

# Grey League beta 1.2

8 Gym Leaders | 1 Champion

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Welcome to the Grey League. If you are reading this, you probably interested in participating against our eight tested and awesome Gym Leaders. Also, you could be applying to be a Gym Leader, but either way, your in the right place. We are going to lay down some ground rules first. With that being said, keep in mind we that follow Nintendo's Official Rules pretty closely.

## About the Grey League

The Grey League was started by "sbj", who is the Host and Creator of the Pokémon Podcast. Each Gym Leader had to go through a series of test battles to earn their spot. Each Gym Leader will have a custom badge that you can win for free. This League was something started for fun, but at the same time, started for people who would like a challenge, and to prove that they are the best Trainer.

## Trainers (why to sign up?)

- It is FREE to sign up to participate in the Grey League.
- By defeating a Gym Leader, you win a Free Badge.\*
- Defeating a Gym Leader, you move on to the next one.
- Winning the League gives you a chance to win more cool prizes.

## Gym Leaders (why to sign up?)

- It is FREE to become a Gym Leader for the Grey League.
- PKMNcast takes care of the shipping of Badges, you'll report to the main staff.
- Your goal is to stop Trainers from moving on, while having fun.
- Becoming a Gym Leader is an honorable responsibility, you would be a "face" to the PKMNcast.
- Gym Leaders can retire to open up spots for new Gym Leaders.

\*Mailing addresses would have to be provided to receive badges.

## Battle Rules

- Trainers must be using a copy of Black/White.
- Each player uses Rules set by the Gym Leader during battle.
- The League rules will be based off an auto-level feature\*, which sets all Pokémon that are above level 50 down to level 50 for the duration of the battle with the following parameters:
  - Each Pokémon retains all of the moves that it knew before being auto-leveled.
  - Pokémon that evolve after level 50 do not devolve when auto-leveled.
  - Pokémon below level 50 stay at their actual level instead of auto-leveled up to level 50.
  - The Pokémon's stats are adjusted to what its level 50 stats would be.
- A player's team may not contain two Pokémon with the same National Pokédex number.
- Each Pokémon on a player's team may use held items, though no two Pokémon may hold the same item during battle. Allowed items include held items from Pokémon Black and White Versions as well as from earlier generations, including Berries 1-64. The Soul Dew item may not be used.
- Players may not enter two Pokémon with the same nickname.
- Players may not enter a Pokémon nicknamed with the name of another Pokémon character (for example, a Lucario nicknamed "Spiritomb").
- Players found to have inappropriate/offensive Trainer names or Pokémon nicknames, as determined by the event staff, can be disqualified from the event.
- Trainers must use at least 2 Pokémon from the Unova PokéDex. This is the "Grey" League.
- Once a Trainer enters the League with their Team, they cannot change out Pokémon unless defeated by a Gym Leader. In this instance, only two Pokémon upon a loss can be switched.
- 1-Hit KO moves cannot not be used, such as Sheer Cold, Fissure, etc.
- Pokémon cannot use the move Sky Drop during battle.
- Pokémon cannot use the ability Shadow Tag during battle.

## Action Replay and Other Devices

The use of external devices to alter the Pokémon in a player's party is expressly forbidden. Random checks will be performed throughout the Gym Leader tryouts to determine whether or not an external device has been used to modify a player's party. Players found to have Pokémon that have been tampered with will be disqualified from the event, regardless of whether the player tampered with his or her game or received a Pokémon or item that was tampered with by someone other than the player. **It is the player's responsibility to have legal Pokémon.** PKMNcast have the final determination regarding the legality of a Pokémon.

Players are expected to demonstrate proper sportsmanship over the course of the battles. A player may be disqualified from the event based on actions taken by friends or relatives who disrupt the operation of the tournament.

Gym Leaders are not allowed to have their copies of Black/White to even touch Action Replay or any other devices. This is expressly forbidden. While applying, if any part of your game is modified in any way, even if it is not your Gym Leader Team, you will not allowed to be apart of the League as a Gym Leader. This was a critical decision made by the staff of the PKMNcast. As a League, the one thing we should have under control is the honesty of our Gym Leaders with 100% fair battles so Trainers are fully confident in game, and understand that we take this League very seriously. Modification is not fair for any Pokémon Trainer who poured hard work into their teams. PKMNcast has the right to examine the party of any Gym Leader's team at anytime.

