Unity Clash RuleBook

Join Discord Server: [Tournament Discord Server](#)

Introduction to the Tournament

Unity Clash: is a Pokémon UNITE Tournament Series hosted by Ghatlue | Head: Shivam @Ketchum09S

We are a Pokémon UNITE Tournament Organisation & Production Team!

Participants & Eligibility

- Minimum 5 Players each in a team; only 3 Subs Allowed

- A player can only be registered in 1 team.

- The minimum age required to participate is 16. Minors must have parental authorization to receive Prizes.

- Offensive Team/Player Names are not allowed.

- The Leader of each team must be present on the Assemble Discord Server for all Tournament-related Notifications!

- Allowed Regions? All Regions, according to The Pokémon Company, whose member countries are defined on the official Pokémon Unite Championship Series website.

Presence and Participation

- To be able to validate the presence of the team, each team leader must perform a **CHECK-IN (starts 1 hour before Tournament starts and ends at the bracket start time)**

- **Match Check-ins start at the tournament start time.**

- The match Check-in Timer is 10 Minutes, and if you fail to check in, you will LOSE THE ROUND.

- Verify the score within 2 minutes of the Match finish time, please request a moderator if you need any help immediately.

Conduct of the Tournament

- Matches will be played in the Theia Sky Ruins Tournament Mode [Draft Pick]. All mode options must be enabled.

- **If your match is on Stream, your matches outside the Stream won't count! Please check!**

- **The Draft Priority Feature will not be used in Broadcast Matches, First Pick always given to the Top Side Team, so if you want to change sides, do it manually as it was done previously!**

- **Server Selection Asia: (Check StartGG)**
  - **Same Region Team (Auto)**
  - **vs Korea/Japan: AS09**
  - **vs APAC & India: AS01**
- **Server Selection: West (Check StartGG)**
  - **EU vs NA/Brazil/LATAM: NA02**
  - **NA vs Brazil/LATAM: NA05**
  - **LA-S vs LA-N: NA05/NA06**

- ○ **LA-S vs Brasil: SA03**
- ○ **LA-N vs Brasil: SA06**

- **If both teams agree on a specific server, they can play in that as well!**

- Draft mode must be selected. If a crash occurs, the Draft mode must be restarted. A team may be sanctioned if it repeatedly omits draft mode.

Format

Day 1
Group Stage

Day 2
8 Team Double Elimination Bracket

Rules of Play

- Tournament Mode Theia Sky Ruins [Draft Pick]

- Banned Pokémon: [PLEASE CHECK ON STARTGG]

- Using a Banned Pokémon will result in a loss in the following game.

- Tournament staff can act in any unique situation as they see fit. Failure to follow their directions or any of these other rules may result in a DQ.

- The Timings are displayed at the start.gg Page of this Tournament is Final

Game Crash Guidelines [Self-Hosting Matches]

- Before the start of every set, we highly encourage you to fully close and restart your games to reduce the chances of a game crash (if you're using Nintendo Switch)

- If a player crashes during the Draft Mode:
  - (A) If Last Picks needs to be changed: Remake the Draft with all the same picks/items/bans except the last player
  - (B) If the Draft was fine and nothing needed to be changed, please tell your opponent in the startgg chat that all players must close their games and restart in 2 minutes.

- (C) If the Draft was fine and (B) was not followed on time, please remake the lobby with all the same picks to play in Blind Pick (to do it quickly)

- If the game crashes during the loading screen, inform the Staff, notify the other team in match chat, and wait in your base in-game until 5:00 pm so a team can surrender and end the match so it can be remade.
   - Or inform your opponent in Startgg chat, and all players must completely close their games and restart after 2 minutes

- If a crash happens during the match after the loading screen ends, then it must be played out, if off-stream.

- For On-Stream Matches, please dm the admins or put a message (p) or just (pause) in startgg chat ASAP. Sometimes it's difficult to make that call from our side.

- The staff's decision will be Final.

- Any Report should be informed to the Staff with a [Screenshot Proof](#).

Match Rules

- Teams of 5 players each, only 3 Subs are allowed and should be registered. [Please notify the staff if you need to bring in a sub during Matches.]

- Tournament Mode: Theia Sky Ruins [Draft Mode] [Be sure to have all custom rules enabled]

- Unless there is some sort of emergency or reason deemed to be valid, rosters must be locked in at the start of a set. Unless in the event of said emergency, subs can replace main players anytime between the Best-of-x (during an ongoing round).

- Please do all match-related communications in the match chat at the start.gg chat

- If your match is marked to be playing on a stream, please do not start the match until given the okay by tourney staff

- Please update your scores as soon as a game ends to keep TOs and streamers as up-to-date as possible on the progress of matches.

