

SIDE SCROLLERS SUPER SMASH BROS. ULTIMATE TOURNAMENT RULES

1 vs 1, Double Elimination Tournament

Tournament Dates & Registration Information:

- Feb 9, 2019 at 3:00PM & Feb 23, 2019 at 3:00PM
- We highly encourage pre-registering over the phone. Please call 201-267-6332 to pre-register. There's no charge for pre-registering.
- In-store registration begins at 2:00PM. Registration ends at 2:50PM. Our maximum player count will be 32 due to safety and security reasons.
- Tournament begins at 3:00PM!
- Expected attendance: 24-36 participants.
- Those who pre-register are expected to arrive by 2:50PM at the latest. If you do not arrive on time your pre-registration will be cancelled and your spot will be given to another player.

Venue/Entry Information:

- \$5 Venue Fee, \$5 Entry Fee (Entry Fee will be put into the prizing pool!).
- \$2 Discount to Venue Fee if we may use your Adapter, Switch, and/or game! \$5 discount if it is a full set up!

Prizes:

- 1st Place: 60% of Entry Fees
- 2nd Place: 25% of Entry Fees
- 3rd Place: 15% of Entry Fees

Controller Information:

- GameCube controllers will be available to rent for an additional \$2. Limited quantity.
- All controllers are permitted unless they produce an undue advantage compared to an original Switch or GameCube controller (such as an AutoFire button). If you are unsure please speak to a Tournament Official. This rule also applies to other peripherals.
- **We highly suggest that all wireless controllers have USB cables.** It is recommended that you plug in your Switch Pro Controller to play during events to prevent wireless interference and reconnecting issues after your set is over. If your controller is found to be the cause of disruption to the tournament, you are subject to **disqualification** from the event. Always disconnect wireless controllers to prevent accidental reconnections.

Rules/Settings In-Game:

- Sets will be Best of 3 battles, with Loser's, Winner's, and Grand Finals all being Best of 5 (We may forgo Best of 5 for Winner's and Loser's sets due to time constraints)
- Remember that this is double elimination - you will be dropped out of the tournament if you lose 2 sets!
- In-game ruleset:
 - Stock: 3 Lives
 - Time: 7 minutes
 - Pause will be disabled.
 - Score Display: On
 - Final Smash Meter: Off
 - Items: Banned
- Mii Fighters will be allowed but only in the standard 1-1-1-1 set ups and with only guest mii's.

Stage Selection:

- Loser's pick for stage selection. Counter picking must be done in 30 seconds. If counter picking player fails to do this in this time frame, they receive a game loss.

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- First stage 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.
- Players must stage strike! For example if players played on Pokemon Stadium 1 then they cannot play on that stage for rest of the set! Violation of this rule will lead to a verbal warning. Second violation is game loss. Third violation is disqualification from event.
- Allowed stages (NO HAZARDS):
 - Smashville
 - Town and City
 - Lylat Cruise
 - Yoshi's Island (Brawl)
 - Kirby's Dreamland
 - Both Pokemon Stadium 1 & Pokemon Stadium 2
 - All Final Destination and Battlefield stages (except Big Battlefield)

Additional Rules:

- **Coaching:**
 - Coaching is not permitted during a set/match.
 - 1st violation: Verbal warning.
 - 2nd violation: Player receives game loss.
 - 3rd violation: Both coach and player are disqualified from event.
- **Sudden Death:**
 - If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit.
- **Tardiness:**
 - If you are 5 minutes late for your set you will receive an automatic disqualification.
- **Collusion:**
 - Players suspected of collusion will be disqualified from the tournament and possible future tournaments, as well as receive no refund and no payout from the event. This includes intentionally throwing a game, pot splitting, or committing any form of bracket manipulation.
- **Spirit of the Game:**
 - Players must abide by the Spirit of the Game (no pun intended). Players are expected to show good sportsmanship to other competitors. We do not wish to ever to make this an unwelcome venue to any player!
- **Final Rules:**
 - Tournament Officials reserve the right to adjust tournament rules at their own discretion or to enact others during the event. If any violation of our rules is deemed intentional/deliberate or severe, or if we see any form of other types of cheating, we will require offending player(s) to leave venue without refund and no payout. Any disqualification, no matter the severity, will mean no refund and no payout.