Play! Pokémon League Handbook

ENGLISH VERSION

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1 Using This Handbook

This handbook contains valuable information to aid Pokémon Professors and store owners in successfully managing their League, while also outlining the various policies that Play! Pokémon has put in place to help standardize the experience of League attendees around the world. It should be read in conjunction with the Play! Pokémon Standards of Conduct found under the official Pokémon website Rules and Resources section.

If you have outstanding questions after reading through this handbook, please contact the Play! Pokémon Customer Service team. Using the drop-down menu, select the "League or store" option under "What can we help you with?" and complete the ticket with as much information as possible. Then click submit!

1.1 What Is Pokémon League?

Pokémon League is a great, easy way for Pokémon fans to get together and have some fun!

League events are open to all Trainers regardless of experience level or skill. Using their own cards and Pokémon video games, attendees can play, trade, and even earn cool prizes. The best part is they can do all this with other Pokémon participants who love collecting and playing just as much as they do.

Pokémon League events are a great way to learn game basics and get a feel for Pokémon competitive play before beginning to compete in Pokémon tournaments. In fact, many Pokémon League locations also run Pokémon Championship Series competitions designed for Pokémon fans who are just getting started in competitive play. This is not the only thing that takes place at Pokémon League, however—learn-to-play sessions, structured trading, Pokémon GO events, Pokémon video game events, and casual battles with fun formats are just a few of the activities you might choose to include at your League events. It all depends on what your participants most want to see.

All Pokémon League events are held in approved Play! Pokémon Store locations and are run by official Pokémon Professors.

1.2 Applying for Pokémon League

The information contained in this handbook assumes the reader runs or helps to run a current Pokémon League.

Play! Pokémon welcomes applications for new Pokémon League locations! For details regarding how to apply, those interested should visit the below links.

- Start a League in Europe or South Africa
- Start a League in the United States, Canada, Australia, or New Zealand
- Start a League in Latin America

1.3 Supporting Material

This handbook should be read in conjunction with the **Play! Pokémon Standards of Conduct**.

Leagues eligible for Retail Program opportunities should also consult the **Play! Pokémon Tournament Rules Handbook** for expanded information on the rules and policies that may apply to those events.

2 League Administration

To keep a Pokémon League location active and open in good standing, several brief administrative tasks should be performed both at the beginning of the League's launch and then repeatedly throughout each League Season that follows.

This section outlines the information needed to understand the various aspects of managing a League, as well as the administrative tools that are available on your League page. Links to your active League pages can be found near the bottom of your OP Tools Dashboard or Organizer Tools page.

2.1 League Details Page



The bulk of League administration takes place through the League Details page. The page has a layout roughly corresponding to the example shown here.

Where this section references a specific tool, its location on the League Details page will be noted accordingly.

Please note: For all communications, promotional materials, and other items issued by Play! Pokémon, only the information recorded under Contact Information (4) and Venue & Shipping Addresses (6) will be used. If the information under either section needs to be updated, please make the necessary changes by editing the contact info or by submitting a Change of Address Request. Please be aware when submitting a Change of Address Request that a member of the Play! Pokémon Market Development Team may contact you for additional information.

2.1.1 Retailer Portal

The Retailer Portal is a tool for League Owners and League Leaders to get an overview of what tasks they have to complete to keep their League reporting up-to-date and get helpful information about the attendance trends of their Leagues. It's also a great way to get a centralized view of all of the resources we have available for Organizers.

You are required to use the Retailer Portal to complete some tasks for your League, such as registering and selecting your preferences for Prerelease.

You can access the Retailer Portal only if you are attached to a League as League Owner or League Leader.

To access the Retailer Portal, all you need to do is visit this link and log in with your Pokémon Trainer Club account credentials. You will then be able to view all the Leagues your account is associated with.

2.2 Definitions

2.2.1 League Owner

Leagues are an extension of the store/venue that hosts them; as such, League materials, administration, and changing of leadership are determined by the store owner. Store owners may designate themselves League Owners (preferred) by submitting the original application for the League, or they may delegate the League Owner role to another individual by having them submit the application.

The League Owner is ultimately responsible for the League's upkeep and its adherence to the Play! Pokémon League Rules. The League Owner is the primary contact for Play! Pokémon in all matters related to the League, unless there is a lapse in League Owner, in which case the store owner will act as the contact. A League Owner must be an Organizer.

