

Official Rules for Pokémon UNITE Asia Champions League

1. Preface and Purpose:

By participating in Pokémon UNITE Asia Champions League 2023 (hereinafter referred to as the “Competition”), players fully and unconditionally agree to these official rules (hereinafter referred to as the “Official Rules”) and the final and binding decisions of The Pokémon Company (hereinafter referred to as “TPC”) and DeNA Co. LTD. and ESL SEA Pte. Ltd. to whom TPC grants operational authority and responsibility at its direction and discretion (hereinafter collectively referred to as “Management Companies”, including TPC) on all matters relating to the Competition. These Official Rules are the primary document governing all elements of the Competition, and they apply to all players, teams, or other parties or individuals that compete in any element of the Competition (each individually or collectively referred to as “Participants”).

These Official Rules have been established by the Management Companies in order to maintain the balance of competition between teams and the consistency of the system in the Pokémon UNITE Competition.

The Management Companies reserve the right, at their sole discretion, to modify, cancel, terminate, or suspend the Competition and to disqualify anyone who has tampered with the entry process, violated these Official Rules, or engaged in disruptive or unsportsmanlike conduct. Moreover, without limiting the foregoing, the Management Companies may, at their sole discretion, exclude Participants who have been disqualified, whose eligibility is questionable, or who is otherwise ineligible for entry. Furthermore, the Management Companies may modify, cancel, terminate, or suspend the Competition if they determine that any incident has occurred that impairs the operation, safety, integrity, fairness, and play (as intended) of the Competition. If the Competition ends prior to the scheduled end date of the Competition period, the Management Companies reserve the right, at their sole discretion, to confiscate any cash prizes.

All decisions regarding these Official Rules, player eligibility, the schedule and organization of the Competition, and penalties for cheating shall be made solely by the Management Companies, and such decisions shall be final. The Management Companies' decisions regarding these Official Rules may not be appealed, and no claims for damages or other legal remedies shall be made against them.

2. Client:

The game title and version used in this Competition shall be the smartphone version of Pokémon UNITE or the latest version of Pokémon UNITE for Nintendo Switch.

3. Player eligibility:

Teams and team members participating in the Competition must meet all of the following requirements.

Place of residence

All players on each team must be residents* of the same country or region. However, this does not apply if the Management Companies deem that there are certain extenuating circumstances.

* Players must be residents of East Asia (Japan, South Korea, or Taiwan Region, Hong Kong Special Administrative Region), Southeast Asia (Indonesia, Malaysia, Philippines, Singapore, Thailand), or India.

Age

Players must turn 16 before January 6, 2023.

Minors

Players who are minors in their place of residence require the permission of their parent or legal guardian. A parent or legal guardian of a player who is a minor must sign any document required by the Management Companies under these Official Rules and accept all obligations and commitments contained therein, for the player and for himself/herself. The participation fee and cash prizes will be awarded in the name of the parent/legal guardian or to the parent/legal guardian.

Submission of an identity verification document

At the request of the Management Companies, players must submit a document that has a photo of their face and can be used to verify their identity, as well as a copy of this document, by the deadline set by the Management Companies. The identity verification document must contain the following details.

- Photo of face
- Name (real name/furigana)
- Date of birth
- Current address

Submission of work qualification certificate

At the request of the Management Companies, players must submit a document certifying that they are permitted to work at their place of residence, as well as a copy of this document, by the deadline set by the Management Companies.

Submission of passport

At the request of the Management Companies, players must submit a copy of their passport (or a document indicating that they have already applied for a passport) by the deadline set by the Management Companies, in order to show that they are able to participate in the FINAL Round. In addition, if players submit a document that indicates that they have already applied for a passport, they must submit a copy of their passport to the Management Companies within five days from the date on which they are able to receive it.

Device/Internet access

Players must be responsible for preparing their own device and Internet access. Note that the Management Companies will provide devices and Internet access for the Final Round.

Contact with the Management Companies

Players must install the specified application to contact the Management Companies. Also, players must remain in a state where they are able to contact the Management Companies

until the end of the Competition.

Not being the Management Companies or persons concerned with the Management Companies

Employees, contractors, executives and directors, and the immediate family members (meaning spouses, parents, siblings and children, regardless of their place of residence) and house mates of employees, contractors, executives and directors of the Management Companies, or their respective parent companies, subsidiaries, affiliates, representatives, consultants, consigners, legal advisors, advertising, public relations, publicity and marketing agencies, website operators, and webmasters (hereinafter collectively referred to as the “Competition Operators”) are not eligible to participate in the Competition.

Requests for exemptions to this rule must be made prior to the Competition. The Management Companies reserve the right, at their sole discretion, to grant exemptions to these eligibility criteria.

4. Team eligibility:

In order to participate in the Competition, an invitation from the Management Companies is required. Invitations are issued based on the results of regional tournament matches or to teams selected as “Participating teams of WCS 2022”. The teams invited are divided into three groups (East Asia, Southeast Asia, and India).

Group and Number of Teams	Teams Invited to the Competition
<p>East Asia (EA) – 5 teams</p>	<p>1st place team at the Pokémon UNITE Taiwan Open 2022 [Participating team of WCS 2022] T2 (Japan) Secret Ship (Japan) No Show (Korea) Eternity (Korea)</p>
<p>South East Asia (SEA) – 5 teams</p>	<p>1st place team at the Pokémon UNITE Philippine Open 2022 1st place team at the AIS 5G eSports OPEN Thailand 2022: Pokémon UNITE 1st place team at the Pokémon UNITE Malaysia Open 2022 1st place team at the Pokémon UNITE Indonesia Open 2022 [Participating team of WCS 2022] Renaissance (APAC)</p>
<p>India (IND) – 5 teams</p>	<p>1st place team at the Pokémon UNITE India Open 2022 2nd place team at the Pokémon UNITE India Open 2022 3rd place team at the Pokémon UNITE India Open 2022 4th place team at the Pokémon UNITE India Open 2022 [Participating team of WCS 2022] Revenant Esports (India)</p>

Appointment of contact person

Each team must have one contact person. The contact person's role is to represent the team until the entry materials are submitted to the Management Company by the deadline. The appointment will be nominated by the Management Company.

Entry form

The Management Companies will contact the contact person regarding the entry form and the deadline for submitting the entry form. The entry form can only be submitted by sending an email to the address specified by the Management Companies. Submission through other methods such as fax, mail, and telephone will not be accepted. Any entry form or data that has been falsified or modified shall be considered invalid.

