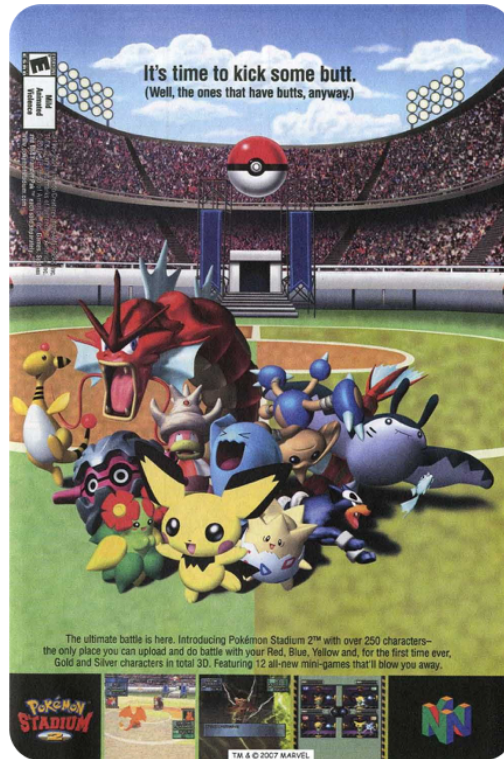


Poké Cup Tournament



Hi all, your chums **CherryB0ng** and **Beelzemon 2003** invite you to the first Poké Cup Tournament of this channel. Below are the general rules:

General Rules

- Tournament format:** Double Elimination.
- Set lenght:** Each set will be the best 2 of 3 fights, except for the Winners Final, Losers Final and Grand Finals which will be the best 3 of 5 fights.
- Players can change teams after each fight.**
- Coaching during fights is banned.**
- Substituting a player is banned.**
- Players have to upload and share their replays after their set ends.**
- The TOs can punish any action that they consider inappropriate and its not specified in this ruleset in the way that they see fit, e.g. being rude, insulting the opponent,**

manipulating the results, etc. The main punishments include Warnings, Yellow Cards and Red Cards.

-If a player gets a Red Card, he is immediately eliminated from the tournament, loses the place that he would have won and might get more punishments depending on the severity of his actions.

Specific Rules

-All fights will take place in Pokémon Showdown.

-Species Clause.

-Level restrictions: All of your pokémon must be between levels 50-55.

-Uber pokémon are banned: Lugia, Ho-Oh, Mewtwo, Mew and Celebi are banned.

-Item Clause.

-Evasion Moves are banned.

-One Hit KO Moves are banned.

-It is banned to have one or more pokémon with these moves in the same set: A Trapping Move and a move that causes Sleep in the opponent.

-Event Moves from New York and Japan are banned (this includes those that are common in both regions like Sing Pikachu or Ancient Power Venusaur): Go to this link if you want to check the full list of banned moves:

<https://www.smogon.com/forums/threads/item-clause-gsc-ou-little-cup-middle-cup-poké-cup-and-ubers-resources-discussion.3634609/page-3#post-8772529>

-Team Preview.

-Choose three out of six pokémon: At the beginning of each battle you should bring six pokémon, then, after team preview takes place, you should choose three pokémon for the actual battle.

-The sum limit of the three chosen pokémon must be between 150 and 155.

-Each match will have a limit of 90 turns.

-The timer can be activated during the match by any player, also the TOs have the right to turn it on or off at any moment.

-Pokémon Stadium 2's Sleep Clause.

-Freeze Clause is not enforced: Players can freeze one or more opposing pokémon without any penalty.

-Self KO Clause for Pokémon Gold, Silver and Crystal: If your last pokémon uses Self-Destruct or Explosion, you lose; on the other hand, if your last pokémon uses Destiny Bond and it succeeds you lose; finally, if your last pokémon uses Perish Song and dies due to its effect, you lose too. Self KO Clause is always enforced, it doesn't matter if your last pokémon doesn't have PPs for other moves that don't break the clause.

-Recoil Moves Clause: If both players' last pokémon faints due to a Recoil move, then the win is given to the player whose pokémon used the move.

-Tiebreaker criteria: If the match reaches its turn limit, the winner will be decided using these criteria in the following order: number of remaining pokémon, sum of Hit Points Percentages of the remaining pokémon. The player that has the highest number will win.

-What happens when there's a draw: If after applying the tiebreaker criteria the draw persists, the players should notify one of the TOs so they can use a command to choose the winner randomly.