RULES AND BANLIST OF THE TOURNAMENT

1. Species Clause: A player can't have more than one pokémon with the same number on the National Pokédex;
2. Sleep Move Clause: All sleep-inducing moves are banned;
3. Evasion Clause: A player can't use moves, abilities, or items that boost the evasion of a pokémon;
4. OHKO Clause: A player can't use the moves Fissure, Guillotine, Horn Drill, or Sheer Cold;
5. Moody Clause: A player can't use the ability Moody;
6. Endless Battle Clause: A player can't intentionally prevent an opponent from being able to end the game without forfeiting.

BANNED ABILITIES

- Arena Trap
- Shadow Tag

BANNED MOVES

- Baton Pass
- Assist
- Last Respects
- Shed Tail

RULES

1. Terastallization is allowed;
2. Dynamax isn't allowed;
3. Mega isn't allowed;
4. Healing items and such (not held items) are prohibited;
5. When battling, there will be a raise to the level 100 cap activated;
6. A team can have a maximum of 1 special Pokémon that includes: legendary, mythical, ultra beast, paradox;
7. PowerK must approve the team for it to be usable;
8. If you don't respect the rules above, you will immediately be disqualified.
9. These Pokémons will be banned:

- Annihilape
- Arceus (all forms)
- Baxcalibur
- Calyrex-Ice
- Calyrex-Shadow
- Chi-Yu
- Chien-Pao
- Darkrai
- Darmanitan-Galar
- Deoxys
- Deoxys-Attack
- Deoxys-Speed
- Dialga
- Dialga-Origin
- Dracovish
- Espathra
- Eternatus
- Flutter Mane
- Genesect
- Giratina
- Giratina-Origin
- Groudon
- Gouging Fire
- Ho-Oh
- Iron Bundle
- Koraidon
- Kyogre
- Kyurem-Black
- Kyurem-White
- Landorus
- Lugia
- Lunala
- Magearna
- Marshadow
- Mewtwo
- Miraidon
- Naganadel
- Necrozma-Dawn Wings
- Necrozma-Dusk Mane
- Ogerpon-Hearthflame

- Palkia
- Palkia-Origin
- Pheromosa
- Raging Bolt
- Rayquaza
- Reshiram
- Roaring Moon
- Shaymin-Sky
- Sneasler
- Solgaleo
- Spectrier
- Ursaluna-Bloodmoon
- Urshifu (Single and Multi Strike form)
- Walking Wake
- Xerneas
- Yveltal
- Zacian
- Zacian-Crowned
- Zamazenta-Crowned
- Zekrom
- Zygarde