

10.12.2022



2nd

PIKACHU CUP



JUNIOR DIVISION

8-14 years old

SENIOR DIVISION

15+ years old

UNLIMITED

Bring your own deck!

OFFICIAL CARDS ONLY

No cards are banned.

READ THE RULES:

www.gameroom.fi

FREE ENTRY



REGISTRATIONS UNTIL 9.12.2022

@ **GAME ROOM - HERTSI**

Linnanrakentajantie 2, 1.d5

00880 Helsinki

+358 40 837 3325

INFO@GAMEROOM.FI

MORE INFO: www.gameroom.fi

Tournament Entry

This tournament is free-for-all participants.

Registration open until 9.12.22 at **Game Room** – Hertsi. Linnanraketajantie 2, 1.d5, 00880 Helsinki

Junior Division: participants ages 8 to 14, must be accompanied by a parent or adult tutor at the time of entry in the premises.

Senior Division: participants ages 15 and up.

General Rules

Attendees are expected to understand and adhere to the rules outlined in this document.

All attendees are expected to:

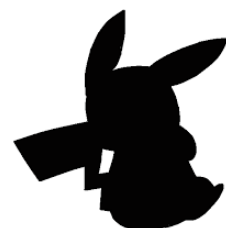
- Complete their registration on time and arrive punctual to their matches.
- Be free from the influence of alcohol and/or other mind-altering substance.
- Refrain from the use of inappropriate language and/or the discussion of inflammatory topics.
- Maintain a socially acceptable level of personal hygiene.
- Follow the direction of event staff.
- Be respectful and courteous to all. Should any attendee's adherence to any of the above fall under question, it is the responsibility of the Organizer to determine whether that attendee should be permitted to remain at the event.

The following behaviours are also disallowed during matches in progress, unless explicit permission is given by event staff:

- Receiving information from an outside source regarding their match or the matches of others.
- Taking a phone call or using a cellular device.
- Wearing ear/headphones

In addition, the following items are prohibited from being brought onto the play surface:

- Food and beverages.
- Pre-written notes and/or written aids



Player Responsibilities

All players must:

- Present themselves for play in a timely manner.
- Double-check their match record and standings as pairings are posted each round, and report any discrepancies to the appropriate event staff immediately. Players are also responsible for the provision of the following:
 - A valid Player registration number (received when registering at Game Room).
 - A deck that meets the format restrictions for the tournament. (SEE IN ATTACHMENT 1).
 - A legible and accurate list of the cards that comprise the player's deck (deck list provided in the end of this document)
- Own Damage counters, Special Condition markers, GX marker (etc). **Game Room** will provide markers for each game table in case players do not wish to use their own.
- Know the basic rules of the game. **Game Room** can provide a Rule Book when you register.

Spectator Responsibilities

All spectators must:

- Not interfere with a match in any way.
- Maintain a reasonable distance from matches in progress to avoid distracting the players.
- Refrain from discussing matches in progress within earshot of the table. Should a disruptive spectator be responsible for a player currently engaged in tournament play, that player may earn penalties as though they had engaged in disruptive behaviour. This may ultimately result in that player's disqualification from the tournament, should it become necessary to remove the associated spectator from the event.



Organizer Responsibilities

The Organizer is responsible for providing the appropriate venue (this event will take place at **Co-working Työtila**, in front of **Game Room** store at **Hertsu**).

The organizer will distribute participation gifts – Diploma of participation and 10% discount in all Pokémon products until 31.12.2021 at Game Room.

The organizer will distribute gift medals for the 1st Place, 2nd Place and 3rd Place players. The grand winners of the Junior and Senior Divisions will also receive a **Pokémon Mystery Bag** (*several Pokémon-related products or merchandise*), and 10% discount in all Pokémon products until 31.12.2021 at Game Room.

