

Game Settings

- Game Version: NTSC 1.02
- Stocks: 4 stocks
- Time Limit: 8:00 minutes
- Handicap: Off
- Damage Ratio: 1.0
- Items: Off
- Pause: Off
- Friendly Fire: On

Stagelist (Singles)

Neutral Stages:

- Battlefield
- Yoshi's Story
- Dream Land
- Frozen Pokémon Stadium
- Fountain of Dreams

Counterpick Stages:

- Final Destination

Stagelist (Doubles)

Neutral Stages:

- Battlefield
- Yoshi's Story
- Dream Land
- Final Destination
- Frozen Pokémon Stadium

Stage Striking

Players/teams eliminate stages from the Neutral stagelist until there is one stage remaining. The player who strikes first may be determined by RPS (rock, paper, scissors) best of one. The winning player/team strikes the first stage. Then the other player/team strikes two stages. Then

the winning player/team strikes one more stage and the remaining stage is used for the first game of the set.

Stage Bans

After each game of the set, before counterpicking, the player who won the previous game may ban one stage from the stagelist. This rule is not in effect for best-of-5 sets.

Counterpicking Stages

In addition to stage bans, a player/team may also not counterpick to a stage if they won a game on that stage previously in the set.

Wobbling

Wobbling is banned in both Singles and Doubles. Wobbling is defined as a sequence of more than three player-controlled pummels by the player-controlled Ice Climber between each of which the opponent is hit with any number of non-pummel hitboxes by the other Climber, plausibly locking them in continuous grab hitstun. Breaking this rule results in a game loss.

Ledge Grab Limit

Ledge Grab Limit: In the event of a timeout, either player/team may invoke the Ledge Grab Limit rule by asking to view the Cliffhangers statistic for all Players in the results screen. If either player (or at least one player on a team) exceeded 60 Cliffhangers during the Game, that player/team forfeits the Game. If both players (or at least one player on each team) exceeded 60 Cliffhangers, this rule is disregarded. If players voluntarily exit the results screen before checking Cliffhangers, they may forfeit the right to invoke this rule.

Neutral Start

Before each game both players/teams can request to switch ports to arrange for a neutral starting position. The graphic below from <http://www.umsmash.com/rules/#meleeruleset> details how to set up for a neutral start on all legal stages:

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dreamland 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

Doubles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	Team A	Team B	Team A	Team B
Yoshi's Story	Team A	Team B	Team B	Team A
Dreamland 64	Team A	Team B	Team B	Team A
Battlefield	Team A	Team B	Team B	Team A
Pokémon Stadium	Team A	Team B	Team B	Team A

General rules

- **Timeout/ties:** In case of a time-out, if the Ledge Grab Limit has not been reached, the player with the highest stock count is declared the winner. If stocks are tied, the player with the lowest percentage is declared the winner. If percents are also even, the match is replayed as a 1 stock 2 minutes game on the same stage with the same characters. The same goes for games where both players lose their last stock on the same frame and Sudden Death is triggered.
- **Double Blind Character Select:** Either player may request a double blind character select for the first game. In this situation, a third party is told, in secret, each player's character choice. Both players then select their character, and the third party validates that the character selected is the same as what they said.
- **Port Priority:** If an agreement cannot be made as to who gets what port, the players may enact a best-of-1 game of Rock Paper Scissors. Winner gets their port selection, loser selects any other port.
- **Pausing:** In the event that pause is not turned off, pausing the game is only legal while a player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament organizer, or in the event of a controller malfunction. All other pauses will incur AT LEAST a one stock loss to the offending player, perhaps more if the offending pause further disrupted the opponent at the discretion of the TO.

- **Colorblind Clause:** Players may request that their opponent change colors to accommodate colorblindness, or if their color is indistinguishable from either the other team color or the stage background. This request must be made before the first game of the set.
- **Warm-ups:** Players may warm up for up to 60 seconds according to the in game timer before a set.
- **Coaching:** Any coaching that happens during a set (anytime between the beginning of game one and end of the set) is banned. Players who violate this rule will be subject to disqualification from the event.
- **Disqualification timer:** Players that are more than 10 minutes late to a tournament set will be disqualified, exceptions can be made if the organizer is notified of the delay beforehand, or if the participant is playing a match in another event.