Play! Pokémon prefers that the League Owner be the owner of the store in which the League takes place. This ensures that the League remains active without interruption should store employees or volunteers who may have had some responsibility for the League move on.

Once the League Owner is determined, the role may not be assigned to anyone else without the assistance of the Play! Pokémon Customer Service or Market Development teams.

2.2.2 League Leader

A League Leader is a trustworthy and responsible individual who has been granted the ability by the League Owner to perform administrative tasks for the League, such as submit activity reports and schedule tournaments in association with the League. Because of these responsibilities, a League Leader must be an Organizer.

The League Leader may also assume the responsibility of the League Owner for successful play sessions, should the League Owner be unable to attend. When the League Owner is present, the League Leader's role at play sessions should be to work alongside the League Owner to ensure participants get the attention and inspiration they need to participate in an enjoyable League experience.

Each League may be assigned up to five League Leaders, and their specific responsibilities can be set by the League Owner at any time. League Leaders must have both the Organizer role and permission to sanction tournaments on behalf of the League using Play! Pokémon tournament software.

2.2.3 League Season

A League Season refers to a period of one calendar month at the end of which any participants added to the player roster by the League Owner or Leaders will be automatically reported. Reporting for each Season begins on the 8th of that month and lasts through the 7th of the following month via the League Details page.

2.2.4 League Cycle

Each League cycle corresponds to a period of 12 League Seasons. A given League cycle typically begins on or around July 1 and ends the following July. June is the last reported month in the League cycle.

2.3 Store Finder

The Edit Retail Details option may be used in order to provide or amend the information shown in relation to this League location when a visitor uses the Store Finder tool.

This option is only available to Play! Pokémon Store Leagues, and allows information such as the store website, contact details, and order or delivery options to be made visible. If you would like your store to be added to the Store Finder, please reach out to the Play! Pokémon Retail Development team:

- For Europe and South Africa: Submit a Customer Support Ticket
- For the rest of the world: playpokemon@pokemon.com

If this information is not provided, the location will not appear in searches made using the Store Finder tool.

2.4 Play Times

The League Details page contains a calendar tool that can be used to customize and display upcoming play sessions over the next six months.

A League that has play times scheduled for the future will be searchable using the Event Locator tool. Play times should be scheduled as soon as possible after a League is approved, so it can begin showing up in searches immediately.

Please reach out to our Play! Pokémon Customer Service team if play times have been added but do not appear in the Event Locator. Select the “League or store” option under “What can we help you with?”

2.5 Reporting

Timely and accurate reporting is necessary to help the Play! Pokémon team determine the health of your Pokémon League. The number of attendees reported impacts the amount of League material and prize support your League may be allocated as well as eligibility for most program opportunities. It is a requirement to remain in good standing with the program.

Please note: Reporting for each Season begins on the 8th of that month and lasts through the 7th of the following month via the League Details page.

2.5.1 Player Registration

Each time a new participant attends a League play session, their name (first name and at least the last initial), Player ID, and year of birth should be recorded in the League player roster using the "Add Player" tool.

That participant will then remain in the roster until the current Play! Pokémon League cycle ends—so they do not need to be entered anew each month—and is automatically registered as having participated in the current League Season.

2.5.1.1 Generate New Player IDs

If a participant at your League does not yet have a Player ID, the League Owner or League Leader can assign one to them.

To do so, navigate to the Organizer Information section of the OP Tools Dashboard, and select "Print More Player IDs." Select "Generate Player ID booklet." This will generate a printable PDF of 25 Player IDs that can be distributed to new League attendees.

Please Note

It is important that participants who attend League are encouraged to activate their Pokémon Trainer Club accounts. When included in League activity reports, participants without activated accounts do not contribute toward program eligibilities or material allocations.

2.5.1.2 Cycle-End Player Roster Erasure

The League player roster is erased at the end of each annual League cycle. All participants must then be registered again by the League Owner or Leader. This practice is in place to keep the roster from accumulating past participants who may no longer attend League sessions.

The annual League cycle usually ends on or around July 1.

2.5.2 Current Season Activity Report

League Owners and Leaders should confirm that all participants who attended one or more sessions during a League Season are added to the League roster by the end of each reporting window as it is listed on the League Details page. At the end of each reporting window (the window ends on the 7th of the following month), a report including all listed participants will be created automatically.

