



Devon Corporation

Official Rules

[\(1\) Team Submissions](#)

[\(2\) Tournament Formats](#)

[2.1 Unranked Tournaments](#)

[2.2 Ranked Tournaments](#)

[2.23 In all Ranked Tournaments](#)

[2.24 In all Cup Tournaments](#)

[2.25 In all Open League Tournaments](#)

[2.26 In Special Tournaments](#)

[2.27 Tournament Roles](#)

[\(4\) Scheduling Battles](#)

[\(5\) Time Limitations](#)

[\(6\) Reporting the Score](#)

[\(7\) Disputes](#)

[7.1 Cheating](#)

[7.2 Improperly Determining a Winner](#)

[7.3 Outside Assistance & External Resources](#)

[7.4 Wagering](#)

[7.5 Unsporting Conduct](#)

[7.6 Slow Play](#)

[7.7 Technical Errors/Malfunctions During Play](#)

[7.8 Adjudicating a Rematch](#)

[7.9 Appeals to the Devon Corporation Team](#)

[\(8\) Player Behaviour/Expectations](#)

[Change Log](#)

(1) Team Submissions

1. The tournament registration, round pairing and match reporting will happen using the Battle Hosting Platform.
2. In order to compete in tournaments under the Devon Corporation teams of six (6) Pokémon must be submitted for registration prior to tournament start.
 - a. Team Submissions will include:
 - b. Pokémon species, including whether that Pokémon is:
 - i. A regional variant (e.g. Galarian Rapidash)
 - ii. A specific, named form (e.g. Wash Rotom)

- iii. A Shadow Pokémon
 - c. CP (for Best Buddy Pokémon, list the CP it will be used at)
- 3. Only one of each Pokémon species is permitted on each Battle Team. This is determined by having differing Pokédex numbers (i.e. Ivysaur and Venusaur) or differing typing (i.e. Sunny Castform and Rainy Castform).
- 4. Once the tournament begins, Battle Teams are locked in and revealed to all Competitors. Altering a Battle Team in any way, including but not limited to powering up, evolving, changing moves including the addition of a second move, purifying, or swapping alternate Pokémon within a species, is forbidden once Battle Teams are revealed (even if a late power-up or evolution would achieve the CP and/or species that was registered).
 - a. Best Buddies are permitted in Ranked tournaments - however, in any given tournament, only one may be used in its boosted state, and Competitors may only use it at its registered CP. Only one Pokémon can be registered with its Best Buddy boosted CP.
 - b. A Competitor is permitted to change their buddy during the tournament, as long as it is returned to its registered CP (whether that is its normal CP or its boosted CP) prior to its use in any battle.
 - c. There is no limit to the number of Best Buddy ribbons that may appear in a player's team.
- 5. Shadow Pokémon are permitted in Ranked tournaments (unless restricted by a specific Cup's rules) and must be designated as such when a Competitor registers their Battle Team.
 - a. Multiple Shadow Pokémon may be registered in a single Battle Team, but not alongside their non-Shadow or Purified forms. They are considered the same species, sharing a Pokédex number and typing.
- 6. Mega Pokémon are not permitted in Open League Ranked tournaments.
- 7. New mechanics that could potentially be added to Pokémon GO™ such as Z-Moves, Dynamax and/or Terastallized Pokémon will be considered not permitted unless specifically allowed by the Devon Corporation.
- 8. Players then choose any 3 of these 6 Pokémon to bring to battle. The player may change this chosen combination at the beginning of each new game.
- 9. Competitors may "bluff" one or more Pokémon in their registered Battle Team, i.e. registering a Pokémon that they do not possess or intend to use. If a Competitor chooses to bluff, they are still restricted to choosing their Battle Teams from the Pokémon in their registered Battle Party. No other Pokémon may be used in place of a bluffed Pokémon, including a Pokémon with a different CP than registered, or a Pokémon that achieved the registered state after the tournament began (via evolution, power-up, or any other means of altering the Pokémon).

