

Pokémon Trading Card Game

Floor Rules Ver. Asia-1.3 2

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Preface

These Pokémon Trading Card Game Floor Rules detail the set of rules shared across all official Pokémon Trading Card Game events, and which all participants are expected to adhere to.

Let us all adhere to these rules to make enjoyable events that are not just about the outcome of the game, but also, and most importantly, about sharing our love for the Pokémon Trading Card Game!

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Section 1: To all event attendees

Anyone attending a Pokémon Trading Card Game event, either as a player or spectator, is expected to understand and adhere to the information in this section.

This section will explain the following main points:

1. Player ID
2. Conditions for participation and exceptions
3. Prohibited behavior in Pokémon Trading Card Game events

1-1. Player ID

Players who wish to participate in any official Pokémon Trading Card Game competition and/or Gym event must first sign up on the Pokémon Trading Card Game Players Website and be issued a Player ID number.

When registering as a player, please keep in mind the following rules:

- One single Player ID number per player.
- A player can only register on the Pokémon Trading Card Game Trainers Website of their region of residence (they must also be able to prove their residence).
- If a player is found out to have registered duplicate accounts, either in the same region or across several regions, they may face penalties such as removal of duplicate IDs or a ban from participating in any Pokémon Trading Card Game event.
- If a player moves to a new region of residence, they will first need to delete their old account associated with their previous region of residence, then create a new account that matches their new region of residence. By doing so, they will be able to keep participating in events in their newly registered region of residence. Do note that some other qualification restrictions may apply for some events, and that doing through this process does not guarantee participation in all events.

1-2. Eligibility

The ability to participate in Pokémon Trading Card Game events is open to all who have a Player ID number, with the following exceptions:

- Those who have an active suspension from Pokémon Trading Card Game Organized Play program events, issued by the Pokémon Company or one of its subsidiaries.
- Tournament staff members, including the Organizer, judges, and scorekeepers, who are staffing that specific event.
- Individuals who, through their position or role, have access to information relating to Pokémon Trading Card Game products before the general public.
This includes people who have been in such a position or role within the past year, as well as any one affiliated to them.
- Any other individual the organizer deems to not fulfill eligibility conditions.

If an individual corresponding to any of the above exceptions was found to have participated in an event, they may face penalties such as the removal of their Player ID.

1-1. Expectations and prohibited behavior

Attendees at Pokémon Trading Card Game events are expected to understand and adhere to the rules outlined in this document, as well as any other accompanying documents that are applicable to their roles.

1-3-1. Duties as an attendee

All attendees are expected to:

- Meet the registration and/or entry requirements of the event, wherever necessary.
- Maintain a socially acceptable level of personal hygiene.
- Follow the directions of event staff.
- Be respectful and courteous to all.

1-3-2. Prohibited behavior

It is important that all participants are made to feel welcome and comfortable as part of the Pokémon Trading Card Game community.

In support of this, the following behaviors are prohibited in all Pokémon Trading Card Game events:

- The sale or consumption of alcoholic beverages and/or any mind-altering substance, and/or participation in events under the influence of any such substance.
- Wagering or gambling on the results of a game, portion of a game, match, or number of matches.
- Offering any form of compensation with intent to alter the result of a game, portion of a game, match, or number of matches; bribery.
- Bringing any firearm (including mock weapons that could reasonably be mistaken for such), knife, or any other items that could be used as a weapon.
- Wearing attire and accessories that display inappropriate or inflammatory language, or that are otherwise determined by the Organizer to be unsuitable for such an environment.
- The use of inappropriate language and/or the discussion of provocative topics.
- Commercial activity such as selling unofficial items.

Section 2: To all Players

A player is any active participant in a Pokémon Trading Card Game event.

Players who drop out of the tournament become spectators.

2-1. Player Responsibilities

All players must:

- Follow the tournament schedule and present themselves for play in a timely manner.
- Double-check their match record and standings as pairings are posted each round, and if they notice any discrepancies report to the appropriate event staff immediately.

