

SIDE SCROLLERS SUPER SMASH BROS. ULTIMATE TOURNAMENT RULES

1 vs 1, Double Elimination Tournament

Tournament Dates & Registration Information:

- 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 36 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.**

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

Additional Rules:

- **Mii Fighters & DLC:**
 - Mii Fighters are allowed in all variations. Players that make Mii Fighters have a maximum of 2 minutes to create their movesets and cannot change those movesets in between matches. The reason for this is not to waste time on creating multiple movepools. This rule may change in the future.
 - Piranha Plant is legal for play.
- **Coaching:**
 - Coaching is not permitted during a set/match. Cheering is perfectly fine!
 - 1st violation: Verbal warning.

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- 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.

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Stage List: (Hazards OFF)

Starter Stages

- Battlefield*
- Final Destination*
- Pokémon Stadium 2
- Smashville
- Town & City

Counterpick Stages

- Lylat Cruise
- Kalos Pokémon League
- Unova Pokémon League
- Yoshi's Island (Brawl)
- Yoshi's Island

*Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination respectively. The variations must be from this list:

- Arena Ferox
- Battlefield
- Castle Siege
- Corneria
- Delfino Plaza
- Dream Land
- Final Destination
- Frigate Orpheum
- Great Plateau Tower
- Halberd
- Kalos Pokémon League
- Kongo Falls
- Kongo Jungle
- Lylat Cruise
- Moray Towers
- New Donk City Hall
- Peach's Castle
- Pokémon Stadium
- Pokémon Stadium 2
- Reset Bomb Forest
- Skyworld
- Smashville
- Super Happy Tree
- Suzaku Castle
- Town & City
- Umbra Clock Tower
- Unova Pokémon League
- Venom
- Yoshi's Island (Brawl)
- Yoshi's Story

- Players must stage strike! Players play a best-of-1 Rock-Paper-Scissors, and winner may choose to either strike first or strike second. Stages are struck in a P1-P2-P2-P1 order. Players may strike from the legal stages (each person strikes stages in a P1-P2-P2-P1 format) to determine the starting stage for the first game. If Battlefield or Final Destination, a mutually-agreed upon variant can be used, though if players do not agree the default is played.
- A player may not pick any stage they previously won on during the set.