



Rules of the Rise of Galar circuit

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1. Info about the Rise of Galar circuit

The Rise of Galar circuit (or “circuit” from now on) is a competition aimed for players from all over the world on the videogames Pokémon Sword and Shield for Nintendo Switch. The organizers (“staff”) are Francesco Pardini, Orpo Team and their associates. The players (“participants”) are required to read, understand and accept this ruleset and to comply with any direction from the staff in the case of variations.

The tournaments in the circuit will space from Friendly Competitions, to day-long tournaments to competitions that will take up the entire weekend. The players will face each other in a series of qualifiers of multiple formats and level which will award some points (Knight Points, or KP). The players that will have collected a sufficient number of Knight Points will participate in the Rise of Galar Finals tournament that is going to award a big money prize.

Pokémon games are worldwide appreciated for their complex strategies and the friendly competitive environment. Even if the purpose of a Pokémon tournament is to assert the skill level of the players that take part in it, our main objective is to make sure that everybody has fun: the circuit offers players of any skill level the opportunity to play Pokémon VGC in a safe and friendly framework. This three months long event will be quite popular, so get yourself ready now!



2. Structure of the Rise of Galar circuit

The Rise of Galar circuit is a competition that includes tournaments of various formats and competitive levels, taking place in a three months period.

The qualifier phase will include tournaments of four different types, which are going to award a certain number of Knight Points, depending on their level (for further details, check the “Prizes” section in this document).

The qualifier phase is further divided into three series (Blu, Red and Yellow), each lasting one month. Each series is going to have all kinds of qualifier tournaments. In every season (Blu, Red and Yellow), a best finish limit is planned for each of the different types of tournaments.

The four types of qualifier are named: Squire Trial, Knight Gamble, Galar Carousel and Cavalier Clash.

Squire Trials are the most frequent ones. There will be many - at the same time - every week and have a cap of participants of 24 players. They represent the base unit of the circuit and have a casual and friendly nature.

Knight Gambles are weekly tournaments. As for the competition level, they are a step above the Squire Trials and they have a player cap of 64 people. They award a bigger number of Knight Points.

Galar Carousels are biweekly Friendly Competitions with no player cap. They are the only kind of tournament in this circuit that embrace the best of one format. They grant a decent number of Knight Points.



Cavalier Clashes are the biggest and most competitive among the qualifiers and don't have a player cap. Each series is going to have its own Cavalier Clash and, due to their level and the number of Knight Points they award, only two of these tournaments will be taken into account in a player's ranking calcs at the end of the circuit.

At the end of the qualifier phase, the players that will have collected at least 150 Knight Points will face each other in the Rise of Galar Finals. This last tournament will reward the efforts of the better players finally granting excellent money prizes to the strongest ones who reach the end.

The tournaments dates and times are flexible and may be subject to change, suspended or sanctioned in a second time. For further details on the schedule, refer to the [tournament agenda](#).



3. Tournament formats

All matches will be played on the players' Nintendo Switch on the Pokémon games Sword and Shield. It is necessary to have an active Nintendo Switch Online account to play this tournament. It is not mandatory to have the DLC installed on the Nintendo Switch system.

All tournaments, apart from the Galar Carousels, are structured in two phases: Swiss and Top Cut. During the Swiss phase, each player will play a number of matches based on the number of total participants. Both Swiss and Top Cut will be in best of three matches. At the end of the Swiss rounds, the players with the best results will be qualified for the Top Cut phase. At the end of the Swiss rounds all players with a score of X-2 or better will qualify for Top Cut. Top Cut is direct elimination. Both Swiss and Top Cut will be in best of three matches.

Galar Carousels have the Friendly Competition format, which is accessible through the Battle Stadium directly from the online portion of your Pokémon Sword and Shield games. The competition ID needed to participate will be available to the players at least 24 hours before the beginning of the competition.

3.1. VGC21 rules

It is a player's responsibility to make sure their team observes the rules and limitation of the tournament format.