**\*Unless otherwise noted by the Gym Leader.**

### Banned Pokémon (for Trainers)

The following Pokémon NOT eligible for use in the tournament:

150 - Mewtwo  
151 - Mew  
202 - Wobbuffet  
251 - Celebi  
360 - Wynaut  
382 - Kyogre  
383 - Groudon  
384 - Rayquaza  
385 - Jirachi  
386 - Deoxys  
483 - Dialga  
484 - Palkia  
486 - Regigigas  
487 - Giratina  
488 - Cresselia  
489 - Phione  
490 - Manaphy  
491 - Darkrai  
492 - Shaymin  
493 - Arceus  
494 - Victini  
643 - Reshiram  
644 - Zekrom  
646 - Kyurem  
647 - Keldeo  
648 - Meloetta  
649 - Genesect

### Restricted Pokémon (for Trainers)

The following Pokémon from the list below, are limited to only two on a team.

144 - Articuno\*  
145 - Zapdos\*  
146 - Moltres\*  
243 - Raikou  
244 - Entei  
245 - Suicune  
249 - Lugia  
250 - Ho-Oh  
377 - Regirock\*  
378 - Regice\*  
379 - Registeel\*  
380 - Latias  
381 - Latios  
479 - Rotom\*  
480 - Uxie\*  
481 - Mesprit\*  
482 - Azelf\*  
385 - Heatran  
638 - Cobalion  
639 - Terrakion  
640 - Virizion  
641 - Tornadus  
642 - Thundurus  
645 - Landorus

**\*Gym Leaders are not allowed to use any Pokémon listed above in either category, with the exception of the Pokémon listed with the \* asterisk.**

## Gym Leader Rules

- Gym Leaders must be using a copy of Black/White.
- Gym Leaders cannot change their teams once submitted.
- Leaders positions in the Tournaments can be changed at any time by the staff of PKMNcast. For example, if you are the 2nd Gym Leader, you can be moved to being the 5th Gym Leader if needed for tournament needs.
- Gym Leaders must report to “sbj” after battles for results, and report at least once a week for updates and check-ins.
- Trainers can only challenge a Gym Leader once a day, and cannot challenge multiple Gym Leaders on the same day.
- Gym Leaders must have a minimum of 3 hours a week to accept battles. These 3+ hours cannot all be on the same day. This gives flexibility for both the Trainers and the Gym Leaders. Two weekdays and one weekend must be opened to accept challenges.
- If a Gym Leader goes more than 7 days without accepting a battle, he/she will be retired and a new Gym Leader position will open. If he/she has no Trainer challenges, this does not apply.
- Gym Leaders must give a notice of at least a week for retirement.
- If a Trainer feels like a Gym Leader is being unfair, said Trainer can report to “sbj”.
- If a Gym Leader feels that Action Replay is in use or modification takes place and/or that the rules are broken in anyway, the Trainer will be disqualified and prizes will not be redeemed.
- Gym Leaders must have a team\* closely following:
  - 1 Pokémon from Gen I
  - 1 Pokémon from Gen II
  - 1 Pokémon from Gen III
  - 1 Pokémon from Gen IV
  - 2 Pokémon from Gen V

## Champion Rules

- Trainers will become “Champions” if they defeat all 8 Gym Leaders and the current Champion.
- The current Champion can only be challenged once a Trainer collects all 8 badges.
- If the Champion is defeated by challenger, the challenge becomes the new Champion and must hold onto his/her's new title.
- Champions will overall rank by Win streak. For example:  
The current Champion (A) has defeated 5 challengers, but was defeated by the 6th challenger. Challenger is now known as the new Champion (B). Champion (B) defeats 3 challengers, but is then defeated by the 4th challenger. Champion (A) is technically higher ranked based on win streak. Champions can retire upon becoming Champion. In this case, they get a win streak of zero, but still goes on the leader board as a Champion. Previous Champion will, by default, resume their place, but their win streak will start over.
- Champions will have their name ranked on a Leader board.
- Champions are not allowed to change their team at all upon holding that position.
- Champions can decide on having battles be Single, Double, and/or Triple.
- Champions will follow the “Gym Leader's” rules as well.
- If a Trainer is playing to become Champion, they must follow the Gym Leaders rules.

**\*Teams will have exceptions, such as Dark/Steel not existing in Gen I. Report to PKMNcast for questions.**