

Tab 1

Farfetch'd FRAXA Fundraiser Pokemon

Tournament Info

Questions? Contact Zae at onlinezae@gmail.com or on any media platform.

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About the Event

First off, thank you for your interest! I really appreciate it. This June, we're raising money for FRAXA! FRAXA is a research organization that focuses on Fragile X - a genetic disorder that causes intellectual disability, behavioral and learning challenges, as well as various physical characteristics. My family and I have been supporting this organization for as long as I can remember due to my brother's condition, and I'm excited to collaborate with others to raise awareness, gather funds, and kick butt in Pokemon battles!

The information on this sheet might seem a *bit* overwhelming for those unfamiliar with competitive pokemon, but rest assured that I did my best (with the help of others) to keep things as simple as possible! The rules are your standard no cheating, no throwing, etc., and our pokemon and move bans are easy to understand, too. We want to make it welcoming to everyone of all levels.

As far as the actual tournament goes, it'll entirely depend on how many participants we get. Our current number of participants (13) means we will hold some matches offline to prevent the stream from going for too long (past the 2am mark). **Competitors of offline matches will record or stream their matches as proof, then send them to event moderators.** The **MAX NUMBER OF PARTICIPANTS WE CAN ACCEPT IS 30** due to our limited staff.

The prize money pool has been increased from \$200 to \$300, thanks to our sponsors, [Torii TV](#)! The breakdown is as follows:

1st place = \$130 USD

2nd place = \$100

3rd place = \$70

Each match should only take about 15 minutes, and the event will take place Saturday, June 21st at 7pm EST (or earlier, if we get participants that can do earlier).

SIGN UP FORM: [Here!](#)

Format

- **The format will be double elimination.**
 - Participants will be removed after losing two games or matches.
 - Some matches will take place off stream to prevent us from going into gremlin hours of 2am or later in EST.
 - Participants will be required to record or stream their battle (with an accessible VOD), or have an event moderator supervise it. They also have to report whether they won or lost in the event discord.
- The **Pokemon Showdown** website will be used for the actual battles.
- **Timeline**
 - Sign-ups open May 10th and end May 28, 2025 at 9pm EST.
 - Organizing participants, matches, and promo - ongoing as participants sign-up. Dedicated days May 28th - June 3rd.
 - Start of the tournament stream will happen on June 21st. Offline matches will be held before this, starting June 3rd.
- **Offline matches information**
 - Matches begin as soon as possible (starting June 3rd/4th), and will take place offline throughout June until we whittle down to a reasonable number of participants for a 5-8 hour stream.
 - Round one is completely random matchups.
 - You both will be pinged in a channel, when you will be given 48 hours to schedule your match with your opponent, then 120 hours (5 days) (from the initial ping) to play and send your recording/VOD link in the same channel.
 - Failure to do so grants your opponent a 'bye', and it will count as a loss against you. If neither player acknowledges the form, a 'bye' will be granted to the one with the most losses *or* be assigned randomly (if it's the first round).
 - Event staff are available to record matches upon request!

Battles and teams

- Competitors will play in double battles, where each participant sends out two pokemon at a time. This is to speed up battles.
- You can have a full team of 6, but **you'll only use 4 Pokemon at most in the actual battle.**
 - **You will be given your opponent's team information** so you can make an informed decision about which of your 4 pokemon you want to take to battle. Your opponent will also get your information.
- **You will have 45 seconds per turn to make your move**, so that each game should take about 15 minutes.
 - If a player fails to make their move within this time frame, they will automatically lose their turn and the opponent may make their move.
 - At the end of the game, if time is called the player with more Pokemon on the field wins.
 - Purposefully stalling to win is forbidden and may result in a loss regardless of the game status.
- We will be using **pokemon from Gen 6 (XY) and below.**
- We will be following **smogon's XY OU double rules + smogon-.wide clauses**. This includes ability, moves, items, and play restrictions. We'll also be following their pokemon bans and smogon-wide play clauses.
 - Ability restrictions - players cannot use the following abilities:
 - Moody
 - Move restrictions
 - Double team
 - Minimize
 - Baton pass
 - Swagger
 - Fissure
 - Guillotine
 - Horn drill
 - Sheer cold
 - Dark void
 - Pokemon
 - Species clause - A player cannot have two pokemon of the same National Pokedex number on a team.
 - Banned Pokemon
 - Darkrai with dark void (due to sleep clause)
 - Play restrictions

