

NATIONAL EXHIBITION SYNDICATE

Official Rule Document

The Game: The Book: The Movie

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Draft

Pokémon are split into 5 tiers determined by their viability in a league-style format. Each coach's team must have a total of 11 members, consisting of a mandatory amount of Pokémon from each tier. Each team must consist of:

- One Tier 1 Pokémon
- One Tier 2 Pokémon
- Two Tier 3 Pokémon
- One Tier 4 Pokémon
- One Tier 5 Pokémon
- One Mega Pokémon
- Four Free Agents (From any tier)

The Free Agents for each team are limited by the salary cap. Each coach will be given a total of 400 Points in order to select their remaining four members. Each tier has a corresponding point value associated with it:

Table 1: Tier Point Values

Tier	Point Value
Tier 1	180
Tier 2	120
Tier 3	100
Tier 4	60
Tier 5	40

Two things can affect the total number of Free Agent points a coach has: Drafting a Lower Tier Mega and/or Franchising a Pokémon. Mega Pokémon are split into tiers determined by their viability in the league format. Coaches have the option of selecting a lower tier Mega for additional Points towards their salary cap.

Table 2: Mega Pokémon Point Value

Tier	Point Value
Tier 1 Mega	+0
Tier 2 Mega	+40
Tier 3 Mega	+60
Tier 4 Mega	+80

Draft order is determined by the performance of the coaches in the previous season. The coach with the lowest record at the end of the previous season will be awarded the first round draft pick, and so on down towards the previous season's Champion. All new teams will be added to the end of the draft order in their order of joining. The draft will proceed in a snake order format (1-16, 16-1, 1-16, etc.).

Franchising

Each coach is allowed to Franchise one Pokémon. This is done before the draft of the next season, and each Franchise pick will count as that coach's 11th Round Draft Pick. Returning coaches are allowed to Franchise any Pokémon they had on their roster at the end of the previous regular season. New coaches are allowed to Franchise any Pokémon that ended the previous regular season as a Free Agent.

The Fee for Franchising a Tier 1 or Tier 2 Pokémon is **40 Points**. The Fee for Franchising a Tier 3 -> Tier 5 Pokémon is **20 Points**. Mega Pokémon cannot be Franchised. The same Pokémon cannot be franchised by the same coach two years in a row.

Amendment 1: Any coach who elects to either trade or drop their franchised Pokémon will still be charged the Franchise fee. This fee is considered nonrefundable as soon the franchise are finalized, typically one week before the draft.

Trades & Free Agency

There are two different types of team transactions a coach can make: trades and free agent pick-ups. Teams are allowed **Three (3) Free Agent Moves** throughout the season. Transactions must be made by 11:59pm local time the night before the start of the upcoming week in order to be effective for that upcoming week.

Amendment 2: As of the start of Season 3, Trades are now considered a separate transaction from FA. Teams are allowed unlimited trades from the beginning of the season through the last day of Week 7, being effective for Week 8. Any trade requests made after the start of Week 8 will be denied. In addition, teams will not be allowed to trade a Pokémon back to the original team the following week (it must be held a minimum of two weeks).

Free Agent transactions allow coaches to pick up Pokémon that were not drafted. A coach may drop an existing member of their team in order to add any Pokémon to their team. Free agent pick-ups may not be made if it will bring the coach above their 400 Point salary cap, or if their team will no longer meet the required team tier structure outlined in the Draft section. Teams can however make multiple simultaneous transactions that keep their team in point and tier compliance.

Amendment 3: As of the start of Season 4, teams are allowed to drop their Mega Pokemon in Free Agency as long as the Mega Pokémon they are picking up is in the same tier as the original Mega Pokémon. ~~Teams are only allowed to make Mega-related transactions in the same tier.~~

Trades and Free Agent Requests must be made by the **Tuesday** night before the beginning of the week, before midnight in the coach's respective time zone. All trades must be submitted to the mods of the **NESBattles subreddit** or posted in the **Transactions channel** of the official NES Discord and approved by the Mods. In the event that two coaches attempt to draft the same free agent in the same week, draft order will be used to determine which coach will receive the trade.

