process of capturing what appears on your device screen. This captured footage will be saved as a file on the device and can be reviewed in case a player has a technical malfunction or other concern during gameplay.

Without a screen recording, it is difficult for a player to provide evidence of a technical issue, which may lead to a referee review being denied. All screen recordings are retained until the end of the tournament.

Note Taking

Players may take written notes during a match and may refer to those notes at any time during that match, including Team Preview. Players may choose not to share these notes with other players, but a referee may ask to see a player's notes and request an explanation if needed. A player's note sheet must be completely free of text, handwritten or otherwise, at the start of each match. Players must be timely with their note taking and may not use a device that can send or receive messages as a note-taking device. A player may not refer to notes taken during previous rounds while the tournament is still in progress. Written notes taken during a match may not be given to other players during the tournament. Because a judge may ask to see a player's notes while a match is in progress, the use of codes, ciphers, abbreviations, or any other method of obscuring the meaning of the information is not permitted. Additionally, notes taken by a player may not contain misinformation intended to deceive tournament staff. Should a judge request clarification or a translation for notes written in a language not spoken by tournament staff, the player must oblige.

A player can not be helped by outside assistance tools during an active match.

Advancing Before all Matches have Completed

There are some scenarios during a tournament where, in order to progress the tournament in a timely manner a matchup will not be played within the time limit. In this situation, a Tournament Official may remove one player, or both players, depending on the situation.

In a situations where one player is primarily and/or solely at fault and a tournament timeline is at stake, TOs are permitted to remove the offending trainer to progress the tournament. TOs are also permitted to assign a slow-play loss. In both situations, no match or win occurred, but either

the TO or the Zy garden platform will assign a loss to the offending trainer. These actions are permitted.

In a situation where neither player is fully at fault, but the match cannot be played within the time limit - removing both players is the **only permissible way to allow the tournament to progress**. Under no circumstances, should TOs use coin tosses, issue ties (1-1, 0-0) or anything else besides dual-removal. (Trainers are allowed to forfeit in order to remain in the competition, however, neither side is obligated or may force the other trainer to do so.)

End of Tournament Procedures

Match outcomes must be self-reported by each Competitor immediately after the match is complete via Zy garden to record the number of battles won and lost. Competitors should not exceed the round time limits that may be set by Tournament Officials (to be communicated to Competitors prior to the start of the tournament).

If there is a dispute between reported match outcomes, Officials will confirm the correct results via the in-game journal and correct on Zy garden if necessary.

Matches may not end in a draw. Battles that end in a draw (verified by the journal entries) do not count as a win for either Competitor and an entirely new battle must be played. Competitors must play until the required number of wins has been achieved, unless one Competitor has conceded, is disqualified, or is otherwise removed from the match or tournament. No other means may be used to determine the match outcome.

Tournament Officials are responsible for concluding a tournament in a timely manner once the final matchup is reported. Officials found to be failing to conclude a tournament on time may be investigated by the Devon Corporation and if they are found to be doing so to purposefully manipulate rankings will be subject to penalties.

Specific Meta Procedures

Crypt Cup

Genetic Cup

Pokemon Team Validation Guidance

- If the TOs are not participating, they or their non-participating designee may choose to check teams in advance, however they must leave "Hide teams from host before registration completes?" checked  in Zygarden for ranked events; competitors must not be able to see one another's parties.
- If TOs are participating, they may not check teams in advance.

Devon has developed an official Genetic Cup party validation tool. Please navigate to the link provided below and select "File / Make a copy." Once that's done, the tool is pretty straightforward and will provide red shading when your entries are invalid and green shading if they are all correct. Yellow boxes will indicate which areas need to be changed.

Please find the validator here: [Genetic Cup Validator \(Devon\)](#)

In addition to our in-house validator, one of our community contributors also developed a validator that includes a visual graphic of eligible Pokemon beneath each family. Similarly, when using this tool, you should navigate to the link below and select "File / Make a copy." Once that's done, the tool is also straightforward and will provide pop-up prompts if/when eligibility mistakes are made.

Please find the validator here: [Genetic Cup Validator \(JamieTK14\)](#)

The initial mono-typings and inter-relational logic between Parents, Children, and Mutants were used by Devon Corporation to create an Approved List. Not every Pokemon that theoretically could be included is permitted. Some babies, regionals, Legendary/Mythical, and/or other choices may have been removed for distribution health. Although we've done our best to ensure the tools above are valid, trainers remain liable for mistakes. Please refer to the official Approved List for what is eligible.

Please find the official Approved List here: [Genetic Cup Approved List \(Devon\)](#)

Additional Pre-Tournament Procedures

- Encourage all participating trainers to check their parties for validity before the event starts using the Validator Tooling provided on our website
- Once TOs begin the event and reveal battle parties in Zygarden, we strongly encourage TOs to review all submitted parties and, if any errors are caught, to issue the penalties below.
- TOs must ensure that participants submit Pokemon as follows:
 - Parents must be submitted in Slots 1 and 2.
 - Children must be submitted in Slots 3 and 4.

- Mutants must be submitted in Slot 5 and 6.

Potential Mistakes & Suggested Penalties

The limited validation that Zygarden implemented means that potential mistakes will happen with Children and or Mutant typing requirements. Specifically, Zygarden will not validate whether children share a typing with Parents, nor will it check that Mutants do not share typings with Parents/Children. This means that, the following combinations of party invalidity are possible:

- One or two Children are invalid and Mutants may or may not be invalid.
 - **Consequence** for 1 invalid Child:
 - Both the invalid Child and both Mutants are ineligible. TOs must instruct the trainer competing to notify each of their opponents before battle; any use of these ineligible Pokemon results in tournament removal.
 - **Consequence** for 2 invalid Children:
 - Both Children and both Mutants are ineligible. TOs must instruct the trainer that they are thereby removed from the tournament due to lacking enough Pokemon to compete.
- Children are both valid but one or two Mutants are invalid.
 - **Consequence** for 1 invalid Mutant:
 - The invalid Mutant is unusable and TOs must instruct the trainer competing to notify each of their opponents before battle; any use of this ineligible Pokemon results in tournament removal.
 - **Consequence** for 2 invalid Mutants:
 - The invalid Mutants are unusable and TOs must instruct the trainer competing to notify each of their opponents before battle; any use of these ineligible Pokemon results in tournament removal.

Mutants are banned by default if/when Children are invalid. This is because some impossible combinations can result and it's not practical nor entirely fair to view each case individually.

Change Log

- 28/09/2025 - Clarified info about teams locking at start date.
- 24/09/2025 - Changed wording from Dracoviz to Zygarden, updated for Zygardens platform and options
- 02-06-25 - updated wording on privacy, vs hidden teams, vs restricting enrollment
- 11/27/24 - updated Draco build instructions
- 09/29/2024 - Moved Specific Meta guidance to bottom, clarified private tournament rules, allowances, and required approval policies, clarified no ties permitted, formatting of section titles, etc.
- 14/06/2024 - Changed advancing without a win due to Dracoviz limitations
- 28/04/2024 - Added revisions around Genetic Cup.

- 23/01/2024 - Added advancing without a win.
- 22/01/2024 - Added bracket type under Tournament Details.
- 20/01/2024 - Removed legacy language from Arena, revised Tournament Details and Game Settings
- 21/12/2023 - Revised header/footer