(2) Tournament Formats

1. Tournaments will be held under the rules of the Devon Corporation and in collaboration with the Battle Hosting Platform. Tournaments may be Ranked, Unranked, or Special tournaments. Tournaments may be either Remote or In-Person. Remote tournaments are defined as any tournament with at least 1 or more remote participants.

2.1 Unranked Tournaments

1. Unranked Tournaments are not subject to the rules in this document, but must be designated Unranked upon tournament creation.
2. Ranked tournaments may become Unranked in certain situations including but not limited to: dropping below the number of Competitors required for the selected format to be Ranked, or failure to comply with the rules of Ranked tournaments.
3. A minimum of 8 Competitors must have started the second round of a Swiss-style format Tournament to remain ranked. A minimum of 4 Competitors must finish a Round-Robin format Tournament to remain ranked.

2.2 Ranked Tournaments

1. No additions, modifications, or reductions of the rulesets held within this document or any other relating Devon Corporation ruleset may be implemented in ranked tournaments.
2. This includes, but is not limited to, this Ruleset, any Team or Individual Competitor Ruleset, and Cup Formats.
3. Any changes that modify the established rulesets will invalidate the tournament and disqualify the event from contributing to Competitors' rank.
4. Ranking tournaments may include the following formats; Round Robin, Direct Elimination or Swiss. There may be further additions to this, at the Devon Corporation's discretion.
5. Ranked Tournaments will be limited to the following numbers;
 - a. Round Robin - 8 Players
 - b. Swiss - 256 Players
 - c. Direct Elimination (Single or Double) - 256 Players
 - d. Any further potential tournament style will not be considered ranked until this document has been updated. For information on when the document has last been updated, please review the change log of this document.

2.21 In all Ranked Tournaments

1. Competitors will bring a team of 6 Pokémon (Battle Team), to be registered before the tournament begins.
2. This team will be submitted and structured per section 1 of these rules.
3. The tournament registration, round pairing and match reporting must take place within the Battle Hosting Platform.
4. Hidden information refers to information that is not revealed or displayed publicly by either the functionality of Pokémon GO™ battles, the Devon Corporation, or via the Battle Hosting Platform. This includes but is not limited to Battle Parties, battle tactics and strategy, movesets, and IVs on registered Pokémon.
5. Throughout the tournament, including pre-tournament procedures, Competitors are responsible for making reasonable efforts to prevent others' hidden information from being revealed.
6. In order to preserve hidden information, Competitors should refrain from spectating other matches in their tournament until they have completed their final match, unless the Competitors being observed permit it. Competitors must not actively attempt to gain hidden information and should not share information that was inadvertently learned. However, it is the responsibility of each Competitor to protect their own hidden information, and Competitors are not required to inform opponents who accidentally reveal hidden information.

2.22 In all Cup Tournaments

1. Cup Tournaments are a special subset of Ranked Tournaments that have unique names, rules, and features, determined solely by the Devon Corporation, that must be followed by the Tournament Officials and Competitors. Cups available in the Pokémon GO™ app may be selected by the Devon Corporation to serve as Cup Tournaments. To qualify as a valid Cup, the tournament must begin and conclude (last matchup of the tournament reported) within the stated start and end dates. The timezones used for Cup start and end times are the Coordinated Universal Time (UTC). If a Pokémon GO cup is being used, the start and end dates and times will be announced by the Devon Corporation and may align with when it is active in the GO Battle League, excluding any time when Ranked Devon Corporation play is not available.
2. Any rule changes that affect ranked play made by the Devon Corporation that may arise during or between Cup windows will be publicly displayed on the tournament type's creation screen and announced through official channels in advance of the changes going live.
3. Unless otherwise explicitly stated by the Devon Corporation, new moves released during a Cup window are allowed for use as long as they fall within the Cup's rules and restrictions. New Pokémon or new Pokémon forms that differ in their typing, moves and/or stats than one that already existed in the game will be considered to be banned unless approved by the Devon Corporation.

