How to Organize and Run your Play! Pokémon League

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General League Rules

Welcome to the **Pokémon** Unova Challenge League cycle! We are very happy that you have elected to run this new league cycle. The Pokémon League is a great way for players to get together in a causal setting and make new friends, tune decks, and earn cool prizes.

Pokémon Leagues must be run in a clean, safe, public location. While we prefer leagues to be run in a game store, we realize that it is not always possible. Libraries, community centers, and malls all make great alternate locations. The most important thing to ask yourself when selecting a league location is, "Will my players feel comfortable playing here?"

1.   Applying for a league

If there is a need for a league in your area and you decide to organize one yourself, there are a few things you will want to know first.

1.1   Create your Trainer Club account

Of course the very first thing anyone who is going take part in the Play! Pokémon program will need is a Pokémon Trainer Club account. Setting up an account is as easy as going to pokemon.com and clicking the "Join Now!" message in the upper right hand corner of the page, and following the subsequent instructions.
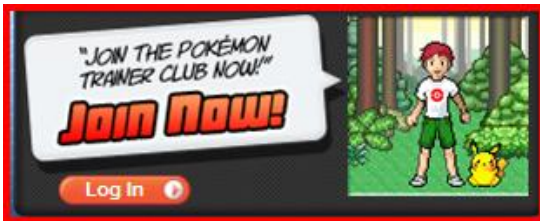
1.2   Obtaining a Player ID as an organizer

In order to apply to run a league or a tournament you will need to have a Player ID so you can activate the Organized Play portion of your account. Fortunately getting your Organized Play account is easy!

- Use our Event Locator and find an event near you
- Attend a League or Tournament, where the organizer will give you a Player ID card
- Follow the steps on the card to activate your full account

You're done!

If you discover that there are no events near you, please contact us via http://support.pokemon.com with the kind of events you intend to apply for and any information on the venue and your plans that you feel will be helpful.

As long as:

- We can confirm that obtaining a Player ID near you is not feasible
- You have provided detailed and satisfactory information about your venue and league plans
- Your country takes part in our Play! Pokémon program

We will review your request and determine whether or not we will assign a Player ID manually. Please note that you will need to log in using your Trainer Club account information in order to submit your request.

1.3   The Application

The application itself may be one of the easiest parts of the whole process!

1) Simply log into your Trainer Club Account and then choose to view your profile.
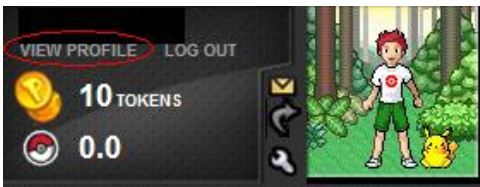
2) From your profile, select the "My Play! Pokémon" tab.

3) Using the Organized Play menu, look under the Organizer Information section to find the link which allows you to apply for a new league.

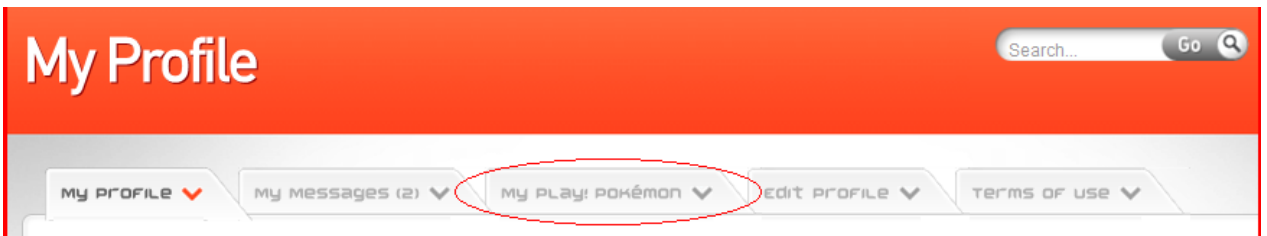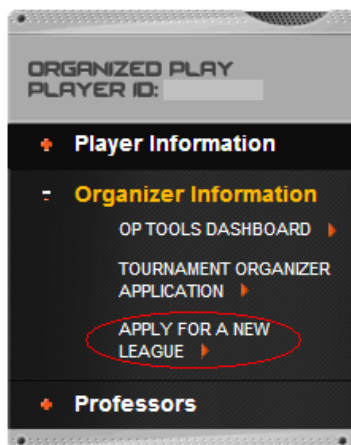4) Fill out the form providing us with a clear idea of your plans and the suitability of your intended venue and submit it to us.

