



Global Gyms Battle

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I. Pre-Match Regulations

1. Match Process Overview

- Both gyms must declare a starting player and their first deck.
- Matches are conducted in a one-on-one format; the losing player has their deck eliminated.
- The winning player continues using the same deck until it is eliminated.
- The losing player must switch to their second deck.
- If both decks from a player are eliminated, the gym must select a new player.
- The match continues until all decks from one gym have been eliminated.
- The last remaining gym is declared the winner.
- Regardless of playing time, all 5 selected players for each gym must be included on that given match's match report.

2. Deck Submission Guidelines

- All decks must be submitted before the scheduled match start time. Failure to do so results in an automatic deck loss, granting the opposing gym one point per missing deck.
- Submitted decks must include a clear screenshot and specify the associated energy type.
- Players must provide their in-game name (IGN). If the IGN differs from their Discord username, they must inform their opponent. Failure to comply may result in

warnings or match losses.

3. Substitution Policy

- If a player is unable to participate or fails to show up, a substitute is permitted. However, the substitute must use the exact deck lists submitted by the original player.
- Failure to adhere to this rule will result in an automatic match loss.
- A referee must be notified in the event of a substitution.

4. Repeat Rules

- If a player loses the first match played with the first deck in their deck combo (resulting in a record of 0-1), then that player is permitted to repeat the first deck if there are gym repeats available.
- Each gym is assigned two repeats, and therefore, can repeat 2 decks in total.
- If the player chooses to repeat, the repeated deck will replace the player's second deck.
- Repeats must be declared by gyms in the match channel along with pinging a Referee. Gyms must announce the repeat before entering the match. Failure to do either will result in a game-loss/deck loss.
- Repeat misuse, including failure to announce a repeat properly, will count as a loss, but will not count towards the team's repeat count for that match.

5. Ties and Time-Outs

- If a match ends in a tie or exceeds the allotted time, both players will receive a deck loss.
- If a match at 9-9 were to end in a tie, an extra game will be played to determine the winner. The same two players who played in the previous game will use the same deck used previously.

II. Match Regulations

1. Screenshot Requirements

- After each victory, players are encouraged to post a screenshot of the results. While not mandatory, this may be required to resolve disputes related to timing or match integrity.

2. Time Management and Stalling

- Since direct spectating is unavailable, players experiencing excessive wait times (over five minutes between matches without direct communication) must notify a referee.
- Referees will issue a warning for delays.
- Each gym is allowed a maximum of three time-related warnings per match. Additional violations will result in deck losses for the responsible player/gym.

3. Disconnections and Glitches

- If a player disconnects, they will receive a deck loss.
- In the event of a game glitch, players must provide screenshots for a referee to review and determine an appropriate resolution.
- If both players fail to load into the match, resulting in an automatic victory screen for one player, the match will be replayed.

4. Disqualification Criteria

- Players entering a match with an incorrect deck will receive a deck loss.
- Players found swapping cards will face immediate disqualification (resulting in two deck losses) and may also face suspension pending a referee's review.
- Unsportsmanlike conduct will result in penalties ranging from a warning to a deck loss or, in severe cases, league suspension.

III. Forfeits, Collusion, Scheduling, Warnings & Suspensions

1. Forfeiture and Collusion Policies

- If a gym forfeits a match, an investigation will be conducted to assess possible collusion.
- Verified instances of collusion will result in severe penalties, including expulsion and permanent bans.
- A team receiving five no-shows will forfeit the match, awarding the opposing team a win (+10 RD). The forfeiting team will receive -10 RD.
- Teams failing to submit at least three players and six decks before the match deadline will forfeit the match.
- Game forfeits, among investigation, could lead to League bans for the entire gym.

2. Scheduling and Rescheduling Procedures

- If a match time is not confirmed by Thursday at 9:00 PM EDT, the Head Referees may impose a match time.
- Gyms wishing to reschedule must notify a referee and confirm a new time at least 12 hours before the originally scheduled match.

3. Game and League Warnings

- Game Warnings are issued for infractions listed under the Disqualification section.
- Accumulating two Game Warnings in a match results in an automatic game loss.
- Additional violations beyond two warnings will lead to further game or deck losses.
- League Warnings are issued for severe or repeated infractions and are managed by the League Commissioners.
- A team receiving two League Warnings in a season may face penalties, including point deductions, restrictions, or expulsion.

4. Player Suspension Guidelines

- Players may face suspension for misconduct, unsportsmanlike behavior, deceit, disrespect toward officials, collusion, or cheating.
- Transfer requests for suspended players will be denied until the suspension period is completed.

IV. Transfer Regulations

1. Transfer Windows

- **Offseason to Week 7:** No restrictions on player transfers.
- **Week 7 to Playoffs:** Players without a gym by Week 7 may be added to one. Players who leave a gym after Week 7 cannot join another gym until the offseason.
- A player may represent a maximum of two different gyms per season.
- Gym Leaders and Gym Managers are the only members of a gym who can process a transfer.

V. Playoff Structure

1. Qualification Criteria

- 13 gyms qualify for the playoffs.
- The 3 division leaders and 10 teams with the best records advance.
- Division leaders receive a bye for the first round.

2. Tiebreaker Protocols

Tiebreakers will be resolved in the following order:

1. Round Difference (RD)
2. Head-to-Head Record (H2H)
3. Rounds Won (RW)
4. Rounds Lost (RL)

If gyms remain tied after these criteria, a runoff match will determine placement.

3. Playoff Structure Breakdown

1. Seeding

Seeds 1–3: Division winners (ranked by overall record) • Seeds 4–13: Next 10 best teams by record (wild cards), regardless of division

2. First Round (Wild Card Round)

Seeds 1–3 get a bye • Seeds 4–13 play in the first round: • Matchups (highest vs. lowest remaining): • 4 vs 13 • 5 vs 12 • 6 vs 11 • 7 vs 10 • 8 vs 9

3. Second Round (Quarterfinals):

Seeds 1–3 re-enter • Winners from first round are reseeded • Matchups: • Seed 1 vs lowest remaining seed • Seed 2 vs second-lowest remaining • Seed 3 vs third-lowest remaining • Remaining two first-round winners play each other

4. Semifinals:

4 teams remain, reseed again • 1 vs 4, 2 vs 3 (based on record or seeding)

5. Finals:

Winners of semifinals face off

4. Prize Distribution

- **3rd-4th Place:** Entry Fee Returned (150\$ USD)
- **2nd Place:** 25% (925\$ USD)
- **1st Place:** 75% (2775\$ USD)