Players are also responsible for bringing the following:

- A valid Player ID.
- A personal ID document (with full name, picture and date of birth)
- Proof of residence (with full name and address)

- A sleeved deck that meets the format restrictions for the tournament
- Replacement card sleeves
- Any implements necessary to play, track, and maintain game information. This includes, but is not limited to, items such as:
 - Damage counters
 - Special Condition markers
 - A randomizer such as a coin or dice

2-2. Match Etiquette

To allow for a pleasant playing experience for all, players are expected to always uphold the rules and spirit of the game, and show consideration and integrity towards their opponents.

2-2-1. Basic match etiquette:

Please always keep the following match etiquette in mind:

- Greet your opponent at the start and end of each match.
- Clearly announce your actions and the effects of your cards during play, and clearly respond to your opponent whenever needed.
- Keep your board and belongings tidy to avoid any confusion for your opponent, judges and staff.
- Handle your opponent's cards with care. When you need to check your opponent's cards (be it their Active, Benched Pokémon or their discard pile), please ask for their permission first. Unless explicitly allowed to do so through a card's effect, do not try to look at the cards in your opponent's hand or deck.
- Refrain from any behavior that would make your opponent uncomfortable (such as raising your voice, insulting them, playing slowly on purpose, etc.).
- If you need to leave your seat for any reason, first ask for permission from your opponent and from a judge or staff member.
- If there is any confusion regarding the rules during a match, players may call a judge or event staff to ask for confirmation.
- Players are expected to follow the judge's or staff member's decision on that matter.
- However, if a player disagrees with that decision, they are allowed to appeal to a different judge, including a Head Judge, to review the decision.
- Judges ultimately have the final say regarding any demands from the players.

2-3. Prohibited behavior during matches

Unless given explicit permission from an event staff member, players participating in a tournament should refrain from any of the behaviors below during their matches:

- Receiving any information from an outside source regarding their match or another match.
- Making phone calls or using any mobile device.
- Having a device such as earphones, headphones or a smartwatch.

Additionally, players are prohibited from bringing the following items to the play table:

- Beverages (other than water for rehydration) or food
- Notes or documents with any pre-written information or text.
- In addition to the above, any items not listed as things to bring for the competition.

Section 3: To all Spectators

Spectators are those who are present at a Pokémon Card Game event but who are not actively participating in the to

urnament. This includes legal guardians, companions, and players who have dropped out of the tournament.

Spectators should stay within the designated watching areas and observe proper etiquette when watching matches, so as not to interfere with the tournament and gameplay. Those who fail to adhere to these rules may be asked by a judge or event staff member to stop spectating.

3-1. Spectator Responsibilities

All spectators attending an event must adhere to the following rules:

- Do not interfere with a match or players in any way.
- Maintain a reasonable distance from matches in progress to avoid distracting the players.
- Refrain from discussing matches in progress within earshot of the match table.
- If the accompanying guardian of (or spectator in any other position of responsibility towards) a player competing in the event were to engage in any disruptive behavior, that player may receive penalties as though they had engaged in that disruptive behavior themselves.
- In such cases, should it become necessary to remove the accompanying spectator from the venue, that player may be disqualified from the tournament and/or receive higher penalties such as a ban from future events.

Section 4: Judges

Judges are expected to administer impartial rulings and assist the Organizer and Head Judge in running a fun, fast, and fair tournament. Judge rulings at Pokémon Trading Card Game events are officially supported, where those rulings are made impartially and are in the best interests of the Spirit of the Game – making them an invaluable part of a fairly-run event.

4-1. Judges

All judges must:

- Be free from bias toward or against any player.
- Avoid ruling on games where family members or close friends are involved, where possible.
- Exemplify and encourage good sporting behavior.
- Work together with other event staff and participants to enforce the rules of the game and create a fair and smooth tournament experience for all.
- All judges have the power and responsibility to intervene and correct any situation or behavior they witness and that is, or could be thought as, going against the rules or spirit of the game.

4-2. Head Judge

The Head Judge serves as the final arbiter of all rulings and rules interpretations for a tournament, and is ultimately responsible for making sure that all participants abide by the rules set forth in this document.

