

The 2024 Pokémon GO WCS Asia Qualifier

TERMS AND CONDITIONS ("Pokémon GO RULEBOOK")

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse
23,51063 Cologne Germany ("ESL").

Foreword

This document outlines the rules that should be followed at all times when participating in The 2024 Pokémon GO WCS Asia Qualifier. Failure to adhere to these rules may be penalized as outlined.

It is imperative to acknowledge that it is always the **Tournament Administration** that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a Player, spectator, or press will have an enjoyable competition to partake in. We are committed to ensuring that we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,

ESL

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1 Definitions

1.1 Range of Validity

1.1.1 Introduction

The Tournament is operated as part of ESL by ESL Gaming GmbH. This is the base Rulebook which is valid for the Tournament, its Player(s) and all Match(es) played within the scope of the Tournament.

1.1.2 Acceptance

Compliance with this Rulebook is mandatory. By participating in the tournament, Player(s) agree to abide by these Rules, which form a binding contract between Players and ESL Gaming GmbH ("ESL" or "us"). We encourage Player(s) to carefully read the rulings mentioned herein, as these are part of the contract with Player(s).

1.1.3 Governing Language

In the event of any inconsistency, discrepancy, or ambiguity between the English version of this Agreement and its translations into other languages, the English version shall prevail and be considered the definitive and controlling document. The translations are provided for convenience only and shall not be used to interpret or construe the provisions of the English version.

1.2 Key Terms

"Rulebook": refers to this document that delineates and governs all regulations and guidelines pertinent to the operation of The 2024 Pokémon GO WCS Asia Qualifier.

"Tournament": refers to The 2024 Pokémon GO WCS Asia Qualifier.

"Tournament Administration": means any ESL employee or member of the admin team, broadcast team, production team, Tournament staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament including, without limitation, ESL Gaming GmbH ("ESL").

"Tournament Organization": The Tournament is organized by ESL. ESL is operated by ESL Gaming GmbH.

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51063 Köln
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<https://www.eslgaming.com/>

"Tournament Entities": means ESL, The Pokémon Company, the Tournament Administration, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

“Tournament Platform”: refers to the start.gg website, where all Tournament related activities including, but not limited to registration, match reporting, and communication between Player(s), will be conducted.

“Best-of-X”: means a Match that has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Team wins two Games, that Team will immediately be declared the winner of that Match.

“Player”: means an individual who is fully compliant with the stipulated requirements and constraints of the Tournament and have duly completed the registration process for participation.

“Host”: refers to the individual Player or Tournament Administration that created the game lobby.

“Game”: means a single competition between two Players(s).

“Match”: means Tournament play between two Player(s) that may involve multiple Game(s).

“Swiss”: refers to a non-elimination tournament structure where Player(s) play a set number of rounds, typically based on the total number of entrants, rather than facing direct elimination after a loss. Swiss is designed to match Players with those that are closest in skill, while avoiding rematches as much as possible. In a typical Swiss format, Players with a record of 1-0 will face others who are 1-0, and the same goes for 0-1 Players. This repeats with 2-0 vs 2-0, 1-1 vs 1-1, etc until the specified number of rounds have been completed. However, Players with the same record are not always guaranteed to play each other.

“Battle Team”: refers to the roster of 6 Pokémon that a Player registers with.

1.3 Region

Within the Tournament, Player(s) have the opportunity to compete in distinct geographical locations, hereinafter referred to as "Region", as delineated below:

- APAC (Malaysia, Philippines, Singapore, Hong-Kong)
- India
- Indonesia
- South Korea
- Taiwan
- Thailand

1.4 Punishments

1.4.1 Definitions and scope of punishments

Punishments are given for rule violations within the ESL. They may be but not limited to either default losses, Player suspension or disqualification, depending on the incident in question and often combinations of two or more of those. Player(s) will be informed about the punishment by mail and will be given a time until which they can appeal the decision.

1.4.1.1 Default loss

A Default Loss is assigned to a Player when they fail to meet specific requirements or conditions of the Tournament as outlined in the Rulebook. This can occur under several circumstances, including but not limited to no-show, failure to meet certain criteria, violation of rules. A default loss results in the Player being considered as having lost a single Game or the Match, with the win awarded to their opponent.

1.4.1.2 Disqualification

A disqualification will happen in the most severe cases of rule violations. This occurs when a Player is removed from the Tournament due to severe violations of rules, unethical behavior, or actions deemed detrimental to the integrity of the Tournament. Disqualifications are enforced by the Tournament Administration and are non-negotiable.

1.4.1.3 Bans/suspensions

This refers to the temporary or permanent exclusion of a Player from current and/or future tournaments or events. This action is taken in response to serious infractions, repeated rule violations, or behavior that contradicts the Tournament's standards. The duration and scope of the ban/suspension are determined by the Tournament Administration based on the severity of the offense.

1.4.1.4 Additional methods of punishment

In special cases, Tournament Administration can define and determine other methods of punishment.

