MSEA
Manitoba School Esports Association
P.O. Box 239
Grunthal, MB, R0A 0R0
Canada

Overview:

This marks MSEA's first season of Pokémon Champions. This will take the format of three weeks of online round robin play culminating with an online single elimination tournament for the top 8 or 16. Additional finals brackets may be considered depending on registration.

Round Robin Dates: Thursdays, November 19, November 26, December 3
Finals: Thursday, December 10

Time: 4:00pm – 6:00pm (depending on match length)

Technology Requirements: All participants must have a mobile device or Nintendo Switch with the Pokémon Champions game.

A school can register any number of participants, 6 players per coach is recommended.

Questions:

If you have questions or need more information, please contact the convener via the MSEA discord or email mgallinger@hsd.ca. Please review the rules and registration information below.

Registration:

Online registration

Register through Microsoft Forms here:

MSEA Pokémon Champions 2026 season – Fill out form

Registration deadline Friday, November 13. All participants must be registered by this date.

The main contact email must be the teacher/coach in charge.

Discord

Join the MSEA discord server if you haven't already here: https://discord.gg/cje3TYjra

Coaches Meeting\

There will be a coaches meeting held on Tuesday, November 10 at 8:00pm. All coaches must attend. The meeting will be held on the MSEA Discord Server in the Senior Years Meeting channel.

Fees

Schools must be members of MSEA to compete in the Pokémon Champions season. Visit msea.gg or check the #msea-resources channel on discord for membership application information.

Pokémon Champions Rules:

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1. General:
    a. Each school may register any number of players, hereafter referred to as trainers.
        i. Coaches are still responsible for communicating with your opposing coach in a timely manner, along with managing match codes/lobbies for all of your trainers. Because of this, it is recommended to have 1 coach for every 6 players.
        ii. Trainer IDs (usernames) and pokémon nicknames must be school appropriate. Failure to adhere to this will result in forfeit and possible ejection from the season. Trainers can change their trainer ID at any time in the profile menu.
    b. Each trainer must have their own Nintendo Switch or mobile device to play on.
    c. All held items and moves are legal. The only banned pokémon is Eternal Flower Floette, as it is the only pokémon requiring an external purchase. Should similarly limited pokémon be introduced during the season, they will also be banned.
    d. While we cannot prevent trainers from using rental teams, they are discouraged as they prevent trainers from engaging with the tactical thinking of the team building process.
    e. All matches should be completed on scheduled game nights. In the event of schedule conflicts, reschedules can be accommodated according to MSEA rules and must be completed no later than the following Monday.

2. Match Rules:
    a. Double battle format – trainers have a 6 pokémon team for a match and choose 4 of the 6 for each battle.
    b. Each match is a best-of-3 series and ends once any trainer has won 2 battles.
    c. Trainers earn 2 points for each match win, and 1 point for each battle win within a match.
    d. During round robin, ties will be decided by head-to-head match results, then by points-per-match (when teams play a different number of matches), then by score differential (points for minus points against), then by total number of points scored.
    e. Matches will be played using private rooms in Pokémon Champions. One trainer in each pool will be responsible for creating the room code for all other trainers. **The hosting trainer cannot leave the room until all matches are complete.**
    f. After completing each battle, trainers will return to the room lobby and enter another battle room with another trainer they need to battle.

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g. During the regular season, trainers are allowed to change their Pokémon each week, but cannot change it on game night. Changing a team during game night will result in forfeiting all remaining matches.

h. Season play will be closed team sheet – trainers will not need to communicate details of their team in advance.

i. Finals will be open team sheet – trainers will provide details on the Pokémon they will compete with, including forms, moves, abilities, and held items. Trainers will report their finals team no later than Monday, December 7, 2026.

    i. Failure to report a team by this date may result in forfeiting their position in the finals.

    ii. A form will be sent out for trainers to register their finals teams

j. Pokémon Champions In-game Rules

    i. Hosting player must choose Battle Format: Double Battles
    ii. Rules cannot be modified in game at this time, so no other concerns.
    iii. Hosting player will then identify their room code, the coach will put it in the spreadsheet so other trainers can join the room.

k. Trainers may forfeit a battle at any time. Forfeiting counts as losing a battle, remaining battles in the match will still be played. Players can forfeit by pressing the runaway icon in the top left corner (mobile) or the – button (switch).