The format is VGC21 (Ranked Battle Series 10). The most important rules are here described, but for a full overview please do take into account the complete document that is available on the official Pokémon website.

Pokémon may make use of any move or Ability available to that Pokémon through normal gameplay, including hidden Abilities, moves and Abilities passed via breeding or Pokémon Home moves and Abilities made available through an official Pokémon event or promotion.

Double Battle format: Each player selects four Pokémon from their Battle Team to battle with. At the start of the battle, players send out the first two Pokémon in their party, making a total of four Pokémon on the battlefield. Gameplay continues until a player makes all four of their opponent's Pokémon faint or until the in-game time limit has expired.

Allowed Pokémon: Every Pokémon in the Galar Pokédex with their Pokédex number included in the interval 001-400; every Pokémon in the Isle of Armor Pokédex with their Pokédex number included in the interval 001-210; every Pokémon in the Crown Tundra Pokédex with their Pokédex number included in the interval 001-210; Pokémon with their National Pokédex number included in these intervals: 150, 243-245, 249, 250, 252-260, 380-384, 480-488, 638-646, 716-718, 722-730, 785-800 and 803-806). Mythical Pokémon are not allowed (for a complete list of the Pokémon that are not allowed, please refer to the official document on the Pokémon website).

Restricted Pokémon: you can only have one of the following Pokémon in your Battle Team: Mewtwo, Lugia, Ho-Oh, Kyogre, Groudon, Rayquaza, Dialga,



Palkia, Giratina, Reshiram, Zekrom, Kyurem, Xerneas, Yveltal, Zygarde, Cosmog, Cosmoem, Solgaleo, Lunala, Necrozma, Zacian, Zamazenta, Eternatus, Calyrex.

Pokémon are not allowed to Dynamax or Gigantamax.

Other restrictions: Item Clause; Species Clause; Galar Symbol/Battle Ready Mark Clause.

The rules are directly adapted from the official Pokémon ruleset, and may change over time. Any modification applied to the official ruleset may be taken into consideration and applied to the Rise of Galar circuit ruleset.

3.2. Game time limits

The battle timer is set to 20 minutes, the player's "your time" is set to 7 minutes. For featured matches registered with the LAN mode, The battle timer is set to 15 minutes, the player's "your time" is set to 7 minutes.



4. Admission

Admission in the Rise of Galar circuit is free and open to players from all over the world who, for the current month, are subscribed to Francesco Pardini's Twitch channel (<https://www.twitch.tv/francescopardinivgc>).

Sign-ups are explicitly prohibited to all people under 16 years of age at the start of the circuit (3rd of May 2021), in full compliance with the Italian law.

Subscription to Francesco Pardini's Twitch channel is necessary and qualifying for the participation in the circuit. Level 1, 2 or 3 subscription or those received as a gift from other users in the community automatically grant access to the circuit.

It is possible to join the Rise of Galar circuit at any moment from the beginning of the registrations up to the end of the circuit directly on [Francesco Pardini's Discord server](#). The only exception is the final tournament Rise of Galar Finals which is invite only and reserved to the players who collected at least 150 Knight Points before the end of the three series (Blu, Red and Yellow).



5. Players' responsibilities

5.1. Discord, Twitch and Battlefy accounts

It is a player's responsibility to make sure they have a Twitch account with an active subscription to Francesco Pardini's Twitch channel.

It is also necessary to have a Discord account and a Battlefy account.

Before any tournament, the players should make sure that their Discord and Twitch accounts are connected on the Discord User Setting panel.

Communications are going to be held in the designated Discord channel (Rise of Galar) in [Francesco Pardini's Discord server](#), only available to subscribed users. The players are thus expected to follow tournament procedures as advised by the staff directly on Discord.

The circuit is going to use the exclusive functions of Twitch Versus. To find out how that works, please refer to the [designated section](#).

5.2. Public information

During the course of the competition, the player accepts of publicly sharing part of their private info, such as name and surname, Discord tag, their game avatar nickname and their Battle Team info.