Because participants who have attended past League Seasons remain in the roster until the end of the League cycle, the person responsible for submitting the report simply needs to indicate which of these participants attended sessions in the current League Season.

Please Note

The number of participants in each report directly influences the amount of promotional material that a League may be eligible to receive for the next League Season. For this reason, it is important to ensure that the information provided in this report is accurate.

Participants should be included in a report only if they attended a valid League session. Participants who only attended Prereleases, League Challenges, and League Cups should not be included, nor is it permitted to artificially inflate attendance numbers by including past attendees who were not present at any of the sessions in the current League Season.

Disciplinary action may be taken, up to and including loss of prizing, decreased allocations, or removal from Play! Pokémon programs, if it is discovered that a League has falsely reported.

2.6 League Statuses

2.6.1 Active

Leagues that are functioning normally and are up to date with administration are "Active."

2.6.2 Overdue

A League is given "Overdue" status when no participants are reported as having attended within the last 3 months. A League that remains in Overdue status for 3 months will become "Inactive" and is at risk of being closed.

2.6.2.1 Removing an Overdue League Status

To remove the Overdue status, you must report League attendance by adding participants to your League roster. This report will automatically be associated with the Season that originally required it.

2.6.3 Inactive

Leagues become "Inactive" when no attendees are added to the League roster.

Inactive Leagues do not appear in website searches, as there is nothing to tell potential participants when they should attend.

Inactive Leagues are not eligible to receive any supplies or promotional material and are not eligible to organize Prereleases, Challenges, or Cups. This can make your League ineligible for other retail opportunities.

2.6.3.1 Removing an Inactive League Status

To remove the Inactive status, the League Owner or Leader should report League attendance by adding participants to the League roster.

2.6.4 Closed

"Closed" Leagues no longer operate. They do not show up in website searches, and no reports may be placed on their behalf. Closed Leagues no longer operate and cannot reopen.

Only Play! Pokémon may apply the Closed League status. If you wish to close your League, or if you believe that your League has been closed in error, please contact the Play! Pokémon Customer Service team. Using the drop-down menu, select the "League or store" option under "What can we help you with?" and complete the ticket with as much information as possible. Then click submit!

3 League Material

League material is shipped quarterly and comprises exclusive promotional items that can be earned only by those who attend and play. Further information regarding changes to League material will be shared as it becomes available.

Please ensure that the shipping address listed on the League Details page is kept accurate, using the "Edit Address" option when necessary. Play! Pokémon cannot assume responsibility for shipments lost or misdelivered due to inaccurate address information.

Address change requests are reviewed by TPCi; therefore, changes are not displayed immediately on your League details page.

Please Note

For Leagues located in Latin America, the shipping address should either be the League location itself, or the address of a League Leader in the same city (or municipal equivalent) as the League.

3.1 Contents

Play! Pokémon is always trying to delight our fans in new ways. League Owners are encouraged to reward actual League participation in a way that ultimately promotes both the League and the Spirit of the Game.

Further information regarding League material will be shared with the League's primary contact as it becomes available.

3.2 Leftover League Material

Promotional product intended for use at Play! Pokémon events, including as part of the Pokémon League program, must be distributed as directed wherever possible.

Such promotional material may not be sold by any League Owner or League Leader, in any capacity.

Beginning 30 days after the final League session at which these materials were intended to be distributed, the remainder may be used in conjunction with additional Play! Pokémon events at the League Owner's discretion. Otherwise, they must be destroyed.

Play! Pokémon suggests that leftover League material be distributed in any of the following ways:

- Allowing newer participants the opportunity to earn older rewards they may not have seen before.
- Including it in prizing for tournaments associated with the League.
- Creating giveaways to advertise the League.
- Sharing with other Leagues in an active market that may have seen recent growth, and therefore have more participants for the current League Season than materials to support them.

Failure to handle promotional product in an appropriate manner may impact a League's eligibility to participate in Play! Pokémon programs.

3.2.1 Sharing Prize Packs with Other League Locations

Play! Pokémon Leagues may share leftover Prize Pack allocations with other Play! Pokémon League locations in their area. The quantity shared can be determined by the store providing the Prize Packs to the other League location. Sharing Prize Packs with another League must be done with the sole purpose of supporting the other store's prizing for the community.

