

OFFICIAL FIGHT KINGDOM 2025

RULES

Rules are subject to change. **LAST UPDATED Apr 17, 2025**

○ **Terminology**

The following terms will be used throughout the rules and the registration page. Their definitions are provided here for your reference:

- **Event:** A competition on the Fight Kingdom schedule that can be entered by attendees. For example, Tekken 8, Marvel VS Capcom 2, and The Fight is Right are all Events at Fight Kingdom.
- **Bracket Runner:** Staff that runs the Event pools. They check competitors in at pools stations to verify their attendance and tell them when and where to play their matches. They also record match results and enforce game rules.
- **Tournament Director:** The staff member ultimately responsible for running the tournament.
- **Match:** A matchup between two competitors in the event bracket. The two competitors play each other in a series of Games until a winner is determined. The winner of a Match progresses in the bracket.
- **Game:** A Game is a single head-to-head competition between 2 players, ending with a win screen for the victorious player. There are typically multiple Games in a Match.
- **Round:** A Round is a unit of measurement that exists within some games. In general, players need to win a certain number of Rounds in order to be declared the winner of the Game. The number of Rounds required to win the Game can vary by title. Refer to the Game-Specific Rules section for further clarification.
- **Controller:** The input device a player uses to interact with the videogame, which includes Game Pads, Fightsticks, Leverless Fightsticks, Keyboards, or any kind of homemade input device.

○ **Registration**

■ **Event Badges**

There are two types of event badges available for purchase, Competitor Badges and Spectator Badges. Both badges grant guests access to the event space.

- Competitor Badges are required to compete in any Events, excluding "The Fight is Right". Competitor Badges must be purchased prior to the event or will be subject to an Emergency Registration fee.
- Spectator Badges are \$35 and may be purchased prior to the event or at the door.

■ Refund Policy

Refunds may be issued for Badge fees and Event entry fees by emailing a refund request to fightkingdomfgc@gmail.com. Refund requests will not be fulfilled after April 11th, 2025. Once a refund request is accepted, please allow up to one week for the refund to be processed. Fight Kingdom merchandise is non-refundable. In the unlikely event that Fight Kingdom is canceled, 100% of fees will be refunded to all attendees.

○ General Game Rules

■ Pools Check-in

It is the responsibility of each individual competitor to be present at the time of their assigned pool(s) or otherwise communicate to the relevant Bracket Runner any schedule conflicts you may have that could result in you being late for your matches. Failure to do so may result in your disqualification at the discretion of the Bracket Runner.

■ Bracket Format

- All events will be Double Elimination brackets with Match results being determined by the winner of 2-out-of-3 Games (also called "First-to-2", "FT2", "Best-of-3", or "Bo3") unless otherwise stated in the Game-Specific Rules section.
- Losers Finals, Winners Finals, and Grand Finals Matches will be determined by the winner of 3-out-of-5 Games (also called "First-to-3", "FT3", "Best-of-5", or "Bo5") unless otherwise stated in the Game-Specific Rules section.

■ Button Check

- All players are entitled to a "button check", wherein players are allowed to confirm that their controllers are working and configured correctly. Button checks must be requested before the first Game begins.
- If a player's controller is discovered to be misconfigured in the middle of a tournament Match, that player may choose to configure their controller mid-Game. That player must, however, forfeit the Round or

Game, whichever is required for that particular title's button configuration.

■ **Stage Selection**

Stage selection will be random unless otherwise stated in the Game-Specific Rules. If a banned stage is selected randomly, the stage should be selected again until a legal stage is selected.

■ **Coaching**

- Players competing on stage or on stream may be accompanied by one person acting as their Coach.
- Players are permitted one Coach per Event. Any player's chosen Coach cannot change at any point in the Event bracket.
- Players are permitted 30 seconds to consult with their Coach before each Game. Coaches may not speak during play or in between Rounds. Coaches may not address the opponent or their coach during the Match.