5.3. Public and private teams

All players must use the same team for the whole duration of any tournament.

Rental Teams are allowed in every tournament but the Galar Carousels. Before the first Swiss round begins, each player is responsible of submitting his team via Cryptobin on Battlefy. There is no need to submit the password to decrypt the team at this stage.

Other than the Cryptobin link, which will stay private and visible only to Staff members, each player is responsible of submitting his team without info about EVs, IVs and Nature via Poképast on Battlefy. The gender and GMax factor of the Pokémon are not mandatory in public team lists, these two info can be kept hidden.

All players' teamlists will be public during this tournament. All data regarding species, item, ability and moveset of the Pokémon will be available for consultation to a player's opponent directly through a link on Battlefy.

Players that change between sets or matches their Pokémon, movesets, EV spread, GMax factor, Dynamax level, items and/or abilities may be disqualified or subject to penalties.

In Galar Carousels, the participants are not allowed to use Rental Teams. The players are expected to enter the Friendly Competition before the end of the registration phase and will need to have their Pokémon in a Battle Team. At the beginning of the Competition, the game will automatically lock the chosen Battle Team thus making it impossible to change it before the end of the battle period.



5.4. Age restriction

Since there is the possibility to win a cash prize, the registration and participation to this tournament is explicitly prohibited to all people under 16 years of age at the start of the tournament, in full compliance of the Italian law. A signed consent form could be requested to people under 18 years of age.

5.5. Respect

All players are required to respect the organizers and the other participants of the circuit.

Any inappropriate behaviour may lead to penalties up to the expulsion from the circuit, including the removal of any collected Knight Points, the chance of winning part of the money prize and the exclusion from future tournaments.

Insults, threats and discrimination of any kind based on nationality, ethnicity, gender and sexual orientation, religion, etc., will not be tolerated.

Should a player believe that they were subject of one of those conducts, they are expected to inform the staff, which will investigate the case and may proceed with the implementation of penalties.



5.6. Nintendo Switch Online subscription

All players are responsible to ensure they have an active Nintendo Switch Online subscription before the beginning of any tournament they intend to participate.

The players are also expected to have their game and system always updated to the last version before playing.

It is also the player's responsibility to ensure they have downloaded the last version of the Ranked Battle rules from the Battle Stadium, especially after any game or system update.



6. Procedures and penalties

6.1. Team list errors

All players' teamlists will be public during this tournament. All data regarding species, gender, item, ability and moveset of the Pokémon will be available for consultation to a player's opponent directly through a link on Battlefy.

Public team lists need to exactly match the Battle Team used during the tournament. It is not possible to change the link related to a player's team list after the end of the registrations.

Should a player have different information between their team list and their Battle Team during a game, they would receive a game loss and will be responsible for sending their opponent a new team list matching their Battle Team every round before the start of the game.

6.2. Late shows

The beginning of every Swiss and Top Cut round will be announced in Francesco Pardini's Discord server. Unplayed or unreported matches within the deadline will result in a winner being drawn randomly.

In case of late-show, a game loss will be assigned to the missing player 10 minutes after the beginning of the round. This penalty will be escalated to set loss after 20 minutes.

A no-show in two consecutive rounds will result in a disqualification.



6.3. Reporting a result

Unless differently asked, players are always asked to report their own result (win or loss) directly on the platform recommended by the organizers (Battlefy or Discord).

It is advised to take pics of the win/loss screen that appears at the end of the games. This step helps solving any issue that may arise during or after the match happens.

Should a player intentionally report the wrong result to improve their score, some penalties may be applied.

6.4. Conceding a match

Players may concede the victory to their opponent if they wish so. Should this be the case, they must notify the decision to their opponent and report directly the score.

Asking a player to concede is strictly prohibited.

Deciding the match result with a random method (for example, by flipping a coin) is also strictly prohibited.