The Head Judge must:

- Ensure that judges remain active and on task.
- Update the Penalty Summary document for the tournament and submit the dedicated form in a timely and accurate manner.
- Complete and submit a Disqualification Report for each disqualification (with the exception of no-shows).

Section 5: About the Tournament Organization

This section will detail important information about how events are run.

Note that organizers may also set additional rules for specific events.

5-1. Procedures for Participation

Players are responsible for making sure they arrive and complete all necessary procedures before the announced Player Meeting time.

For events with a set check-in time limit, make sure you complete all participation procedures within the designated time on the day of the event. Players who fail to do so will lose their right to participate in the event.

However, some events may still allow players who were late for check-in to rejoin the competition from Round 2 onwards, if they complete the necessary procedure at the Event Management Main Desk before the end of Round 1. In such cases, any Bye privileges that player may have had become void.

5-2. Once Round 1 has Started

Players who did check in in time but are not seated at their match table when a round starts will generally be considered as having lost that round. In such cases, any Bye privileges that player may have had become void.

However, if by the end of the allotted time for the current round that player reports their situation and completes the necessary procedure, they may be allowed by the organizer to rejoin the competition from the next round. If the player does not report their situation, they will be disqualified and will not be allowed to rejoin at a later time in the event.

Note that specific events may set different rules regarding tardiness.

Please make sure you understand and follow the rules of the event you're participating in.

5-3. Match Results

Players and event staff must both make sure match result details are accurate and properly submitted and recorded. Depending on the event, players may need to submit the match results themselves online, or fill a paper match slip and submit it to the event staff who will record the results.

5-3-1. Event records

Event records such as standings, pairings, and match slips, may be retained in paper form until the end of a tournament to aid with solving any potential discrepancies that may arise. They should then be immediately destroyed.

5-3-2. Submitting and recording match results

A match slip serves as a written record of the result from any one match.

Results must always be used at official Pokémon TCG events through the means specified by the organizer.

At the end of each match, the players should record the result, either on the match slip or online, as instructed by the event organizer.

Then, even if results are submitted online, both players may be required to record the result on a match slip and sign it to indicate that they agree with the result.

Once a result has been submitted online or a match slip has been signed, that result is considered final.

* Depending on the event, organizational details may differ from the above.
Please make sure you always check the information and rules for the event you're attending.

5-3-3. Double-Checking results

In swiss-round tournaments, players have a responsibility to double-check their match points (records from previous rounds) in pairings and provisional standings.

If you have any doubts or if you notice any discrepancy in your match points or records, please make sure to report to a staff member or judge within the designated time.
As a rule, once the next match has started, match results and pairings will be considered correct and final.

5-3-4. Correcting results

The Organizer may decide to re-pair some or all matches in a round if a player's match record is found to be incorrect before the end of the appeal time.

5-4. Tempo of Play

The pace of a Pokémon TCG match should be lively without being excessively fast, and each player should receive approximately half of the allotted time for the game.

Pokémon Trading Card Game events have established the below guidelines by which to assess whether a game action is completed in a reasonable time frame.

- Shuffling and setup, game start: 2 minutes
- Shuffling and deck search, mid-game: 15 seconds
- Performing the actions of a card or attack: 15 seconds
- Considering the game position before playing a card: 10 seconds
- Starting the turn after opponent's "end of turn" announcement: 5 seconds

These are guidelines only, and should be considered within the context of normal gameplay.

Players attempting to compartmentalize their turn in order to consistently use every second of the time allowed for these actions, or players who repeatedly exceed these times, will be subject to penalties associated with stalling or "Slow Play".

5-5. Time Extensions

Judges may issue time extensions of a length corresponding to the time taken to resolve any issue. The extra time allotted must be clearly communicated to both players, and recorded immediately by the judge.

That judge should also leave a note on that table with the duration of the time extension, as a reference to other judges.

Section 6: Card Legality

Players must ensure that all cards they wish to use are legal for the format in which the tournament is held.

