

Pokémon UNITE Asia Champions League 2024 Official Rules

No purchase or payment of any kind is necessary to enter or win. A purchase or payment will not increase your chances of winning, and Pokémon UNITE Asia Champions League 2024 (hereafter “Program”) is void outside the Section 28 REGIONS as defined in these rules and where prohibited by law.

If you are a minor in your place of residence, you must have permission from your parent or the person equivalent thereto. Many will enter, few will win. Collection and use of personally identifiable information will be in accordance with the Management Companies’ and hosts’ online privacy policies as set out in the Section 24 PRIVACY of these “Official Rules”.

Participation in this “Program” constitutes your full and unconditional agreement to these Official Rules (hereafter “Official Rules”) and to “Management Companies” decisions of this “Program”, which are final and binding in all matters related to the tournament. This “Program” is an international tournament held from November 2023 until February 2024. The PUACL2024 Regional Qualifier or tournament designated by the “Management Companies” that also serves as PUACL2024 Regional Qualifier (collectively the “Tournament Designated by the Management Companies”) is an open tournament and the Regional Stage/Finals will be an invitational tournament. These “Official Rules” serve as the primary governing document for all elements of the “Program” and apply to all players, teams, or any other affiliates or persons competing in any element of the “Program” (each a “Participant” and collectively the “Participants”).

1. ELIGIBILITY

No purchase and experience necessary. Pokémon UNITE is free to download. All players must agree to Pokémon UNITE’s terms of services. Pokémon UNITE tournament (hereafter “Tournament”) is open to players who are 16 years of age or older prior to the Official Start Date of any of the “Tournament” and who meet the following criteria of the “Program”.

- The applicant must reside in the regions stipulated in Section 28 REGIONS.
 - At least 5 or 6 players are required in a team when entering the “Tournament Designated by the Management Companies”. When entering with 5 players, at least 3 out of the 5 players must reside in the designated regions, and when entering with 6 players, at least 4 out of the 6 players must reside in the regions specified in the “Tournament Designated by the Management Companies”.
 - For the Regional Stage, a team must enter with 6 people (5 starters/1 reserve player). For the Regional Stage, at least 4 out of 6 players must reside in the region where the team qualified in the “Tournament Designated by the Management Companies”.
 - Players who participated in the “Tournament Designated by the Management Companies” of a certain region may only participate as a reserve player in the Regional Stage in which the corresponding region falls under.
- Players may only participate in the “Tournament Designated by the Management Companies” of 1 region during the duration of this “Program”.

*For detailed qualifications and the regulations for the “Tournament Designated by the Management Companies”, please check the tournament page of each organizer.

Verification of Residence and Participation Restrictions

- All players must promptly submit a personal identification document and work qualification certificate upon the request of the “Management Companies”. The personal identification document must include a photo of the face, name, date of birth, and current address of the person in question.
- A place of residence is not a base where one stays for a period of time for temporary convenience, but instead refers to one that coincides with one's home base of living. If the “Management Companies” requests proof of residence, you must promptly submit a document (e.g. utility bill payment statements, student ID card or passport showing your residential address, etc.) showing your place of residence.
- Players who are minors in their place of residence require the permission of their parent or the person equivalent thereto. If you are a minor and are selected as a potential winner, your parent or the person equivalent thereto must execute all documents and agree to all obligations and undertakings required of a potential winner in these “Official Rules”, both on your behalf and on behalf of himself/herself. Prize may be awarded in the name of, or to, parent or the person equivalent thereto.
- Employees, contractors, officers, and directors of The Pokémon Company (hereafter “TPC”), DeNA Co. Ltd. (hereafter “DeNA”), ESL SEA Pte. Ltd (hereafter “ESL”), Jet Skyesports Gaming Pte. Ltd. (hereafter “Sky eSports”), organizers of each “Tournament Designated by the Management Companies” (collectively, the “Management Companies”) and their respective parent companies, subsidiaries, affiliates, representatives, consultants, contractors, legal advisors, advertising, public relations, publicity, and marketing agencies, website operators, employees, contractors, executives of webmasters and their immediate family members (i.e., their spouses, parents, siblings and children, wherever they may reside) and persons with whom they reside are not eligible to participate in the “Tournament”.
 - Requests for exemptions from this rule must be made in advance of the competition. The “Management Companies” reserve the right, in their sole discretion, to grant exemptions to this eligibility criteria.
- “Management Companies” reserves the right to verify the eligibility of players at any time in its sole and absolute discretion.

2. MANAGEMENT COMPANIES

The “Management Companies” refers to TPC and all other entities (including DeNA, ESL, Sky eSports, organizers of each “Tournament Designated by the Management Companies”) to which TPC grants operational authority and responsibility at its own designation and discretion. The “Management Companies” reserves the right to change, update, and modify these “Official Rules” at any time, for any reason, without advance notice.

3. CONDITIONS OF PARTICIPATION

“Management Companies” reserves the right in its sole discretion, to modify, cancel, terminate, and/or suspend the “Tournament” and to disqualify any individual who tampers with the entry process, violates these “Official Rules”, or acts in a disruptive or unsportsmanlike manner. 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. Additionally, the “Management Companies” may modify, cancel, terminate, and/or suspend the “Tournament” if, in the “Management Companies” sole opinion, an incident of any kind occurs to corrupt or impair the “Management Companies”, security, integrity, fairness or play (as intended) of the “Tournament”. If the “Tournament” ends prior to the scheduled end date of the tournament period, the “Management Companies” reserve the right, at their sole discretion, to confiscate any cash prizes.