1.4.2 Combination of punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by Tournament Administration.

1.4.3 Punishments for repeat offenses

All punishments outlined in this Rulebook are applicable for first-time offenses. Repeat offenses may be punished more severely than listed in the appropriate section of this Rulebook, in proportion to the punishment listed in the appropriate section.

2 General

2.1 Rule changes

The Tournament Administration reserves the right to amend, remove, or otherwise change the rules, at any time and without further notice. Tournament Administration also reserves the right to make judgment on cases not specifically covered by the Rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.2 Validity of the rules

If a provision of this Rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this Rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this Rulebook.

2.2.1 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

2.3 Privacy and Data Protection

All Player(s) hereby agree that ESL Gaming GmbH (ESL) will collect, store, share and otherwise process personal data of Player(s) in the Tournament, including of Player(s), coaches, Player managers and other individuals associated with a Player. Player(s) are informed that ESL generally processes personal data, including, but not limited to, image and spoken word, name, nickname, and nationality, to organize and conduct the Tournament, to keep in touch with Player(s) regarding the Tournament, for prize delivery, etc. ESL will process such personal data in accordance with its privacy policy, available at <https://esl.com/privacypolicy/>. For more information or any questions, please contact us at privacy@eslgaming.com.

Any personal data shared with third parties will be processed in line with ESL privacy policies.

2.4 Confidentiality

The content of email communication, match channels, discussions or any other correspondence with Tournament Administration and Tournament Entities are deemed strictly confidential. The publication of such material is prohibited without a written consent from Tournament Administration.

2.5 Additional agreements

The ESL administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Player(s). The ESL highly discourages such agreements taking place, and such agreements that are contradicting the Rulebook are under no circumstances allowed.

2.6 Match broadcasting

2.6.1 Rights

All broadcasting rights of ESL are owned by The Pokémon Company. This includes but is not limited to: IRC bots, Discord bots, audio streams, video streams (e.g. POV-streams), replays, demos or any kind of broadcasts.

2.6.2 Waiving these rights

ESL Gaming GmbH has the right to award broadcasting rights for one or multiple Matches to a third party or the Player(s) themselves. In such cases the broadcasts must have been arranged with the ESL Broadcast Distribution team before the start of the Match.

2.6.3 Player responsibility

Players cannot refuse to have their Matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the Match will be broadcast. The Player agrees to make sufficient accommodation so that broadcasting of Matches can take place.

2.6.4 Streaming / Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Tournament alongside ESL will be vetted by Tournament Entities and given the appropriate code of conduct to sign. All streamers and content creators will abide by this code of conduct when streaming/restreaming/co-streaming all ESL or ESL Related events. ESL reserves the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

2.7 Communication

2.7.1 Discord

The main communication method of The 2024 Pokémon GO WCS Asia Qualifier is Discord. Be sure to check our server regularly so that no important announcements from the Tournament are missed. All Players will be required to join the server to be informed on rule changes and to communicate with admins and Player(s). Items may be communicated exclusively in the Discord server. Not being aware of these items due to not being in the server will not be seen as a reasonable excuse.

2.7.2 Email Correspondence

Player(s) are required to closely monitor their email addresses registered with the Tournament Platform. Key communications including, but not limited to rulings, notifications regarding incomplete registration where applicable, information regarding prizing, may be directly sent to their email addresses. For any queries, you may reach out to us via email on tops-pokemon-apj@esl.gg.

2.7.3 Tournament Platform Match Chat

If you encounter issues during a Match, use the 'Request a Moderator' link at the bottom of the Tournament Platform Match Chat box. A moderator will join the chat to assist when available. The official Start.gg [support article](#) offers further guidance on seeking help. The Tournament Platform Match Chat will also be the primary mode of communication with your opponent during a Match.

2.8 Participation requirements and restrictions

The following conditions must be met in order to participate in the Tournament. If Player(s) do not meet these requirements, Player(s) will be deemed ineligible. Player(s) must meet all requirements that qualify them for the World Championship. In the event a Player fails to meet these requirements, they will be disqualified, and their position will be offered to the next eligible Player in line.

2.8.1 Age restriction

All Player(s) must be at least the legal age of 13 years or older by the date of the first Match of the Tournament.

If a Player is found to currently be participating or previously participated in any Matches while under the age of 13, they will be immediately disqualified from the Tournament.

2.8.2 Regional limitations for Player(s)

Player(s) may not try to qualify for the same Tournament from more than one country or region.

2.8.3 Home country/region

A Player's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every ESL Tournament, but once made it will be final and irreversible for that Tournament and its qualifiers.

2.8.4 Residency Restrictions

All Player(s) must be residents of and be participating from the region they are competing in as outlined in Section 1.3. Any breach of this restriction would lead to the Player being subject to Punishment(s) as delineated in Section 1.4 of this Rulebook.