If a team does not submit their entry form by the deadline, they may be disqualified from participating in the Competition. Note that the deadline for submitting the entry form is subject to change. If there is any change, the Management Companies will promptly notify the Participants.

Appointment of team captain

Each team must have a designated leader (hereinafter "Team Captain") who will act as the primary point of contact and liaison with the Management Companies and have authority to change their roster. However, if a person other than the Team Captain wishes to be the liaison with the Management Companies, the Team Captain of each team may designate another one of the members as such.

Prohibition from participating

If any of the following rules applies to a team, even if they are eligible to participate, they may be disqualified from the Competition and replaced by another team as determined by the Management Companies.

- If an eligible team fails to meet the roster requirements by the deadline specified by the Management Companies
- If members of an eligible team fail to meet the requirements in "3. Player Eligibility"
- If the Management Companies deem it necessary to prohibit an eligible team from participating in the Competition under any other circumstances

Registration and management of teams and rosters

Each team must register five starting players (hereinafter referred to as "Starters") and no more than one substitute player (hereinafter referred to as a "Reserve Player") (this registration unit is hereinafter referred to as a "Roster"). When it comes to registering a roster, a player cannot be on more than one team or hold more than one of the aforementioned roles at the same time.

On their roster for this Competition, each team must register at least three of the five players who were registered as starters when they obtained the required result in a regional tournament match or were a part of a participating team of WCS 2022 (hereinafter referred to as the "Competition Designated by the Management Companies") and are therefore eligible for invitation under "4. Team eligibility". Of the players who were on a registered roster for the Competition Designated by the Management Companies, those who are to be registered for this Competition must meet

the eligibility requirements in both this Rulebook and the Competition Designated by the Management Companies.

To register their roster, each team must submit the necessary documents to the Management Companies by 5:00 PM local time on Friday, December 9, 2022 (the roster registration deadline is hereinafter referred to as the "Roster Lock"). The Starters registered at the time of the Roster Lock are called Main Starters. After the Roster Lock, teams cannot change their rosters until the schedule of the whole Competition, including the FINAL Round, is completed*. In addition, any application to register a roster may be approved or rejected at the Management Companies' own discretion.

* Changes to rosters after the Roster Lock may be permitted at the Management Companies' sole discretion.

Team names and player names

Each team and player shall use the team name and player name they used in the Competition Designated by the Management Companies. Name changes are not permitted unless approved by the Management Companies in certain extenuating circumstances and approved prior to use in the game.

The Management Companies reserve the right, at their sole discretion, to request changes to player names or team names.

Prohibition from promoting sponsors

Teams and players participating in this Competition are prohibited from promoting sponsors with which they are affiliated or sponsors who benefit from any match details without the permission of the Management Companies through this Competition.

Distribution of game footage

Players are permitted to distribute game footage only if all of the following conditions are met. In addition, players who distribute game footage may be instructed to stop distributing or to insert a delay at the discretion of the Management Companies.

- Players who distribute game footage have obtained permission to do so by the date specified by the Management Companies
- A delay of five minutes or more has been inserted after the relevant part of the game footage for a round in this Competition is distributed by the Management Companies

FINALS Travel Arrangements

Each team roster that qualifies for FINALS will use the travel tickets and accommodations provided by the Management Company. Information on the procedures provided will be shared at a later date.

*Assistance in obtaining visas will also be included, if needed.

5. Competition structure and round format:

In this Competition, a battle that determines the winning team is called a “match”, and the rounds in each match are called “games”.

Regular Season

The Regular Season will be held online with all eligible teams divided into three groups (East Asia, Southeast Asia, and India). The Regular Season consists of a 1st Stage and 2nd Stage.

In the 1st Stage, teams compete in a single round-robin tournament (hereinafter referred to as “SRR”). Then in the 2nd Stage, teams compete in a single-elimination tournament (hereinafter referred to as “SE”) based on their ranking in the 1st Stage.

SRR

This is the format used in the 1st Stage of the Regular Season. Each team will play one match against every other team in the same group. Also, the rounds in each match are called “games”. The final group rankings for the 1st Stage will be determined according to the following.

- The winner of each match shall be whichever team is the first to win two out of the three games.
- On a team’s match outcome record (hereinafter referred to as “Match Record”), 3 points are given for 2 wins and 0 losses or 2 wins and 1 loss, 1 point is given for 1 win and 2 losses, and 0 points are given for 0 wins and 2 losses.
- If two or more teams have the same match record (tied teams), a tie-break will be conducted between the tied teams, in which the first team to win a game will be the winner. In the case of a three-team tie-break, the outcome of previous head-to-head matches between the teams participating in the tie-break will be considered. The team with the highest total score for head-to-head matches will be seeded. In addition, the final score of each game shall be the score of the games in question. Then, the winner of the battle between the other two teams will battle against the seeded team to determine the final rankings. Note that if the 4th and 5th place teams are tied, no tie-break will be conducted.

The following is the match schedule for the 1st Stage of the Regular Season.

Group	Match	Schedule
East Asia	EA-SSR① EA-SSR②	2023 / 1 / 6
South East Asia	SEA-SSR① SEA-SSR②	2023 / 1 / 7

India	IND-SSR① IND-SSR②	2023 / 1 / 8
East Asia	EA-SSR③ EA-SSR④	2023 / 1 / 13
South East Asia	SEA-SSR③ SEA-SSR④	2023 / 1 / 14
India	IND-SSR③ IND-SSR④	2023 / 1 / 15
India	IND-SSR⑤ IND-SSR⑥	2023 / 1 / 22
East Asia	EA-SSR⑤ EA-SSR⑥	2023 / 1 / 27
South East Asia	SEA-SSR⑤ SEA-SSR⑥	2023 / 1 / 28
India	IND-SSR⑦ IND-SSR⑧	2023 / 1 / 29
East Asia	EA-SSR⑦ EA-SSR⑧	2023 / 2 / 3
South East Asia	SEA-SSR⑦ SEA-SSR⑧	2023 / 2 / 4
India	IND-SSR⑨ IND-SSR⑩	2023 / 2 / 5
East Asia	EA-SSR⑨ EA-SSR⑩	2023 / 2 / 10
South East Asia	SEA-SSR⑨ SEA-SSR⑩	2023 / 2 / 11

If for any reason the matches, or any portion thereof, cannot take place on the scheduled dates, the Management Companies may, at their sole discretion, reschedule those dates or change the format in which the matches are held.

