

Initial Setup

- Each time the League is held, it will be planned to take place over the weeks following Spring Break.
 - 1-1.5 months in advance, setup will need to take place
- During the initial setup, people will be allowed to sign up to be Gym Leaders for the coming League.
 - There will be 8-18 Gym Leaders in participation for the duration of the League.
- During the initial setup, the Champion can be decided upon in one of two ways:
 - Someone is appointed Champion by the event coordinators, and subsequently accepts.
 - A Champion is appointed via a tournament between all appointed Gym Leaders.
 - Gym Leaders may abstain from competing in this tournament if they do not wish to become Champion.
 - The tournament will be a single-elimination tournament
 - The tournament's matches will consist of a strict ruleset:
 - Single battles, with an upper limit of 3 Pokémon per side.
 - Dynamaxing will be allowed.

League Challengers

- Challengers will have to register to compete in the League.
 - Preferably either in rec center/student life.
 - Challengers present Student ID Card, and have Name, Student ID, and a preferred email/other method of contact recorded.
 - Once registered, challengers are eligible to compete.
- Challengers must collect at least 8 Gym Badges from challenging Gym Leaders in order to qualify for the League Championship tournament.
 - Challengers have approximately 2 weeks to do this.

Gym Leaders

- There will be 8-18 Gym Leaders participating in the League.
 - They are chosen in advance, during the initial setup.
 - Each Gym Leader will be representing a specific Pokémon type.
 - This is also decided during initial setup.
 - All participating Gym Leaders immediately qualify for the League Championship tournament. (Unbeknownst to the challengers.)
- Each Gym Leader will have the ability to decide which ruleset they prefer to use for matches, limited to:
 - Single battles, with an upper limit of 3 Pokémon per side.

- Double battles, with an upper limit of 4 Pokémon per side.
- Gym Leaders will have the ability to decide whether or not to allow Dynamaxing during matches.
- Gym Leaders may establish a puzzle/challenge that Gym Challengers must finish before challenging the Gym Leader.
 - This task must be within reason, and must be approved by the event coordinators during the initial setup period.

Gym Badges

- Gym Badges are cards/other collectible items consisting of the following information:
 - Gym Type/Icon
 - Trainer's name
 - Trainer's Student ID Number
 - Date & time received

League Championship

- After the 2-week period of collecting badges is over, the League Tournament will be held.
- This tournament will be a double-elimination tournament.
- This tournament's matches will consist of a strict ruleset.
 - Single battles, with an upper limit of 6 Pokémon per side.
 - Dynamaxing will be allowed.
- The winner of the League Championship tournament will gain the right to face the Champion.
 - The winner of the showdown between the tournament winner and the Champion will be appointed the new Champion.

Events

- Event Introduction
 - Just before the event kicks off, an introductory message can be shown for participating trainers, welcoming them to the event, and giving a quick rundown.
- Pop-up Gym Leaders
 - Certain Gym Leaders will be harder to find than others, and some Gym Leaders can be announced via social media, hinting at their location and instructing trainers to find and challenge them within a certain timeframe.
- Trainers' Banquet
 - At the end of the first week, a 'banquet' of sorts could be held to commend the trainers currently participating in the League.
- League Championship

- After the second week concludes, the League Championship will be held.

General Rules

- League Rules (All participants must abide by these rules)
 - All Pokémon will be lowered to a cap of Level 50 when competing in League matches.
 - League matches will be fought via Local Communication.
 - Participants' teams may not contain more than one Pokémon with the same Pokédex number.
 - There are to be no duplicate items held by participating Pokémon.
 - Participants will be allowed to use Pokémon from any region, provided they exist in the Galar Pokédex.
 - Participants will not be allowed to use Legendary Pokémon in any League match.
- Challenger Rules
 - Participants who are challenged by another trainer are obligated to accept the challenge, under the terms specified by the challenging trainer.
 - Participants must remain vigilant, as criminals are on the prowl.
 - If you are challenged by a criminal (and lose), they have the ability to steal from you.
- Gym Leader Rules
 - Gym Leaders must use a team composed entirely of Pokémon with the type they have been assigned.
 - Gym Leaders MUST remain composed at ALL TIMES.
 - In the event of a loss, commend the challenger on their hard work and skillful battling, and give them their badge.
 - In the event of a win, give constructive criticism so that the challenger can eventually rematch and win again.
 - Gym Leaders are not allowed to switch Pokémon during Gym Matches.
 - However, they are allowed to switch Pokémon during the League Championship.
 - Gym Leaders are not allowed to modify their team between Gym Matches.
 - Before the event begins, Gym Leaders will submit their official Gym roster & League Championship roster to the event coordinators.
 - The League Championship roster will ONLY expand upon the Gym roster, not change it.
- Gym Challenge Rules
 - Challengers are required to finish a Gym Leader's task/puzzle before they are permitted to battle the Gym Leader.
 - (optional) After battling the Gym Leader, participants must wait for a period of at least 20 minutes before they are able to challenge another Gym.

- This will include rematches in the event of a loss.
- Champion Rules
 - The Champion will not be able to modify their team after the end of week one of the event.
 - At the end of week one, the Champion will submit their official roster to the event coordinators.
- League Championship Rules
 - Registration for the League Championship will begin midway through the second week, ending at day one of the tournament.
 - Participants who have earned at least 8 badges are able to register during this time.
 - Match times will be given to each competitor in advance
 - This will grant all competitors the freedom to compete and still take care of important things
 - Matches will run for a maximum time of 20 minutes, and if possible, attempts will be made to run 3 or 4 matches at a time.