Amendment 4: A coach's request for a transaction **will not** be accepted if their Spreadsheet page is not updated through the current week. In the event a request is made, it will be put on hold until the coach updates their sheet. In the meantime, if another request is made for that Pokémon, the Mod Team can decide to award the request to the second Coach or give the first a window before their hold is voided.

Amendment 4.1: If a coaching change occurs, new coaches are allowed to exercise a one-time offer of three free transactions to adjust the team they've inherited to suit their needs. If this option is not used by the end of the week they take the team over, any future transactions will be counted towards their three in-season transactions.

Battles

The NES week runs from Wednesday to Tuesday. Battles for the season must be submitted by **Tuesday at Midnight**, with consideration for each team's Time Zone. The battles **must** be submitted to the NESbattles subreddit in the form of a Showdown Replay. A YouTube Video replay is also accepted, but a Showdown Replay of the match is still requested. It is the responsibility of the coaches to decide amongst themselves each week who will upload the replay to the subreddit. If you do not have this discussion with your opponent, then it is considered **your responsibility**. We don't necessarily need two separate comments or uploads, but if no one uploads a re-play, no one can get credit for the match.

It is also the responsibility of each coach to schedule their own matches each week. Should one or both coaches be unable to have their battle by the deadline, they must contact the Moderators of the NESBattles subreddit. An extension of up to **3 days** may be granted at the discretion of the Moderators in the event of extenuating circumstances. If the coach in question is still unable to have their battle, it will unfortunately be deemed a forfeit- provided there is documentation that a reasonable attempt was made to schedule the battle- with a **3-0** differential. In the event that neither coach communicates with the moderators, they have a 1 day period in which to get in contact with the Moderators and post their battles. If they fail to do so, it will count as a **loss for both coaches** and a **-3** differential for both coaches.

Amendment 5: Due to issues related to forfeiting and coaches missing scheduled matches, we will now be instituting the following rules: If you miss your scheduled time and do not reschedule ahead

of time, it is considered a forfeit unless you can present a valid reason (work, family, school complications, etc). Your opponent has the choice whether or not to ask for a reschedule if you do not prevent a valid reason. If you miss a rescheduled match, it will be a decided forfeit. (Note: Your opponent technically reserves the right to give you additional chances, at Mod discretion)

All battles should be set to **Level 50**. In addition, Pokémon should be in their *normal forms holding their Mega Stones*, and not in their Mega Form, in your teambuilder. This is to ensure that any and all games played are consistent, and provides a guideline for damage calculations. It also ensures that no Mega Pokémon begin a match already Mega Evolved (this will happen with custom games if they are not in their normal forms).

Amendment 6: Forfeiting during a match before it is actually over can be detrimental to our attempt at accurate record-keeping, as it does not reflect correct final differentials or correct kill counts. In the event a coach forfeits before a match has concluded, the coach who forfeited will automatically receive double the negative match differential that they would have if the match were played out to completion (i.e. if their opponent has 3 Pokémon left, and they forfeit, it will be considered a 0-6 Loss for that player). In addition, the Pokémon on the field when an opponent forfeits will be awarded all remaining kills for that match, even if it would actually not be able to get them should the match continue.

Amendment 7: If you bring an illegal team and do not correct it by the end of the first turn, it will be considered a forfeit and a **0-2** win for your opponent. This includes **any combination of moves, abilities, and natures** that cannot be on the same Pokémon due to events, transfer, etc. *Shininess and Gender are exceptions to this - the NES considers these strictly aesthetic.*

Scoring

A coach's record will be primarily determined by their win/loss record. In the event of two or more coaches having identical records, playoff spots will be determined by the coaches' differentials. Differentials are determined by the final Pokémon counts at the end of each match (e.g. a 3-0 victory will result in a +3 differential for the victor and a -3 differential for the loser). It is the responsibility of each coach to record their own differential correctly. In the event of a tie where a coach has not determined their own differential, will be considered 0.

Pokémon's individual stats will also be monitored throughout the season. The following stats will be monitored for each Pokémon:

-Total Kills	-Total Deaths
-Differential, K/D Ratio	-Total Weeks Brought

These stats will be used to determine the awards listed in the Awards section of this document. It is the responsibility of each coach to monitor their own Pokémon's stats. In the event of a coach not recording their Pokémon's stats, they will not be eligible for said award.

A Pokémon receives a "Kill" if it: a) faints an opponent's Pokémon with a move; b) inflicts a status condition that faints a Pokémon; c) sets up hazards that cause a Pokémon to faint; d) has an ability /holds an item that inflicts damage that faints a Pokémon.. If a Pokémon faints to Recoil, Life Orb Recoil, or self-inflicted damage (Burn from held Flame Orb, (High) Jump Kick crash, etc.) the Pokémon that fainted receives a "Death" but no Pokémon gets a kill.

The **Most Valuable Pokémon** Award will be calculated based on the following criteria:

1. Total number of Kills
2. Higher Differential
3. Fewest Weeks brought (adjusted differential)
4. In the event of a tie, a 1v1 match between the two will decide MVP

Spreadsheet & Coaching Requirements

It is the responsibility of each coach to keep their page of the spreadsheet up to date. Coaches are required to record the Kills, Deaths, and Weeks Brought for each Pokémon they bring throughout the Season. This information is pulled from each coach's page in order to calculate the **Most Valuable Pokémon** award. Coaches are expected to update their weekly match boxes with Kills and Deaths and the Pokémon they brought that week at minimum. See the bottom of your team page for more information and ask the Moderators about any confusion.

Amendment 8: Due to a massive overhaul of the spreadsheet, there are many things automatically calculated based on your Coach Page. It is requested of you that you do not modify in any way the official layout, and that you take care to not modify any box that updates itself automatically. Should a coach habitually not fill in their spreadsheet page, the Mods reserve the right to hand down punishments to the coach in question as deemed fit by the Mod Team, such as refusal of Free Agency or Trade requests.

Amendment 8.1: Coaches must, at minimum, fill each of their weekly boxes on their coach page and their schedule box with Win/Loss and the differential. This will keep their stats up to date automatically.

Silver Conference

Seeding is decided using the following tie-breakers, if needed:

1. Win/Loss Differential
2. Match Differential
3. Head-to-Head Tiebreaker (who won in-season, if one exists)
4. Strength of Schedule (total win-loss of the 11 teams each coach played)
5. Win-Loss over Common Opponents
6. Strength of Victory over Common Opponent's
7. Other Tiebreakers as needed (1v1 match, coin flip, Fox-only, no items, Final

Destination...)

Champion

Whoever wins the Silver Conference will be deemed the NES Champion. In honour of their victory, they will be ~~allowed to franchise one Pokémon in the upcoming season at no cost to their salary cap.~~

Awards

- MVP (Most Valuable Pokémon):

The Pokémon with the most kills during the offseason (with tie-breakers used to decide the winner)

- Best Coach

Voted on by all coaches, the most effective, successful, game-changing coach during that season

- Defensive MVP

Voted on by all coaches, each coach nominates one Pokémon from their team they believe was their most effective defensive piece throughout the season

- 7th 'Mon

Voted on by all coaches, each coach nominates a Pokémon that they brought less than six weeks that made the biggest difference to their success throughout the offseason

- Best Value

Voted on by all coaches, each coach nominates a Pokémon from Tier 4 or Tier 5 that did the most work for a team

- Best Free Agent

Voted on by all coaches, each coach nominates a Free Agent they picked up that did work for their team

- Best Support 'Mon

Voted on by all coaches, each coach nominates a support Pokémon critical to their success