



Devon Corporation

How to run a tournament

Introduction

In this document we will outline how to run a tournament under the Devon Corporation and in accordance with the Devon Corporation rules for ranked tournaments. This is intended to be a supplemental document for Tournament Officials to run a tournament.

Hosting a Tournament

1. The tournament registration, round pairing and match reporting will happen using the Dracoviz platform.
2. When creating a tournament, certain requirements will need to be input in order to maintain the ranked nature of the tournament.

Tournament Details

- **Tournament Name:** TO preference, including meta name encouraged
- **Tournament Description:** Brief description is required
- **Server Invite Link:** Strongly encouraged
- **Round Length:** TO preference so long as ranked events conclude on time
- **Bracket Type:** Select Swiss or Round Robin.
 - i. Please note, the maximum amount of trainers for both formats are 128 and 8 respectively.
 - ii. Please note that the minimum amount of trainers for Swiss tournaments is 8 and for Round Robins it is 4 - these minimums apply to both remote and in-person events.
- **Number of games per round:** Select 3.
- **How many points are awarded for a bye:** Select 3
- **Allow players to report additional games (i.e., bo3 can report 3-0):** Check this box.
- **Require both players to report their score:** Check this box.
- **Hide teams to all players except for their opponent's team:** Do not check this box.
- **Is this a private tournament?:** TO preference.
 - i. Privacy designation hides the tournament from open-viewing on Dracoviz. This is not the same as restricting participation, which is covered below.
- **Hide teams from spectators:** Do not check this box for ranked events.
 - i. This box hides all export data from Devon Ranking Personnel. If you check this box, your event will not be ranked.

It is important that TOs do not conflate restricting participation with setting tournaments to Private and/or Hiding Teams. Those are not the same. Please see the above as to what is or is not allowed as far as Privacy status and/or Hiding teams. As for restricting participation, Devon Corporation permits that under the following circumstances:

- ii. for traditionally under-served groups and/or protected communities (e.g., Girls that PvP). *If you would like to obtain protected status for your community, tag Refs on the Devon Corp discord.*
- iii. Ability tiers are permitted. A common example of ability-based tiers would be GoStadium's lobbies. Communities need not apply for this type of restriction.
- iv. In-person only tournaments are inherently restricted to geographical location and are permitted. If so desired, TOs may also restrict participation to their geographical location for remote tournaments. The responsibility of verifying geographical location rests solely on the TOs but/and, no privacy laws must be violated in the process.

Game Settings

- **Max Teams:** 128
- **CP Registration:** Select "Visible to All Players."
- **HP Visibility:** Select "Not Required."
- **Moveset Visibility:** Select "Not Required."
- **Purified Visibility:** Select "Not Required."
- **Best Buddy Visibility:** Select "Not Required."
- **Nickname Visibility:** Select "Not Required."
- **Draft Mode:** Select "No Draft."
- **Is this a team tournament?:** Do not check this box.
- **Meta:** Select appropriate Devon Corporation meta.
- **Hide teams from host before registration completes?:** Check this box.
 - i. Please note that failure to complete this step will result in the tournament not being ranked.

Pre-Tournament Procedures

Prior to the start of the tournament, Competitors must register their Battle Team on Dracoviz and check in with a Tournament Official to confirm attendance. Competitors are responsible for:

- Accurately entering their Registered Battle Team with the exact CP for each Pokémon and denoting if it is a Shadow Pokémon when applicable.
- Making sure the Pokémon that are being registered in the Battle Team have the correct movesets.

- Keeping up with any announcements and updates from Tournament Staff regarding tournament logistics.
- [Coming Soon] Entering the check-in code for a tournament in a timely manner after it has been announced by the Tournament Officials.

