Pokèmon Deckbuilding Game
Tournament Rules

This document will serve as a guideline for participating in Pokemon Deckbuilding Game tournaments. The following is subject to change and may be overruled by a tournament official.

General Guidelines

Be courteous and respectful to other players and judges. Unsporting behavior is not tolerated and can be grounds for disqualification.

No excessive "backseat gaming."

While minor politicking is a given for most free-for-all games, collusion is firmly against the rules and may result in disqualification.

There are no "take-backs" once a player begins resolving any card's text.

Keep play at a moderate pace. If a player is taking excessively long to perform an action, a judge may issue a warning and enact a timer. Multiple warnings can lead to disqualification.

If you have any rules questions, please ask a judge.

Gameplay Specific

Cards that have abilities other than generic +Energy must be played and resolved one at a time.

If an Attack card is played, the target(s) must be declared. Priority for using a Defense or resolving effects goes around the table clockwise, from the player who activated the effect.

Any abilities or effects that are mandatory (do not have the words "may" or "up to") must be resolved.

Discard piles and cards under Trainers are public information. They may be searched by any player at any time.

Seating and Scoring

Seating at tables during the group stage of the tournament will be determined randomly. Each table will have either three or four players, depending on entrants.

Tournaments may be ran in the Swiss or double elimination formats.

In the Swiss format, at the end of each round players will be awarded points based on their placing at their table. The winner receives 5 points. Second place receives 3 points. Third and Fourth place each receive 1 point. After the conclusion of all group stage rounds, the top four players based on points will move on to the final table. Placement in this round will determine the final tournament standings.

In double elimination, all players are initially placed into the upper bracket. Each round, the top two players from each table continue on in their bracket; the other players at that table will either drop down to the lower bracket or be eliminated if they were already in the lower bracket. Once there are exactly four players remaining, that being the two from the upper bracket and the two from the lower bracket, a single Grand Final is played. Placement in this round will determine the final tournament standings.

Note: In a double-elimination 2v2 tournament, the remaining upper bracket team must lose twice before being eliminated.

Game Setup

Once all players are sitting at their appropriate table, shuffle the stack of Trainer cards.

Deal two Trainer cards to each player.

Each player puts the Trainer they would like to use in their Trainer slot, face down.

Then each player puts the unwanted Trainer outside of the play zone, face down.

Once all players have selected their Trainer, each player flips theirs face up.

Note: if playing the World Championship game mode, ignore the Game Setup steps above and follow Competitive WCS setup steps.

If no player selected a Trainer that has the ability to go first, randomly determine a starting player.

After the starting player is determined, perform any other setup steps required for the specific game that is being played.