SE

This is the format used in the 2nd Stage of the Regular Season. The final group rankings for the 2nd Stage will be determined according to the following. The top two teams from

each group will qualify to participate in the FINAL Round.

- The winner of each match shall be whichever team is the first to win two out of the three games.
- The team that wins in each match will advance to the next match. The team that loses will be eliminated from the tournament.

The following is the match schedule for the 2nd Stage of the Regular Season.

Group	Match	Schedule
India	<p>IND-SE ① (5th place in 1st Stage vs 4th place in 1st Stage)</p> <p>IND-SE② (Winner in IND-SE① vs 3rd place in 1st Stage)</p>	2023 / 2 / 12
East Asia	<p>EA-SE ① (5th place in 1st Stage vs 4th place in 1st Stage)</p> <p>EA-SE② (Winner in EA-SE① vs 3rd place in 1st Stage)</p>	2023 / 2 / 17
South East Asia	<p>SEA-SE ① (5th place in 1st Stage vs 4th place in 1st Stage)</p> <p>SEA-SE② (Winner in SEA-SE① vs 3rd place in 1st Stage)</p>	2023 / 2 / 18
India	<p>IND-SE③ (Winner in IND-SE② vs 4th place in 1st Stage)</p> <p>IND-SE④ (Winner in IND-SE③ vs 1st place in 1st Stage)</p>	2023 / 2 / 19

East Asia	<p>EA-SE③ (Winner in EA-SE② vs 2nd place in 1st Stage)</p> <p>EA-SE④ (Winner in EA-SE③ vs 1st place in 1st Stage)</p>	2023 / 2 / 24
South East Asia	<p>SEA-SE③ (Winner in SEA-SE② vs 2nd place in 1st Stage)</p> <p>SEA-SE④ (Winner in SEA-SE③ vs 1st place in 1st Stage)</p>	2023 / 2 / 25
East Asia South East Asia India	Spare day	2023 / 2 / 26

If for any reason the matches, or any portion thereof, cannot take place on the scheduled dates, the Management Companies may, at their sole discretion, reschedule those dates or change the format in which the matches are held.

FINAL Round

The FINAL Round will be held offline in Kuala Lumpur, Malaysia with the six teams that qualified in the Regular Season. The FINAL Round will consist of DAY 1 and DAY 2. On DAY 1, each team will be randomly assigned to a group* of three teams and compete in an SRR. On DAY 2, the four teams that won in DAY 1 will compete in an SE.

*One team from East Asia, one team from Southeast Asia, and one team from India will be placed within each group by random draw by the Management Company.

Access to the FINALS venue will be limited to each team's roster, unless otherwise approved in advance by the Management Company. In addition, only starters will have access to the booths where matches will be played during the games (the "Match Area").

The Player Practice Area ("PPA") is an area of the venue set aside for each team to practice prior to the FINALS provided by the Management Company; the PPA is provided to starters only and information regarding the PPA will be shared at a later date.

SRR

This is the format used in DAY 1 of the FINAL Round. Each team will play one match against every other team in the same group. Also, the rounds in each match are called "games". The final group rankings for DAY 1 will be determined according to the

following. The top two teams from each group will qualify to compete in DAY 2.

- The winner of each match shall be whichever team is the first to win two out of the three games.
- On a team's Match Record, 3 points are given for 2 wins and 0 losses or 2 wins and 1 loss, 1 point is given for 1 win and 2 losses, and 0 points are given for 0 wins and 2 losses.
- If two or more teams have the same match record (tied teams), a tie-break will be conducted between the tied teams, in which the first team to win a game will be the winner. In the case of a three-team tie-break, the outcome of previous head-to-head matches between the teams participating in the tie-break will be considered. The team with the highest total score for head-to-head matches will be seeded. In addition, the final score of each game shall be the score the games in question. Then, the winner of the battle between the other two teams will battle against the seeded team to determine the final rankings.

SE

This is the format used in DAY 2 of the FINAL Round. The final rankings for DAY 2 will be determined according to the following.

- The winner of each match shall be whichever team is the first to win three out of the five games.
- The team that wins in each match will advance to the next match. The team that loses will be eliminated from the tournament.

The schedule for the Final Round is as follows.

Content	Schedule
Travel day	2023 / 3 / 15
Travel day	2023 / 3 / 16
Competition preparation day (media day*)	2023 / 3 / 17
DAY 1	2023 / 3 / 18
DAY 2	2023 / 3 / 19

Travel day	2023 / 3 / 20
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If for any reason the matches, or any portion thereof, cannot take place on the scheduled dates, the Management Companies may, at their sole discretion, reschedule those dates or change the format in which the matches are held.

*All rosters of all teams that qualify will follow the Media Day schedule as presented by the Management Company. Details regarding check-in times, on-site registration, and pre-FINALS obligations will be shared with teams at a later date.

6. Games

Game format

About the game format

All games during the Competition will be played according to the following rules.

- All games will be played as five-on-five custom battles.
- Please follow the Management Companies' announcement of instructions for creating a game room to start a game.
- The stadium used will be Theia Sky Ruins (draft pick).
- Held items: No usage restrictions, no level restrictions.
- Boost emblems: No usage restrictions, no rarity restrictions.
- Pokémon: No usage restrictions. However, Pokémon that have been banned from use by draft pick cannot be used during the relevant game.
- It is possible to change Pokémon and battle preparation (battle items, held items, boost emblems, move sets, holoware) between games, even if it is within the same match.
- In the 1st Stage of the Regular Season, the side selection for the first game of each match will be determined through a random coin toss by the Management Companies. Each team will be randomly assigned heads or tails, the winner of the coin toss will select a side for game 1, and then for each game after that, the team that loses the previous game will select a side.
- For each match in the 2nd Stage of the Regular Season, the top-seeded team will select a side for game 1, and then in each game after that, the team that loses the previous game will select a side.
- In DAY 1 of the FINAL Round, the side selection for the first game of each match will be determined through a random coin toss by the Management Companies. Each team will be randomly assigned heads or tails, the winner of the coin toss will select a side for game 1, and then for each game after that, the team that loses the previous game will select a side.
- For each match in the DAY 2 semi-finals of the FINAL Round, the top team in the group ranking on DAY 1 will select a side for game 1, and then for each game after that, the team that loses the previous game will select a side.
- In the 3rd place play-off and final in DAY 2 of the FINAL Round, the side selection for the first game of each match will be determined through a random coin toss by the Management Companies. Each team will be randomly assigned heads or tails, the winner of the coin toss will select a side for game 1, and then for each

- game after that, the team that loses the previous game will select a side.
- Once the time remaining in a game reaches 00:00, the losing team must select a side for the next game and notify the Management Companies within five minutes.
- Surrendering in the middle of any game is prohibited.

