

SIDE SCROLLERS SUPER SMASH BROS. ULTIMATE TOURNAMENT RULES

2 vs 2, Double Elimination Tournament

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 Team: 70% of Entry Fees - 2nd Place Team: 30%

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.**
- We also highly suggest that players use wired controllers so transition between matches moves more smoothly. If you drop out please make sure your controller does not cause any interference.
- Players are expected to come with fully charged controllers if they are wireless. You can charge your controllers on the Switches but please note that you would be fully liable for them.

Rules/Settings In-Game:

- Sets will be Best of 3 battles, Grand Finals all being Best of 5
- Remember that this is double elimination - your team will be dropped out of the tournament if you lose 2 sets!
- In-game ruleset:
 - Stock: 3 Lives
 - Time: 8 minutes
 - Pause will be disabled.
 - Score Display: On
 - Final Smash Meter: Off
 - Items: Banned
 - Team Attack (Friendly Fire): On

Additional Rules:

- **Mii Fighters:**
 - 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.
- **Sudden Death:**
 - If a game goes to Sudden Death, the winning team is determined by combined stocks and percentage at the time the game ends. If both teams are tied in stocks, the team with the lower combined percentage is the winner. In the event of a percentage tie, or a game in which both teams lose their last stock simultaneously, a 1-stock per player tiebreaker will be played with a 5-minute time limit.

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- **Tardiness:**
 - If a team is 10 minutes late for a set, that team 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.
- **Gentlemen Agreements:**
 - No gentlemen agreements allowed. Players must adhere to tournament rules. If players are unsure on a rule interpretation, they are responsible for asking a Tournament Official for clarification. If players are playing a match that are not in accordance to the venue's rules, both players are subject to a game loss and/or disqualification.
- **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 Story

****THE STAGES FOR BATTLEFIELD OR FINAL DESTINATIONS MUST BE FROM THE BELOW 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

- Teams 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.
- Omega variations of the stages are allowed when a team counterpicks either Battlefield or Final Destination respectively.
- A team may not pick any stage they previously won on during the set.
- Winning team must ban one stage of their choosing.