The Organizer is also required to notify players of the following information at an appropriate time:

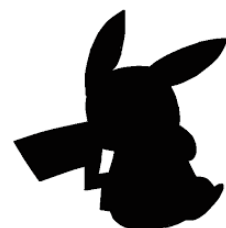
- Tournament type – **Knock-out system with repechage and 2 third places**
- Tournament format – **Unlimited** (no cards are banned. Only authentic Pokémon cards are allowed)
- Number of rounds – 8 players: 3 rounds (byes count as 1 round) ; 9 to 16 players: 4 rounds (byes count as 1 round) ; 17 to 32 players: 5 rounds (byes count as 1 round).
- Number of minutes per round – 25 minutes max. After 25 minutes the winner is decided according to the number of prize cards left. If both players have the same number of prize cards left the player who takes the next prize card wins the match.
- Match format (Single Game) – winner moves to next round.
- Repechage – players who are eliminated by a player who then reaches the grand finals will earn a “repechage” and have a match for possible access to a 3rd place match.

Judge Responsibilities

Judges are expected to administer impartial rulings and assist the Organizer and Head Judge in running a fun, fast, and fair tournament.

All judges must:

- Be free from bias toward or against any player.
- Avoid ruling on games where family members or close friends are involved, if possible.
- Exemplify and encourage good sporting behaviour.
- Judges are volunteers from Game Room – **NOT** professional judges. Every Judge will have basic knowledge of the game, but not extensive professional knowledge. Therefore, if the case requires, a Judge can consult the Official Pokémon Trading Cards Rules online to resolve an issue.



Player Requirements

A) The minimum number of players per Division is 8 and the maximum is 32. The organizers reserve the right to cancel the Division if the number of registered players is less than 8.

LATE ARRIVALS:

If a player arrives more than 5 minutes late to their scheduled match that player will be disqualified and his opponent will automatically win that match. The player who arrived late can still be able to play in a repechage match if applicable.

B) Players are required to know the basic rules of the Pokémon Trading Card game. During a match a Judge can help with a specific issue but the Judge **will not** have the responsibility of teaching the rules to the players.

Operation of Matches

Elimination round matches will have a maximum duration of 25 minutes.

Medal matches will have no time limit.

A player who collects all 6 prize cards within the 25 minutes will be declared the winner and move on to the next round.

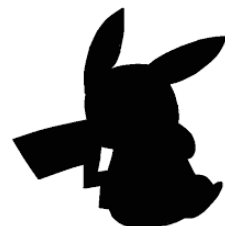
If a player runs out of Basic Pokémon that player will be declared defeated and his opponent will automatically win and move on to the next round. A player may also “concede” (quit) at any point.

If after the allotted 25-minute match both players have the same number of prize cards left the match will continue with “*Sudden Death*” rules and the first player to get the next prize card(s) will be declared the winner, except for Medal Matches, where the match will not have a maximum time and will continue until one player has taken all prize cards or one player runs out of Basic Pokémon.

There will be no breaks in the 25-minute matches.

In Medal Matches a break can be arranged provided both players agree on the duration of the break. If a break is arranged both players will agree on not infringing the rules aforementioned in “**General Rules**” – no contact or help from other people concerning the match. Players and Judges will act under trust with each other.

The “*Tournament type*”, “*Tournament format*”, “*Number of rounds*”, “*Match Format*” and “*Repechage*” details are described in this document on “**ORGANIZERS RESPONSIBILITIES**” .



Tournament Rules

Introduction:

This section outlines and explains rules that are specific to this Pokémon Trading Card Game tournament. You should read this section if you are interested in:

- Basic rules for the **2nd Game Room Pikachu Cup**.
- Which cards and randomizers are and aren't legal for play.

This section assumes readers are familiar with the information presented in the basic Pokémon Trading Card Game Rulebook.

Trading Card Legality

Only genuine Pokémon Trading Card Game cards may be used at this tournament. Players must ensure that all cards they wish to use during each tournament are:

- Legal for the format in which the tournament is held;
- The correct language with respect to the list in this rules document;
- Not marked or altered in any way.

