

Pokémon Trading Card Game Penalties Reference Chart

The Pokémon Company
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This is a quick reference chart of infractions that might happen during games or tournaments, with the corresponding penalties for each type of infraction.

Types of penalty: Caution < Warning < Prize Penalty < Multiple Prize Penalty < Game Loss < Disqualification < Ban

Category	Severity	Examples	Recommended Penalty and action
Gameplay Errors	Minor	Procedural error <ul style="list-style-type: none"> · Accidentally revealed a card from the opponent's deck while shuffling it. · Accidentally took one too many prize cards, but have not yet put it in their hand or seen what the card is. · Forgot to put their prize cards down while setting up to play, but noticed before drawing any cards from their deck. (If the opponent let the game proceed without noticing either, give the opponent a Caution as well) · Forgot to take prize cards, but noticed just as their opponent's turn started. (If the opponent let the game proceed without noticing either, give the opponent a Caution as well) · Dropped a card. Upon verification, players and judges were able to identify where the card fell from (hand, deck, prizes...). 	Warning or lower
		Improper application of card effects <ul style="list-style-type: none"> · Tried to use a Supporter on their first turn going first. However, a judge deemed that the game state was fully reversible and that the error has little effect on the game. · Used the Supporter "Penny" to put a Pokémon back in their hand, then immediately noticed it was their first turn going first. However, a judge deemed that the game state was fully reversible, and that the error did not give an unfair advantage to either player. (If the opponent let the game proceed without noticing either, give the opponent a Caution as well) · Accidentally drew one or several extra cards, but both players agree on which were the extra card(s) and have immediately suspended play. · Because of a misinterpretation of the game state, continued playing with the wrong amount of damage on a Pokémon. However, both players agree on the situation and the game state can be reversed. (If the opponent let the game proceed without noticing either, give the opponent a Caution as well) 	Warning or lower
	Major	Procedural error <ul style="list-style-type: none"> · Drew one or several extra cards, and both players can't identify or agree on which were the extra cards. · Used two Supporter cards in the same turn. The second Supporter used was 'Judge', and both players already shuffled their hands into their decks. (If the opponent continued playing without noticing either, give the opponent a Warning as well) · Forgot to put their prize cards down while setting up to play, and played their turn without noticing. (If the opponent let the game proceed without noticing either, give the opponent a Warning as well) · Forgot to take prize cards, and let the game proceed without noticing. (If the opponent let the game proceed without noticing either, give the opponent a Warning as well) 	Multiple Prize Penalty or lower
		Improper application of card effects <ul style="list-style-type: none"> · Used the Supporter 'Miriam' without showing their opponent which cards they shuffled into their deck, and there is no way to confirm which cards were shuffled. 	Multiple Prize Penalty or lower
	Severe	<ul style="list-style-type: none"> · Mistakenly thought they'd won by taking their last two prize cards when Knocking Out a Pokémon, while they really should have only taken one prize card from that KO. The mistaken player (not their opponent) then scooped up their cards before a judge or staff member arrived, making it impossible to reverse the situation. 	Game Loss
※ Reasoning	<ul style="list-style-type: none"> · If the error gave little to no extra information to that player, and if the situation can easily be fully reversed, Warning or lower. · If the game state can't be reversed, Prize Penalty or higher. 		
Marked Cards	Minor	<ul style="list-style-type: none"> · Marks and/or wear and tear over all sleeves without any identifiable pattern. 	Warning
	Severe	<ul style="list-style-type: none"> · Specific cards marked in a way that make them identifiable face down or in the deck. 	Game loss or higher
Deck Errors	Minor	<ul style="list-style-type: none"> · Noticed their deck contained too many cards or was missing cards, while setting up to play before starting the game. 	Have the player fix the error so that they have a legal deck.
	Major	<ul style="list-style-type: none"> · Noticed their deck contained too many cards or was missing cards, after the game started. 	Game Loss
	Severe	<ul style="list-style-type: none"> · Deck contains cards that are illegal in the event's format, or more than four cards with the same name. 	Game Loss
Pace of Play Issues	Major	Slow play or rushing <ul style="list-style-type: none"> · Took a considerable length of time to play, in a match with a time limit. · Unreasonably rushed their opponent, asking them to speed up their place of play when it was not called for. 	Warning
	Severe	Intentional slow play <ul style="list-style-type: none"> · Purposefully took an unreasonable length of time to play, in a match with a time limit. 	Game loss or higher
Tardiness	Major	<ul style="list-style-type: none"> · Arrived at their table after the round started, but before the match result was recorded. 	Warning
	Severe	<ul style="list-style-type: none"> · Arrived at their table after the round started, and after the match result was recorded. 	Game Loss
Unsporting Conduct		<ul style="list-style-type: none"> · Insults and/or verbal abuse towards an opponent. · Peeking at their opponent's hand. · Wilfully lying about the rules to a player who doesn't fully understand them, in order to gain an advantage. 	Game loss or higher
	Cheating	<ul style="list-style-type: none"> · Putting a card from one's discard pile into the hand while the opponent isn't looking. · Adding a specific card to one's hand through illegal means. 	Disqualification or higher