2.23 In all Open League Tournaments

1. Open League Tournaments abide by all Devon Corporation sanctioning and must have no additional restrictions on Battle Team selections other than that all battles are fought in the designated League.

2.24 In Special Tournaments

1. Certain special tournaments may be offered by the Devon Corporation with additional or alternative rules that are determined solely by the Devon Corporation. These special tournaments may offer additional opportunities to have performance affect a Competitor's global rank or have their own special rank and classification system. Examples include, but are not limited to, Continental Championships, World Championship Series, Wildcard Tournaments, etc.
2. Special tournaments may only be held by the Devon Corporation or communities that have been selected and authorised by the Devon Corporation explicitly for this purpose.

2.25 Tournament Roles

1. A single individual may act in any combination of official tournament roles. Individuals at a tournament who are not Officials are Spectators, including Competitors in any match in which they are not playing.
The following roles are defined for tournament purposes and may be referenced as such through the rest of this document.
 - a. Tournament Official: A single individual that may act in any combination of official tournament roles.
 - b. Tournament Organiser: A Tournament Official that is the lead person(s) in charge of all aspects of the tournament from logistics to advertisement and promotion.
 - c. Tournament Administrator (Admin): A Tournament Official that has full access to a community's actions through our Battle Hosting Platform.
 - d. Tournament Staff: A Tournament Official that has limited access to a community's individual tournament actions through our Battle Hosting Platform.
 - e. Competitor: A single individual that is registered and competing in a tournament.
 - f. Spectator: Individuals at a tournament who are not Officials, including Competitors in any match in which they are not playing.
 - g. Battle Hosting Platform: The program or site where the tournament is hosted. Currently Zy garden.
2. In addition, the Devon Corporation may have representatives present during any Ranked tournament and, though they are present in official Corporation capacity,

they do not fall specifically within the above role list. However, they may be called upon for rulings as if they held an official role.

3. Where an account is associated with a parent or guardian's Niantic Kids account, the Friend List and Battle Request features must be enabled via the Niantic Kids Parent Portal
4. Players must also satisfy the General Data Protection Regulation (GDPR) age of digital consent in their home region in order to participate in Pokémon GO Championship Series events.
 - a. The GDPR age of digital consent may vary by region but is never below the age of 13.

(3) Scheduling Battles

1. Remote and In-Person tournaments require different scheduling methods. For In-Person tournaments, matches are expected to be played within the time limitations, refer to section 5 for further information on this.
2. For remote tournaments the exact specifics of the scheduling procedure will be at the discretion of the Tournament Organiser. The Devon Corporation suggests the following format;
 - a. Communication between Competitors must take place within the first third of the round timer. I.e., if the round is 24 hours, the communication must be made within the first 8 hours of the round going live.
 - i. Communication should include time windows of availability, and time zone that the competitor is in as standard.
3. During all tournaments, Remote and In-Person, players are expected to turn up to their battles within 15 minutes of the scheduled time, or round start should the round timer be 15 minutes or later.
 - a. Failure to show at the correct time may lead to penalties ranging from a warning to match losses.
 - i. Examples could be that a Competitor who turns up 16-24 minutes after the agreed scheduled battle time may receive a 1 game loss penalty by the Tournament Official.

(4) Time Limitations

1. Battles are expected to be completed during a time limit set by the Tournament Official.
2. If a match is not completed during the time limitation, for any reason, the Tournament Official should be informed immediately.
 - a. If the delay is due to technical difficulties, the Tournament Official may have to understand what is causing the technical difficulties and take steps to resolve the issues.

- b. If the delays continue, the Tournament Official may be required to adjudicate a match loss to the player repeatedly experiencing the technical issues in order for the tournament to proceed.