> *Tip: The best league applications have details about the venue's play space, the benefits of its location, and the applicant's plans to advertise and grow the league. This is your chance to impress us with your communication skill and ability to plan, make the most of it!*

1.4   Background check

The Pokémon Company International is committed to helping to create a safe environment for children who participate in Tournaments affiliated with Pokémon. In furtherance of that goal, The Pokémon Company International will be conducting regular and random background checks on people involved in running Pokémon Tournaments.

Once you have submitted your league application you will see a pop up asking if you are willing to submit to a background check as well as a link to the background check paperwork.

> *Tip: It is worth noting that the all League Owners and Tournament Organizers must submit to a background check in order to take part in our program. We completely respect any individual's decision to choose not to submit to our background check process, but we ask for the same understanding when we choose not to grant those individuals request to be an organizer for our program.*

2.   Scheduling and setting up your first League Season

Once your background check results get back to us and your league application is approved, you will be notified via the email address you used to create your Trainer Club account. Once that happens, head to your "OP Tools Dashboard" and use it to get to your league page.

> *Tip: You* will find OP Tools Dashboard on the *same menu you used to apply for your league. Through the course of managing your league you will be using the OP Tools Dashboard often, so I would recommend that you bookmark it/ add it to your favorites for quick and easy access later.*

From your league page you will see options to first add your play times, and then place your first order.

Current Season

Add Play Times	Order Submitted

(Add Play Times ▸) (Enter Order ▸)

2.1   Scheduling Play Times

Picking appropriate dates and times is critical. It is important to make your league sessions accessible to as many players as possible. Weekday evenings or weekends are generally ideal for running your league sessions. We recommend one 2–4 hour session per week.

 If another location in your area is also running a Pokémon League, we suggest getting together with the League Owner or Leader to ensure that league sessions don't conflict. Remember, the idea is to provide a fun place for people to play, not to "compete" with other league locations. We encourage players to participate at more than one league location so that they can earn more rewards for playing Pokémon. You never know—working with other league locations in your area may even increase your attendance!

2.2   Placing Your First Order for League Materials

 If this is your very first season your maximum kit will contain enough materials for ten players. You will want to make sure that the shipping address you have listed includes all necessary information needed for delivery, and note that the shipping address does not always have to be the same as the venue address. In cases like that you may want to go ahead and save it as one of your favorite addresses.

We understand that some leagues will see rapid growth even in their first season. If you do not have enough materials to take care of all of your players, please make sure that you add the players to your roster so that we are able to see your leagues growth. Do not use the "Add Report" tool until the league season is over and you are ready to report the final results!
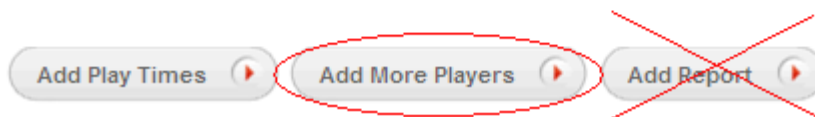
Once your players are all added to your roster, contact us via http://support.pokemon.com in order to request more materials.

Tip: Be aware that if you have a large number of Masters or Seniors players not signed up, or if you have to make this request often without showing an improvement the number of players who are activating their Trainer Club accounts, we may have to turn you down from time to time.
At the end of the day, the best way to make sure you have enough materials for your players is to encourage and assist them in activating their Trainer Club accounts with their Player IDs.

2.3   Advertising Your League

The posters that are provided should be placed in a manner that is visible to the general public. Be sure to write down the date and time of each league session so that your players know when to show up. If your league is held at a location that does not allow you to put up your poster or cling, you can find downloadable league flyer in the Organizer Resources section of your Organizer Information menu. We recommend making copies of this flyer and, with your location's permission, leaving them where potential league members can find them.