Tournament Officials must confirm the Devon Rules with the Competitors and announce any specific logistics for that tournament (i.e. round time limits). Tournament Officials are responsible for:

- Making sure the tournament page is updated with accurate and timely information including a link to the platform where tournament discussion and organization will take place.
- Being familiar with and assisting Competitors through the check-in process.
- Keeping all Competitors apprised of any updates or changes regarding the status of the tournament and any tournament logistics.
- Checking to make sure all participants that are registered have had sufficient time to check in and update their Battle Teams before closing check-ins and starting the tournament.
- [Coming Soon] Providing the check-in code to Competitors with a reasonable amount of time before the start of the tournament.

Procedures During the Tournament

Screen Recording

It is highly recommended that players have the ability to record the screen of their device. Screen recording is defined as the process of capturing what appears on your device screen. This captured footage will be saved as a file on the device and can be reviewed in case a player has a technical malfunction or other concern during gameplay.

Without a screen recording, it is difficult for a player to provide evidence of a technical issue, which may lead to a referee review being denied. All screen recordings are retained until the end of the tournament.

Note Taking

Players may take written notes during a match and may refer to those notes at any time during that match, including Team Preview. Players may choose not to share these notes with other players, but a referee may ask to see a player's notes and request an explanation if needed.

A player's note sheet must be completely free of text, handwritten or otherwise, at the start of each match. Players must be timely with their note taking and may not use a device that can send or receive messages as a note-taking device. A player may not refer to notes taken during previous rounds while the tournament is still in progress. Written notes taken during a match may not be given to other players during the tournament.

Because a judge may ask to see a player's notes while a match is in progress, the use of codes, ciphers, abbreviations, or any other method of obscuring the meaning of the information is not permitted. Additionally, notes taken by a player may not contain misinformation intended to deceive tournament staff. Should a judge request clarification or a translation for notes written in a language not spoken by

tournament staff, the player must oblige.

A player can not be helped by outside assistance tools during an active match.

Advancing Before all Matches have Completed

There are some scenarios during a tournament where, in order, to progress the tournament in a timely manner a matchup will not be played within the time limit. In this situation, a Tournament Official may remove one player, or both players, depending on the situation.

In a situations where one player is primarily and/or solely at fault and a tournament timeline is at stake, TOs are permitted to remove the offending trainer to progress the tournament. TOs are also permitted to assign a slow-play loss. In both situations, no match or win occurred, but either the TO or the Dracoviz platform will assign a loss to the offending trainer. These actions are permitted.

In a situation where neither player is fully at fault, but the match cannot be played within the time limit - removing both players is the **only permissible way to allow the tournament to progress**. Under no circumstances, should TOs use coin tosses, issue ties (1-1, 0-0) or anything else besides dual-removal. (Trainers are allowed to forfeit in order to remain in the competition, however, neither side is obligated or may force the other trainer to do so.)

End of Tournament Procedures

Match outcomes must be self-reported by each Competitor immediately after the match is complete via Dracoviz to record the number of battles won and lost. Competitors should not exceed the round time limits that may be set by Tournament Officials (to be communicated to Competitors prior to the start of the tournament).

If there is a dispute between reported match outcomes, Officials will confirm the correct results via the in-game journal and correct on Dracoviz if necessary.

Matches may not end in a draw. Battles that end in a draw (verified by the journal entries) do not count as a win for either Competitor and an entirely new battle must be played. Competitors must play until the required number of wins has been achieved, unless one Competitor has conceded, is disqualified, or is otherwise removed from the match or tournament. No other means may be used to determine the match outcome.

Tournament Officials are responsible for concluding a tournament in a timely manner once the final matchup is reported. Officials found to be failing to conclude a tournament on time may be investigated by the Devon Corporation and if they are found to be doing so to purposefully manipulate rankings will be subject to penalties.

Specific Meta Procedures

Crypt Cup

Genetic Cup

Pokemon Team Validation Guidance

- If the TOs are not participating, they or their non-participating designee may choose to check teams in advance, however they must leave "Hide teams from host before registration completes?" checked in Dracoviz for ranked events; competitors must not be able to see one another's parties.
- If TOs are participating, they may not check teams in advance.