These game formats may be changed if the Management Companies deem it unavoidable to do so.

Changing the Starters and Reserve Player

○ Regular Season

If a team wishes to change which players to have as their Main Starters and Reserve Player in the 1st Stage, they must notify the Management Companies of the change and the reason for the change at least 72 hours before the relevant match begins in local time. After giving notice, the change can only be implemented if it is approved by the Management Companies. However, as a general rule, the Starters and Reserve Player cannot be changed between games in the same match.

In the 2nd Stage, the Main Starters and Reserve Player cannot be changed, as a general rule.

If a Starter is no longer able to play due to an unavoidable reason, the team must promptly notify the Management Companies of a change to their Starter and the reason for the change. After giving notice, the change can only be implemented if it is approved by the Management Companies. Failure to give prompt notice may result in the team forfeiting the next game or match or being disqualified from the Competition.

○ FINAL Round

In the FINAL Round, the Main Starters and Reserve Player may be changed, as a general rule.

If a Starter is no longer able to play due to an unavoidable reason, the team must promptly notify the Management Companies of a change to their Starter and the reason for the change. After giving notice, the change can only be implemented if it is approved by the Management Companies. Failure to give prompt notice may result in the team forfeiting the next game or match or being disqualified from the Competition.

Voice chat

Players are able to use voice chat during the games.

○ Regular Season

Players should use the application specified by the Management Companies and follow the Management Companies' instructions for using voice chat. Players should prepare their own equipment that they need for using voice chat. The Management Companies shall not be held responsible for any problems caused by the equipment prepared by the players.

In addition, only the Starters can communicate via voice chat during a game and not the Reserve Player. It is possible for the Starters and Reserve Player to communicate between games.

○ FINAL Round

Players should use the voice chat tool prepared by the Management Companies and follow the Management Companies' instructions for using it. The Management Companies shall not be held responsible for any problems, such as information leaks to the opposing team, that are caused by players using equipment beyond the permitted scope

In addition, only the Starters can communicate via voice chat during a game and not the Reserve Player. It is possible for the Starters and Reserve Player to communicate between games.

Device environment

○ Regular Season

Players should play with their own Nintendo Switch Console, Nintendo Switch Dock, Nintendo Switch AC adapter, Joy-Con, Joy-Con Grip, Joy-Con Strap, Nintendo Switch Pro Controller, USB charging cable for Nintendo Switch Pro Controller, or their own smartphone or tablet.

Pokémon UNITE is free to download, and no payment is required.

Players are prohibited from using an emulator. Also, when playing on a smartphone or tablet, players are prohibited from connecting a controller to the device. The Management Companies shall not be held responsible for any problems caused by the devices prepared by the players.

○ FINAL Round

The Management Companies shall provide the following categories of equipment in all matches, and the players shall use them.

- Nintendo Switches, Nintendo Switch Docks and monitors
- Mobile devices (smartphones)
- Headsets and/or earphones and/or microphones
- Chairs and tables

In addition, hand warmers will be provided for players to use on an optional basis. Moreover, aim rings will not be permitted, as a general rule.

When playing on a Nintendo Switch, players may bring officially licensed controller(s) that fall into the following categories and use them in all matches. In addition, the use of any material that contains copyrighted works unrelated to Pokémon UNITE is prohibited.

- Nintendo Switch Pro Controller (including USB charging cable for Nintendo Switch Pro Controller)
- Joy-Con Set
- Joy-Con Strap
- Joy-Con Grip

When playing on a mobile device, players are prohibited from connecting a controller to the device.

Under no circumstances may a player connect, adapt, modify, download, or install items

for any purpose other than to compete in the tournament, make physical modifications to the equipment provided by the Management Companies, or use said equipment for any other purpose. The equipment provided must not be tampered with in any way, and any team that attempts to tamper with it will be disqualified from the Competition.

If there is any problem with the equipment provided, it should be reported to the staff of the Management Companies immediately. Players are not permitted to make any attempts to troubleshoot the equipment provided.

The players may not refuse to allow the Management Companies from connecting any equipment that is needed to run the Competition to the equipment prepared by the players themselves. In addition, the Management Companies shall not be held responsible for any problems caused by the equipment prepared by the players themselves.

Internet environment

Regular Season

Each player should prepare an Internet environment that is suitable for the games, before playing the games. The Management Companies shall not be held responsible for any problems caused by the Internet environment prepared by the players themselves.

FINAL Round

The games will be played in the Internet environment provided by the Management Companies.

Audio Control

FINALS

Players are encouraged to minimize the "white noise" level on their headsets and maintain it at that level. If the Management Company determines that external sounds are easily identifiable by the player, the player may be prohibited from adjusting the "white noise" level to a lower level. Headphones shall be worn directly over the player's ears and shall be used at all times during the game.

The microphone attached to the headset should be adjusted as close to the player's mouth as possible. If they are misaligned, the Management Company may adjust them. Players are not permitted to shift the position of the headphones in any way or to place items such as hats, scarves, or other clothing between the headphones and the player's ears.

Play environment

Regular Season

Players should use their own monitors, headsets, chairs, and tables. The Management Companies shall not be held responsible for any equipment or facilities provided by the players themselves.

FINAL Round

Players should play with the monitors, headsets, chairs, and tables provided by the Management Companies. In addition, hand warmers will be provided for players to use on an optional basis.

Wireless devices, including cell phones, tablets, watches, etc., are not allowed in the match area while players are actually playing the game, including the time between games, as these devices are accessible to players. To avoid misunderstandings, wireless devices should be placed in the player's personal luggage. The Management Company will notify players where they can store their luggage during the game.

No food or beverages may be brought into the Match Area, with the exception of beverages approved in advance by the Management Company.