4. HOW TO PLAY

Pokémon UNITE is a 5-on-5 strategic team battle game. Teams are a roster made up of 5 players to participate together within the “Tournament”. The team who has obtained the most Aeos points by the end of a game will be declared the winner.

- Aeos energy can be obtained by defeating either neutral or opposing team Pokémon through battle.
 - Incapacitated Pokémon will drop Aeos energy and be unable to battle for a short duration which will increase with level.
 - To score points, once Aeos energy is obtained, it must then be deposited in the opposing team’s goal zones.
- If both teams have scored the same amount of Aeos points at the end of a game, the team that reached the tied score first will be declared the winner.

5. TOURNAMENT FORMAT

The Regional Stage/Finals of this “Program” uses the following formats:

- Single Round Robin (hereafter “SRR”):
 - Teams will be divided into groups and each team will play 1 match against every other team in the same group. The final group rankings will be determined according to the following.
 - The winner of each match will be whichever team is the first to win 2 out of the 3 games (hereafter “BO3”).
 - Each team’s match outcome record (hereafter “Match Record”) will be 3 points for a 2 win 0 loss or 2 wins 1 loss, 1 point for a 1 win 2 loss, and 0 points for a 0 win 2 loss.
 - If 2 or more teams have the same “Match Record” (tied teams), the rankings will be determined based on the win rate for head-to-head matches (number of matches won against tied team(s) / number of matches played against tied team(s)).
 - If 2 or more teams have the same head-to-head results, the rankings will be

determined based on the win rate for head-to-head games (number of games won against tied team(s)/number of games played against tied team(s)).

- If 2 or more teams have the same win rate for head-to-head games, the rankings will be determined based on the win rate for all games (number of games won/number of games played).
- If using the above methods still results in a tie, a tie-break will be carried out between the teams with the same ranking via a round robin where the first team to win a game will be the winner.
- Single Elimination Bracket (hereafter “SE Bracket”):
 - In a match, the team that wins 2 games first advances to the next round, while the losing team is eliminated from the tournament.
- Double Elimination Bracket (hereafter “DE Bracket”):
 - In a match, the team that wins 2 games first advances to the next round of the winners bracket, while the losing team enters the losers bracket. Losing teams in the losers bracket are eliminated from the tournament.

6. TOURNAMENT STRUCTURE

- “Tournament Designated by the Management Companies”
 - “Tournament Designated by the Management Companies” is an open tournament to be held in the regions listed in Section 28 REGIONS. Teams that finish in the top positions in the “Tournament Designated by the Management Companies” except for the top 1 team of the “Tournament Designated by the Management Companies” (Thailand), will be eligible to participate in the Regional Stage.
 - The top 1 team of the “Tournament Designated by the Management Companies” (Thailand) will be granted qualification to participate in the Finals.
 - Teams that earned the right to compete in WCS2023 will be given the seeding rights to the “Tournament Designated by the Management Companies”.
- Regional Stage
 - The Regional Stage is an “SRR” and “SE Bracket” format invitational tournament open to teams that qualified in the “Tournament Designated by the Management Companies”. The competition will be held with 8 teams each in the East Asia League/Southeast Asia League and 6 teams in the India League. The top 3 teams from the Regional Stage in the East Asia League/Southeast Asia League and the top 1 team from the Regional Stage in the India League will qualify for the Finals.
 - In the Regional Stage, the “The Theia Sky Ruins Stadium (Draft Pick)” stipulated in Section 7 MATCH RULES will be adopted.
- Finals
 - The Finals is a “DE Bracket”-style invitational tournament open to teams that have qualified in the Regional Stage. The top 3 teams from the

Regional Stage East Asia League/Southeast Asia League, the top 1 team from the India League, and the top 1 team of the “Tournament Designated by the Management Companies” (Thailand) will be the 8 teams to compete offline.

- In the Finals, the Finals-Specific Rule stipulated in Section 7 MATCH RULES will be adopted.

Below is the tournament schedule for the “Program” (tournament only). Please refer to Section 28 REGIONS for regional details.

Tournament name	Type	Region	Tournament schedule
Tournament Designated by the Management Companies	Open tournament	All	Varies by region
Regional Stage (East Asia League)	Invitational tournament	East Asia	2024 January 13 January 20 January 27
Regional Stage (Southeast Asia League)	Invitational tournament	Southeast Asia	2024 January 14 January 21 January 28
Regional Stage (India League)	Invitational tournament	India	2023 December 9 December 16 December 23
Finals	Invitational tournament	All	2024 February 17 February 18

In the event that for any reason the tournament, or a portion thereof, cannot take place on the dates planned, “Management Companies” reserves the right to modify these dates in its sole discretion.

7. MATCH RULES

Game Processes

All games will be played via the Pokémon UNITE Tournament lobby mode. Unless otherwise instructed by “Management Companies”, please follow the guidelines below when setting up for games.