Disallowed Cards

The card should be in much the same state as it was when obtained from its original Pokémon TCG product. A certain amount of wear is acceptable. However, the following types of cards may not be played at this tournament:

- Marked cards;
 - A card is considered marked if some aspect of the card makes it possible to identify it without seeing its face, including scratches, tears, discoloration, bends, etc.
- Cards that have undergone post-production alteration;
 - Examples of alterations include autographs, artwork, or other such amendments to the surface of the card, not including any official stamps applied by The Pokémon Company.



Card Sleeves

Card sleeves must satisfy the same criteria as the cards themselves with regards markings and wear. In addition, to be legal for tournament play, all card sleeves within each player's deck must:

- Enclose a single card in its entirety;
- Be the same colour/design, condition, size, and texture;
- Not be reflective to the extent that the faces of cards may be clearly determined from looking at their surface.

Players may use inner sleeves or over sleeves provided that the above criteria remain satisfied and that this does not affect the player's ability to shuffle their deck.

Game Room strongly recommends the use of sleeves with an opaque back. Using clear sleeves, or declining to use sleeves at all, may expose imperfections on the back of the card itself.

Legal Languages

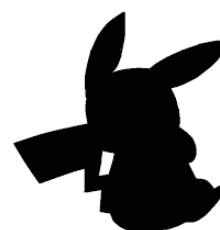
Cards will be allowed in the following languages at this tournament:

- ENGLISH
- PORTUGUESE
- SPANISH
- FRENCH
- ITALIAN

Deck Registration

All participants will be required to complete a deck list detailing the exact contents of the deck they wish to use during the tournament. These deck lists can later be used by Organizers and judges to verify that a deck has not been altered since the outset of a tournament, so players should take care to ensure the clarity and accuracy of their deck lists.

The Official Deck List is in this document, Attachment 3.



The Play Area

Cards in play should be managed in such a way that they are organized, neat, and easy for opponents and judges to interpret. Cards that are placed into the play area from the hand without the effect of another card, Ability, or effect are considered played at the point the player physically releases the card from their hand. If a player does not wish to play a card, they should not place it into the play area. The boundaries of the play area are defined according to the image overleaf.



A: Each deck should be oriented in a north/south direction, with the short sides of the cards facing each player. Card sleeve openings should face the opponent.

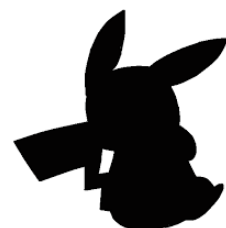
B: Each player may have only one discard pile, though certain cards in the discard pile may be rotated slightly to make them more visible.

C: Prize cards must be spaced out in a way that ensures that both players and the tournament staff can see at a glance how many Prize cards each player has remaining. Prize cards must be on the opposite side of the play space from that player's deck and discard pile.

D: Keep all Energy cards aligned in the same direction under the Pokémon in play, and make sure each card is kept visible.

E: Make sure Benched Pokémon are separated enough from each other and from the Active Pokémon that it is clear which Pokémon have cards attached to them.

F: Put Stadium cards between both players' Active Pokémon so that the card is visible to all players.



The Lost Zone

A player's Lost Zone should be located directly above their Prize cards, and should be neatly stacked to ensure that it does not interfere with any other cards in play.

Randomizers

Players are permitted to use two types of randomizers during a Pokémon TCG match: coins or dice. Players are always permitted to use their opponent's randomizer.

Coins

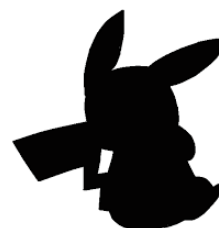
Coins can be obtained from preconstructed theme decks, Trainer Kits, and other special Pokémon TCG products. Players should consider the following when choosing to use a coin as a randomizer:

- When flipped, a coin should be held at shoulder height, and fully rotate at least three times before landing on the table.
- Coins should land as flat on the table as possible.
- If both players cannot agree on the result of the flip, a judge may be called to determine whether the result is conclusive or if the coin must be flipped again -- Once a judge has ruled that a result is conclusive, it cannot be redone.
- Coin flips that land outside the play area are considered invalid and must be flipped again -- Everything contained inside the blue and white mat shown in Image A is the play area for your game. Any coin released with any official Pokémon product from EX Ruby & Sapphire on should be considered fair and impartial.