Clothing

The Management Companies reserve the right, at their sole discretion, to give final approval on all clothing and to prohibit any clothing that they feel will make others uncomfortable or that they consider to be offensive.

○ FINAL Round

All players participating in the FINAL Round, including Reserve Players, must wear their designated uniform if requested by the Management Companies. Also, when participating in a game or appearing in a stream, players must not wear clothing that hides their uniform. Clothing bearing the name, likeness, or logo of any company outside of officially licensed Pokémon merchandise is prohibited, unless pre-approved by the Management Companies.

Emergencies

If it becomes difficult to hold the Competition due to an unavoidable reason, or if it is no longer possible to hold the FINAL Round offline, the Management Companies may postpone or cancel the Competition or change it to an online Competition upon discussion.

Decision to restart a game

In principle, a game is considered valid once all players have fully loaded it and can operate it as normal.

If a problem arises during a game that affects gameplay, the relevant team must promptly report it to the Management Companies.

Upon receiving the report, the Management Companies can suspend the game by using the pause function.

While the game is suspended, the players must not touch the controllers or play devices. During this time, the players are also prohibited from having strategic conversations about the game via voice chat.

After the problem in the game is resolved and it has been confirmed that the players are ready to play, the Management Companies will lift the suspension and resume the game.

If a difference in room settings is found after a game has begun, the game will be restarted. If this occurs, the players must follow the instructions given by the Management Companies.

The Management Companies may cancel a game if it can no longer be started or continued due to unacceptable safety risks (natural disasters, calamities, etc.) or

unresolvable problems (such as situations where the game cannot move forward). If this occurs, the players must follow the instructions given by the Management Companies. Decisions on the outcome of a game and whether or not to restart a game will be made by the Management Companies upon discussion.

In principle, when restarting a game, changes cannot be made to the [players, Pokémon used, items held, battle items, boost emblems, or Pokémon banned from use in the draft pick]. However, if a Starter must be changed for an unavoidable reason, the relevant Starter and the Reserve Player can swap places with the approval of the Management Companies.

In principal, a game cannot be restarted after its outcome has been decided.

Submission of evidence

When reporting something to the Management Companies, a screenshot/screen recording of the game screen must be taken and submitted as evidence.

Reports made without evidence and without the consent of the opponents in a game may be deemed invalid.

If a player objects to a decision made by the Management Companies without a justifiable reason and interferes with the progress of the Competition, the Management Companies may impose a penalty on the player as stipulated in the Competition rules described below.

7. Participation fees and cash prizes:

Payment of participation fees and cash prizes

Eligible players will be awarded cash in the amounts shown in the tables below. All cash will be paid in US dollars. The amounts in the tables below are for Starters.

Participation fees

In the Regular Season, eligible players will be awarded participation fees based on the number of matches they have played.

Participation fees will be paid to each eligible player as specified in the “Amount Per Player” column. The breakdown of the participation fees is as follows*.

Regular Season 1st Stage / 2nd Stage (Each Group)		
	Amount Per Team	Amount Per Player
Per Match	\$500	\$100
Total	\$2,000 - \$4,000	\$400 - \$800

* This applies to all matches excluding tie-breaks in the Regular Season. In a tie-break, Starters are awarded a participation fee of \$250 per team, which is \$50 per player for every

match. For Reserve Players, the breakdown of the participation fees is as described in "Participation Fees for Reserve Players". In addition, if a tie-break is not held as scheduled due to the outcome of a match, despite it being already prepared by the Management Companies after making contact in advance, each team that was supposed to compete in the tie-break will receive a flat participation fee of \$25 per player for both Starters and Reserve Players.

Cash prizes

Cash prizes will be awarded to the top teams in the 2nd Stage of the Regular Season and to all teams participating in the Final Round according to their ranking. Participation fees will be paid to each eligible player as specified in the "Amount Per Player" column. The breakdown of the cash prizes is as follows.

Regular Season 2nd Stage (Each Group)		
Rank	Amount Per Team	Amount Per Player
1	\$5,000	\$1,000
2	\$2,500	\$500
3	\$1,000	\$200
4	-	-
5	-	-

FINAL Round		
Rank	Amount Per Team	Amount Per Player
1	\$30,000	\$6,000
2	\$15,000	\$3,000
3	\$7,500	\$1,500
4	\$5,000	\$1,000

5	\$1,500	\$300
5	\$1,500	\$300

Participation Fees for Reserve Players

The Reserve Player registered in the roster of each team will be eligible to receive a participation fee under any of the following circumstances.

- If a player participates in the Regular Season, including tie-breaks, as a Reserve Player, he/she can receive a participation fee of \$25 per match. If a Reserve Player switches places with a Main Starter and then competes in a match, he/she can receive an individual participation fee of US\$100 as set forth in “Participation Fees”. Also, in this situation, the Main Starter who switches places with the Reserve Player will not be eligible to receive any participation fees.
- If a player participates in the FINAL Round as a Reserve Player, he/she can receive a flat participation fee of US\$100.

Cash Prizes for Reserve Players

The Reserve Player registered in the roster of each team is eligible to receive a cash prize under any of the following circumstances.

- In the 2nd Stage of the Regular Season, a Reserve Player can receive an individual share of a cash prize only if he/she replaces a Main Starter and participates in all the matches as such. If a Reserve Player has played in at least one match as a Starter but has not played in all the matches that the team has participated in, he/she will not be eligible to receive an individual share of a cash prize. A Main Starter is eligible to receive the full individual share of a cash prize for the 2nd Stage of the Regular Season.
- In the FINAL Round, a Reserve Player can receive an individual share of a cash prize only if he/she replaces a Main Starter and participates in all the matches as such. Also, in this situation, he/she cannot receive the \$100 participation fee for Reserve Players.
If a Reserve Player has played in at least one match as a Starter but has not played in all the matches that the team has participated in, he/she will not be eligible to receive an individual share of a cash prize. However, in this situation, he/she can receive the \$100 participation fee for Reserve Players. A Main Starter is eligible to receive the full individual share of a cash prize for the FINAL Round.