*Rules stipulated in Section 7 MATCH RULES will only be relevant in the Regional Stage/Finals.

- Start time for games
 - Players are expected to follow setup instructions and start the games at their scheduled time. Late starts due to setup issues may be permitted at the sole discretion of “Management Companies”. Late starts may be made subject to penalties at the discretion of “Management Companies”.
- Lobby settings
 - All matches will use the Tournament lobby mode.
 - Server Settings
 - For the Regional Stage/Finals, please use the server designated by the “Management Companies”.
 - If the designated server is not displayed, the host team should restart their device and check if the server is displayed correctly. If the designated server is still not displayed correctly after the restart, please submit screenshots showing the full list of selectable servers to the “Management Companies”. After submitting the screenshot and obtaining approval from the “Management Companies”, please choose the server with the best communication environment on the host team's side and proceed with the game.
 - All games in the Regional Stage/Finals will use the Theia Sky Ruins stadium (draft pick).
 - Please make all of the following configurations.
 - Raise the grade of all held items to max level
 - Fully unlock held items
 - Fully unlock the Unite license
 - Fully unlock battle items
- Each game will be conducted on a “BO3”, or first to win 3 out of the 5 games (hereafter “BO5”) basis.
 - In the 1st game to be conducted on a “BO3” or “BO5” basis, the sides will be selected by the method designated by the “Management Companies”.
 - The sides from the second game of “BO3” or “BO5” will be selected by the team that lost the previous game.
- Restrictions
 - Pokémon: Zacian and Mewtwo are banned. In addition, if there is a problem with Pokémon, held items, battle items, moves, combination of moves, or Holowear, restrictions may be imposed before or during a game at the discretion of the “Management Companies”. Failure to comply with these restrictions may result in penalties, including forfeiture of the game.
 - Pokémon boost emblems are prohibited in all tournaments.
 - Boost emblems are prohibited by default in the Tournament lobby mode. In case a game is played under different match rules and if the game ends, the result will be valid.

Finals-Specific Rule

All games in the Finals will adopt the Finals-Specific Rule. The Finals-Specific Rule is a rule that a team cannot select the same Pokémon more than once in a single match. Only in the 5th game of “BO5”, the restriction due to the Finals-Specific Rule is removed and the Pokémon selected in the 1st through 4th games can be selected again.

For example, if team A selects Pikachu/Charizard/Blastoise/Venusaur/Cinderace in the 1st game, team A will be prohibited from selecting Pikachu/Charizard/Blastoise/Venusaur/Cinderace selected in the 1st game, in addition to Pokémon that were banned by both teams in the 2nd game by draft pick.

If team A selects Pikachu/Charizard/Blastoise/Venusaur/Cinderace in the 1st game and Umbreon/Espeon/Leafeon/Glaceon/Sylveon in the 2nd game, team A will be prohibited from selecting Pikachu/Charizard/Blastoise/Venusaur/Cinderace selected in the 1st game and Umbreon/Espeon/Leafeon/Glaceon/Sylveon selected in the 2nd game, in addition to Pokémon that were banned by both teams in the 3rd game by draft pick.

*Scyther and Scizor are considered as the same Pokémon under the Finals-Specific Rules.

Decision to Rematch

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 pause the game by using the pause function. While the game is paused, 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 or posting on any kind of social media platform. 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 pause and resume the game. If a difference in room settings is found after a game has begun, the game will be rematched. 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, held items, 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 principle, no rematch will be held after the result of a game has been decided.

Guidelines are subject to change without notice.

8. PLAYER/TEAM REGISTRATION

Player Registration

Players are required to create an account and register on the tournament page that is used for each "Tournament Designated by the Management Companies". Each Qualifier is treated individually.

Replacement Teams

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

Below are the qualification, tournament format, and placement awards of the "Program".

Tournament name	Eligibility	Tournament format	Ranking benefits
Tournament Designated by the Management Companies	Open entry	To be determined	Top teams advance to Regional Stage
Regional Stage	Top teams of Tournament Designated by the Management Companies Day 2	SRR/SE	Top teams advance to Finals Total prize money: \$63,000
Finals	Top teams of Regional Stage	DE	Total prize money: \$89,300

Team and Roster Management

Each team must have a designated leader (hereafter "Team Captain") who shall act as the primary point of contact and have authority to change their roster. A team can change their roster within a predetermined period, on the condition that they comply with the following roster restrictions. A Roster refers to the players belonging to a team consisting of either 5 players (5 starters) or 6 players (5 starters and 1 reserve player).

Entry and Eligibility

- “Tournament Designated by the Management Companies”
 - Teams consisting of 5 or 6 players who satisfy the stipulations of Section 1 ELIGIBILITY may enter.
 - Teams that finish in the top positions will be eligible to participate in the Regional Stage. *The number of teams qualifying from the “Tournament Designated by the Management Companies” to the Regional Stage is determined by the results of the “Tournament” held in the past.
 - East Asia League
 - Japan Region: Top 3 teams
 - South Korea Region: Top 2 teams
 - Taiwan Area: Top 3 teams
 - Southeast Asia League
 - Indonesia Region: Top 2 teams
 - Malaysia/Singapore Region: Top 2 teams
 - Philippines Region: Top 2 teams
 - Thailand Region: Top 2 teams
 - India League
 - Top 6 teams
 - Teams that earned the right to compete in WCS2023 Yokohama and are seeded into this “Program” will only be valid for seeding if at least 3 of the 5 players registered as starters for WCS2023 Yokohama are on the team.
 - If a team wishes to exercise its seeding rights, the team must contact the “Management Companies” by the deadline set by the prescribed method.