2.8.5 Player details

Upon request, Player(s) are obligated to provide us with all essential information including but not limited to full name, contact details, date of birth, residential address and photograph.

2.8.5.1 Nicknames

Players are only allowed to use their own official nicknames, as submitted during registration - without any additions - during ESL Matches. All nicknames must be in line with the Code of Conduct. ESL may reject nicknames that include political, religious or offensive matters or sentiments, as judged by ESL.

2.8.5.1.1 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to The 2024 Pokémon GO WCS Asia Qualifier.

2.8.5.2 Player accounts

Every participating member must submit their Pokémon GO account information alongside their Pokémon line-up information accurately on the Tournament Platform during registration. In the event that a participating member lacks a start.gg account, it is mandatory to create one before proceeding with the registration.

Player(s) are responsible for ensuring the accuracy and completeness of their submitted information. Failure to comply with these requirements may result in an incomplete registration.

2.8.5.2.1 Use of Correct Player Accounts

- A Player must only use one start.gg account and one Pokémon GO account during a tournament.
- If two (2) Player(s) with identical account names are entering the same competition at approximately the same time, then the Player(s) should work together with the Tournament Administration to find a compromise. If no compromise can be found, then the account name shall be disallowed for both Players, and both shall be required to select a new account name that conforms with these guidelines.
- ESL reserves the right to deny or revoke the use of an account name for any reason.
- After being accepted into the Tournament, Player(s) will not be allowed to change their Pokémon GO Trainer ID.

2.8.5.2.2 Playing with wrong game accounts

Player(s) are not allowed to play with a different game account than the one submitted during registration. An incorrect game account may lead to Punishment(s) as outlined in Section 1.4 of this Rulebook.

2.8.5.2.3 Prohibition of Account Name Change

After the conclusion of the registration period, Player(s) are not permitted to change their account or account name. Exceptions to this rule may only be granted in special cases, subject to the discretion of the Tournament Administration.

2.8.6 Pokémon World Championships Qualified Player(s)

If a Player is currently involved in another tournament or has already qualified for the 2024 Pokémon World Championships through another tournament prior to this, they will be forfeited from this Tournament.

2.8.7 Travel information

All Player(s) are required to possess valid travel documents, ensuring their readiness for travel prior to participation. Notably, passports must be valid for a minimum of 6 months before departure.

2.9 Invitation Acceptance and Transferability

In instances where a Player is unable to accept an invitation to the Regional Playoff stage or The 2024 Pokémon World Championships for any reason, including but not limited to personal circumstances or an inability to travel, the invitation will not be transferred to another Player. The invitation is considered void and no subsequent offers will be extended down the line of succession.

3 Tournament

3.1 Tournament Format

The 2024 Pokémon GO WCS Asia Qualifier will encompass six (6) distinct geographical Regions, as outlined in Section 1.3. Each Region will host its own independent tournament, with each comprising two main phases: the Regional Qualifier and the Regional Playoff.

3.1.2 Regional Qualifier

In the Regional Qualifier phase, Player(s) will engage in a Swiss-system tournament, with each round being a Best-of-3 (Bo3). The maximum number of Player(s) is capped at 256, adhering to a first-come, first-served basis. It is important to note that initial registration alone does not guarantee a secured position in the Regional Qualifier. Final entry confirmation is contingent upon the submission of valid registration data as outlined in Section 2.8.5.2. Player(s) will receive official confirmation of their entry via email from the Tournament Organization, which will serve as the definitive validation of their place in the Tournament. The number of rounds conducted will depend upon the total Player(s) registered for each tournament, as outlined below:

- 9 - 16 Player(s): 4 Rounds
- 17 - 32 Player(s): 5 Rounds
- 33 - 64 Player(s): 6 Rounds
- 65 - 128 Player(s): 7 Rounds

- 129 - 256 Player(s): 8 Rounds

Region	Number of Regional Qualifiers	Players Advancing from Each Regional Qualifier	Total Players in Regional Playoff
South Korea	2	Top 8	16
India	2	Top 8	16
APAC	1	Top 16	16
Indonesia	1	Top 16	16
Taiwan	1	Top 16	16
Thailand	1	Top 16	16

As indicated in the table above, South Korea and India are each hosting two (2) separate Regional Qualifier(s). Players are eligible to register for only one (1) of these two Regional Qualifier(s). Player(s) are additionally informed that the top players emerging from Regional Qualifier 1 will be seeded higher than those from Regional Qualifier 2 in the Playoff as outlined in Section 3.1.4.2.1 of the Rulebook.