Cash Prize Restrictions

All taxes, fees, and expenses applicable to the receipt and use of the cash prizes and participation fees (hereinafter, collectively referred to as “Cash Prizes”), which are not specified in these Official Rules, shall solely be borne by the prize-winners. Cash Prizes are non-exchangeable and non-transferable. However, the Management Companies may substitute Cash Prizes for prizes of equal or greater value at their sole discretion. The Management Companies cannot replace any Cash Prize or part of a Cash Prize that is lost or

stolen. Cash Prizes cannot be used in conjunction with other promotions or offers. Only the number of Cash Prizes set forth in these Official Rules can be won in this Competition. Except when prohibited by law, each potential prize-winner must complete and return an "Affidavit of Eligibility, Liability, and Publicity Release" (hereinafter referred to as the "Affidavit") (or have a parent/legal guardian complete it in the case of prize-winners who are minors in their place of residence) within ten days of the notification date in order to claim the Cash Prizes.

Verification of Players

All players are subject to verification by the Management Companies, whose decisions are final. The Management Companies will determine the method of verification independently. Players cannot claim any Cash Prizes until their eligibility has been verified and they are notified of the completion of their verification. The Management Companies shall not accept screenshots, affidavits, or other proof of wins as a substitute for the verification process they conduct.

Within fifteen business days after the end of the Competition period, which includes the FINAL Round, players will be notified of their Cash Prizes by email (or overnight mail) to the address indicated on their registration form.

Players will be disqualified from receiving their Cash Prizes (i) if they fail to comply with these Official Rules (or are otherwise deemed ineligible); (ii) if they do not reply to the notification of their Cash Prizes within ten days after it is sent (or received if sent by mail), or if the email notification of their Cash Prizes is returned as undeliverable after three attempts; or (iii) if their Cash Prizes cannot be granted for any reason. If the Management Companies notify a player of his/her Cash Prizes, attempts to grant the player these Cash Prizes, or otherwise attempts to contact the player about these Cash Prizes, but the player is subsequently disqualified from receiving them, the Management Companies shall, at their sole discretion, determine how the Cash Prizes will be disposed of based on their own reasonable business judgment (for example, they may choose to donate the Cash Prizes to another organization at their sole discretion).

To receive Cash Prizes, prize-winners must meet all of the requirements set forth in these Official Rules. All expenses (cost of meals, tips, etc.) related to participating in this Competition (including receipt of Cash Prizes), which are not specified in these Official Rules, shall solely be borne by prize-winners.

Additional Conditions for Team Eligibility

The Management Companies reserve the right to conduct background checks on any and all records (including, but not limited to, civil/criminal court records, previous conviction records, etc.) of players and their companions, and players and their companions shall agree to comply with such checks. To the extent legally required, prize-winners and their companions must authorize the implementation of these background checks. The Management Companies may also take all necessary measures* to corroborate the information provided to them by the prize-winners and their companions at the time of their interviews. In this regard, prize-winners and their companions are obliged to provide the necessary contact details and information to enable the Management Companies to conduct such investigations. Based on background checks, the Management Companies reserve the right (at their sole discretion) to disqualify prize-winners and their companions from receiving Cash Prizes and to select others to receive the Cash Prizes in their place.

*Anyone who intentionally hinders the lawful operation of this Competition or alters or damages the website may be subject to civil and criminal penalties and fines, and the Management Companies reserve the right to seek compensation for damages from such persons to the fullest extent permitted by law.

Holding harmless and indemnification

By participating in this Competition or receiving the Cash Prizes, players agree to hold harmless, indemnify, and not to cause damage to the Management Companies, their respective affiliates, and each of their executives, directors, employees, and agents (hereinafter collectively referred to as the "Indemnified Parties"), for any liability to a participant or any person or entity or any injury, death, loss, or damage thereof that arises, in whole or in part, directly or indirectly, from participating in this Competition (or activities related thereto) or receiving, possessing, using, or misusing the Cash Prizes.

Limitations of liability

The indemnified parties shall not be liable for any form of injury, loss, or damage to persons or property, including personal injury and death, or claims based on publicity rights, defamation, invasion of privacy, or delivery of goods that arises, in whole or in part, directly or indirectly, due to player error or inaccurate information caused by any equipment, hardware, software, or programming related to the Competition, receipt, possession, misuse, or use of Cash Prizes, or registration or participation in the Competition or any activities related thereto, and the players shall hold the indemnified parties harmless from and against any and all liability arising out of any such claims. If the Competition cannot take place as scheduled or the Cash Prizes cannot be awarded due to cancellation, delay, or interruption caused by natural calamities, acts of war, natural disasters, potential or actual public health hazards (including, but not limited to, contagious diseases, pandemics, and related suspension of businesses and stay-at-home orders), weather, or acts of terrorism, the Indemnified Parties will not be liable whatsoever. In addition, the Indemnified Parties will not be liable for any unavailability or interruption (including but not limited to (1) network, server, Internet, website, telephone, satellite, computer, or other connection failures; (2) telephone, satellite, hardware, software, or other equipment defects; (3) garbled characters, erroneous transmissions, communication disruptions, or stagnant travel speed; (4) human, technical, mechanical, electronic, or other forms of errors; and (5) incorrect acquisition of entries or other information or failure to acquire such information) of services or equipment used in connection with the Competition.

By participating in the Competition, players agree that the Indemnified Parties will not be liable for any injury, damage, or loss of any kind (such as direct, indirect, incidental, consequential, or punitive damages to persons or property, including death, that arise out of access to or use of any website or software platform in connection with the Competition, or downloading or printing downloaded materials from these websites or software platforms).

Without limiting the foregoing, everything related to the Competition (including any website or software platform associated with the Competition and all Cash Prizes) is provided "as is" without guarantee of any kind, whether explicit or implied (including, but not limited to, implied guarantees of merchantability, compatibility for a particular purpose, and non-infringement). Since some jurisdictions do not allow the limitation or exclusion of liability for incidental or consequential damages or the exclusion of implied guarantees, some of the above limitations or exclusions may not apply. Local laws should be checked for any restrictions or constraints regarding these limitations or exclusions.

8. Anticipated additional items for players:

The Management Companies reserve the right to broadcast every match of the program. Players cannot refuse any broadcast permitted by the Management Companies. The Management Companies may reschedule matches in the program for specific broadcast times, and players may not refuse to allow such rescheduling. Refusal to allow the Management Companies to broadcast or schedule a match may result in penalties as detailed in Article 9 below.

The Management Companies may require players to take additional reasonable actions in order to facilitate the broadcast of tournament matches. Players are expected to cooperate and comply with the Management Companies. These expectations include, but are not limited

to the following.