Many leagues also have web pages or even groups using social networking sites in order to coordinate with players and keep them in the loop about current league news. Be creative, and make sure that you keep the lines of communication open with your players in order to keep your league healthy and growing.

3.   League Materials

3.1   Quantities

Every five weeks or so, new League materials become available. If you've run any previous league seasons, your maximum kit order will be based on the number of players at your venue with fully active Pokémon Trainer Club accounts (PTC accounts). A league will always receive enough materials for all players with fully active PTC accounts, but there are two other factors that can affect the amount of materials that a league can receive.

3.1.1   Rounding up

When calculating the amount of materials to send to a league we will always round up to cover the number of players with fully active PTC accounts. Because league supplies are shipped in increments of 10, a league with a total of 11 players all of whom have fully active PTC accounts would receive enough materials for 20 players.

3.1.2   Players without fully active PTC accounts.

We understand that new players will not always activate their accounts in time for them to affect your league materials orders.
In an effort to help you keep up with a growing player base, the players who have not activated their PTC accounts can may still contribute to the amount of materials you are sent. This contribution can result in up to 50% more materials than we would send if we

only counted players with active PTC accounts. That said it is important to note that these extra supplies:

- Will always be rounded **down** to the nearest ten.
- Will never result in having **more** materials than you need.

This means that if you report 70 players at the end of the first season, and only 32 of those players have active PTC accounts, you will still only be shipped supplies for 40 players.

It also means that if you report 80 players at the end of the first season, and 71 of those players have active PTC accounts, you will be shipped supplies for 80 players.

3.2   Kit Contents

Lay out all of the league materials you received to familiarize yourself with them. This will make the rest of this document much easier to understand.

If this is your first Unova Challenge season, you should have received three Pokémon League generic advertising posters. These posters should be used throughout the Unova Challenge league cycle to let players know that a Pokémon League is held at that location.

Each season features items themed for that season. Some are intended as marketing materials and some are prizes for your players. These items are:

- 1 Season-specific poster
- Season-specific scorecards (1 per player, delivered in packs of ten)
- 2 Promotional foil cards (4 of each per player, delivered in packs of forty)
- 1 Promotional pin (1 per player delivered in packs of ten)

Each season, players will receive a new scorecard, which will be used to track their progress during that season. For safety's sake, it is recommended that you hold on to each player's scorecard until that player has earned all of his or her prizes for that season. For your convenience, we recommend using a 4" x 6" index card container. These are relatively inexpensive and can be obtained at any office supply store. Should a player decide to keep his or her scorecard, you should remind that player that you may not be able to replace it if it's lost.

Additionally, a league roster can be found in the Organizer Resources section of your Organizer Information menu. This downloadable PDF will help you track your players during a season and will assist greatly in speeding up your reporting.

Pokémon Organized Play offers league kits to League Owners and Leaders at no cost, despite the fact that the league materials do cost us money to produce. These kits are offered with the understanding that they will be used as directed. Leagues Owners and

Leaders who are found to be misusing league kits will lose the ability to host future Play! Pokémon events and may be suspended from the Play! Pokémon program entirely.

4. Tracking Players

4.1 Player registration

When a player comes to your league for the first time, record his or her name, Player ID, and date of birth. If that player has never added a Player ID to their PTC account, assign them a Player ID card. Write the player's name on the Player ID card, remove it and the "Are you ready to play" section from the attached top stub, and give it to the player. Because the top stub should have the player's name and date of birth recorded, you should retain it for your records.

If the player is under the age of 13, his or her parents will need to follow the instructions printed on the back of the Player ID card and our website before the player's account will be fully activated.

If the player is 13 or older, the player should be encouraged to visit www.pokemon.com to register for a Pokémon Trainer account online.

> *Tip: If you do not have any Player ID cards to issue to new players, you can find the "Order More Player IDs" section of the Organizer Information menu. You have the option to order a booklet that can be mailed to you, or download a booklet that you can print on demand.*

Should you decide that you would like to participate in the Pokémon League as a player, you may play in your own league. If you choose to do this, your organizer responsibilities **must** take priority over your role as a player.