League locations may not provide Prize Packs for any other reason, including but not limited to selling the Prize Packs, bartering for support from the other store, and requesting to use the space at the secondary location. Failure to follow this policy may result in disciplinary action, including removal from the Play! Pokémon program.

If you plan to share Prize Packs with another League location, Play! Pokémon strongly encourages you to reach out to your Market Development Manager with the number of Prize Packs being supplied and the store/League location receiving the Prize Packs.

3.3 Misuse of League Materials

Just like breaking Street Date, Play! Pokémon considers Misuse of League Materials a severe infraction. Misuse of League Materials includes, but is not limited to, the selling of League Stamped Promo Materials (playmats, Prize Pack singles, or Staff promos) within the embargo period, selling free promotional material provided by TPCi for League participation, selling Prerelease Kit contents before the listed date for sale, or using Prerelease Kits for anything other than in-store events for attending participants. League Materials should also not be used as sales incentives.

For information on selling Prerelease materials, please see section 6.3.4.2 in this handbook.

Please note that failure to adhere to these rules might result in penalties—including removal from the Play! Pokémon program—that are dependent upon the number of violations and the severity of those violations.

League materials are distributed to provide a fun, exciting environment for those in our community wanting to participate in Pokémon events. Please use these materials according to the information provided in this handbook.

3.3.1 Promo Sales Embargo

To ensure an exciting rotation of new promo materials entering the market for collectors, participants, and fans, please see the below table of sales embargos for our Play! Pokémon Promo materials. Failure to follow these embargo periods can result in disciplinary action, as outlined in section 3.3.

Material Type	Embargo Length
Play! Pokémon Prize Packs	**Not for sale; previous series should be used as directed by the Play! Pokémon program**
League stamped promo (prior to Prize Packs)	**Eligible for sale; these promos have the "League" stamp, not the "Play! Pokémon" stamp**
League stamped promo (Prize Packs and onward)	**Three years from copyright date, starting in 2025**
Prerelease staff promo	**Three years from copyright date**
League prizing (playmats)	**Two years from copyright date**
Marketing materials	**Not for sale; can be distributed when new marketing materials are provided by the Play! Pokémon program**
Non-League Championship Series items	**No embargo; can be bought and sold upon release**

All promo materials have the copyright date listed at the bottom of the item. These copyright dates are used to determine whether the promotional materials are eligible for sale after the embargo.

Please note: Per the table above, some items are never for sale. Selling these items will result in disciplinary action as outlined in section 3.3.

4 Individual League Policies

4.1 League Entry

Play! Pokémon League sessions and their associated tournaments should be open to all who meet the Participation Eligibility requirements set out by Play! Pokémon, though the following exceptions may be made:

- League Owners may choose to offer prioritized tournament registration to competitors who regularly attend their Pokémon League sessions.
- League Owners may choose to completely disallow entry to any participant they feel to be a threat to the safety or enjoyment of others.

4.1.1 Entry Fees

League Owners may charge a fee to participate in League sessions.

Play! Pokémon makes no recommendation regarding entry fees beyond the stipulation that League Owners must follow all local legal requirements that may apply when deciding if, how, and what to charge.

4.2 Trading

League locations with high attendance and retention rates report success in implementing some sort of trading policy for the members of their League.

These policies go a long way toward making parents feel confident about their children interacting with more experienced, potentially savvier League members, while also setting clear expectations for all participants that the League is a fair and fun place for everyone.

The details of these policies and how they are administered varies among these Leagues, but the key theme is that trades are ultimately reviewed by a League official before they can be completed. Play! Pokémon encourages League Owners or Leaders to be present during trade sessions and include parents in discussions with young members.

5 League Play

5.1 League Sessions

Pokémon League sessions can include any Pokémon-related activity. It is not a requirement to include TCG, Pokémon GO, or video game battles. League Owners and League Leaders have the freedom to cater their League events to their community's preferences. Participants are usually responsible for coordinating games, deck building, and trading sessions among themselves, though the League Leader may help them find someone to interact with.

If there is demand for tournament-style play (also known as Friendly Tournaments) among attendees, tournaments may be sanctioned during League sessions on Play! Tools. Friendly Tournaments scheduled and sanctioned in this way must be operated via the Tournament Operations Manager (TOM), and then uploaded once the event is complete. Please note, participants will still need to be added to your League Roster page on Pokemon.com.

League sessions cannot be held at a location other than your approved Play! Pokémon Store location. For additional printable activities for League sessions, click here!

