

# Professor Cup - São Paulo January 27th, 2020 - Doubles Format

## 1. General Format Rules

- a. Legal Expansions
  - From Sun & Moon to Cosmic Eclipse (all SM Promos are legal if they aren't in the ban list);
- b. Doubles Format
  - i. 2 active Pokémon;
  - ii. Up to 4 bench Pokémon;
  - iii. You cannot have two Pokémon with the same Pokédex number (species/name) in the active position;
    - 1. If any effect of play would cause two of the same Pokémon to be in the active, that effect would fail.
- c. Deck Construction
  - i. 60 card decks;
  - ii. 6 prize cards;
  - iii. Up to 4 of each card with the same name (normal rules still apply for Prism Stars and basic energy)
- d. Swiss Rounds
  - i. Best-of-1;
  - ii. 30-minute rounds.
- e. Top Cut Rounds
  - i. Best-of-3;
  - ii. 60-minute rounds.

## 2. Game Play

- a. Players decide who will choose the player who will start the game with a coin toss;
- b. Before each player sets up, each player chooses 1 Basic Pokémon and places it face-down as 1 of their active Pokémon;
- c. Both players flip their active Pokémon face up;
- d. Each player draws a starting hand of 10 cards and selects a second active, basic Pokémon. Normal mulligan rules;
- e. At the start of every turn, each player draws 2 cards;
- f. Each player may attach up to 2 energy per turn;
  - i. Each energy attachment must be to a different Pokémon.
- g. Each player can retreat both their active Pokémon each turn;
  - i. If a Pokémon became an active Pokémon from retreating, that Pokémon can't attack during your turn.

- h. Each of your active Pokémon can attack during your attack phase;
  - i. The Pokémon with the least retreat cost attacks first.
  - ii. If both attacking Pokémon have the same retreat cost, the player chooses the order of attackers.
  - iii. Attack steps occur normally for each attack.
  - iv. Check for KOs
  - v. Resolve effects triggered by the KOs
  - vi. Perform KOs
- i. During the first turn of the game, your opponent's hand can't be shuffled into their deck by any effect.

### 3. Double Battle Attacks

- a. Attacks that damage/affect both your opponent's active Pokémon
  - i. Air Cutter  
Woobat (CEC 87)
  - ii. Blizzard (you must choose the 2 active Pokémon as targets)  
Walrein (CEC 52)
  - iii. Heat Wave  
Talonflame (UNM 32)
  - iv. Hyper Voice  
Drampa (DRM 51)
  - v. Muddy Water  
Marshomp (CES 34)
  - vi. Razor Leaf  
Leavanny (UNM 9)  
Bellsprout (UNB 13)  
Bayleef (LOT 7)  
Chikorita (LOT 5)  
Skiddo (FLI 9)  
Grotle (UPR 8)  
Turtwig (UPR 7)  
Ivysaur (SLG 2)  
Bulbasaur (SLG 1)  
Gloom (BUS 5)
  - vii. Rock Slide  
Golem (HIF 35)

viii. Swift

Minior (CES 83)  
Electrode (SLG 31)  
Ledian (BUS 10)  
Minior (GRI 77)

ix. Icy Wind

Froslax (UNM 38)  
Regice (CES 45)  
Weavile (UPR 74)

b. Attacks that damage/affect all other active Pokémon

a. Boomburst

Noivern (UNM 159)

b. Earthquake

Palossand (CEC 127)  
Torterra (FLI 58)  
Torterra (UPR 9)  
Gastrodon (CIN 54)

c. Discharge

Zeraora (UNB 60)  
Togedemaru (SM09)  
Togedemaru (SUM 53)

d. Petal Blizzard

Flabébé (CEC 150)  
Lurantis (UNM 16)  
Lilligant (GRI 5)

e. Surf

Lapras (UNM 36)  
Quagsire (UNB 97)  
Mantine (LOT 58)  
Marshomp (CES 34)  
Wailmer (GRI 29)  
Corsola (SUM 36)

c. Attacks/Abilities/Items that damage the Benched Pokémon

- i. Everything that does damage ONLY to the Benched Pokémon will instead damage the active Pokémon. If it is single target, the trainer can choose which opponent Pokémon will be damaged. If it is multitarget, it will hit both active Pokémon.
- ii. Attacks that damage the Active Pokémon and ALSO damage the Benched Pokémon will work as usual.

## 4. Ban List

- a. All GX Pokémon
- b. Double Colorless Energy (All Prints)
- c. Kabutops (TEU 78)
- d. Sableye (GRI 80)
- e. Oranguru (UPR 114)
- f. Lt. Surge's Strategy (UNB 178 & HIF 60)
- g. Victini (GRI 10)
- h. Blaine's Quiz Show (UNM 186)
- i. Jessie & James (HIF 58 & HIF 68)

## 5. Q&A

### a. Replacing Active Pokémon

**Q:** What happens if I can only have 1 active Pokémon?

**A:** You continue playing with 1 active Pokémon. When you play a Pokémon with a different Pokédex Number (species / name), you play it to your active instead of your bench.

**Q:** What happens if I have a Wimpod and Golisopod in the active positions, a Wimpod on the bench, and my opponent KO's my Golisopod?

**A:** You continue with 1 active Pokémon.

**Q (cont.):** What happens if I were to evolve the benched Wimpod into Golisopod (UNM 51) during my turn?

**A:** After evolving, Golisopod would move to the Active position. This would count as Golisopod becoming the active Pokémon from the bench during your turn.