6.5. Drops

Should a player want to drop the tournament for any reason, they must notify the staff on Battlefy or Discord. After having asked to be dropped from the

tournament and having received confirmation from the staff, players can't be readmitted into the tournament.

6.6. Disconnection issues

In some cases, two player may experience disconnections based on network issues, server issues, glitches in the game or the system, turning off of the console or other. Should a disconnection occur, both players are required to save a clip of the last 30 seconds by holding the screen capture button for a proof of the disconnection and to prove their in-game network.

If a player disconnects, even accidentally, the game will be treated as a loss, unless the disconnection happens in team preview or before the start of the first turn of the game, in which case that game will be declared void and it will be repeated.

If a player can't provide the clip, proving they were still connected to the Internet, he will be considered at fault and the game treated as a loss. If both players can't provide the clip, the game will be treated as a tie.

If both player can prove they were still connected to the Internet, the game resolution will follow the table from the official Play! Pokémon ruleset (section 3.4.4).

If, at the end of the best of three, both players have a win and a tie each, the match will continue with a fourth match following the "sudden death" rule.



6.7. Ghosting

Ghosting (playing a game instead of another player's and/or prompting which moves to make) is prohibited. Should any player be found ghosting or being ghosted by a third party he will be disqualified from the tournament. Depending on the case, this penalty may be extended to the exclusion from future tournaments.

6.8. Streaming

Players that have a capture card are encouraged to inform the staff that they can register their matches and, with the consensus of their opponent, can record and/or stream their matches on their social media.

The organizers reserve the right to ask these players to register some of their matches for a possible pre-recorded stream on Francesco Pardini's Twitch channel.

The Top Cuts of the Cavalier Clashes tournaments are expected to be cast in a live streaming on Francesco Pardini's Twitch channel, the organizers reserve the right to ask these players for the access to their broadcast.

7. Prizes

All tournaments in the Rise of Galar circuit award some points (named Knight Points or KP) to the players that finish in the best positions, according to the Points tables in section 7.1.

The ranking in the circuit is based on how many points the players collect in the qualifier tournaments.

At the end of the three series, the players that will have collected at least 150 Knight Points will be granted access to the Rise of Galar Finals.

The players ranking will be updated at the end of each tournament and will be available for consultation online.

7.1. Points tables

Knight Points will be awarded based on the players' performance according to the following distribution after each qualifying event.

Squire Trial	
1st Place	15 KP
2nd Place	11 KP
3rd-4th Place	8 KP
5th-8th Place	5 KP

Knight Gamble	
1st Place	26 KP
2nd Place	20 KP
3rd-4th Place	15 KP
5th-8th Place	11 KP
9th-16th Place*	8 KP

Galar Carousel	
1st Place	20 KP
2nd Place	18 KP
3rd-4th Place	15 KP
5th-8th Place	12 KP
9th-16th Place**	10 KP

Cavalier Clash	
1st Place	125 KP
2nd Place	82 KP
3rd-4th Place	60 KP
5th-8th Place	50 KP
9th-16th Place*	40 KP
17th-32nd Place*	30 KP
33rd-48th Place*	25 KP

* Only the players that have reached a score in the Swiss phase of at least x-3 will be awarded Knight Points.

** Only the players that have reached a score of at least 1570 will be awarded Knight Points.

7.2. Tournament best finish limits

In every season (Blu, Red and Yellow), a best finish limit is planned for each of the different types of tournaments. Should a player surpass the limit in a given series, only their best results will be taken into account in the player's ranking calcs. All their other results will be ignored.

Squire Trial – best finish limit per series: 3. Best finish limit in total: 6.

Knight Gamble – best finish limit per series: 2. Best finish limit in total: 3.

Galar Carousel – best finish limit per series: 2. Best finish limit in total: 3.



Cavalier Clash – best finish limit in total: 2.

7.3. Prizes of the final tournament

The money prize of the tournament Rise of Galar finals are split like this:

First place – €1000,00

Second place – €400,00

Top 4 – €200,00

Top 8 – €100,00

