



By:



## The League Challenge

### Gym Leaders

The Magnolia League shall consist of 8 Gyms, much like most traditional mainline Pokémon games. Each Gym will be manned by a single Gym Leader who specializes in a single type of Pokémon.

### Elite Four

As is also tradition with mainline Pokémon games, the Magnolia League will feature a team of four exceptionally challenging Trainers known as the Elite Four. The Elite Four in this league will feature more diverse teams for a true competitive experience.

### Champion

Finally, like any mainline Pokémon game that features a Pokémon League, your final opponent will be the League's current Champion. The Champion will use a diverse, competitive team much like the Elite Four.

#### Disclaimer:

Mississippi Gamers Society and the Magnolia Pokémon League are in no way affiliated with The Pokémon Company or any related entities. This is merely a fan-made, unofficial league for a local community.



# The Rules

## Challenger Rules

Challengers are issued a Trainer ID upon registration. They will then receive a badge for each Gym that they defeat. If a Challenger can defeat the Elite Four and the reigning Champion, then they will receive a trophy to commemorate their achievement.

All Gym Challengers will be allowed a full team of six level 100 Pokémon with IVs and EVs however they see fit. No type restrictions or themes required, of course. They are also allowed to use any Tera type they choose on each of their six Pokémon. Challengers will need to adhere to standard Singles rulesets. Legendary Pokémon are not allowed but Paradox Pokémon are. Held items are allowed but only one of each item per team. Challengers are allowed to change up their team and items at any time during the Gym Challenge portion. Once they have reached the Elite Four, they must lock-in a single team for the remainder of the challenge.

## Gym Leader Rules

All Gyms Leaders must adhere to a type themed team, as is custom in Pokémon Gyms. This, of course, does not mean monotype. A Pokémon can be dual-type (Water/Poison on a Water team.) Gym Leaders will be allowed a full team of six level 100 Pokémon with IVs and EVs however they see fit. They are also allowed to use any Tera type they choose on each of their six Pokémon. Gym Leaders must adhere to standard Singles rulesets. Legendary Pokémon are not allowed but Paradox Pokémon are. Held items are allowed but only one of each item per team. Gym Leaders will not be allowed to change up their team, items, or format once the League has begun.

## Elite Four Rules

Elite Four members will be allowed to run diverse teams such as that of a Challenger. No type theme required. This is the big leagues, true competitive teams. Challengers must truly be prepared for anything and work hard to win here. Just like Gym Leaders and all Challengers, the Elite Four members must adhere to Singles format. Legendary Pokémon are not allowed but Paradox Pokémon are. Held items are allowed but only one of each item per team. As with Gyms, Elite Four cannot change their team, format, or items at any point.

## Champion Rules

The reigning Champion will adhere to the same ruleset as the Elite Four. Refer to "Elite Four Rules" above.



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