3.1.2.1 Tiebreakers

During the Regional Qualifier Swiss stage, the allocation of points will be as follows: a Match-win awards 1 point, a game-win awards 1 point, and a bye (default win) also awards 1 point. The cumulative total of points garnered will be designated as 'Swiss Points.' The Swiss Points will constitute the basis for determining the final standings of the Regional Qualifier Swiss stage. In the event of a tie, the following tiebreaker criteria will be applied in order to determine Player standings:

- I. Total Matches Won (MW): The total number of Matches won by a Player. Players with higher MW will be ranked higher.
- II. Game Win Percentage (GW%): The percentage of Games won within each Match. Players with a higher percentage of Game wins will be ranked higher.
- III. Opponents' Game Win Percentage (OGW%): This reflects the average game win percentage of a Player's opponents, providing a measure of the strength of the competition faced. A higher OGW% indicates that a Player has faced opponents who have performed better overall and hence will be ranked higher.
- IV. Head-to-Head (H2H): H2H refers to how well your scores overall match the opponents' scores overall when needing to solve for a tiebreaker. Head to heads generally are necessary when all other criteria have failed to resolve a tie.

If a tie still persists among the top Players advancing to the next phase after applying all the above criteria, a decisive single Best-of-1 (Bo1) Match will be conducted between the tied Players. In the case of multiple Players being tied for the same position, a single-elimination Best-of-1 (Bo1) bracket will be established to determine the final rankings.

3.1.3 Regional Playoff

During the Regional Playoffs, the top 16 Players from each region will compete in a Double Elimination bracket, continuing in the Best-of-3 (Bo3) format. The Grand Final will feature a Bracket Reset, meaning if

the Player emerging from the losers' bracket wins the first Best-of-3 (Bo3) Match in the Grand Final, a second Best-of-3 (Bo3) Match, referred to as Grand Final Reset will be played to determine the overall champion. The highest-performing Players from each region will secure invitations to the 2024 Pokémon World Championships; the allocation of slots per Region for which have been detailed in the table below:

Region	Number of Qualifying Slots	Travel Award
South Korea	4	1
India	4	1
APAC	2	1
Indonesia	2	1
Taiwan	2	1
Thailand	2	1

3.1.3.1 Travel Award

If you have earned an invitation (hereinafter referred to as the "Travel Award") in addition to the right to participate in the 2024 Pokémon World Championships, you can participate without bearing the round-trip travel expenses, accommodation expenses, etc. from your nearest airport to the venue (Honolulu, Hawaii). (* However, this is limited to the extent determined by The Pokémon Company. All arrangements for air tickets and accommodation will be made by the organizers. Players who have won the Travel Award should follow Tournament Administration's instructions and provide the necessary information for reservations. Please await contact from Tournament Administration.)

3.1.4 Seeding

Seeding refers to the method of arranging participants in the Tournament brackets, based on predetermined criteria.

3.1.4.1 Seeding in Regional Qualifier

For the Regional Qualifier stage of the Tournament, the seeding of Player(s) will be conducted in a randomized manner. This approach is adopted to maintain impartiality and to provide equal opportunity for all Player(s) at the onset of the competition.

3.1.4.2 Seeding in Regional Playoff

Upon the conclusion of the Regional Qualifier stage, seeding for the Regional Playoff stage will be determined based on the final standings of Player(s) in the said Regional Qualifier stage. This method is designed to reflect the performance of Player(s) in the preceding stage and to establish an equitable basis for progression in the Tournament.

3.1.4.2.1 Seeding in Regional Playoff for South Korea and India

In recognition of the specific Tournament structure in South Korea and India, which feature two (2) Regional Qualifier(s), the seeding for the 16 Player(s) in the respective Regional Playoff(s) will be adapted as follows:

- The top 8 Player(s) from the first Regional Qualifier will be assigned seeding positions 1 to 8.

- The top 8 Player(s) from the second Regional Qualifier will be assigned seeding positions 9 to 16.

3.2 Tournament Schedule

The Tournament Schedule is structured to facilitate a seamless competitive experience. Player(s) are advised to adhere to the timeline set forth for their respective Region. The Tournament Organization reserves the right to amend the schedule if necessary, and any such changes will be communicated promptly to all Players via the Communication methods as outlined in Section 2.7. Below are the schedules delineated by Region:

- **APAC Qualifier** (Malaysia, Philippines, Singapore, Hong-Kong):
 - Registration Opens: Saturday, 6th April 2024 @ 10:00 AM SGT/HKT/PST/MST (GMT+8)
 - Registration Closes: Wednesday, 17th April 2024 @ 12:00 PM SGT/HKT/PST/MST (GMT+8)
 - Qualifier: Sunday, 21st April 2024 @ 2:00 PM SGT/HKT/PST/MST (GMT+8)
 - Playoff: Sunday, 12th May 2024 @ 2:00 PM SGT/HKT/PST/MST (GMT+8)
- **India Qualifier**
 - Qualifier #1
 - Registration Opens: Saturday, 23rd March 2024 @ 10:00 AM IST (GMT+5:30)
 - Registration Closes: Wednesday, 3rd April 2024 @ 12:00 PM IST (GMT+5:30)
 - Qualifier: Saturday, 6th April 2024 @ 2:00 PM IST (GMT+5:30)
 - Qualifier #2
 - Registration Opens: Saturday, 6th April 2024 @ 8:00 PM IST (GMT+5:30) (provisionally scheduled, contingent upon the conclusion of Qualifier #1)
 - Registration Closes: Thursday, 11th April 2024 @ 12:00 PM IST (GMT+5:30)
 - Qualifier: Sunday, 14th April 2024 @ 2:00 PM IST (GMT+5:30)
 - Playoff: Saturday, 27th April 2024 @ 2:00 PM IST (GMT+5:30)
- **Indonesia Qualifier:**
 - Registration Opens: Saturday, 30th March 2024 @ 10:00 AM WIB (GMT+7)
 - Registration Closes: Wednesday, 10th April 2024 @ 12:00 PM WIB (GMT+7)
 - Qualifier: Sunday, 14th April 2024 @ 2:00 PM WIB (GMT+7)
 - Playoff: Sunday, 5th May 2024 @ 2:00 PM WIB (GMT+7)
- **South Korea Qualifier**
 - Qualifier #1
 - Registration Opens: Saturday, 13th April 2024 @ 10:00 AM KST (GMT+9)
 - Registration Closes: Wednesday, 24th April 2024 @ 12:00 PM KST (GMT+9)
 - Qualifier: Saturday, 27th April 2024 @ 2:00 PM KST (GMT+9)
 - Qualifier #2
 - Registration Opens: Saturday, 27th April 2024 @ 08:00 PM KST (GMT+9) (provisionally scheduled, contingent upon the conclusion of Qualifier #1)
 - Registration Closes: Thursday, 2nd May 2024 @ 12:00 PM KST (GMT+9)
 - Qualifier: Sunday, 5th May 2024 @ 2:00 PM KST (GMT+9)
 - Playoff: Saturday, 18th May 2024 2:00 PM KST (GMT+9)
- **Taiwan Qualifier:**
 - Registration Opens: Saturday, 27th April 2024 @ 10:00 AM TWT (GMT+8)
 - Registration Closes: Wednesday, 8th May 2024 @ 12:00 PM TWT (GMT+8)
 - Qualifier: Sunday, 12th May 2024 @ 2:00 PM TWT (GMT+8)
 - Playoff: Saturday, 25th May 2024 @ 2:00 PM TWT (GMT+8)

- **Thailand Qualifier:**
 - Registration Opens: Saturday, 23rd March 2024 @ 10:00 AM ICT (GMT+7)
 - Registration Closes: Wednesday, 3rd April 2024 @ 12:00 PM ICT (GMT+7)
 - Qualifier: Saturday, 6th April 2024 @ 2:00 PM ICT (GMT+7)
 - Playoff: Sunday, 21st April 2024 @ 2:00 PM ICT (GMT+7)

3.2.1 Match Commencement

The first Match of all Tournament days are scheduled to begin at 2:00 PM Local Time for the respective Region(s).

3.2.2 Round Duration

Each round is allotted a 45-minute time frame. Player(s) are required to conclude each Match within the prescribed 45-minute round duration. However, should a Match extend beyond this period, Tournament Administration may, at their discretion, grant an extension based on the nature and reason for the delay. Responsibility for delays attributable to a Player may result in measures as outlined in Section 1.4. In instances where a delay cannot be ascribed to a specific Player and no justifiable reason is provided, a winner may be determined by a random selection process as deemed appropriate by the Tournament Administration.

3.2.3 Registration Window

The Registration Window for each Region's Tournament will open and close at specified times. Final confirmation of entry is subject to the validation of submitted information during registration and will be officially confirmed via email from the Tournament Organization.

4 Game Rules

4.1 Game Version

All Players must install the latest version of the game in order to participate in Tournament(s) hosted by ESL. Updates must be installed before the Tournament starts.

4.1.2 Version

All online Matches will be played on the latest version available on the live servers at the time of a Match.

4.2 In-game bugs

In the event whereby a Player were to encounter a bug, a remake will only be allowed when all of the following conditions are met:

- The bug is game-breaking and causes a Player (or multiple Players) to be unable to play the game in a normal manner. A list of non-exhaustive issues related to GO Battle League that are currently known can be found at the official "GO Battle League Known Issues" page at <https://niantic.helpshift.com/hc/en/6-pokemon-go/faq/2699-go-battle-league-known-issues-1598471929>
- Tournament Administration is promptly notified of the bug as soon as it occurs.
- The bug is not triggered with malicious intent by a Player in which case, depending on the severity of the impact made, Tournament Administration may take measures as outlined in Section 1.4.

In the event that a Player encounters a game-breaking bug, either currently listed in the “GO Battle League Known Issues” page or not, the Player is required to provide substantial evidence to support their claim, either in the form of clear screenshots or video recordings that demonstrate the bug's impact on normal gameplay.

4.3 Game Settings

- Game type: 1vs1 Battle
 - Battles will be conducted in the Great League (CP Limit 1500).
- Mode of Play: Online

4.3.1 Adherence to Game Settings

It is imperative that all Matches are conducted with the correct settings as specified by the Tournament rules. Non-compliance with these settings may result in administrative actions, including the potential for Match overturns or punishments as outlined in Section 1.4.

