

Video Game Standard Format

The Standard format is the standard tournament format for Play! Pokémon video game events. This format will be used at all premier events unless specified otherwise. The Standard format for the 2014 season will use the following restrictions:

- Only Pokémon X and Pokémon Y Game Cards or downloadable versions are permitted for use.
- Players may use Pokémon from the Central Kalos Pokédex from #001 to #150, Coastal Kalos Pokédex from #001 to #153, or Mountain Kalos Pokédex from #001 to #147.
- Pokémon must be placed in the Battle Box.
- Pokémon are allowed to Mega Evolve.
- Pokémon above Level 50 are permitted, but they are auto-leveled down to 50 for the duration of battle.
- Players may use Pokémon with Hidden Abilities.
- Players may use items that have been officially released via Pokémon X, Pokémon Y, the Pokémon Global Link, or an official event or promotion.

Kalos Native

Pokémon used in the Standard Format must be native to the Kalos region in Pokémon X or Pokémon Y. A native Pokémon is a Pokémon that is hatched or caught in Pokémon X or Pokémon Y. Pokémon that have been transferred to Pokémon X or Pokémon Y via Pokémon Bank or Poké Transporter are not native.

Standard Team Construction Rules

When building a team for a Play! Pokémon tournament, all players must adhere to these standard construction rules.

- A player's team cannot contain two Pokémon with the same Pokédex number.
- Each Pokémon on a player's team can hold an item, though no two Pokémon may hold the same item.
- A player's team cannot contain two Pokémon with the same nickname.
- A player's team cannot contain a Pokémon nicknamed with the name of another Pokémon (for example, an Unfezant named "Pidove").
- Pokémon may only use moves that have been learned through one of the following methods:
 - By leveling up :
 - By TM or HM
 - As an Egg Move, through breeding
 - From a character in the game
 - A move already known by a Pokémon received at an official Pokémon event or promotion