POKÉMON GO - PENALTY GUIDELINES 101

This document is intended as a support tool to help judges navigate Base Infractions and their Starting Penalties, in order to apply consistent rulings.

Judges must always refer to Penalty Guidelines and use this summary not as a substitute, but as a complementary aid.

	MINOR
	MAJOR
	SEVERE

Pokémon GO	***Caution***	***Warning***	***Game Loss***	***Match Loss***	***DQ***
	Floor Judge ✓		***Needs HJ/AHJ approval***		
PROCEDURAL					
TARDINESS					
UNSPORTING CONDUCT					
CHEATING					
GAMEPLAY ERROR					
LEGALITY CHECKS					

Penalties above a Warning MUST be verified by the HJ team. This also applies whenever you intend to escalate or de-escalate a penalty you are issuing.

Some examples are:

■ The **initial penalty is a GAME LOSS**, but **you would like to award a WARNING**: This De-escalation must be approved by a Head Judge

■ The **initial penalty is a WARNING**, but **you would like to award a GAME LOSS**: This Escalation must be approved by a Head Judge

Acronyms

DQ → Disqualification

(A)HJ → (Assistant) Head Judge

Examples	CAUTION (no substantial delay)	WARNING (some delay/inconvenience)	GAME LOSS (disruption/affects players' experience)
PROCEDURAL	a) A competitor accidentally enters a designated "staff only" area. b) A competitor forgets to sign a match slip or verify match results prior to leaving the play area but is called back immediately by a member of staff. c) A competitor fails to provide their opponent with a team sheet during team preview.	a) A competitor forgets to sign a match slip or verify match results prior to leaving the play area, causing a delay to tournament proceedings while staff attempt to locate them. b) A competitor unplugs or detaches equipment during a game or match. c) A competitor refuses or fails to comply with tournament staff instruction. d) Following team preview, a competitor takes an unreasonable length of time to choose which three Pokémon to bring into battle.	a) A competitor knowingly damages provided equipment through aggressive behavior. b) A competitor forgets to sign a match slip or verify match results prior to leaving the play area and cannot be located before the next round begins. c) A competitor leaves the table prior to a Judge finalizing match results. **HJ/AHJ APPROVAL NEEDED :)**

Examples	WARNING (no substantial delay)	GAME LOSS (some delay)	MATCH LOSS (disruption)
TARDINESS	< 5 mins Round Start time can be found in the Round Announcements discord thread!	Between 5 and 10 mins **HJ/AHJ APPROVAL NEEDED :)** ***The only exception is Players' Round 1****	> 10 mins **HJ/AHJ APPROVAL NEEDED :)** ***The only exception is Players' Round 1****

This also applies to No-Shows. While it's not explicitly stated in the Penalty Guidelines, this exception helps ensure a smoother conclusion to the first round, where most no-shows and tardiness issues are expected.

Examples	WARNING (contained incident)	MATCH LOSS (lack of respect/fair play)	DISQUALIFICATION (disregard of Standards of Conduct)
UNSPORTING CONDUCT	a) A competitor swears mildly in annoyance or in conversation with a friend. b) A competitor disturbs a match in progress. c) A competitor leaves trash or other detritus in the play area after their match is over. **May escalate to Game Loss**: A competitor engages in excessive celebration that is used to taunt another competitor or participant. ***In this case, Head Judge approval is needed!***	a) A competitor attempts to distract or intimidate their opponent into a misplay. b) A competitor commits an unintentional violation of the Play! Pokémon Inclusion Policy that nonetheless causes distress to others. c) A competitor refuses to cooperate with a tournament policy, such as signing a match slip. **HJ/AHJ APPROVAL NEEDED :)**	a) A competitor uses profanity, slurs, physical threats, or insults toward any other attendee. b) A competitor commits a deliberate violation of the Play! Pokémon Inclusion Policy with the intent to provoke or cause distress to others. c) A competitor engages in assault, theft, or other criminal activity. d) A competitor willfully lies to tournament staff, such as during an investigation. e) A competitor engages in bribery or coercion of other competitors. f) A competitor determines the outcome of a match via random means or other disallowed methods. **HJ/AHJ APPROVAL NEEDED :)**

Examples	DISQUALIFICATION
CHEATING	a) A competitor solicits and acts upon private game information from an external source during a game in progress. b) A competitor knowingly completes a match slip or verifies the results of a match incorrectly in an attempt to change the results of the match. c) A competitor engages in GPS manipulation or multi-accounting. d) A competitor uses third-party software or any other sort of application to gain hidden information about a match in progress. **IF YOU SUSPECT THAT A PLAYER IS CHEATING…START GATHERING RELEVANT INFORMATION AND LOOK FOR A HEAD JUDGE :)**

Examples	WARNING (contained delay)	GAME LOSS (irretrievably broken game state)	MATCH LOSS/DQ escalation (disregard of Standards of Conduct)
GAMEPLAY ERROR	a) A competitor delays the beginning of a match due to needing to source a charger or gameplay device. b) A competitor delays the beginning of a match due to inability to log in to their Pokémon GO account.	a) A competitor closes the Pokémon GO application during a game in progress. b) A competitor engages in behavior that directly induces a major technical issue. c) A competitor attempts to view their opponent's screen to gain an advantage in the match. **HJ/AHJ APPROVAL NEEDED :)**	**May escalate to Match Loss** a) A competitor is unable to source a charger or gameplay device, or their gameplay device becomes inoperable and is not replaced within 10 minutes of the start of the match. b) A competitor is unable to log in to their Pokémon GO account within 10 minutes of the start of the match. **May escalate to Disqualification**: A competitor attempts to view their opponent's screen more than once. **HJ/AHJ APPROVAL NEEDED :)**

Examples	WARNING (no competitive advantage)	GAME LOSS (do give competitive advantage)	DQ
LEGALITY CHECKS ***In all cases, the contents of the team list always take priority over the contents of the team.***	a) A Pokémon is listed without accurate form information, but other information on the team list makes it apparent which form is being used. Example: The team contains Sunny Form Castform, but the team list lists simply "Castform." However, the intended form can be identified due to the form exclusive move Ember recorded on the team list.	a) A Pokémon not included on the team list is selected for battle. b) A Pokémon in the team knows the move Thunder Punch, but that move is listed as "Thunder" on the team list. c) A Pokémon's CP is not listed (or is listed incorrectly) on the team list. d) A Pokémon is listed without accurate form information, and no other information on the team list makes it apparent which form is being used. Example: The team contains Sunny Form Castform, but the team list lists simply "Castform." The intended form cannot be identified from other information recorded on the team list. **May de-escalate to Warning** Incorrect HP. ***In this case, Head Judge approval is still needed!*** **HJ/AHJ APPROVAL NEEDED :)**	a) A competitor has fewer than three usable Pokémon remaining on their team after receiving earlier penalties. b) A competitor uses a modified Pokémon GO client or any other third-party application that may affect the integrity of the tournament. **HJ/AHJ APPROVAL NEEDED :)**