5.2 Card & Video Game Pokémon Legality

Attendees are only permitted to play and trade with genuine Pokémon Trading Card Game cards at all League sessions and associated tournaments.

Similarly, attendees participating with video games must use legitimate software and consoles, and they may only play and trade with Pokémon that have been legitimately obtained through regular gameplay (including the Pokémon Global Link and related functions of games released by The Pokémon Company and Nintendo) or that have been awarded as part of a distribution or special event.

Please Note

Any participant knowingly using counterfeit cards or illegitimately obtained Pokémon may not be eligible to earn any promotional items for their participation during this time.

5.2.1 Counterfeit Cards

The use of counterfeit cards is strictly prohibited. However, newer participants may not be aware that any of their cards fall under this category.

It is preferred that League Leaders be versed in the detection of counterfeit cards, and that those who unintentionally bring counterfeit cards to League can be assisted and educated in the same way.

6 Retail Program Opportunities

Leagues may qualify for select opportunities offered by the Play! Pokémon Retail Program. This section outlines those opportunities as well as the operation policies for each.

Leagues that are eligible to run the events listed below must take care to sanction each event using the Play! Tools platform. Each event must be run using the Tournament Operations Manager (TOM) software. Tournament results must be uploaded to Play! Tools in a .tdf format following the event to complete the tournament. These events cannot be held at another League location.

Leagues may request to hold League Challenges and League Cups in a larger venue by completing an alternate venue request form. To learn more about the requirements and restrictions of alternate venues, please refer to this article.

Details of how to become eligible for each opportunity may be found by visiting the official Pokémon website and navigating to the "Organize Events" section.

6.1 League Challenge

Pokémon League Challenge tournaments are designed to provide competitors with small, entry-level events on a local scale. These events are a great way for competitors to ease themselves into the world of Championship Series Events.

6.1.1 Tournament Operations TCG Format

TCG Format	Standard	TOM Mode	TCG League Challenge
Tournament Format	Swiss only	Game Type	Trading Card Game
Match Structure	Single game *or* best-of-three	Event Series	League Challenge [Month]

6.1.2 Tournament Operations Pokémon GO Format

GO Format	Standard	TOM Mode	GO Premier Event
Tournament Format	Swiss + Single Elimination	Game Type	Pokémon GO
Match Structure	Best-of-three	Event Series	Challenge/Cup [Month]

6.1.3 Tournament Operations VG Format

VG Format	Standard	TOM Mode	VG Premier Event

Tournament Format	Swiss + Single Elimination	Game Type	VG Scarlet Violet
Match Structure	Single game *or* Best-of-three	Event Series	VG Challenge/Cup [Month]

6.2 League Cup

Leagues with a recent history of success in running League Challenges may be invited to schedule quarterly League Cups. League Cups are the next step up the Pokémon Championship Series ladder. They offer competitors the chance to earn a greater number of Championship Points than League Challenges, so the competition tends to be a little more challenging.

6.2.1 Tournament Operations TCG Format

TCG Format	Standard	TOM Mode	TCG League Cup
Tournament Format	Swiss + Single Elimination	Game Type	Trading Card Game
Match Structure	Single game *or* best-of-three	Event Series	League Cup [Quarter]

6.2.2 Tournament Operations Pokémon GO Format

GO Format	Standard	TOM Mode	GO Premier Event
Tournament Format	Swiss + Single Elimination	Game Type	Pokémon GO
Match Structure	Best-of-three	Event Series	Challenge/Cup [Quarter]

6.2.3 Tournament Operations VG Format

VG Format	Standard	TOM Mode	VG Premier Event
Tournament Format	Swiss + Single Elimination	Game Type	VG Scarlet Violet
Match Structure	Single game *or* best-of-three	Event Series	VG Challenge/Cup [Quarter]

6.3 Prerelease Events

Pokémon TCG Prerelease tournaments allow participants to get their hands on the newest expansion and try out the latest cards in action ahead of that expansion's official release date.

Please Note

Prerelease events work quite differently than League Challenges and Cups. The below steps must be completed fully and within a specific window of time. Organizers who fail to do so may lose the opportunity to host a Prerelease event.

6.3.1 Reservations

Prerelease material must be reserved by completing an application to participate in the next Prerelease. This reservation must be completed via the solicitation form on the Retailer Portal. A new reservation can be placed, but it will overwrite any previously submitted reservations for the upcoming Prerelease, and only eligible Leagues will be contacted to complete their reservation for Prerelease.