4.3.2 Rulings regarding Battle Team(s)

- Player(s) will compete using the six Pokémon (Battle Team) registered prior to the start of the Tournament. The use of Pokémon that are not registered will not be allowed.
- Battle teams can include up to one of the same Pokémon. Pokémon with different Pokémon forms (i.e Sunny Castform and Rainy Castform, or Geodude and Alolan Geodude) are considered to be the same Pokémon.
- Player(s) will choose their party, which are 3 Pokémon from the battle team, right before the battle begins. If a Player is unable to present with 3 eligible Pokémon for any of their Matches, they will be disqualified from the tournament.
- Registered battle teams cannot be changed until the tournament is over. Any changes regarding Pokémon in the Battle Team, such as strengthening, evolving, changing charge moves, unlocking charge moves, purifying, or changing the form of Pokémon with multiple regional forms, are prohibited.
- A "Best Buddy" with boosted CP can be included in the battle team. The Pokémon must be registered with the boosted CP, and you cannot change the Pokémon with boosted CP during the tournament.
- Shadow Pokémon and Purified Pokémon are allowed if the Player specifies that it is a Shadow Pokémon or Purified Pokémon when registering their battle team.
- The following Pokémon are not allowed to be registered in your battle team:
 - Ditto, Shedinja, Mega evolved Pokémon, Primal Kyogre, Primal Groudon, Galarian Articuno, Galarian Zapdos, Galarian Moltres, Skiddo, Gogoat.
- If a Player is found not abiding by any of the requirements, the Pokémon registered that does not meet the requirements will be deemed ineligible for this tournament. Ineligible Pokémon will not be allowed to participate in any of the battles and cannot be replaced by another Pokémon that qualifies once the tournament starts.

4.4 Starting a Battle

This section outlines the procedures for locating an opponent and initiating a Battle in the tournament.

4.4.1 Finding Your Opponent

Player(s) are required to use the Tournament Platform match chat page for communication with their opponents during the Tournament. Prior to the Matches, a comprehensive “Public Database” containing all Player(s) Trainer Names, Codes, and Pokémon lineups will be made available. This database is intended to serve as a primary reference for players to identify and engage with their respective opponents.

4.4.2 Initiating a Battle

To commence a Battle, Player(s) must first ensure they have enabled the option to receive Battle challenges from friends. This setting can be found by navigating to 'Settings', selecting 'General', and enabling “Allow Battle Challenges with Friends” in the game.

4.4.2.1 Responsibility for Battle Initiation

The Player listed at the top of the bracket page for each Match is tasked with the responsibility of initiating the Battle. This Player must send a friend request to their opponent, utilizing the Trainer Name and Code from the Public Database.

4.4.2.2 Communication during Tournament

While the primary mode of communication during the Tournament, whether it is between opponents or for seeking assistance, should be the Tournament Platform match chat, Player(s) may also refer to their opponent’s Discord IDs provided in the Public Database for additional communication if necessary. Please refer to Section 2.7.3 for more information.

4.4.3 Failure to appear / No Show

Players are granted a 10-minute window from the scheduled start time of their Match (Match start time + 10 minutes) to present themselves for the Match. Arrival beyond this 10-minute grace period will be treated as a “No Show” and awarded a Default Loss.

4.4.3.1 Procedure for Default Win Claim

If an opponent fails to appear within the allotted time or intentionally exits the game prior to its conclusion, or any such similar situation, the present Player must immediately notify Tournament Administration through the “Request a moderator” function on Tournament Platform Match chat box. To officially claim a Default Win (meaning 2-0 Match win for a Best-of-3 Match), the present Player must provide evidence of the opponent’s absence or early exit as outlined in Section 4.8.

4.4.3.2 Exception for Temporary Absence

In cases where a Player is present at the start time but needs to temporarily leave due to an urgent issue, this does not constitute a “No Show” provided they return within 15 minutes of the Match start time (Match start time + 15 minutes). This allowance is made to accommodate unforeseen circumstances. Players are cautioned against exploiting this exception. Misuse of this leniency for undue advantage or to cause delay will be closely monitored and may result in disciplinary action as per Section 1.4.

4.5 Match Procedures

4.5.1 Battle Team Disclosure

Prior to the commencement of each Battle, Players may optionally and transparently disclose the composition of their Battle Team to their opponent including the Pokémon names, Combat Power (CP) and moves. Upon mutual confirmation of Battle Teams by both Players, Player(s) can begin the selection of three Pokémon for the Battle to be initiated.

4.5.2 Changing Parties

Following the conclusion of each Game, players are permitted to re-select their party from within their pre-disclosed Battle Team for subsequent Game(s) allowing for strategic adjustments between Games.