Devon has developed an official Genetic Cup party validation tool. Please navigate to the link provided below and select "File / Make a copy." Once that's done, the tool is pretty straightforward and will provide red shading when your entries are invalid and green shading if they are all correct. Yellow boxes will indicate which areas need to be changed.

Please find the validator here: [Genetic Cup Validator \(Devon\)](#)

In addition to our in-house validator, one of our community contributors also developed a validator that includes a visual graphic of eligible Pokemon beneath each family. Similarly, when using this tool, you should navigate to the link below and select "File / Make a copy." Once that's done, the tool is also straightforward and will provide pop-up prompts if/when eligibility mistakes are made.

Please find the validator here: [Genetic Cup Validator \(JamieTK14\)](#)

The initial mono-typings and inter-relational logic between Parents, Children, and Mutants were used by Devon Corporation to create an Approved List. Not every Pokemon that theoretically could be included is permitted. Some babies, regionals, Legendary/Mythical, and/or other choices may have been removed for distribution health. Although we've done our best to ensure the tools above are valid, trainers remain liable for mistakes. Please refer to the official Approved List for what is eligible.

Please find the official Approved List here: [Genetic Cup Approved List \(Devon\)](#)

Additional Pre-Tournament Procedures

- Encourage all participating trainers to check their parties for validity before the event starts using the Validator Tooling provided on our website
- Once TOs begin the event and reveal battle parties in Dracoviz, we strongly encourage TOs to review all submitted parties and, if any errors are caught, to issue the penalties below.
- TOs must ensure that participants submit Pokemon as follows:
 - Parents must be submitted in Slots 1 and 2.
 - Children must be submitted in Slots 3 and 4.
 - Mutants must be submitted in Slot 5 and 6.

Potential Mistakes & Suggested Penalties

The limited validation that Dracoviz implemented means that potential mistakes will happen with Children and or Mutant typing requirements. Specifically, Dracoviz will not validate whether children share a typing with Parents, nor will it check that Mutants do not share typings with Parents/Children. This means that, the following combinations of party invalidity are possible:

- One or two Children are invalid and Mutants may or may not be invalid.
 - **Consequence** for 1 invalid Child:
 - Both the invalid Child and both Mutants are ineligible. TOs must instruct the trainer competing to notify each of their opponents before battle; any use of these ineligible Pokemon results in tournament removal.
 - **Consequence** for 2 invalid Children:
 - Both Children and both Mutants are ineligible. TOs must instruct the trainer that they are thereby removed from the tournament due to lacking enough Pokemon to compete.
- Children are both valid but one or two Mutants are invalid.
 - **Consequence** for 1 invalid Mutant:
 - The invalid Mutant is unusable and TOs must instruct the trainer competing to notify each of their opponents before battle; any use of this ineligible Pokemon results in tournament removal.
 - **Consequence** for 2 invalid Mutants:
 - The invalid Mutants are unusable and TOs must instruct the trainer competing to notify each of their opponents before battle; any use of these ineligible Pokemon results in tournament removal.

Mutants are banned by default if/when Children are invalid. This is because some impossible combinations can result and it's not practical nor entirely fair to view each case individually.

Change Log

- 11/27/24 - updated Draco build instructions
- 09/29/2024 - Moved Specific Meta guidance to bottom, clarified private tournament rules, allowances, and required approval policies, clarified no ties permitted, formatting of section titles, etc.
- 14/06/2024 - Changed advancing without a win due to Dracoviz limitations
- 28/04/2024 - Added revisions around Genetic Cup.
- 23/01/2024 - Added advancing without a win.
- 22/01/2024 - Added bracket type under Tournament Details.
- 20/01/2024 - Removed legacy language from Arena, revised Tournament Details and Game Settings
- 21/12/2023 - Revised header/footer