Once a player has been entered on your roster and has his or her scorecard, that player is ready to play!

It is a good idea to add players to your online league roaster using the "Add Players" tool on your league page in order to save time later.
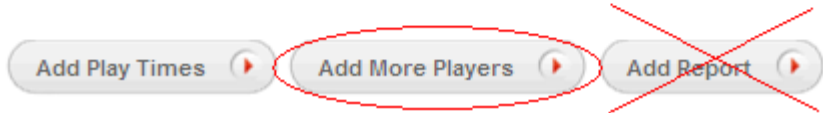
4.2   League Fees

In some cases it will be necessary to charge players a small fee to participate in your league. Whether you collect this fee on a weekly basis or up front is entirely up to you. This fee should go toward covering the cost of venue fees or any additional prize support that you want to provide for your league. Since fees will vary from location to location, we recommend informing players what their money is going toward to aid in heading off complaints.

5.   League Play

The Pokémon League is not run like a sanctioned tournament. Players are responsible for finding someone to play, as they will not be paired by the person running the event. There are no rounds like in a tournament. Players can play as many or as few matches as they want, though leagues may limit how soon players are able to earn league prizes. Players may not play the same opponent twice in a row, if attendance allows. Prizes are based on the number of games that are played, not the number of games that a player wins.

5.1   Pokémon Trading Card Game Play

League seasons can be run using any deck format you choose, though players' decks must meet standard deck construction rules. It is a good idea to survey your players to determine their interest in formats before deciding. You should choose a format that is interesting to your players. If you have mostly new players, you should run your league using the Modified format, which allows decks to contain only cards from recent Pokémon TCG sets. For more information on different formats, check the Rules & Resources section of your Player Information menu.

The use of counterfeit cards is strictly prohibited when participating in a Pokémon League. Counterfeit cards are never allowed at Play! Pokémon events. If you find a player using counterfeit cards during a league session, that player is not to receive credit for the games he or she plays while using those cards.

> *Tip: In many cases new players won't even be aware of the fact that their cards are counterfeit. A new player should never feel as though they are in trouble for showing up to your league with counterfeit cards. Take the time to explain that counterfeit cards are not allowed in official events, and help them learn how to spot and avoid counterfeit cards in the future.*

5.2   Pokémon Video Game Play

Pokémon Leagues also allow player to track games played vs. other players using Pokémon video games such as *Pokémon White Version* or *Pokémon Black Version*. When battling using one of the Pokémon video games, players should agree ahead of time what rules they will play by. Solo video game play is not rewarded at league—only Player vs. Player Battles counts. Any

player known to be using hacked Pokémon in league play is not to receive credit for the games he or she plays while using those Pokémon.

5.3   Tournaments during League Sessions

It is very important to Pokémon Organized Play that players understand the difference between league play and sanctioned tournament play. Leagues are casual play environments, whereas tournaments are a more competitive setting. Leagues reward players for playing games, win or lose; tournaments reward players for winning. We are determined to provide events for players at all levels of competition, from casual league settings to the competitive Championship series. However, we do realize that some players would rather participate in a more structured format, such as a tournament, while still earning league stamps.

Should your players decide that they would like to participate in a tournament but still earn league stamps for their matches, you may hold any non-sanctioned tournament during a league session. Players who do not want to participate in a tournament that is run during a league session should still be allowed to participate in the standard league format during that session.

Tournaments run during league sessions may not be sanctioned. This will prevent your tournaments from appearing in the tournament locator, creating confusion for players who are looking for a tournament but are not members of your league. Additionally, prize support has already been delegated for your event via your league kits. Should you decide to reward additional prizes above and beyond the stamps that players earn on their scorecards, these prizes are to be provided by the League Owner or League Leader, not POP. You should *never* award league stamps for matches played in a sanctioned event.

6.   Scoring

Players earn one stamp for playing any Pokémon trading card game or video game match. Stamps are tracked on each player's scorecard. Stamps are only accumulated for the current season or previous seasons still supported. No stamps may be added to the upcoming season's scorecard before they season has begun.