- Team Leader/Manager must be present in the 'Assemble Server' on Discord.

Self-Hosting Match Guidelines

- The left side (top side) team as displayed on startgg ("Hosting Team") will create the lobby in Tournament Mode, with all features enabled. Choose the server as directed above. Ensure "Theia Sky Ruin – Draft Pick" is selected.

- The Hosting Team will have a side selection for game 1 of the series. For game 2 onwards, the team that lost the previous game will have a side selection. The Hosting Team will provide the lobby code to their opponent via the Start.gg match chat.
- In the Start.gg match chat, make sure your opponents are ready before starting the game.
- After each game is completed, each team is required to report the results for that game on Start.gg.gg. It is encouraged to take a screenshot of the results screen in the game in case a dispute arises.
- The 'Draft Priority' Feature can be used in self-hosted matches!
- Everyone is required to restart the game.

Other Interruptions

Selection Error

Once a Game has started, selections for any Unite Licenses, held items, or battle items are considered final. Games will not be remade in the event of an unintentional or erroneous selection.

Controlled Game Start

If a Game must be remade, all Players must select the identical Pokémon, held items, and battle items consistent with the previous valid team selection process.

Ending or Forfeiting Game

Ending the Game without express permission from the TOs may result in a Game Forfeit. This includes ending the Game as a loss, forfeiting as a team, or otherwise causing the Game to end prematurely.

Pausing

No one should be in the Admin/Spectate Lobby other than Moderators.

Slow Client Load

If any disconnect or failure occurs that interrupts the loading process and prevents a player from joining a game upon Game start, the Game may be remade, but only with review and approval by the TOs.

Stoppage of Play

Throughout the competition, events may occur that warrant a Stoppage of Play, such as Player(s) disconnecting from the game, equipment failures, environmental factors, etc. TO, in their sole discretion, will determine what warrants a Stoppage of Play and will communicate

directly to the players if one occurs. TOs will investigate the issues or events that caused the Stoppage of Play and determine the appropriate course of action.

No Interference with TOs

During any Stoppage of Play (including a game server crash), Players must not interfere with the TO's discussions and decision-making. During a Stoppage of Play, Players may not leave their competition stations without express permission from the TOs.

Unintentionally Disconnection

A Player loses connection to the game due to problems or issues with the game client, platform, network, or device.

Intentional Disconnection

A Player loses connection to the game due to a player's actions (i.e. closing the application). Any actions of a Player that lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

Server Crash

All players lose connection to a game due to an issue with a game server or venue internet instability. If a player disconnects without notifying a TO, the TOs are not required to enforce a pause or remake of the game. During any troubleshooting of a game, players may not leave the match chat unless authorised by the TOs.

Match Troubleshooting

In the event of a Game-disrupting issue, Players must notify a TO immediately and discontinue playing the Game. The TOS will investigate the issue and determine the appropriate course of action. The TOS may investigate an issue and provide instructions to players before resuming play. The TOS may issue penalties to players who abuse requests for Stoppage of Play, including but not limited to frequent and unreasonable requests.

Disputes

Game results will be considered final if there are no outstanding disputes raised within the designated window to dispute the results of a Game (the "Dispute Window"). The Dispute Window closes at (a) the start of the following Game within a Match; (b) the start of a subsequent tournament Match from any of the Teams within the respective Game or Match; or (c) ten minutes after the conclusion of the Match, whichever occurs first. The final ruling of the TOS is binding.

Replacement Teams

In the event a Team that has qualified for a tournament is deemed ineligible, chooses not to participate, or for any other reason is unable to compete, TOs may replace the Team with a Team of the TOs' choice. TOs will make reasonable efforts to confirm a replacement team with the next qualified team available. In this effort, TOs may use prior tournament placement, responsiveness, or other factors in determining the next qualified team. TOs also reserve the right not to replace a team.

Player Ineligibility

If at any time a TO in their sole discretion determines a Player is not eligible to participate in the Tournament, TOs in their sole discretion may eliminate the Player from the Tournament and forfeit all potential prizing.

Match Monitoring

TOs reserve the right to monitor matches and act as match referees if required. TO match decisions are final and binding and will be made solely at their discretion.

IF ANY PLAYER IS SUSPECTED OF VIOLATING ANY OF THE ABOVE TOURNAMENT RULES, TOURNAMENT ORGANISERS MAY, IN THEIR SOLE DISCRETION, DISQUALIFY SUCH PLAYER AT ANY TIME DURING THE TOURNAMENT AND/OR REQUIRE THE RETURN OF ANY PRIZE WON.

PrizePool

The Prize Pool includes
1st: Invitation to Summer Showdown Invitational
2nd:
3rd:

You must be able to receive payment through PayPal.