- Endless battle clause - Players cannot use any moveset on any pokemon capable of intentionally causing an endless battle.
 - Read more [here](#)
- Gravity sleep clause - sleep moves with below one hundred percent accuracy may not be used in conjunction with gravity
- If a player has already put a Pokemon on his/her opponent's side to sleep and it is still sleeping, another one can't be put to sleep.

Rules

- **Be respectful before, during, and after the tournament.** Bad behavior can result in removal from the tournament.
- **Do not threaten and/or harass anyone.**
- **No hate speech or slurs** (including the use of the 'r' word).
- You must be **18+** to participate.
- You must **pay the \$3 USD entry fee** to the Tiltify page [here](#) in order to participate. This can be done after filling out the form, just make sure you remember what name you put on the Tiltify page (or save the ID somewhere).
- Follow [smogon's XY OU rules](#) and restrictions (as stated above)
 - Do not threaten and/or harass *anyone*.
 - No hate speech or slurs (including the use of the r word).
 - Applies before, during, and after the tournament.
- We follow [Smogon's tournament rules](#) (restated below)
 - **No cheating.**
 - If you suspect someone of cheating in some way, please message an event moderator PRIVATELY and provide your *and* their recording/VOD link (if applicable).
 - Attempting to cheat is tantamount to cheating and will be punished just as severely, even if unsuccessful.
 - **If a player disconnects or times out**, the opponent will be given the win, unless the player that timed out was in a position where they couldn't possibly lose.
 - **No throwing:** Losing on purpose to benefit your opponent is strictly forbidden, and will lead to the person throwing being banned. What constitutes throwing is up to the Tournament Directors' discretion.
 - **Player Agreements:** Players are allowed to make agreements about their game before it happens, as long as it doesn't break the rules of the tier that the game is happening in, for example agreeing to "No Snorlax GSC OU" is acceptable, but agreeing to "Celebi allowed GSC OU" isn't. The players are not allowed to agree to play a different generation than what they were paired up in, nor a different

game. It should also be noted that this is all entirely based on honor, Tournament Directors would not hand out a loss to a player that agreed not to bring Snorlax and then brought it.

- **Live Streaming:** Any stream of a live tournament game must include a two minute delay. Attempting to provide or receive advice through livestream feed is forbidden.
 - A player should be able to make their own decisions based on what they observe by themselves. Asking for suggestions or affirmation adds an unfair dynamic.
- **No Leaking Teams:** Giving someone's intended team to their opponent is strictly forbidden. If this is found to happen any games that were compromised by counter teaming of this sort will be nullified, and the proper course of action will be taken depending on the tournament. If a team gets leaked to you, it is your duty to tell a Tournament Director, if you fail to do so you are complicit in the cheating.
- **No Collusion:** Any attempt to get your opponent to throw or forfeit is unacceptable
- **No Falsifying Results:** Claiming to win a battle you didn't win will cause removal from the event. Always be prepared to prove that a game happened. Falsifying activity, such as making up fake logs or deleting communication also falls under this, as does forging logs to incriminate someone of cheating.
- **No DDOS'ing:** Any attempts to tamper with someone's internet connection during a tournament battle will be punished with a permanent Tournament Ban.
- **Host / Tournament Director Decisions:** The host may make a judgment call on the outcome of a battle with a disputed result, even if one player has broken the rules. If you believe the host has made an unjust decision, you may inform the Tournament Director (Zae) responsible for the tournament of the situation and request that they make a final call on it.