(5) Reporting the Score

1. Match outcomes must be self-reported by each Competitor immediately after the match is complete via the Battle Hosting Platform 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).
2. If there is a dispute between reported match outcomes, Officials will confirm the correct results via the in-game journal and correct on the Battle Hosting Platform if necessary.
3. 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.
4. 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.
5. In rare instances, TO's may need to manually enter a tie of 0-0 on the Battle Hosting Platform. This should only be done when both Competitors are being removed but a score for the match is required to progress the round. Reasons to take this action would be both competitors not communicating with their opponent or the TO's, strong evidence of match fixing, and evidence both parties actively cheated in any manner.

(6) Disputes

6.1 Cheating

1. Cheating during a tournament is forbidden. Cheating is defined as actively breaking a rule or using a bug, exploit, or glitch, as defined by the Devon Corporation Referee Team, with the intention of gaining an advantage from the action. Any allegations of cheating must be brought to the Tournament Officials for review. Officials may issue an appropriate penalty and/or submit evidence of misconduct to the Devon Corporation Team to be reviewed and logged. The

Devon Corporation Team may issue further penalties based on the severity of the infraction and any prior infractions.

6.2 Improperly Determining a Winner

1. Improperly determining a winner is defined as any action or offer of action outside of Pokémon GO™ gameplay used to determine the outcome of a battle or match. The only exception would be if an opponent has conceded, is disqualified, has received a valid penalty of a battle or match loss, or is otherwise removed from the tournament.
2. Other Competitors, Officials, or Spectators may not imply, suggest, or otherwise require that a Competitor concede or withdraw from any match for any reason.
3. The result of a match or game may not be randomly or arbitrarily decided by any means, including but not limited to flipping a coin, proxy playing, or playing any other game.

6.3 Outside Assistance & External Resources

1. Once a tournament begins, Competitors may not receive outside assistance that could potentially lead into a competitive advantage. Examples include but are not limited to:
 - a. Seeking play advice from anyone, whether physically present or not, as no outside advice may be given to Competitors. This includes coaching at any point before, during, and after each match through the conclusion of the tournament. Coaching is defined as receiving information from another Competitor or Spectator that informs a Competitor's decisions and strategies.
 - b. Having another Competitor or Spectator piloting their account, whether physically present or remotely, during a tournament. Each Competitor must compete with their own account.
 - c. Providing any information about Battle Team or Battle Party selections (including movesets) or strategies while the tournament is in progress. This includes both Competitors and Spectators.
 - d. Using any programmatic, script-driven resource, or AI which provides strategic direction against teams of 3 made from their opponent's specific Battle Team, including anything which provides advice on team composition, shield usage, charge move selection, or any simulation of move-for-move matchups against your opponent's Battle Team.
 - e. Competitors may reference allowed notes and resources; however, they must complete their match within the time limits provided stated by the Tournament Official. Taking too long to review notes may incur a slow-play penalty. Examples of resources that are allowed include:
 - i. Type and effectiveness charts.
 - ii. Meta infographics.
 - iii. Pre-calculated reminders of key matchups.

- iv. Ranked lists of one Pokémon and its aggregated battle scores or ratings against the other eligible Pokémon (i.e. “the meta”).
- v. Assistance provided in regards to accessibility, communication, or any matter linked to special needs a Competitor may have that do not impact game play as defined above is allowed. Whoever is providing such assistance will be considered an Spectator and be bound by the rules of conduct for Spectators.

6.4 Wagering

1. Tournament Officials, Competitors, and Spectators, whether physically or remotely present, may not wager or bet on any portion of a tournament, match, or game.