In order for each team that qualified to the Regional Stage from the “Tournament Designated by the Management Companies” to remain eligible to participate in the Regional Stage, all players on the team must remain the same. Failure to meet this requirement may result in invalidate eligibility.

In the Regional Stage, if a team had 5 players in the “Tournament Designated by the Management Companies”, the 6th player must be registered as a reserve player at the time of qualifying. Failure to meet this requirement may result in disqualification from participation in the Regional Stage. All players must submit information on passports to the “Management Companies” upon entry to the Regional Stage. If you do not have a passport, you must obtain one by the deadline set by the “Management Companies”. Refusal or failure to submit your information on passports by the deadline may result in disqualification from participation in the Regional Stage.

For the Regional Stage, the 5 players in a team who qualified in the “Tournament Designated by the Management Companies” will be regarded as starters. If a team registers 6 players in the “Tournament Designated by the Management Companies”, the team must register 1 of the players as a reserve player. The starters and the reserve players stated above will be applicable until the end of the Finals. The reserve player has the right to swap places with a starter for a game. A starter and reserve player must receive approval from “Management Companies” to swap places.

For the Regional Stage, a starter and reserve player can swap places by having the "Team Captain" contact "Management Companies" in a predetermined manner. This request to swap a starter and a reserve player must be requested by the deadline designated by the "Management Companies". In an emergency, swapping places may be allowed on the day of the Regional Stage. A reserve player who swaps places with a starter must participate in all subsequent matches on the same day as a starter.

- Regional Stage
 - Teams consisting of 6 members, 5 from the team that qualified for the Regional Stage in the "Tournament Designated by the Management Companies", plus 1 reserve player, are eligible to enter. If a team entered in the "Tournament Designated by the Management Companies" with 6 members, a team consisting of the 6 members who qualified in the "Tournament Designated by the Management Companies" may enter the tournament. *The top 1 team from the "Tournament Designated by the Management Companies" (Thailand) will be eligible to participate in the Finals.
 - Teams that finish in the top positions in the Regional Stage will be eligible to participate in the Finals.
 - Top 3 teams from the East Asia League
 - Top 3 teams from the Southeast Asia League
 - Top 1 team from the India League

In order for each team that qualified to the Finals to remain eligible to participate in the Finals, all 6 players on the team must remain the same. Failure to meet this requirement may result in invalidate eligibility.

For the Finals, you must attend the tournament on the day of the event at the venue designated by the "Management Companies". Online participation may be permitted only in the event of visa problems, illness, or other considerable issues.

The cost of travel to the venue where the Finals will be held and lodging fees (or equivalent) for the Finals (hereafter "Travel Awards") will be borne by the "Management Companies". Regarding the "Travel Awards", failure to follow the instructions of the "Management Companies" may invalidate your eligibility to participate in the Finals.

For the Finals, a starter and reserve player can swap places by having the "Team Captain" contact "Management Companies" in a predetermined manner. A starter and reserve player can only swap places once by requesting it by the deadline designated by the "Management Companies". In an emergency, swapping places may be allowed between matches regardless of the restrictions mentioned above.

- Finals
 - Teams consisting of 6 members from the team that qualified for the Finals in the Regional Stage and the team that qualified for the Finals in

the “Tournament Designated by the Management Companies” (Thailand) may enter.

Roster Lock

Roster lock refers to a state where changes to the players belonging to a team can no longer be made. Once the roster is locked, it is not possible to change the starters or the reserve player.

Teams that qualify for the Regional Stage at the “Tournament Designated by the Management Companies” must have their Regional Stage roster locked in place by the deadline designated by the “Management Companies”. Regional Stage roster lock is established by registering 5 starters and 1 reserve player. The Regional Stage roster lock will be in effect until the end of Finals.

If a team that participated in WCS2023 wishes to exercise its seeding rights and participate in Day 2 of the “Tournament Designated by the Management Companies”, the team must apply for entry into Day 2 of the “Tournament Designated by the Management Companies” by the date specified by the “Management Companies” with the designated method.

The “Management Companies” may, at its sole discretion, approve or reject any request to change a roster.

Promoting Sponsors

- When appearing in the stream of the “Management Companies”, teams and players participating in the “Tournament” cannot wear clothing with company names, likenesses, or logos other than sponsored items and official Pokémon goods that they have received independently, without the permission of the “Management Companies”.
- If teams and players stream the “Tournament” independently, the above restrictions will not apply. Players who stream the “Tournament” must follow the “Pokémon UNITE Game Content Guidelines for Online Platforms”
(<https://support.pokemon.com/hc/en-us/articles/4405450873620-Pok%C3%A9mon-UNITE-Game-Content-Guidelines-for-Online-Platforms>)

Other Points to Note

- Each team and player shall use the team name and player name they used in the “Tournament 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 “Program”. The “Management Companies” reserve the right, at their sole discretion, to request changes to player names or team names.