**Q:** Can I attack with a Pokémon that I brought to the active position using switch?

**A:** Yes.

### b. Targeting Active Pokémon

**Q:** How do cards that reference your opponent's Active Pokémon work, such as Noivern's (FLI 101) "Supersonic" attack?

**A:** Unless the attack says "all active" Pokémon, it is single target.

**Q:** Which Pokémon are targeted by the confusion with Pangoro's (FLI 78) "Untamed Punch" attack?

**A:** The Pokémon Pangoro targets and itself.

**Q:** When attacking using Unfezant's (UNM 176) "Downburst" attack, does it affect all active Pokémon or just itself and its target?

**A:** All active Pokémon.

**Q:** What happens if I use Guzma (BUS 115) to bring two Pokémon with the same name into the Active?

**A:** You cannot choose that Pokémon in this case. If there are no other targets, Guzma cannot be played.

**Q:** What happens if I have a Pikachu and Raichu as my active Pokémon, a single Pikachu as my bench Pokémon, and my opponent plays Escape Rope?

**A:** You must switch the Pikachu for another Pikachu.

**Q:** Can I have both Alolan Raichu and Raichu in the active positions at the same time?

**A:** No, they are considered the same species because they share the same Pokédex number, and therefore cannot be in the active positions at the same time. However, you can still play 4 of each card in your deck.

**Q:** What happens if I use Giratina (LOT 97)'s "Distortion Door" ability and I have a single active Pokémon with different Pokédex number than Giratina?

**A:** The Giratina would be placed in the bench and the damage counters would be applied to the active Pokémon then Giratina move to active position

**Q:** What happens if I use Giratina (LOT 97)'s "Distortion Door" ability?

**A:** The Giratina would be placed in the bench and the damage counters would be applied to the active Pokémon.

c. Evolving / Devolving

**Q:** What happens if Celebi Prism Star (LOT 19) uses "Time Distortion" and would leave two Pokémon with the same name in the active?

**A:** "Time Distortion" would not devolve those Pokémon.

**Q:** My opponent has a Froakie and a fully evolved Greninja as their active Pokémon. What happens if I use Shining Jirachi's (SLG 42) "Stellar Reign" attack on Greninja?

**A:** Do as much as you can - You would devolve Greninja into Frogadier but not Froakie because there would be 2 Froakie in your opponent's active positions.

d. Gameplay

**Q:** What happens if I only draw Pokémon with the same Pokédex number as my active Pokémon in the starting hand?

**A:** You must show your hand to your opponent, shuffle your hand on the deck and draw again following normal mulligan rules.

**Q:** What happens if I use Marshadow (SM85/SLG 45)'s "Let Loose" ability during the first turn of the game?

**A:** You need to shuffle your hand into the deck and draw 4 cards. Your opponent will not be affected.

## 6. PTCGO Card list

a. \*\* Attacks that damage/affect both your opponent's active Pokémon \*\*

##Pokémon - 24

- \* 1 Bellsprout UNB 13
- \* 1 Talonflame UNM 32
- \* 1 Froslass UNM 38
- \* 1 Leavanny UNM 9
- \* 1 Golem HIF 35
- \* 1 Walrein CEC 52
- \* 1 Woobat CEC 87
- \* 1 Minior GRI 77
- \* 1 Ledian BUS 10
- \* 1 Gloom BUS 5
- \* 1 Bulbasaur SLG 1
- \* 1 Ivysaur SLG 2
- \* 1 Electrode SLG 31
- \* 1 Turtwig UPR 7
- \* 1 Weavile UPR 74
- \* 1 Grotle UPR 8
- \* 1 Skiddo FLI 9
- \* 1 Marshtomp CES 34
- \* 1 Regice CES 45
- \* 1 Minior CES 83
- \* 1 Drampa DRM 51
- \* 1 Chikorita LOT 5
- \* 1 Bayleef LOT 7

##Trainer Cards - 0

##Energy - 0

Total Cards - 24

b. \*\* Attacks that damage/affect all other active Pokémon \*\*

##Pokémon - 17

- \* 1 Corsola SUM 36
- \* 1 Togedemaru SUM 53
- \* 1 Zeraora UNB 60
- \* 1 Quagsire UNB 97
- \* 1 Noivern UNM 159
- \* 1 Lurantis UNM 16
- \* 1 Lapras UNM 36
- \* 1 Palossand CEC 127
- \* 1 Flabébé CEC 150
- \* 1 Wailmer GRI 29
- \* 1 Lilligant GRI 5
- \* 1 Gastrodon CIN 54
- \* 1 Torterra UPR 9
- \* 1 Torterra FLI 58

- \* 1 Marshtomp CES 34
- \* 1 Mantine LOT 58
- \* 1 Togedemaru PR-SM SM09

##Trainer Cards - 0

##Energy - 0

Total Cards - 17

## 7. Document Updates

### a. 01/13/20

- 1.1. 1.e.iii - rule updated
- 1.2. 2.a and 2.c - rules added
- 1.3. 2.h.iii, 2.h.iv, 2.h.v and 2.h.vi - rules added
- 1.4. 5.j, 5.k and 5.n - added

### b. 01/14/20

- 1.5. 2.i - rule added
- 1.6. 5.o - added