

Character Picking

Due to this game's unique problem of being unable to undo accidental character picks, each player must clearly state who they intend to play before the match starts.

- This is because, while this has not been abused yet, the potential for someone pretending to have misclicked in order to counter pick is there. Additionally, there is no way to pause and exit mid match, so it would waste time.
- Mistakes still happen. If you do misclick, simply let your opponent finish you off as quickly as possible.

For the 1st match, each player will have the option of requesting a double blind pick. This means you will DM a TO with your character pick, keeping it a secret from your opponent. The TO will then announce who they will be playing.

- This is to force a blind pick, preventing your opponent from counter picking in the 1st match. If you're not worried about this, you may simply pick in any order.

For the 2nd match onwards, the winner will declare their pick first, and loser will declare their pick second.

- This is to allow the loser a chance to counter pick.

Port Priority

Due to port priority, P1 can have a huge advantage over P2 in certain matchups, and rules similar to character picking have been put in place.

The following moves are affected by port priority in P1's favor:

- Spindashes (against other spindashes)
- Bodydive (against spindashes) (Bodydive = hold up+punch)
- Attacks landing on the same frame

For the 1st match, players will decide between heads or tails. A TO or trusted moderator will then flip a coin or use an online equivalent, and the winner will be P1.

For the 2nd match onwards, the winner of the previous match will be P2, and the loser will be P1.

Lag and DQs

Mobile hotspots are banned. Wifi is allowed but ethernet is preferred.

If someone disconnects during a match, that match will be replayed. If a match cannot be completed due to a disconnect 3 times, a TO will step in for a lag test. The player found to have worse connection will then be DQ'd.

Additionally, if you suspect your opponent to be the source of heavy lag, you may ping a TO to step in for a lag test. We will DQ if deemed necessary.

Factors we take into account when deciding who and when to DQ:

- If you are wired or playing on wifi.
- Unfortunately, we don't have enough players to fully region lock tournaments yet. Because of this, while players outside of NA are very welcome to join, we may prioritize NA players. We know this sucks, and we're very sorry. (NOTE: This is *not* a guarantee the player outside of NA will always be DQ'd. Sometimes people in NA simply have bad internet.)
- Your connection's track record. Basically, how your connection has been in past play sessions or other tournaments. We try to keep an eye on this, and take notes on people we suspect to have not so great connections. (If you often have issues with a specific player, feel free to privately report it to us. We will make a note of it, and it will not be shared with anyone.)

Mobile hotspots are banned.

Match Calls

Please do not start your match until you are told to.

- This is because of character picking rules, and to prevent any confusion regarding who is playing and when.

If your match is being streamed, join the lobby of the person streaming. Otherwise, either player can make the lobby.

- Please make sure your lobby matches the settings in #ruleset. If they don't, the match will not count.
- Remember that you can press square to pause the timer, and then press it again to skip the timer.

You may either self report, or simply ping a TO with score updates. (Self reporting is preferred.)

If your match is being played off stream, it is recommended to screenshot victory/lose screens in the (unlikely) event your opponent attempts to lie about the score.

- Please do not send these in the chat unless they are required. Just have them sitting in MS Paint or something.
- If you, for some bizarre reason, not only lie about the score, but then fake these screenshots, you will be barred from future tournaments.

Bugs and Technical Difficulties

There are few known bugs with this game and RPCN that are unfortunately outside of our control. These are the ones we know of that could happen mid bracket, and how to deal with them:

The match doesn't start. The timer stays stuck at 0.

- All players in the lobby must restart their emulator entirely.
- Determining exactly which players are causing the issue and need to restart can take extra time. Therefore, the easiest way to handle it is to just have everyone who was in the lobby restart their emulator.
- Unfortunately, simply ending the emulation and restarting it does not always fix the issue. This is why it's recommended to completely close the emulator and re-open it.

The match gets stuck on the victory/lose screen. A player cannot get back to the lobby screen.

- Simply close and re-open the game.
- Thankfully, this one does not seem to require a full emulator restart. You can just end and restart the emulation.

- If that doesn't work, then just fully close out of the emulator and re-open it.

The emulator crashes.

- This will be treated like a disconnect, and the match will be replayed.
- Similarly, if someone's PC crashes, it will be handled the same. We will try to wait as long as we can, but if it holds up the bracket too much, we may have to DQ.

Weird RPCN error saying you're already signed in or something.

- It seems like you just have to wait this one out. It will be handled the same as PC crashes. We will try to wait as long as we can, but may have to DQ.