4.5.3 Resolution of Pre-Match Issues

Player(s) are required to proactively address and resolve any potential problems, including connection or hardware issues, prior to the start of a Match. Failure to ensure a stable and operational setup can lead to punishments as outlined in Section 1.4 at the discretion of the Tournament Administration. This pre-emptive measure is crucial to maintaining the integrity and flow of the Tournament.

4.5.4 Match Results

- The player who successfully defeats all of the opponent's Pokémon is declared the winner of the Game.
- In cases where the winner is not immediately apparent, the results as recorded in the Journal tab shall be the deciding factor.
- If the winner cannot be ascertained from the Journal tab, the Game shall be declared null/void, necessitating a rematch to conclusively determine the winner.
- Any Game interrupted by a Player will result in a loss for that Player. Player(s) are solely responsible for their internet connection during Matches. Disconnections or game interruptions due to internet instability will not be grounds for a rematch.
- Intentional draws (IDs) are strictly prohibited in the tournament.

Both Player(s) are responsible for entering the correct Match results on the Tournament Platform. Both Players must take a screenshot at the end of each game in which the final result can be seen, and upload it to the Match result submission section in Discord. If there is a dispute or issue with the result of a game, please inform an admin via the "request for a moderator" function on the Tournament Platform for that Match. If there is not enough evidence to declare a winner, Tournament Administration may have to choose a random winner at their discretion to maintain the integrity and flow of the Tournament.

4.6 Draws

In case of a draw (i.e. both journal entries show a tie, or both show a loss), Players would need to immediately play a Decider Game to define a winner. Battles that time-out via the Pokémon GO timer do not constitute a draw, and the winner is determined by the Journal entries of the Competitors. Evidence as outlined in Section 4.9 must be provided by both Players to determine the final result.

4.7 Abandonment / Forfeit

In the event that an opponent intentionally exits the game prior to its conclusion, it is incumbent upon the remaining Player to promptly report this occurrence to the Tournament Administration as outlined in Section 4.4.3.1. Submitting a result for an unfinished game without official acknowledgment may result in the reporting player receiving a Default Loss, underscoring the importance of following the correct protocol for such instances.

4.8 Submission of Evidence

If a player decides to report any issue during the Games or Matches in the Tournament to the Tournament Administration, including but not limited to discrepancies like an opponent using a different Pokémon or attack type than those registered in the Public Database, the Player must submit Match Media as outlined in Section 4.9 of the current game state or error as a form of “evidence”. Any reports without evidence will be deemed invalid at the discretion of the Tournament Administration.

If a Player raises an objection towards a decision made by the Tournament Administration without any valid reason which interferes with the integrity, progress or flow of the Tournament, the Tournament Administration may impose penalties on said Player as described in Section 1.4.

4.9 Match Media

All match media (screenshots / demos / replays / etc.) must be stored by the Player(s) for a minimum of 2 weeks after the Match has ended. If there is a protest for the Match, the records need to be stored by the Player(s) for a minimum of 2 weeks after the protest has been closed and resolved.

All demos or replays must be made available if requested by the administrators. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

4.10 Devices

The Tournament is accessible on both Android and iOS platforms. Players bear full responsibility for their personal devices and ensuring a stable internet connection. While participation is permissible on the aforementioned platforms, the use of emulators is strictly prohibited. Any player found to be using an emulator will be subject to severe punishments as outlined in Section 1.4.

4.11 Technical Issues

If a software malfunction as in Section 4.2 has a significant impact on the outcome of a game, the affected Player(s) must immediately notify the Tournament Administration, no later than before the next Battle begins. 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) are examples of issues that do not warrant a rematch.

Furthermore, Players are solely responsible for any hardware issues on their end, including but not limited to device functionality and internet connection stability. Issues arising from these hardware aspects are generally deemed the Player’s responsibility and, in most instances, will not justify a rematch.

4.11.1 Rematch

Any technical Issues or other crises supported by solid proof as outlined in Section 4.9 should be reported immediately to the Tournament Administration. A Match may only be restarted with prior Tournament Administration approval. Only at the Tournament Administration's approval may a Tournament Game be replayed. In case of a rematch, they have to do so with the same lead Pokémon and the remaining two Pokémon.

4.11.2 Player Agreements

Any agreements made between Players must be officially documented as match comments within the tournament platform. Agreements made between Players that contravene any of the rules set forth in this Rulebook or violate Player Conduct guidelines as outlined in Section 6 are strictly prohibited and will attract severe punitive measures as delineated in Section 1.4.

In specific instances, such as encountering server-related issues leading to high latency, Players are permitted to mutually agree to remake the lobby for an improved server connection only if the issue is collaboratively identified and agreed upon no later than one (1) minute into the ongoing game. Prior to executing this agreement, Players are obligated to inform the Tournament Administration via the Tournament Platform match chat to ensure transparency and upholding the integrity of the Tournament.