- Gathering at the designated places on the dates and times designated by the Management Companies, and answering roll-calls
- Being online and ready to play at least 30 minutes before the scheduled start time of the matches
- Inviting spectators, observers, or other designated accounts to the game lobby
- Using the communication server designated by the Management Companies for team communication and other coordination
- Participating in technical rehearsals
- Participating in dress rehearsals
- Participating in pre- and post-match interviews
- Advancing or starting matches according to the prescribed instructions and timings indicated by the Management Companies
- Complying with other reasonable instructions from the Management Companies

9. Competition rules:

Any of the following actions, or any inappropriate or potentially inappropriate actions as defined in the Pokémon UNITE Code of Conduct (<https://www.appokemon.com/pokemon-unite/chat/chat001/jp/>), are prohibited.

Sportsmanship

Players must comply with all applicable laws and regulations at all times. Players must also observe the highest standards of human decency and good sportsmanship and conduct themselves in a manner consistent with these Official Rules and the best interests of the Management Companies. Players must behave in a professional and sportsmanship manner when communicating with other players and the Management Companies and must avoid any behavior that detracts from the gaming nature of this competition.

Players may not make obscene or insulting gestures or use profanity in their account name, user name, in-game name, screen name, email address, in the Tournament chat or communication, in filmed match play, or in any other kind of public communication. The Management Companies will independently determine whether the content is obscene or insulting. These rules apply to English and all other languages, including abbreviations and ambiguous expressions.

Disagreements arising between players (whether physical or non-physical) must be resolved politely without resorting to violence, threats, or intimidation. Violence must never be committed against any person, including other players, fans, staff, or other officials or representatives of the management company, at any time or place.

Participants in this Competition are expected to conduct themselves to the high standards of conduct, communication, and behavior that apply to in-game communication, Discord use, other official communication platforms used in the Program, and all social media platforms. Participants are expected to represent the Program in a professional and courteous manner and are strictly prohibited under any circumstances from engaging in any rude, harmful, hostile, inflammatory, distracting, threatening, or any other communication or conduct in relation to the Program that could be considered to misrepresent the Management Companies to the public.

Competition Software

The intentional use or attempted use by players of bugs or exploits in the software related to this Competition (including but not limited to the game Pokémon UNITE and the chat platform Discord) is strictly prohibited, and such players may be disqualified by the Management Companies.

Cheating and the integrity of this Competition

Players must compete to the best of their skills and abilities at all times. Any cheating by a player will not be tolerated and may lead to disqualification. Players are not allowed to influence or manipulate this or any other aspect of the Competition's game.

Prohibition of harassment

The Management Companies undertake to provide a competitive environment free of harassment and discrimination. In furtherance of this commitment, players are prohibited from engaging in any form of harassment or discrimination (whether within or outside this Competition), including but not limited to those based on race, color, religion, gender, nationality, age, disability, sexual orientation, gender identity, or any other classification or characteristic.

Prohibition of slander and defamation

Players are entitled to express their opinions in a professional and sportsmanship manner. However, players must not make any public statements that question the integrity or competence of other players, the Management Companies, or their agents, affiliates, subsidiaries, representatives, or service providers. The Player shall not, under any circumstances, make, post, publish, or communicate any false or defamatory speech, comments, or statements concerning the Management Companies or their agents, affiliates, subsidiaries, representatives or service providers, other Players, the Competition, or any other products or services of the Management Company or their agents, affiliates, subsidiaries, or representatives, to any person or entity or in any public forum. Players must also not encourage the public to engage in any conduct prohibited by this Article. Nothing in this Article shall in any way restrict or prevent the Player from complying with any applicable law, valid order of a court of competent jurisdiction, or competent governmental authority. However, such compliance must not exceed the extent required by law or order.

Gambling

Gambling in any tournaments within the Program is strictly prohibited. Players are also prohibited from providing inside information, influencing, or in any way directly or indirectly participating in gaming activities.

Bribery

No player or team may accept any gift or compensation for services promised, provided, or offered in beating or attempting to beat a competing team to a player, Management Company, or any other team official.

Gifts

No player shall accept any gift, compensation, or consideration for services promised, offered, or provided in connection with the competitive play of a game. This includes services related to defeating or attempting to defeat a competing team or services intended to send or modify a match or game. The only exception to this rule shall be in the case of performance-based compensation paid to a player by an official sponsor or owner of a team.

Match Fixing

No player may propose, agree, conspire, or attempt to influence the outcome of a game or match in any manner prohibited by law or these rules.

Confidentiality

The Management Companies may share confidential and secret information with participants. The sharing or distribution of confidential information or materials provided to participants by the Management Companies, whether intentionally or unintentionally, is strictly prohibited.

Confidential information includes, but is not limited to, information or material that has not yet been made available to the public that a reasonable person would know or should reasonably understand to be confidential or information or material designated as confidential by the Management Companies.

Illegal and/or Harmful Behavior

The player shall not perform

(i) acts or actions that bring public disrepute, invite scandal or ridicule, shock, or resent any part or group of the public, or damage one's public image; or,
(ii) acts or actions that harm the image or reputation of the Service, invite public criticism, adversely affect or are reasonably expected to adversely affect any other products or services of the Management Companies or their agents, affiliates, subsidiaries, representatives or service providers, other players, the Competition, or the Management Companies or their agents, affiliates, subsidiaries, or representatives. For the avoidance of doubt, it shall be considered a breach of these Rules and these Official Rules if a player associates with any person, entity, or brand that may damage the image or reputation of the Management Companies or their agents, affiliates, subsidiaries, representatives or service providers, other players, the Competition, or any other product or service of the Management Companies or their agents, affiliates, subsidiaries, or representatives, as determined at the sole discretion of the Management Companies. The following is a list of this type of misconduct (which is not exhaustive).

- Actual or threatened violence against a person, including domestic violence, interpartner violence, dating violence, or child abuse.
- Sexual assault or other types of sexual offenses
- Actions that endanger the safety of others
- Animal cruelty
- Theft or other property crimes
- Crimes involving fraud

Each player acknowledges that in jurisdictions where a suspected breach of law has occurred, the Management Companies may be obliged under applicable law to report illegal activity to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities.

If a player is suspected of violating any of these Official Rules listed above, the Management Companies may, at their sole discretion, disqualify the player at any time during the Competition and/or seek the return of any prize money won.