6.5 Unsporting Conduct

1. Unsporting conduct will not be tolerated at any time before, during, or after a tournament. All Officials, Competitors, and Spectators must behave in a polite and respectful manner. Unsporting conduct toward any Officials, Competitors, or Spectators is unacceptable and will not be tolerated. Examples include, but are not limited to:
 - a. Engaging in behaviour, either In-Person or online, that could reasonably be expected to create a feeling of being harassed (sexually or otherwise), bullied, stalked, shamed, or intimidated.
 - b. Being argumentative, belligerent, insulting, or aggressive.
 - c. Violating personal privacy or safety.
 - d. Failing to follow the instructions of a Tournament Official.
 - e. Providing false information to the Tournament Officials such as false claims, edited screenshots, videos from another Tournament, or any kind of verifiable false evidence to deceive them into making an illegitimate ruling.
 - f. Bringing the Devon Corporation Tournaments or Tournament Officials into disrepute.
 - g. The Devon Corporation Officials must investigate any potential cases of unsporting conduct, take appropriate actions when necessary, and report incidents to Devon for further review and logging.

6.6 Slow Play

1. Competitors must organise their Battle Parties and begin their assigned battles in a timely fashion, adhere to the time limits specified for the tournament, and report match outcomes as soon as the match is complete. Stalling gameplay and/or match reporting is not permitted from Competitors or Officials and may result in a battle loss, match loss, removal from the tournament, or additional punitive actions from the Devon Corporation.

6.7 Technical Errors/Malfunctions During Play

1. In the event that a hardware or software malfunction significantly impacts the outcome of a game, the affected Competitor must bring it to the attention of their opponent as soon as possible, and in any case no later than before starting the next battle. If it is the last battle in the set they still must bring it up as soon as possible, and before reporting the match outcome. Trainers are always required to stay in and complete the battle unless the technical error or malfunction prohibits them from doing so. Some examples of issues that do not warrant a rematch include standard game occurrences (such as the inability to switch a Pokémon or use a charge move while the fast move animation is still in play), and user error (such as a phone notification disrupting play, low battery, crashes due to insufficient memory, etc). For a full list of qualifying and non-qualifying examples, please see our Known Issues document.
2. Both Competitors are responsible for assessing the magnitude of the impact of the malfunction, and if they agree there was a significant impact on the game's outcome, they may play a rematch of that game. If both sides agree on the magnitude of lag and to work it out the technical malfunction on their own, they are permitted to conduct a rematch without TO oversight. However, the non-disputing trainer shall still be given choice of same leads only (backlines may differ or be the same) OR same leads and backlines (all three are the same).
3. If an opponent disputes the technical issue's negative impact, or if a Competitor quits the battle before they both agree, video evidence must be provided. Competitors are not required to record their battles but a recording is an obligatory requirement to submit a dispute to the Tournament Officials. The responsibility to provide video evidence falls solely on the Competitor who believes that there was a technical malfunction that significantly impacted the result of their match. If there is no evidence of a malfunction, and opponents disagree on a technical malfunction, the game's outcome will stand and no rematch is required. The video must show the following:
 - a. Evidence of the competitor tapping. This can be done via visual taps or recording microphone sound.
 - b. The full battle from start to finish.
 - c. All phone information such as signal/wifi.
4. While the Competitor affected by the technical issue must provide their video recording to Tournament Officials, they are not required to share their video with their opponent, as protected by section 2.2.5 (Hidden Information). In the event of an adjudicated rematch or win, the Competitor affected by the technical glitch is required to provide the video to their opponent upon request after the match results have been reported. This footage is protected by section 2.2.5 (Hidden Information) until the Tournament finishes and it must only be used for an official Devon Corporation appeal. In addition, sharing of the footage to bring a Competitor, an Official, or a group of Officials into disrepute, even after the Tournament has finished, will be understood as Unsporting Conduct (see section

- 7.5). The opponent not making a dispute is not obligated to provide any video evidence, but they are free to do so if they are willing.
5. When evaluating a dispute, Tournament Officials are expected to evaluate if the malfunction had a significant impact on the outcome. Using programmatic or script-driven resources to attempt to simulate move-for-move matchups, trying to replay the battle among the Officials or asking the competitors to replay the battle to see who would have won must not be used to determine whether the impact was significant or not. Static resources such as information on Pokémon base statistics and move duration/energy are allowed.
 - a. Officially sanctioned referees are exempt from this rule as long as the use of aids are for calculation purposes and not the sole determining factor of a judgement.