6-1-1. Proxy cards

Fake or proxy cards (photocopies, printouts or handmade cards used in place of an actual card) are not allowed in any tournament. However, a judge may decide that a card that was accidentally damaged needs to be replaced with a proxy to allow the match to continue without giving either player an unfair advantage. In that case only, proxies made or approved by a judge may be allowed.

6-1-2. Damage, stains, markings, and warping

Cards with damage such as indentations, stains, warping, or markings on the card's face, back or sides that could distinguish them from other cards in a deck, may not be allowed for use in the tournament, by the discretion of a judge.

However, if card sleeves are used and make those cards indistinguishable from other cards, then those cards can be used.

*Depending on the event, specific rules may apply regarding which card sleeves are allowed for play.

6-1-3. Deck Checks

Deck checks must be performed in all official tournaments.

In Pokémon Trading Card Game events, legality checks are expected to be performed on at least 10% of decks, but event staff are encouraged to strive to complete as many as is reasonable.

Deck checks can be performed at any point during the tournament, from check-in to the final round.

When performing a Deck check, event staff must check the following:

- Make sure all cards in the deck list are legal in the tournament's format.
- Make sure the contents of the deck match the contents of the deck list.
- Make sure no card or sleeve has any form of marking or alteration.

Section 7: Card Sleeves

Players may use card sleeves in accordance with the rules of the event they're attending.

However, card sleeves are not mandatory in order to play.

In the tournament, if a judge deems that a player's card sleeves are not fit to be used, the player has the option to either replace the card sleeves with more appropriate ones, or play without card sleeves.

* Depending on the event, the Organizer may sometimes require specific types of card sleeves to be used.

Section 8: Shuffling and Deck Randomization

Shuffling a deck means making it sufficiently randomized so that neither player can tell the order of its cards.

At the start of each game, as well as whenever a player has been instructed to “shuffle their deck” by an effect during the game, decks must be sufficiently randomized.

Strict penalties will be implemented if a player were to perform an illegal deck manipulation when shuffling.

* For more details on penalties, refer to Section 12.

8-1. Shuffling by Players

A player may shuffle their own deck until they deem the cards to be sufficiently randomized.

However, players must shuffle their deck where their opponent can see it and within a reasonable amount of time; they should also make sure not to damage the cards nor peek inside their deck while shuffling.

1. Once a player's deck is shuffled, their opponent may shuffle it once more or cut* it. Cutting or shuffling the opponent's deck should be brief, and done while taking care not to damage the opponent's deck nor peek at its contents.

* Cutting the deck consists of creating two separate stacks of cards by removing a portion of the top of the deck, and then placing it under the remaining portion. Cutting into more than two stacks is considered a shuffle.

2. Once a player is done shuffling their deck, they should offer their opponent to shuffle it once more or cut it (if not offered, their opponent can also request to do so).
Once a player's deck has been cut or shuffled by their opponent, they cannot cut or shuffle it again.

8-2. Shuffling by a Judge

Judges are allowed to cut a player's deck, be it at a player's request or at their own discretion.

- If a player feels that a deck (either theirs or their opponent's) may not be sufficiently randomized or properly shuffled, they may request a judge to shuffle that deck.
- Once a deck has been shuffled by a judge, players cannot shuffle or cut that deck.

Section 9: Match Conclusion and Outcome

A match's conclusion and outcome are determined according to the rules of the event.

When rules require match results to be written down and signed by players, once a result has been signed by both players, it cannot be reversed.

However, even after a match has concluded, if a player's actions were found out to be in violation of the rules, and/or if there is a concern that it would significantly impact the rest of the tournament or future ones, the Organizers may amend a match result and withhold all privileges derived from the match result prior to the amendment.

Moreover, if a situation arises where a match's outcome cannot be determined, the Master Judge and/or Head Judge and Event Organizer reserve the right to decide the result.

Section 10: Concessions, Intentional Draws, and Dropping from Tournament Play

10-1. Conceding a Match

The result of a match should be decided by gameplay above all else, but so long as the game or match has not yet ended (by time elapsing or a judge declaring a winner), players are permitted to choose to concede to their opponent for any reason.