9. TOURNAMENT RESTRICTIONS

The following restrictions will apply to all regions:

- Players are only allowed to play in games on one of the Tournament authorized devices: Nintendo Switch, Apple iOS, and Google Android.
- 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.
- “Management Companies” reserve the right to prohibit the use of specific Pokémon from competition.
- Player names cannot be changed on Discord or tournament pages, unless approved by the “Management Companies”.
- Players may only be on 1 team at any given point in a tournament.

Player’s Ineligibility

If at any time “Management Companies” in its sole discretion determines a player is not eligible to participate in the “Tournament”, “Management Companies” in its sole discretion may eliminate the player from the “Tournament” and forfeit all potential prizing.

Oversight of Matches

All Pokémon UNITE games will be overseen by referees (hereafter “Staff”) who referee games on behalf of the “Management Companies”. The “Staff’s” judgments on games are final and binding and are made at the sole discretion of the “Staff”.

10. ADDITIONAL PLAYER EXPECTATIONS

The “Management Companies” may use all video footage, including gameplay during the “Tournament”, for promotional purposes. The “Management Companies” reserve the right to broadcast every match of the “Tournament”. Players cannot refuse any broadcast permitted by the “Management Companies”. The “Management Companies” may reschedule matches in the “Tournament” for specific broadcast times, and players may not refuse to allow such rescheduling.

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 with and comply with “Management Companies”. These expectations include, but are not limited to the following.

- Being online and ready to play up to 30 minutes before the start of the scheduled Match;
- Inviting spectators/observers or other designated accounts into the game lobby;
- Utilizing a “Management Companies” designated communications server for team communications or other coordination;
- Participating in Technical Rehearsals;
- Participating in Dress Rehearsals;
- Participating in pre-/post-game interviews;
- Staging and starting matches upon designated instruction or timing as indicated by “Management Companies”;
- No surrendering in matches specified by the “Management Companies”;
- No spreading of undetermined information on social media, etc. prior to the final decision by the “Management Companies”;

- No spreading of false information after the final decision by the “Management Companies”;
- No match-fixing and cheating that may affect the outcome of that match and;
- Following any other reasonable instructions given by the “Management Companies”.

If the scheduling of a broadcast or match conducted by the “Management Companies” is refused, a penalty may be imposed as detailed in Section 12 PENALTIES for failure to comply with reasonable behavior expected of the players.

11. TOURNAMENT RULES

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 sportsmanship manner when communicating with other players and the “Management Companies” and must avoid any behavior that detracts from the gaming nature of the “Tournament”.

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 Companies”, at any time or place.

- Sportsmanship
 - “Participants” in the “Tournament” 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 “Tournament”, and all social media platforms. “Participants” are expected to represent the “Tournament” in a 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 “Tournament” that could be considered to misrepresent the “Management Companies” to the public.
- Tournament software
 - Players’ intentional use or attempted use of bugs or exploits in the software related to this “Tournament” (including but not limited to the game Pokémon UNITE, and chat platform Discord) is strictly prohibited, and such players may be disqualified by the “Management Companies”.
- Cheating and the integrity of the “Tournament”

- 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 game in the “Tournament”.
- Prohibition of harassment
 - The “Management Companies” promise 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 the “Tournament”), 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-oriented 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. Players may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning “Management Companies”, Hosts, or any of their respective agents, affiliates, subsidiaries, representatives or service providers, other players, the “Tournament”, or any other product or service of “Management Companies” or its agents, affiliates, subsidiaries, or representatives. Players must also not encourage the public to engage in any conduct prohibited by this Section. Nothing in this Section 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 the “Tournament” is strictly prohibited. Players are also prohibited from providing inside information, influencing, or in any way directly or indirectly participating in gaming activities.
- 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
 - A player may not engage in any activity or practice which (i) brings him or her into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from his or her public image, or (ii) is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on, “Management Companies”, Hosts, or any of their respective agents,

affiliates, subsidiaries, representatives or service providers, other players, the "Tournament" or any other product or service of "Management Companies" or its agents, affiliates, subsidiaries, or representatives. For the avoidance of doubt, player affiliation with individuals, entities or brands that are detrimental to the image or reputation of "Management Companies", Hosts, or their respective agents, affiliates, subsidiaries, representatives or service providers, other players, the "Tournament" or any other product or service of "Management Companies" or its agents, affiliates, subsidiaries or representatives, as determined by "Management Companies" in its sole discretion, will be deemed as a violation of this provision and these "Official Rules". The following is a list of this type of misconduct (which is not exhaustive).

- Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;
- Sexual assault and other types of sexual offenses;
- Conduct that poses a danger to the safety of another person;
- Animal cruelty;
- Theft and other property crimes; and
- Crimes involving dishonesty.
 - 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.
- In the event that any player is suspected of violating any of the above tournament rules, "Management Companies" may, in its sole discretion, impose penalties stipulated in Section 12 PENALTIES to such players at any time during the "Tournament".

12. 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 infraction, including the severity, circumstances, history, consequences/impact, or other relevant factor of the infraction to make a decision or enforce a penalty in the best interest of the integrity of the "Program". Penalties imposed in this "Program" may affect the eligibility for future "Tournaments". In addition, penalties imposed in the previous "Tournament" may affect the entries for this "Program".

