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# Play! Pokémon Championship Series

Pokémon GO:

GO Cup Organizer Guidelines

Last Updated September 6, 2023

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# About GO League Cups

Congratulations for being selected to host a Pokémon GO League Cup!

Your League has earned the chance to host this event due to your strong League Challenge history, along with your accurate and consistent League reports.

This exciting event series is a great way to offer your players a chance to earn Championship Points, which will help them along the path to qualifying for larger, more prestigious tournaments, such as the Pokémon World Championships! General information can be found at the [GO Cup Overview page](#).

## NOTE

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*Improper operation or reporting of a League Cup may result in the tournament being invalidated, the forfeiture of all Championship Points, and the removal of the ability to run subsequent League Cups. We therefore ask that you read through this document carefully and be forthcoming with any difficulties you experience while operating your tournament so our customer service team can assist if necessary.*

## Running a League Cup

To run a League Cup, please ensure that your Organizer has downloaded the most recent version of our Tournament Operations Manager (TOM) software. Please note that a computer with a 64-bit operating system is required to run this software. The software is incompatible with 32-bit operating systems.

## Operational Criteria

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- The use of our TOM is mandatory. It is not permitted to use third-party tournament software, or to run this tournament by hand. Failure to conduct the entirety of your tournament in the TOM interface, or to use the correct format, may result in your League Cup being invalidated. Due to this requirement, the option to upload the results of your tournament using the Manual Report tool is not available.
- League Cups must be run using the GO League Cup Premier Event. This will configure the tournament to comply with the requirements of a League Cup.
- League Cups must be run in Swiss + Single Elimination format. For more information, please refer to Section 4.6.3 of the [Play! Pokémon Tournament Rules Handbook](#) found in the Rules & Resources section of [the official Pokémon website](#).

- League Cups must be run to completion. Ending an event early by submitting rounds with false information, such as three rounds of all matches ending in ties, will result in the tournament being invalidated.
- Although staff members may assist in the League Cup, the Organizer must be present. Organizers must never share their Pokémon Trainer Club account and must always be present at their Play! Pokémon tournaments. Using and/or sharing Pokémon Trainer Club accounts and Organizer access may result in removal from the Professor Program.

For further information regarding the use of your Pokémon Trainer Club account, please refer to [the official Pokémon website Terms of Use](#).

## Prizing and Fees

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- While the primary incentive for Cups is the awarding of Championship Points, we recommend including a participation prize for each player, such as one Prize Pack (while supplies last) or booster packs (provided at your discretion). You may also choose to offer additional prizes to encourage participation, but no prize support of this type is required.

## NOTE

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*Prizes and other promotional materials intended for use at Play! Pokémon events must be distributed as directed wherever possible. Such promotional material may not be sold by any Organizer, or by the store hosting the event, in any capacity.*

*Starting 30 days after the event at which these prizes were intended to be distributed, the remainder may be used in conjunction with additional Play! Pokémon events at the Organizer's discretion. Otherwise, they must be destroyed.*

## Reporting

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- Should you experience an upload error, please submit a customer support ticket using the [Customer Support portal](#). Our customer support team will endeavor to solve any problems that would prevent you from uploading an accurate tournament report.
- Please be aware that League Cups should not count as League sessions, and we do not consider players at these events to be eligible for inclusion on your League roster unless they have attended a League session. Please bear this in mind when reporting attendance at your League each Season, and be mindful to include only those players who have participated in a League session during that month.

## Further Advice

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### *Fees*

As Organizer, you may choose to charge players an admission fee for participating in the event. We recommend a nominal fee roughly equivalent to the cost of a booster pack, with a commensurate participation prize for all attendees.

### *Venue Limitations*

Please plan your League Cup with attendance, time, and space limitations in mind. If your venue has a maximum capacity, please inform your players of this and plan accordingly.

### *Judges*

Because League Cups form part of the Play! Pokémon Championship Series, we strongly recommend that you seek help from Pokémon Professors to aid players in getting the best experience possible at your events.

A judge presence will help to ensure that the GO Rules are adhered to and, if multiple judges are present, that players do not have to wait for an extended period of time before receiving attention.

Though there is no specific GO certification at this time, there is content available on Prof U for Professors to learn how to manage Pokémon GO events.

# Resources

## Program Documents

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[Play! Pokémon League Rules Handbook](#)

[Play! Pokémon Tournament Rules Handbook](#)

[Play! Pokémon GO Tournament Rules Handbook](#)

## Tutorials

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The below tutorials can be found by following [this link](#).

- Professor Program Tutorial
- Pokémon Trainer Club Account Creation Tutorial
- Tournament Operations Manager Tutorial

## Tournament Operations Manager

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Links to download and install Tournament Operations Manager Operating Systems for Windows and Mac can be found by following [this link](#).

### **OP Market Development Team for Europe, Middle East & South Africa**

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You may contact the Europe-based Market Development team by contacting [retailereurope@pokemon.com](mailto:retailereurope@pokemon.com).

### **United States, Canada, Latin America, and Oceania**

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You may contact the US-based Market Development Team by contacting [playpokemon@pokemon.com](mailto:playpokemon@pokemon.com)