4.12 Match changes

ESL reserves the exclusive right to modify the start time of a Match or alter the Match pairings at its sole discretion. In the event of such changes, ESL is committed to notifying all involved Players as promptly as possible to ensure adequate preparation and adjustment time.

5. Prizing

5.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, Players agree that they meet the requirements for the series and are eligible to receive any prizes. In turn, Players agree to share any requested information with the person responsible for delivering the prizes to the Player who is receiving the prize. This takes into account that any Players who are receiving a prize must be the same who played in the Cup.

5.2 Delivery Times and Claims

The disbursement of prizes, including but not limited to In-Game Avatar Items, is targeted for completion within a 90-business day period following the conclusion of the relevant ESL event, subject to the successful submission of all necessary prize claim documentation by the winning Player to ESL. However, it is imperative to acknowledge that under certain circumstances, the payment process may extend up to a maximum of 180 business days.

6 Player Conduct

6.1 Competitive integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing, and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgment for violations of these rules.

6.2 Compliance

Players must follow the instructions of the tournament administration at all times.

6.3 Unfair Play

- Players are prohibited from engaging in any behaviors that constitute unfair play, as defined herein.
- Collusion
 - Collusion is defined as any agreement among two (2) or more players to disadvantage opposing players. This includes behavior among players who are part of the same esports organization or otherwise affiliated outside of the competition. Collusion includes, but is not limited to, acts such as:
 - Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - Pre-arranging to split prize money and/or any other form of compensation (except as otherwise permitted under the rules of the competition).
 - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

6.4 Unsportsmanlike Conduct

Any other further act, failure to act, or behavior which undermines the competitive integrity of the competition or otherwise violates this Rulebook and/or the standards of integrity established by ESL for competitive game play.

6.5 Unprofessional Behavior

6.5.1 Hostility

- Profanity and Hate Speech
 - A player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match area, at any time. A player may not use any facilities, services or equipment provided or made available by

ESL or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.

- Disruptive Behavior / Insults
 - A player may not take any action or perform any gesture directed at an opposing player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- Abusive Behavior
 - Abuse of ESL officials, opposing players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a Match with respect.
- Harassment
 - Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- Sexual Harassment
 - Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- Discrimination and Denigration
 - Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- Disparaging Remarks
 - Players may not give, make, issue, authorize or endorse any statement designed to undermine the perception of a competition or competition officials, or have any other effect prejudicial or detrimental to the best interest of ESL or its affiliates, as determined in the sole and absolute discretion of ESL.
- Criminal Activity
 - A player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- Moral Turpitude
 - A player may not engage in any activity which is deemed by ESL to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

6.6 Betting

Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off-limits. Those partaking will be disqualified from the tournament.

6.7 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the Player in question will immediately be disqualified from the tournament. Players may be requested to install anti-cheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

6.7.1 Match Fixing

Attempting to intentionally alter the results of a Match by losing or otherwise trying to affect the results.

6.7.2 Hacking

Hacking is defined as any modification of the Pokémon GO game client by any player, or person acting on behalf of a player.

6.7.3 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, any intentional use of bugs or glitches to gain an in-game advantage, in the sole determination of ESL officials, is not functioning as intended. GO Battle League known in-game issues can be found here. If it is found that a competitor has intentionally used an unknown bug other than those on the list, the admin team may issue penalties. All decisions made by the Tournament Admin team will be final.

6.7.4 Spectator Monitors

Looking at or attempting to look at spectator monitors.

6.7.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Additionally, a player may not have others provide advice to them during tournament play.

6.7.6 DDoSing

Limiting, or attempting to limit, another Player(s) connection to the game through a Distributed Denial of Service attack or any other means.

6.7.7 Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

6.8 Bribery

No player may offer or solicit any gift, cash, or other reward to another player, tournament operator or any other person connected with ESL in order to influence the process or outcome of a game in Pokémon GO Tournament.

6.9 Gifts

No player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a Match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a player by a team's official sponsor or owner.

6.10 Unauthorized Devices

The use of any kind of cheating device and/or cheat program.

- Spoofing
 - Competitors who have falsified their GPS location in Pokémon GO will be disqualified.

6.11 Intentional Disconnection

An intentional disconnection without a proper and explicitly-stated reason. Any actions of a player which leads to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

6.12 Disqualification

ESL reserves the right to disqualify players. Any Player(s) found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the Player is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be disqualified from the Tournament and barred from any future events.

6.13 Match Recording

All Matches must be recorded by the players. If under any circumstances that the players are unable to record their Match, please reach out to the tournament organizer for assistance.

7 Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and The 2024 Pokémon GO WCS Asia Qualifier belong to The Pokémon Company. Players accept this condition by agreeing to compete in The 2024 Pokémon GO WCS Asia Qualifier.

7.1 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video-session, then the players cannot deny this and must attend. In addition, players might be asked to provide pictures or other assets to the League based on ESL requirements. Most events will have a mandatory media day, where Player(s) will be photographed, filmed and interviewed by the Tournament Organizer crew for the event presentation. The Player(s) will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

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