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

- Forfeiture of Game;
- Forfeiture of Match;
- Removal of player or team from this "Program" (Disqualification);
- Forfeiture of prizing;
- Elimination of a player or team from the "Tournament" (disqualification from participating in the "Tournament" to be held after this "Program").

13. BROADCAST SUBMISSION REQUIREMENTS

“Management Companies” may require players to submit photographs and/or record and submit audio/video to “Management Companies” (each a “Submission” and collectively the “Submissions”). The “Management Companies” may, in anticipation of the possibility of public broadcasting of the “Tournament”, at their sole discretion, edit the players’ “Submissions” and broadcast or otherwise publish the “Submissions” as part of the coverage and publicity of the “Tournament” by the “Management Companies”. The “Management Companies” may also prohibit players from live-streaming the games and require players to keep the results of the games confidential until they are broadcast publicly by the “Management Companies”. All “Submissions” shall comply with the following.

- (i) MUST NOT contain material which is (or promote activities which are) in “Management Companies” sole discretion, hateful, slanderous, libelous, tortious, sexually explicit, obscene, pornographic, inappropriate, violent, self-mutilating (e.g., relating to murder, the sales of weapons, cruelty, abuse, etc.), discriminatory (based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic), illegal (e.g., underage drinking, substance abuse, computer hacking, etc.), offensive, threatening, profane, or harassing; or contain material that is threatening to (ii) any person, place, business, group or world peace; or contain words or symbols that are widely considered offensive to (iii) individuals of a certain race, ethnicity, religion, sexual orientation, gender identity or expression, or socioeconomic group; or contain images, words or text portraying (iv) nudity, acts of violence, or acts that are or appear to be unlawful or dangerous or in violation of, or contrary to the laws or regulations in any jurisdiction where the “Submission” is created.
- MUST NOT contain material that violates or infringes another’s rights, including but not limited to material that violates privacy, publicity, or intellectual property rights, or that constitutes copyright infringement. 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”.
- MUST NOT include mention or performance of any copyrighted media production including but not limited to books, articles, photographs, artwork, music, etc., or identifying descriptions of any media property other than those of “Management Companies”. “Submissions” must not include commercial music.

In the event that any player is suspected of violating any of the above broadcast submission requirements, “Management Companies” may, in its sole discretion, disqualify such player at any time during the “Tournament” and/or require the return of any prize won.

14. INTELLECTUAL PROPERTY LICENSE AND ASSIGNMENT

By submitting a “Submission”, you agree that such “Submission”, including all rights embodied therein, are deemed to be non-confidential and non-proprietary and “Management Companies” shall have no obligation of any kind 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 you or any third party, without limitation. You 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. You also acknowledge and agree that you are not entitled to any credit, consideration, notice, or payment of any kind in the event that the "Management Companies" use the "Submission". You waive any moral rights to your "Submission" and agree that if the "Management Companies" choose to use your "Submission" for any purpose, then any copyright or other intellectual property rights arising with respect to your "Submission" or any rights under copyright or other intellectual property rights arising from the "Management Companies" use of your "Submission" shall become the exclusive property of the "Management Companies". You further agree that if "Management Companies" elect to use your "Submission", you (or your parent or the person equivalent thereto if you are a minor) will execute any documents requested by "Management Companies" regarding this assignment. If the "Management Companies" use of the "Submission" results in liability to any third party, you agree to indemnify the "Management Companies" 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".

15. PUBLICITY RELEASE

Except where prohibited by law, by participating in the "Tournament", you grant to "Management Companies", Hosts, and their respective agents, affiliates, subsidiaries, representatives or service providers (which grant will be confirmed in writing on "Management Companies" request), the right and permission to print, publish, broadcast, and use, worldwide in any media now known or hereafter developed, including but not limited to the World Wide Web, at any time or times, your name, Account username, portrait, picture, avatar, voice, likeness, social media handle(s), opinions and biographical information (including but not limited to hometown and state/country) for advertising, trade, and promotional purposes without additional consideration, compensation, permission, or notification.

16. LIMIT

One entry per person (regardless of the number of email addresses or registered member accounts), or per email address (regardless of whether more than 1 person uses the same email address). Only entries received online in accordance with these "Official Rules" will be accepted. No other forms of entry - fax, mail, email, phone or other - will be accepted. Entry materials/data that have been tampered with or altered are void.

17. CASH PRIZES, PARTICIPATION FEE, SELECTION OF WINNERS

Prize Money

For those starters registered in the roster applicable to each section will be awarded cash in the amounts shown in the table below. All cash prizes will be paid in US dollars. Cash prizes will be distributed only to the top teams in “Regional Stage”, and “Finals”. Cash prizes will be paid to each player of the teams as specified in the “Amount Per Player” column.

A total of \$152,300 in prize money and participation fee will be paid to players throughout PUACL2024. The breakdown of the prize money is as follows.