10. Penalties:

The Management Companies reserve the right to consider or implement penalties on a case-by-case basis. The Management Companies will consider the totality of the breach, including its severity, circumstances, history, consequences/impact, or other relevant factors, in order to use their best judgment for the integrity of the Competition and to enforce any penalty.

The Management Companies may impose any of the following penalties on any participant or team found to be in breach of these Official Rules

- Forfeited contests

- Forfeited matches
- Exclusion (disqualification) of a player or team from the competition.
- Confiscation of prize money
- Prohibition from participating in the Competition

Requirements for broadcast submissions

The Management Companies may require the Player to submit photographs and/or audio or video recordings (each of the following is a "Submission"). The Management Companies may, in anticipation of the possibility of public broadcasting of the Competition, at their sole discretion, edit the Players' Submissions and broadcast or otherwise publish the Submissions as part of the coverage and publicity of the Competition by the Management Companies. The Management Companies may also prohibit players from live-streaming matches and require players to keep the results of matches confidential until they are broadcast publicly by the Management Companies. All submissions shall comply with the following.

(i) At the sole discretion of the Management Companies, it shall not contain material that is hateful, harmful, libelous, unlawful, sexually explicit, obscene, pornographic, inappropriate, violent, or masochistic, (for example, those related to murder, arms sales, cruelty, abuse, etc.), discriminatory (based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity or any other classification or characteristic;), unlawful (For example, underage drinking, drug abuse, computer hacking, etc.), offensive, threatening, profane, or harassing (or that promotes such behavior); (ii) it shall not contain material that threatens the peace of any person, place, undertaking, entity, or world peace; (iii) it shall not contain words or symbols that are generally considered offensive to individuals belonging to a particular race, ethnicity, religion, sexual orientation, gender identity, gender expression, or socioeconomic group; and (iv) it shall not contain images or words or sentences depicting nudity, violence, or any conduct that is or appears to be illegal or dangerous in the jurisdiction in which the Submission was made or that violates or contravenes any law.

- Material that infringes the rights of others (including, but not limited to, material that infringes privacy, publicity, or intellectual property rights) or material that constitutes copyright infringement must not be included. Without limiting the foregoing, submissions must not include any third party trademarks, logos, insignias, location signs, photographs, artwork, or engravings, except those of the Management Companies.

- References to or performances of copyrighted media works (including, but not limited to, books, articles, photographs, artwork, music, etc.) or identification of media assets other than those of the Management Companies must not be included. Submissions must not include commercial music.

If a player is suspected of breaching any of the broadcast submission requirements above, the Management Companies may, at their sole discretion, disqualify the player at any time during the Competition and/or seek the return of any prize money won.

11. Licensing and assignment of intellectual property:

By submitting a Submission, players agree that such Submission (including all rights embodied therein) shall be deemed non-confidential and non-confidential information, and the Management Companies shall have no obligations with respect to such Submission. The Management Companies may edit, utilize, modify, publish, reproduce, use, disclose, publish, and distribute the Submissions to others in all media, known or unknown, worldwide, in

perpetuity, for any purpose, without compensation to players or any third party, without limitation. Players hereby grant the Management Companies and their legal representatives, successors, and assigns an irrevocable, worldwide license to use and modify the Submission in perpetuity in any form or manner. Players also acknowledge and agree that they are not entitled to any credit, consideration, notice, or payment of any kind in the event that the Management Companies uses the Submission. Players waive any moral rights to their Submission and agree that if the Management Companies choose to use their Submission for any purpose, then any copyright or other intellectual property rights arising with respect to their Submission or any rights under copyright or other intellectual property rights arising from the Management Companies' use of their Submission shall become the exclusive property of the Management Companies. Players also agree that if the Management Companies choose to use their Submission, the players (or a parent/legal guardian if they are a minor) will sign any documents required by the Management Companies in connection with this Assignment. If the Management Companies' use of the Submission results in liability to any third party, players agree to indemnify the Management Company and its agents, employees, affiliates, subsidiaries, representatives, and all related parties for any damages, costs, judgments, and expenses (including reasonable legal fees) incurred by the Management Companies as a result of their use of the Submission.

12. Publicity releases:

Except where prohibited by law, by participating in the Competition, players grant the right and permission to the Management Companies and their agents, affiliates, subsidiaries, representatives, or service providers to print, publish, broadcast, and use for advertising, trading, and promotional purposes without compensation, remuneration, permission, or notice any information, now known or hereafter developed in any media (including but not limited to the World Wide Web), anywhere in the world, at any time (including but not limited to the place of origin and state/country of the players), including the name, account user name, portrait, photo, avatar, voice, likeness, social media handle, opinion, and biographical information of the players (and at the request of the Management Companies, the fact of such grant shall be confirmed in writing).

13. Disputes / selection of legislature:

These Official Rules shall be governed by and construed in accordance with the laws of Japan, and players shall hereby submit to the personal jurisdiction of Japan. Players irrevocably agree that the courts located in Japan shall have exclusive jurisdiction over any dispute arising out of or in connection with these Official Rules and non-exclusive jurisdiction over any claim brought by us against players. Players also agree to accept service of a warrant by post in the country or territory of the domicile of the players as specified by players to us. The parties hereby waive a jury trial.

14. Privacy:

The personal information submitted by players will be used to administer the competition, select winners, and award prizes and is subject to TPC's privacy policy, which can be found on their website at <https://www.pokemon.co.jp/privacy/>, DeNA's privacy policy which can be found

on their website at <https://dena.com/jp/privacy/>), its privacy policy on the ESL FACEIT GROUP website (<https://esl.com/privacypolicy/>), Discord's website (<https://discord.com/privacy>), and Discord's online privacy policy, which can be found at <https://discord.com/privacy>.

15. Copyright:

©2021 Pokémon. ©1995-2021 Nintendo/Creatures Inc. /GAME FREAK inc.
©2021 Tencent.

16. Changes to these Official Rules:

The Management Companies reserve the right to change these Official Rules. The Management Companies will notify the teams of any changes to these Official Rules and announce them on the official website and by other means.

These Official Rules as modified will enter into force from the time of the announcement in the preceding paragraph.

17. Language:

These Official Rules are available in various languages. In the event of any inconsistency arising from the translation of these rules, the Japanese version of this set of rules shall prevail.

18. Supplementary provisions:

The third draft of these Official Rules will be defined and implemented on Monday, February 27, 2023.