Each season's scorecard will list optional challenges that can earn them a bonus stamp at the end of the match.

If you find that your players are having a hard time earning their prizes, you may want to consider varying the reward structure to keep your players interested. Any variation in the reward structure should be done in a fair and consistent manner for all of your players. Some examples include:

- Hold a "Double Stamps" session the last week of a season.
- Award bonus stamps for playing against someone who has already earned all of their promotional foil cards.

That said, players should be discouraged from working the system to earn additional stamps. If you feel that players are abusing the system, you may opt to not award League stamps for their matches.

7. Awarding Prizes

Promotional Foil Cards
Players have the opportunity to earn up to four each of two different promo cards. One of these custom foil cards will fit into the theme for that season while the other card will be an energy card. These cards are exclusive to Pokémon Organized Play.

Players can acquire these promo cards by earning stamps on their scorecards. Once a player earns enough stamps on his or her scorecard to reach the image of the Unova badge image, that player earns one of each of the promo cards. **While each scorecard will have a total of eight Unova Gym badge image (four on the trading card game track and four on the video game track), a player can only earn a maximum of four of each promo card.** These are earned regardless of whether the player reaches a badge image on the trading card game track or the video game track.

Promotional Pin
Players will also be able to earn cool pins. Every season of the Unova Challenge cycle will include a pin that has the image of the current seasons Gym badge on it. In addition to the promo cards earned for reaching a single Unova Gym badge image, those players who go a step further and actually reach *four* Gym badges on their scorecard will also earn one of these exclusive pins!

8. Earning Previous Seasons' Prizes

As new players join your league, they should be given the opportunity to earn awards from previous seasons, should you still have prizes remaining. Additionally, any of your regular players who have not earned all of their prizes for previous seasons should be given the opportunity to earn them. Be sure that you keep previous seasons' prizes in a safe place so that they can be awarded to new players as they earn them.

Stamps earned during the current season are awarded to players on a one-for-one basis for each previous season until that player earns his or her league promos from that previous season or until you run out of prizes.

Any leftover awards from previous seasons should be earned on a first-come, first-served basis by players earning previous seasons' prizes.

9. Reporting the existing season and ordering for the upcoming season

You will be able to report your current season and order materials for your next league season approximately one week before the current season ends until about a week after the new season starts.

If you do not report and order in that time, the option to do so may no longer be available.

9.1 Reporting
If you have been keeping up with your league growth and adding new players to the roster on your league page after every league session, reporting your league will be as simple as reviewing

your league roster and using the "Add Report" tool to confirm your league activity for the season. Don't get caught entering your entire roster the night before the league reporting window closes, the "Add Player" tool is there to help you!

> *Tip: Players who have been entered to your roster in the past will be available on a list of past players which can be sorted by column. All you have to do to add them to the current season is select them and update your roster. This list will reset at the start of a new Cycle, but that means you should only have to enter the details for your regular players once a year.*

Pokémon Organized Play is always looking at ways to improve our programs. To this end, we require a certain degree of reporting at the end of each season. The only mandatory information that we request is a Player ID, name, and date of birth for each player participating in your league, as well as which seasons those players have participated in. Collecting this information is beneficial to your league players, as they will earn additional prizes through the Player Rewards Program by participating in the league.

Reporting is done online through the League page. You cannot order league kits for an upcoming season until you have reported the current season's results. This means that you need to report each season's results one week prior to the end of that season if you want to receive your kits in time for the start of the following league season.

 As noted previously, the amount of materials that are sent are primarily based on the number of players who have fully active PTC accounts. To ensure that you have enough supplies for your league attendees, be sure that you accurately report the results of each season and that as many of your players as possible get signed up for active Pokémon Trainer accounts.

9.2   Ordering for the upcoming season

Ordering for each new season will open two weeks before the start of that season. To ensure that you get your kits in time for the new season, be sure to use the "Enter Order" tool as early as possible. Failure to report previous seasons' results may have adverse effects on your ability to order future seasons.