**Pokemon Metronome Tournament**

**Setup:**

1. This tournament will be played in Gen 5 Triples Custom Format.
2. Pokemon will be drafted into 16 teams, each of a different Pokemon type.
3. For this tournament, teams will start drafting from alphabetical order from types. (Bug team drafts first, Water team drafts last)
4. Teams will draft one Pokemon of their type starting from Gen 1 until Gen 5, with the 6th Pokemon picked from a random generation. (Dark and Steel team will get two random picks with priority on the first one)
5. Legendary and Mythical Pokemon are not allowed in this tournament.

**Team Rules:**

1. All Pokemon will be set to Lv.50 and 150 Happiness.
2. Each Pokemon will only know the moves “Metronome” and “Recycle”.
3. Pokemon can only hold a Leppa Berry as their held item.
4. The first 5 Pokemon drafted have 0 IVs in all stats whereas the 6th Pokemon, known as the team “ace” will receive the max 31 IVs in all stats and be tagged as a shiny Pokemon.
5. When maxing EVs, the Pokemon’s lowest base stats (excluding HP and Speed stat) are maxed. If two base stats are tied, the user chooses which one to max.
6. The user is given the choice to choose their nature.

**Battle Rules:**

1. When in battle, Pokemon must only choose “Metronome” as their move.
2. Pokemon can only use “Recycle” once they have consumed their Leppa Berry.
3. A Pokemon is only allowed to switch to another team member if they’re unable to use “Metronome”. (i.e. user is taunted, imprisoned, etc.)
4. If a Pokemon uses Imprison, they must switch out the next turn. (if possible)
5. Pokemon are not allowed to switch if locked into a move. (Rollout, Outrage, etc.)
6. Pokemon are only allowed to shift locations if they can’t hit the opposing team and there is an available spot.