By default, Play! Pokémon does not accept late submissions to the reservation process. Exceptions may be made where mitigating factors apply, but these are at Play! Pokémon's sole discretion and are not guaranteed.

6.3.2 Orders

Once a reservation has been placed and subsequently approved, eligible Organizers must then place an order for the material with their existing participating Pokémon TCG reseller.

Play! Pokémon will liaise with resellers to confirm that only the amount of product to which each Organizer is entitled may be ordered. The price, terms, and shipping details for Prerelease material are set at the discretion of each reseller.

A list of current participating resellers can be found in Appendix A.

New Leagues eligible for Prerelease will have an initial "fixed" allocation, but subsequent allocations can increase based on a League's reporting of previous Prerelease events.

6.3.3 Tournament Operations

TCG Format	Sealed *or* Build & Battle Draft	TOM Mode	TCG Prerelease/Draft
Tournament Format	Swiss only *or* Swiss + Single Elimination	Game Type	Trading Card Game

Match Structure	Single game *or* best-of-three	Event Series	[Expansion Name] Prerelease

6.3.4 Prerelease Material

6.3.4.1 Prerelease Kit Contents

Each Prerelease Kit includes:

- 1 Build & Battle Box Display: 10 Pokémon TCG: Build & Battle Boxes*;
- 1 Booster Display: 36 Pokémon TCG booster packs for prizing and Judge support;

*Each Build & Battle Box includes:

- A 40-card ready-to-play deck, including 1 of 4 alternate-art promo cards;
- 4 Pokémon TCG booster packs;
- 1 deck-building tip sheet.

6.3.4.2 Leftover Prerelease Material & Early Release Program

Prerelease Kits that remain after the originally sanctioned events are over may be used to host additional Prerelease events, which can be scheduled freely during the Prerelease window. However, Play! Pokémon still strongly encourages you to schedule these events as soon as possible to ensure participants have the opportunity to find your event.

All Organizers may freely sell this material on and after the advertised release date of the expansion. Prior to this date, this material may only be sold for the purposes of participation in a sanctioned Prerelease event.

STAFF-stamped promo cards that are not given to Judges or event staff can be given to Judges or event staff at future events. Otherwise, they must be destroyed.

Any changes to Prerelease dates or conditions will be provided to approved Leagues via email.

Organizers in North America, Latin America (except Brazil), European Economic Area, and UK territories: *Organizers in these markets are eligible for the Play! Pokémon Early Release Program. These Organizers may freely sell leftover material beginning the Monday prior to the advertised US release date of the expansion. If this policy applies in your market, it will be noted in our solicitation and approval communications.*

6.3.5 Prizes

It is recommended that all participants who complete an event receive 3 additional booster packs as a participation prize after the tournament.

However, the prize structure may be modified to suit the style of event. For example, if you and your participants want a more competitive event, a 4-round tournament could be run, with each participant earning 1 pack for participating, and then each win earns an additional booster pack.

Other prize structures are possible, but keep in mind that Prerelease events often last fewer rounds than would be necessary to determine a clear winner.

Please Note

- *Prizes are to be distributed to participants as recommended by Play! Pokémon immediately upon the conclusion of an event, or when a participant has dropped / been eliminated and their placement is determined.*
- *Additional prizing beyond the boosters provided by Play! Pokémon is at the Organizer's/store's discretion.*
- *While things like store credit are fine prizes, competing products are not to be directly provided as prizes for Play! Pokémon events.*

7 Disciplinary Action

Play! Pokémon reserves the right to take disciplinary action against any participant, Professor, or League location for rules infractions. The disciplinary action is determined by severity and occurrence. Such action may include but is not limited to: (a) loss of eligibility to run Prerelease, Cups, and Challenges; and (b) suspension from the program. In these cases, the participant, Professor, or League will be notified through a Notice of Disciplinary Action.

Failure to abide by the information provided in the Notice of Disciplinary action can result in harsher penalties.

8 Summary of Changes

Date of previous issue: December 5, 2024

Date of current issue: March 24, 2025

1. Using This Handbook		
Section	**Page #**	**Change**

2. League Administration		
Section	**Page #**	**Change**

3. League Material

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5. League Play		
Section	**Page #**	**Change**

6. Retail Program Opportunities		
Section	**Page #**	**Change**
6	**15**	Leagues may request to hold League Challenges and League Cups in a larger venue by completing an alternate venue request form. To learn more about the requirements and restrictions of alternate venues, please refer to this article.