Dice

Dice can be obtained from Pokémon TCG Elite Trainer Boxes. Any 6-sided die is permitted for use as randomizers, so long as the die is a cube, where each side has the same surface area. Players should consider the following when choosing to use a die as a randomizer:

- Dice must have well-rounded corners to ensure that they roll on the playing surface.
- Dice should be of an appropriate size that the result can easily be understood by both the players and the judges -- This includes size and lettering or numbering on the die.
- One side may have custom-precision etching in place of the 1 or the 6 as long as all custom dice being used by that player have the same side customized and both players approve the use of the die.



Shuffling & Deck Randomization

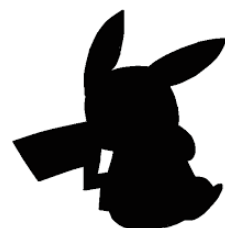
Each player's deck is expected to be fully randomized at the start of each game and during the game, as card effects require. Randomization must be done in the presence of the player's opponent and must be done in a reasonable amount of time. Care should also be taken to ensure that the cards in the deck are not harmed or revealed during the shuffle. Once the deck is shuffled, it must be offered to the player's opponent to be cut once. Cutting the deck consists of creating two separate stacks of cards by removing a portion of the top of the deck, and then placing it under the remaining portion. Players should take care to not reveal any of their opponent's cards while cutting. Instead of cutting, the opponent may choose to shuffle the deck. This shuffle should be brief, and when it concludes, the deck's owner may cut the deck once as described above. Cutting into more than two stacks is considered a shuffle

Judge Intervention

If either player does not feel that either deck is sufficiently randomized immediately following a shuffle, or if a player prefers not to offer their deck to an opponent for randomization, a judge must be called over to shuffle the deck(s) in question. No player may shuffle or cut after the judge's shuffle.

Insufficient Randomization

Insufficiently randomizing the deck is a rules violation that may carry a penalty. It is therefore in the interest of each player to become comfortable with a shuffling technique that is both quick and thorough.



Tempo of Play

The pace of a Pokémon TCG match should be lively without being excessively fast, and each player should receive approximately half of the allotted time for the game. The following are guidelines by which to assess whether a game action is completed in a reasonable time frame.

- Shuffling and setup, game start: 2 minutes
- Shuffling and deck search, mid-game: 15 seconds
- Performing the actions of a card or attack: 15 seconds
- Considering the game position before playing a card: 10 seconds
- Starting the turn after opponent's "end of turn" announcement: 5 seconds

These are guidelines only, and should be considered within the context of normal gameplay. Players attempting to compartmentalize their turn in order to consistently use every second of the time allowed for these actions will be subject to penalties associated with stalling. Continuously stalling after repetitive warnings from a Judge may result in a penalty **up to** disqualification from that match if the Judge so decides. Bad language, incorrect behavior and cheating may also be penalized up to disqualification, to the discretion of the Judge.

Other penalties given by the Judge may be:

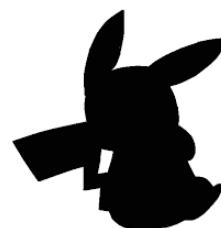
"OPC" – 1 prize card – the Judge awards your opponent 1 prize card for your penalty

"DPC" – Double prize cards -- the Judge awards your opponent 2 prize cards for your penalty

"TPC" – Triple prize cards -- the Judge awards your opponent 3 prize cards for your penalty

Time Extensions

Judges may issue time extensions of a length corresponding to the time taken to resolve any issue. The extra time allotted must be clearly communicated to both players, and recorded immediately by the judge.