Categories	Applicable Regions/Tournaments	Prize/Participation fees
Regional Stage Prize Money	East Asia League/Southeast Asia League	\$28,400
Regional Stage Prize Money	India League	\$12,500
Regional Stage League Participation fee	East Asia League/Southeast Asia League	\$13,600
Regional Stage League Participation fee	India League	\$8,500
Finals Prize Money (Starter)	Finals	\$88,500
Finals Prize Money (Reserve player)	Finals	\$ 800
	Total	\$152,300

Regional Stage (East Asia/Southeast Asia)		
Ranking	Total Amount	Amount Per Player
1st	\$5,000	\$1,000

2nd	\$2,500	\$500
3rd	\$2,000	\$400
4th	\$1,500	\$300
5th	\$1,000	\$200
5th	\$1,000	\$200
7th	\$500	\$100
7th	\$500	\$100
Total	\$14,000	

Regional Stage (India)		
Ranking	Total Amount	Amount Per Player
1st	\$5,000	\$1,000
2nd	\$2,500	\$500
3rd	\$2,000	\$400
4th	\$1,500	\$300
5th	\$1,000	\$200
6th	\$500	\$100
Total	\$12,500	

Finals		
Ranking	Total Amount	Amount Per Player
1st	\$40,000	\$8,000
2nd	\$20,000	\$4,000
3rd	\$10,000	\$2,000
4th	\$7,500	\$1,500
5th	\$4,000	\$800
5th	\$4,000	\$800
7th	\$1,500	\$300
7th	\$1,500	\$300
Total	\$88,500	

PUACL2024

Prize Money and Participation Fee for Regional Stage

Participation fee will be paid to players who played in the Regional Stage.

- A \$50 participation fee will be paid per match to the starters who played in the Regional Stage "SRR".
- A \$25 participation fee will be paid per match to the reserve players registered in the Regional Stage "SRR" and "SE Bracket".

If a starter and a reserve player are replaced in the middle of a match in the Regional Stage "SE Bracket", the prize money and participation fee for the Regional Stage will be paid to the replaced starter and the reserve player according to the distribution amount specified by the "Management

Companies”.

*In either case, the total prize money received by the teams will remain unchanged.

Prize Money for Reserve Players in the Finals

Reserve players will receive a \$100 cash prize throughout the Finals.

If a starter and a reserve player are replaced in the middle of a match in the Finals, the prize money and participation fee for the Finals will be paid to the replaced starter and the reserve player according to the distribution amount specified by the “Management Companies”.

*In either case, the total prize money received by the teams will remain unchanged.

Cash Prize Restrictions

The taxes, fees, and expenses applicable to the receipt and use of any prize not explicitly stated in these “Official Rules” shall be the sole responsibility of the winner. Prizes are non-transferable and non-exchangeable for cash. However, the “Management Companies” may, at its sole discretion, replace a prize with a prize of equal or greater value. The “Management Companies” shall not be responsible for replacing lost or stolen prizes, or for exchanging any part of a prize. Prizes cannot be used in conjunction with any other promotion or offer. Only the number of prizes stated in these “Official Rules” can be awarded in the “Tournament”. Except where prohibited by law, each winner will be required to complete and return an Affidavit of Eligibility, Liability and Publicity Release (hereafter “Affidavit”), within 10 days of the date of notification, or for any winner who is a minor in their place of residence, their parent or the person equivalent thereto must complete and return the “Affidavit”.

18. ENTRY ERRORS/NO RETURN OF ENTRIES

Neither “Management Companies” nor Hosts are responsible for lost, late, incomplete, damaged, stolen, invalid, unintelligible or misdirected registrations, which will be disqualified. Neither “Management Companies” nor Host are responsible for any unavailability of or interruptions to any service or equipment used in connection with the “Tournament”, including, without limitation, (1) interruptions to any network, server, Internet, website, telephone, satellite, computer or other connections (2) failures of any telephone, satellite, hardware, software or other equipment, (3) garbled, misdirected or jumbled transmissions, or traffic congestion, or (4) other errors of any kind, whether human, technical, mechanical or electronic, or (5) the incorrect or inaccurate capture of entry or other information or the failure to capture any such information.

Once submitted, “Submissions” and registrations become the sole property of

“Management Companies” and will not be acknowledged or returned. Potential winners may be required to show proof of identification. “Management Companies” may require that the potential winner provide proof that he/she is the authorized account holder of the email address and/or password associated with the winning entry.

19. POTENTIAL WINNERS

All potential winners are subject to verification by “Management Companies”, whose decisions are final. The “Management Companies” will determine the method of verification independently. A player is not a winner of any prize unless and until the player’s eligibility has been verified and the player has been notified that verification is complete. The “Management Companies” shall not accept screenshots, “Affidavit”, or other proof of wins as a substitute for the verification process they conduct. Potential winners will be notified via email (or overnight mail) sent within 15 business days following the end of the “Tournament” period to the address provided on the registration form. A potential winner will be disqualified if (i) they do not comply with these “Official Rules” (or is otherwise determined to be ineligible), (ii) they do not respond to the prize notice within 10 days of its transmission (or receipt, if mailed), or if the emailed prize notice, after 3 attempts, is returned as undeliverable, or (iii) the prize is undeliverable for any reason. If “Management Companies” notifies, or seeks to deliver a prize to or otherwise attempts to contact a potential winner, and such potential winner is subsequently disqualified, then “Management Companies” shall use its reasonable business judgment to determine, in its sole discretion, the disposition of the prize (e.g., may choose to donate the prize to another entity, at its 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 the “Tournament” (including receipt of cash prizes), which are not specified in these “Official Rules”, shall solely be borne by prize-winners.