7. Disciplinary Action		
Section	**Page #**	**Change**

Appendix A

Prerelease Program—Participating Resellers*

United States	
Reseller Name	Languages Available
ACD	English
Alliance	English
All Sports Mktg.	English
Gold River Distribution	English
GTS Distribution	English
HAMPS Distribution	English
Mad Al Distribution	English
Magazine Exchange Inc.	English
Peachstate Hobby Distribution	English
Southern Hobby	English
Sweet Deal Distribution	English

Canada	
Reseller Name	Languages Available
Grosnor Distribution	English
Prince Distribution	English
Universal Distribution	English

Latin America	
Reseller Name	Languages Available
Asmodee (Chile only)	Spanish
Big Bang COPAG (Chile only)	Spanish
Coqui Hobby Distribution	Spanish
Devir Américas	Spanish
Devir Mexico (Mexico only)	Spanish
Devir Chile (Chile only)	Spanish
Gamesmart (Mexico only)	Spanish
Devir Americas and Coqui (Trinidad and Tobago)	English Only

Europe	
Reseller Name	Languages Available
AMIGO	German
Asmodee Belgium	English, French
Asmodee France	French
Asmodee Nordics	English
Asmodee The Netherlands	English
Asmodee UK	English
Bandai España	Spanish
Blackfire Entertainment CZ	English
Carletto AG	English, French, German
Creative Toys	English
Game Vision	Italian
Kaissa S/A	English
Rebel Poland	English

South Africa	
Reseller Name	Languages Available
Solarpop	English

Australia & New Zealand	
Reseller Name	Languages Available
Banter	English

*Subject to change.

Appendix B

Local Language Resources

Customer Service Contacts

Language	Customer Service Portal
English	https://support.pokemon.com/hc/en-us
French (Français)	https://support.pokemon.com/hc/fr
German (Deutsch)	https://support.pokemon.com/hc/de
Italian (Italiano)	https://support.pokemon.com/hc/it
Spanish (Español)	https://support.pokemon.com/hc/es
Polish	https://support.pokemon.com/hc/pl

Retail Program Information

Language	Customer Service Portal
English (UK)	www.pokemon.co.uk/play-store
English (USA)	https://www.pokemon.com/us/play-pokemon/organize/host-playpokemon-events/
French (Français)	www.pokemon.fr/play-store
German (Deutsch)	www.pokemon.de/play-store
Italian (Italiano)	www.pokemon.it/play-store
Spanish (Español)	www.pokemon.es/play-store

Appendix C

Cups and Challenges Eligibility by Region

Eligibility for TCG Challenges/Cups by Region
Eligible
Argentina
Australia
Austria
Belgium
Bolivia
Brazil
Canada
Chile
Colombia
Costa Rica
Czech Republic
Denmark
Dominican Republic
Ecuador
El Salvador
Finland
France
Germany
Greece
Guatemala
Guernsey

Hungary
Ireland
Isle of Man
Italy
Jersey
Luxembourg
Malta
Mexico
Netherlands
New Zealand
Nicaragua
Norway
Panama
Paraguay
Peru
Poland
Portugal
Slovakia
South Africa
Spain
Sweden
Switzerland
Trinidad and Tobago
United Arab Emirates
United Kingdom
United States
Uruguay

Eligibility for VG and GO Challenges/Cups by Region	
Eligible	Not Eligible
Argentina	Bolivia
Australia	Czech Republic
Austria	Dominican Republic
Belgium	Ecuador
Brazil	El Salvador
Canada	Guatemala
Chile	Hungary
Colombia	Malta
Denmark	Nicaragua
Finland	Panama
France	Paraguay
Germany	Slovakia
Greece	Trinidad and Tobago
Ireland	United Arab Emirates (UAE)
Italy	Uruguay
Luxembourg	
Mexico	
Netherlands	
New Zealand	
Norway	
Peru	
Poland	
Portugal	
South Africa	

Spain	
Sweden	
Switzerland	
United Kingdom	
United States	

VG and GO eligibility is based on availability of services from additional parties. Please note that the list above is subject to change as new countries are added.