ATTACHMENT 1 - ACCEPTED DECKS

The deck construction rules for Constructed formats are as follows:

- The deck must contain exactly 60 cards.
- Decks may not contain more than 4 copies of a single card, as defined by the card's English language translation, except for basic Energy cards. Cards that are reprints of older expansions but have the same name are considered the same card and therefore count for the 4-copies limit; Cards that are the same but have a different language count for the 4-copies limit; Cards that have the same name but different art-work and/or moves count as the same for the 4-copies rule.
- Decks may contain cards from every expansion of the Pokémon Trading card game, as this is an "UNLIMITED" style tournament.
- There is no limit to how many EX, GX, BREAK, V, VMAX cards in a deck as long as the player adheres to the limit of 4 copies of a single card.
- Promo cards are allowed

Players may use:

Theme Decks

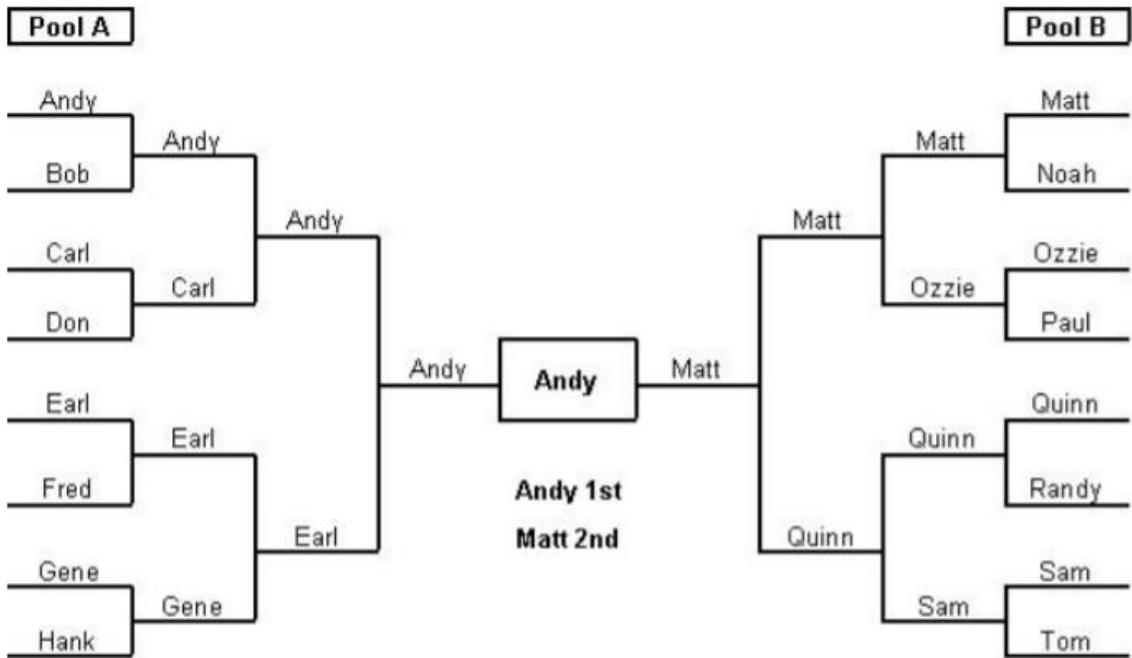
A deck of 60 cards that is built by The Pokémon Company International and packaged as a ready-to-play product.

Own Deck

A deck of 60 cards that is built by the player, under the guideline rules explained above.



ATTACHMENT 2 - EXAMPLE DRAW



ATTACHMENT 3 - OFFICIAL DECK LIST

Player name _____ Player ID# _____ Date of Birth: ___ / ___ / _____ Division _____

LIST OF CARDS IN PLAYER'S DECK

POKÉMON		TRAINER	
QTY:	CARD NAME:	QTY:	CARD NAME:

ENERGY	
QTY:	CARD NAME:

DECK CHECKED AND APPROVED BY:

