

AEOS DITTO - POKEMON UNITE

TOURNAMENT RULES

This rulebook will be used for the purpose of governing the rules to be observed.

The rulebook is divided into corresponding sections for convenience.

DEFINITIONS

Match: Defined as the corresponding pairing between two teams per round (may be best of one or three).

Battle: Defined as one game within the assigned map.

REGISTRATION

1. Every individual participant must either be a Filipino Citizen or a foreigner permanently residing in the Philippines.
2. Only teams that have duly completed the registration form will be allowed to participate.
3. A team must use a team name which relates to the Pokemon franchise, but at the same time does not contain any derogatory use of words or connotations.
4. Each team must register a minimum of 5 players but may register an additional member as a substitute player.
5. A player may only participate if they have been duly registered under a team.
6. A team must properly designate under the registration form who the team captain is as they will act as their representative in communications.

TOURNAMENT STRUCTURE

1. The tournament will follow a double elimination bracket which will be divided into the Upper and Lower bracket.
 - a. All matches in the Upper Bracket will be a best of three.
 - b. All matches in the Lower Bracket will be a best of one except for the Loser's Bracket Finals, which will be a best of three.
 - c. The Grand Finals match will be a best of five.

CONSOLE RULES

1. All games must be played using the Nintendo Switch console.
2. Emulators of any kind are forbidden.

MATCH RULES

1. All games will be played on a 5 versus 5 basis.
2. All games must use the Remoat Stadium map.
3. All players must be present during their designated match time.
 - a. A grace period of 10 minutes will be given for the players to coordinate their Lobby ID to prepare for their respective match. If a team is still incomplete after the grace period expires, they will be declared in default for that given match.
4. The team that submitted their team registration form earlier, as reflected by the overall team registration sheet, will have the choice of hosting the first game of the match. In the event the match is a best of three or five, then the loser of a given game will have the choice to host the next one.
5. The winning team captain must report the match result in the proper channel for the same purpose once their match has concluded as well as follow any further instructions announced by the tournament organizers.
6. Once a game begins, it must be completed no matter what. Any player/s who gets disconnected during a game may try to reconnect back.
 - a. In the event a player cannot reconnect back during a game, there will be no remakes made. The game must still continue until completion.

MISCELLANEOUS RULES

1. In case a scenario arises which is not solvable by the aforementioned rules, the tournament organizers/admins reserve the right to make the final decision.
2. Any violation of the aforementioned rules, by a team or player/s, will be considered as cheating and will result in an automatic disqualification from the entire tournament.