After a player has conceded and the match result has been submitted and recorded

– either through online submission or by signing the match slip –,
that result is considered to be final and cannot be changed.

Pokémon Trading Card Game events do not recognize any informal agreements made between players regarding the outcome of a match prior to the online submission of results or the signing of the match slip.

10-2. Intentional Draws

So long as the game or match has not yet ended (by time elapsing or a judge declaring a winner), both players may sometimes agree to draw the game.

However, this is not an option in competitions which do not feature Draws as a possible game conclusion.

10-3. Dropping from Tournament Play

Players wishing to leave a tournament in progress (a.k.a. drop) must do so through the proper process decided by that event's organizer.

If a player drops after pairings for the next round have already been announced and before the start of their next match, that match will be registered as a no-show loss for them, and they will be recorded as having dropped after that match.

Note that for events offering participation prizes, depending on the timing at which a player drops, they may lose their right to claim said participation prizes.

Section 11: Manipulation of Match Outcome Through Illicit Means

No matter the type of event, Players may not attempt to decide or manipulate the outcome of a match through alternate means.

Players should never offer any compensation (monetary or not) to their opponent to influence the outcome of a match.

Bribing, coercing, or otherwise pressuring their opponent into any match result falls under Prohibited Behavior. Likewise, proposing other methods of choosing a winner (including random means such as with a coin flip) also falls under Prohibited Behavior.

If a player voluntarily concedes or agrees to a draw, no form of compensation must be involved.

Any such behavior would be considered as "Manipulation of Match Outcome Through Illicit Means" and incur penalties such as disqualification or above.

If your opponent's actions match any of the illicit behaviors described above, please immediately call a Judge.

* For more details on penalties, please refer to Section 12.

Section 12: Penalties

Players who fail to comply with these Pokémon Trading Card Game Floor Rules, other official documentation, and/or to the rules of a specific event might receive penalties at the discretion of a Judge or Event Organizer.

Penalties are decided by the Judge or Event Organizer based on the type and level of the event, and on the nature and context of the offense. Repeated offenses in spite of previous penalties may result in more severe penalties.

Note that specific events may define different criteria for penalties and corresponding behaviors.

12-1. Types of Penalties

* The penalties below are presented as examples. Depending on the context, and at the discretion of the Judge or Event Organizer, offenses similar to the ones described below may incur lighter or more severe penalties.

12-1-1. Caution

Cautions may be assigned for reversible mistakes that do not affect the game state nor give either player any advantage.

12-1-2. Warning

Warnings may be assigned for mistakes that, although reversible, may have an impact on the outcome of the game.

They may also be assigned for repeated offenses that would normally incur a Caution, after a Caution has already been given.

12-1-3. Prize Card Penalties

Prize Card penalties may be assigned when a mistake has been made that significantly affects the game state and there is no clear way to resolve the issue.

They may also be assigned for repeated offenses that would normally incur a Caution or Warning, after a Warning has already been given.

After a player receives a Prize Card penalty from a judge or Organizer, the offending player's opponent must take fewer Prize cards in order to win that game than would normally be necessary. The exact number of cards is decided by the judge or Organizer, after considering the context of the violation and its impact on the game state.

12-1-4. Game Loss

A Game Loss may be issued when a judge or Event Organizer rules that a mistake has been made that has a severe impact on the game state, to the point where the game is irreparably broken and unable to continue. When a Game Loss penalty is issued, the game is recorded as a loss for the player receiving the penalty.

* If both players receive simultaneous Game Loss penalties, the game is recorded as a loss for both players.

12-1-5. Disqualification

Players who receive this penalty may not continue playing in the tournament, and are no longer eligible for any rewards for that event.

Such players lose their rights to any rewards and prizes they may have received from their participation in the tournament, including any participation prizes, and must return them all to the organizer.

12-2. Suspension

This penalty may be given to players whose actions have significantly and negatively impacted the integrity or operation of the entire event.

Players who receive a suspension will, for the duration of the suspension, have their Pokémon Trading Card Game Trainers Website account disabled, and will be forbidden from attending or participating in any event held by The Pokémon Company, its subsidiaries, or contracted organizers.