20. ADDITIONAL CONDITIONS

Participation constitutes “Participant’s” full and unconditional agreement to these “Official Rules” and to “Management Companies” decisions, whose decisions are final and binding in all matters related to the “Tournament”.

“Management Companies” reserves the right to conduct a background check of any and all records of any potential winners and their companions, including without limitation, civil and criminal court records and police reports, and the potential winner and their companion agree to submit to such background checks. To the extent legally required, the potential winner and their companion must authorize the implementation of these background checks. “Management Companies” may also take all steps necessary to corroborate any information provided to “Management Companies” by the potential winner and their travel companion in their interview. In that regard, the potential winner and their travel companion will be obligated to provide necessary contacts and information so that “Management Companies” may conduct such investigation. Based on background checks, the “Management Companies” reserve the right (at their sole discretion) to disqualify potential winners and their companions from receiving cash prizes and

to select others to receive the cash prizes in their place.

CAUTION: Any person who attempts deliberately to undermine the legitimate operation of the "Tournament" or to alter or damage a website may be subject to civil and/or criminal penalties and fines; and "Management Companies" reserves the right to seek damages from any such person to the fullest extent permitted by law.

21. RELEASE AND INDEMNITY

By participating in this "Tournament" and/or receiving a cash prize, players agree to release and to indemnify and hold harmless "Management Companies", Hosts, and each of their respective related companies, and all of their respective officers, directors, employees and agents (collectively, the "Released Parties") for any liability, injury, death, loss or damages to "Participant" or any person or entity, including without limitation damage to personal or real property, caused in whole or in part, directly or indirectly, by participation in this "Tournament" (or related activities) or the acceptance, possession or use/misuse of a cash prize.

22. LIMITATIONS OF LIABILITY

The "Released Parties" will have no liability whatsoever for, and shall be held harmless by you against, any liability for any incorrect or inaccurate information, whether caused by players errors or by any equipment, hardware, software or programming associated with the "Tournament", injuries, losses or damages of any kind to persons, including personal injury or death, or property resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse, or use of a prize, registration or participation in this "Tournament" or in any tournament related activity, or any claims based on publicity rights, defamation or invasion of privacy, or merchandise delivery. If the "Tournament" 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. The "Released Parties" are not responsible for any unavailability of or interruptions to any service or equipment used in connection with the "Tournament", including without limitation (1) interruptions to any network, server, internet, website, telephone, satellite, computer or other connections (2) failures of any telephone, satellite, hardware, software or other equipment, (3) garbled, misdirected or jumbled transmissions, or traffic congestion, or (4) other errors of any kind, whether human, technical, mechanical or electronic, or (5) the incorrect or inaccurate capture of entry or other information or the failure to capture any such information. By participating in the "Tournament", you 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 "Tournament", or downloading or printing downloaded materials from these websites or software platforms). Without limiting

the foregoing, everything related to the Tournament (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.

23. DISPUTES/SELECTION OF LEGISLATURE

These “Official Rules” are governed by Japanese law and shall be interpreted in accordance with it. Players shall be subject to the jurisdiction of Japanese courts. Players irrevocably agree that the courts located in Japan shall have exclusive jurisdiction to settle any dispute that has arisen or may arise in connection with these “Official Rules”, arising out of or in connection with any claim that a player has against the Company. The Company shall have non-exclusive jurisdiction over any claim made against a player. Players also agree to accept service of process by mail, to the address they have provided to the Company, in the country or region of their residence. The parties hereto waive any right to a trial by jury.

24. PRIVACY

- Tournament Organized by TPC (Regional Stage East Asia League/Finals)

The personal information submitted by the player as a part of Tournament Organized by TPC shall be used to administer the “Program”, select winners, and grant cash prizes, and is subject to TPC's privacy policy on their website (for “Participants” in Malaysia: <https://my.portal-pokemon.com/privacypolicy/>, for “Participants” in India, Philippines, and Singapore: <https://www.pokemon.co.jp/privacy/english/>).

- Tournament Organized by ESL (Regional Stage India League/Southeast Asia League)

The personal information submitted by the player as a part of Tournament Organized by ESL shall be used to administer the “Program”, select winners, and grant cash prizes, and is subject to ESL's privacy policy on their website (<https://esl.com/privacypolicy/>) and Sky eSports's privacy policy on their website (<https://www.skyesports.in/PrivacyPolicy>).

25. 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/or by other means.

The changed “Official Rules” will enter into force from the time of the announcement.

26. LANGUAGES

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.

27. COPYRIGHT

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

28. REGIONS

“Tournament Designated by the Management Companies”

- India Region
- Indonesia Region
- Japan Region
- Malaysia/Singapore Region
- Philippines Region
- South Korea Region
- Taiwan Area
- Thailand Region

Regional Stage

- East Asia League
 - Japan Region
 - South Korea Region
 - Taiwan Area
- Southeast Asia League
 - Indonesia Region
 - Malaysia/Singapore Region
 - Philippines Region
 - Thailand Region
- India League
 - India Region

Others

- Hong Kong SAR
- Macau SAR

Supplementary provision

05/12/2023: These "Official Rules" are hereby established and implemented.