6.8 Rematch Policy

1. In the event of a technical issue, Tournament Officials are expected to rule a rematch to be played or the result to stand ("no rematch").
2. In the event of a rematch competitors are not required to replay in the same manner as the interrupted game.
 - a. Trainers are required to let their opponents know of their intention to dispute immediately after the game in question; failing to do this will invalidate the dispute.
 - b. TOs are required to ensure that provisional rematch policies are in place to ensure timely conclusion of events. All provisional rematches are provisional and non-binding until review by TOs and/or Devon Ranking Personnel (if applicable).
 - c. In some cases, an additional rematch might be required if/when the original rematch was deemed to be unfair due to rare and/or exceptional circumstances (7.8.3.b).
3. Rematch formats are as follows:
 - a. The standard rematch policy is that the non-disputing trainer shall be given choice for the rematch format. This rematch policy is appropriate for the vast majority of disputes and allows the non-disputing Competitor to choose between:
 - i. Same leads only; backlines may be the same or different from the original match.
 - ii. Same leads and backlines; may only be used if/when both sides saw all three Pokemon during the original match.
 - b. Devon recognizes that rare and/or exceptional circumstances exist whereby the standard rematch policy is not appropriate.
 - i. If trainers desire to invoke this rule, they must still play a standard rematch first in case their request is denied.
 - ii. Trainers are allowed to invoke the rare and exceptional clause once per month.

- iii. If during the normal course of reviewing a rematch, the TO(s) think the rematch is rare and/or exceptional, they must notify both opponents and Devon Ranking Personnel immediately.
 - c. Devon Ranking Personnel shall review these situations case by case and determine an appropriate rematch format.
 - i. Rematch formats include but are not limited to
 - 1. Same leads only, but back lines must not be the same
 - 2. Same leads and backlines
 - 3. No rematch; def-win issued (see 7.8.4 for guidelines)
 - ii. Round extensions and/or tournament conclusion dates can be altered by Devon Ranking Personnel for qualifying situations
- 4. Devon Ranking Personnel will only consider an adjudicated win (aka def-win) if the conditions below are met:
 - a. There must have been significant and game-altering lag that denied an all but inevitable win condition to the Competitor experiencing lag.
 - b. The Competitor that would be adjudicated a win must not have willingly left the battle after being affected by the technical malfunction.
 - c. The Competitor to be adjudicated a loss must not have any possible, reasonable, win-conditions left.
 - d. The TOs submitted the situation to Devon Ranking Personnel within 24 hours of the dispute.
 - e. Please note that trainers are always required to play provisional rematches regardless of whether one side or the other suspects a def win ruling.
- 5. Modifying a lead Pokémon used in a rematch may result in a game loss from an Official if evidence can be provided. If this modification was made with the intent to gain advantage, the Official may take further action, up to and including removing the Competitor from the tournament.
- 6. If technical errors or malfunctions delay the match outcome from being determined and reported, an Official should be called to investigate and provide a solution. If these delays cause a match to exceed the round time-limit before a winner can be determined, an Official may grant a time extension for another battle to take place or may declare the winner to be the Competitor who had won the most games up to that point.
- 7. Both Devon Ranking Personnel and Tournament Officials are required to explain the reasoning behind their rulings to both competitors if/when requested. All adjudicated wins, also known as def-wins, shall include an explanation from official Devon Ranking Personnel.

6.9 Appeals to the Devon Corporation Team

- 1. If a Competitor disagrees with an Official's ruling, they may appeal the ruling to Devon with the knowledge that their ruling may not be heard or a decision reached before the end of the season.

