SUPER SMASH BROS. WII U 1VS1
TOURNAMENT RULES
BY SIDE SCROLLERS

+ 1 vs 1 style. Double elimination style.

+ Matches are best of 3. Finals is best of 5.

+ Settings are 6 minutes, 2 stock. No items.

+ Pausing disabled.

+ Omega stages, Lylat Cruise, Town and City, Smashville, Final Destination, Miiverse, and Battlefield only

+ DLC characters are allowed. Mii Fighters are legal. Each setup will have 1-1-1-1 Mii.

+ No custom fighters or custom move sets.

+ Players who use wireless controllers are responsible for turning off and de-syncing their controllers to prevent interference.

+ Players cannot coach other players during matches.

+ Loser's pick for stage selection. First stage selection must be determined in a timely fashion by both competitors and before characters are selected. If a consensus cannot be reached, then both players will determine which player chooses stage via rock-paper-scissors.

+ If there is a technical issue in the middle of a battle (such as the Controller Adapter not responding properly), the battle will be restarted if the issue is with Side Scrollers's equipment. If the issue is due to a player's equipment, that player will receive a Stock Loss. Side Scrollers will then provide a replacement rental controller for $2.

+ If using a wireless controller, it must be disconnected once a match is done to avoid interruption. If found to not be disconnected and it interrupts a match, offending player will receive a Match Loss. Second offense will mean disqualification.

+ Changing the rule settings before a match begins will result in a Stock Loss to the offending player(s). Second violation constitutes a game loss to the offending player(s).

+ Any attempt to eject the game disc from console or any tampering with console will lead to Match Loss.

+ If you're not competing in a current match and interrupt the current game, you will receive a Game Loss. Second offense will lead to Match Loss. If the offense is severe, then disqualification and ejection from venue will be issued.