2. Competitors may not appeal before the full ruling is made by Tournament Officials, and the ruling made by Devon is final. To send an appeal to Devon, tag Ranking Personnel on the Devon discord.

(7) Player Behaviour/Expectations

1. Officials, Competitors, and Spectators are all required to follow the Devon Corporation Rules. Failure to abide by these rules is grounds for penalties up to and including individual or community suspension or banning from the Devon Corporation accredited community tournaments.
2. In addition to following all other Devon Corporation Rules, Competitors are responsible for:
 - a. Behaving in a respectful manner toward Tournament Officials, Competitors, and Spectators.
 - b. Maintaining their Battle Parties with legal Pokémon selected from their Battle List.
 - c. Complying with announced tournament start times and match time limits, beginning their match as soon as possible and reporting the outcome as soon as the match is complete.
 - d. Bringing to an Official's attention, and if appropriate the Devon Corporation Team, to any rules or policy infraction they encounter. This includes, but is not limited to, offers of bribery, wagering, improper game result determination, slow play, and any discrepancies in their tournament match record.
 - e. Having a single profile with the Battle Hosting Platform under the same name as their Pokémon GO™ in-game name.
 - f. Registering and playing solely with their own personal account, and entering only one account in a tournament.
 - g. Refraining from registering in tournaments for any reason other than to participate, including those which they are not eligible to participate.
 - h. Being physically present for assigned matches during in-person tournaments and being available for assigned matches during remote tournaments in a timely fashion.
 - i. Ensuring that they have a stable connection and a properly working device, that is supported by Pokémon GO™, to be used during competition.
 - j. Ensure to have the latest game update downloaded prior to the start of the tournament, and that the latest software update has been performed on their device.
 - k. Ensuring that they do not compete in ranked play if they have ever engaged in GPS manipulation, or "*spoofing*," while playing Pokémon GO™.

- I. Being familiar with and abiding by all rules contained within this document.
 - m. Trainers must be at least Level 10 to unlock the Friend List and Battle Request features within Pokémon GO™.
3. If necessary, Tournament Organisers are permitted to have an extra account on the Battle Hosting Platform. This will not count towards the Competitor account referred to in 8.2.e.
 - a. If necessary, Tournament Official Accounts should be made with a username referencing the server or host of the tournaments that they will be a TO for.

Change Log

- 2025/10/03 Added 5.5 about ties, standardized dates on change log to be YYYY/MM/DD.
- 2025/09/13 - Adjusted rules around requirements on video recording.
- 2025/09/01 - Adjusted numbers to have them sequential after missing section 3.
- 2025/09/01 - Changed “Dracoviz” to “our “Battle Hosting Platform” which for Season 3 will be Zygarden.
- 2025/06/06 - Added 7.1 to include the use of glitches/bugs/exploits as defined by Devon Referee Team.
- 2024/09/29 - removed 7.9.7 allowing trainers not to notify about dispute, added silph rule as primary, merged def win and rare exceptional sections together under new rare/exceptional clause, adjusted 7.7.2 to fit new rule.
- 2024/02/06 - Clarified 8.2.e to refer to Dracoviz profiles. Added 8.3.
- 2024/01/22 - Added 2.2.5, Maximum number of players during ranked tournaments. Adjusted numbering in the 2.2x section.
- 2024/01/20 - Removed legacy language from Arena.
- 2024/01/20 - Revised language on remote/in-person, formatting, definition of Remote and In-Person tournaments.
- 2023/12/21- Revised header/footer, wording edit on use of platform.
- 2023/12/21 - Added 2.2.4 - Ranked Tournament Types.
- 2023/12/19 - Spelling & Grammar changes, specifically to - 1.6, 1.7, 1.8, 4.3, 6.4, & 7.3.1.c
- 2023/12/05- Added Change Log.
- 2023/12/04 - Initial Creation.