■ **Pausing and Stoppages**

- Pausing a game in the middle of a match, accidentally or otherwise, may result in forfeiture of the Round at the discretion of the Bracket Runner. If a game is paused, notify a Bracket Runner before unpausing.
- In the event a game is interrupted for reasons beyond the players' control—such as in the event of an unexpected power outage—the Bracket Runner and the players will make the best attempt possible to resume the game in as close to the same state as where it was when the interruption occurred. If the game state cannot be sufficiently recreated, the game will be replayed with both players picking the same characters.

■ **Glitches**

Glitches that cause the game to crash/freeze, or that permanently remove the opponent's control over their character are prohibited and will result in forfeiture of the Round or Game at the discretion of the Game Lead. These glitches include, but are not limited to, the Ruby Heart glitch in MVC2 or the Remy/Urien neutral throw glitch in 3S. Check the Game-Specific Rules section below to confirm if there are any additional rules concerning specific glitches.

■ **Ties**

There will be no matches resulting in ties in any tournament. Games will be replayed until a winner is determined. Players refusing to play in their matches will be disqualified.

■ Disputes

- If there is a dispute between two players regarding who plays on which side or any similar situation where players fail to reach a consensus, a coin toss by a Bracket Runner shall decide which player plays on which side. Check the Game-Specific Rules section below to confirm if there are any alternate rules for dispute resolution in your game.
- Any player may request a double-blind character selection during their tournament matches. Bracket Runners will facilitate this by being told, in secret, which character one player intends to choose and then enforcing that decision after the opponent has selected their character.

○ Game-Specific Rules

■ Super Street Fighter 2 Turbo

- Platform: Arcade (USB controllers can be used on all setups)
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Rounds per Game
- 3/5 Games per Match
- Winner must keep character
- Loser may switch character
- Random stage select
- Akuma is banned

■ Street Fighter 3: Third Strike

- Platform: Arcade (USB controllers can be used on all setups)
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Rounds per Game
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals
- Winner must keep character, but may switch Super Art
- Loser may switch character
- Judgement is in effect
- No game-breaking glitches or bugs that cause the game to freeze, reset, or make the game unplayable for both players
- SOCD and controller rules will defer to those used in the current Jazzy Circuit rules

■ **Marvel VS Capcom 2**

- Platform: PS4
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals
- Winner must keep team order and assists (switch glitch OK)
- Loser may switch characters
- No game-breaking or game-stalling glitches (such as dead-body infinities or infinite y-boost tricks)
- Game settings: 99 seconds, Turbo 2, default damage
- The maximum allowed attack buttons on a controller is six. See Controller Input Rules below for more details.

■ **Guilty Gear Strive**

- Platform: PS4
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Rounds per Game
- 3/5 Games per Match
- Matches MUST be played only on the following stages: Castle of the Silver Feet, Lars Canyon, Seventh Heaven District, 12-Dimensional Flux Observatory, "A Happy Family", Council of Three.
- Winner must keep their character
- Loser may switch characters
- Ultimate Edition colors are banned for all characters

■ **Tekken 8**

- Platform: PS5
- Entry Fee: \$10
- Double Elimination Bracket
- 3/5 Rounds per Game
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals and Losers Semifinals (Top 4)
- Random stage select after every game games
- Disputes regarding Side selection must be resolved with a game of Rock, Paper, Scissors
- Winner must keep their character
- Loser of prior game may switch character
- Character Customizations: Off

- SOCD and controller rules will defer to those used in the current Tekken World Tour ruleset
- Coaching rules will defer to those used in the current Tekken World Tour ruleset

■ **Street Fighter 6**

- Platform: PC
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Rounds per Game
- 2/3 Games per Match
- 3/5 Games for Top 8
- Random stage select
- Winner must keep their character
- Loser may switch characters

■ **Virtua Fighter 5 R.E.V.O.**

- Platform: PC
- Entry Fee: \$10
- Double Elimination Bracket
- 3/5 Rounds per Game
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals
- Rounds are 45 seconds using the in-game timer
- Random stage select for the first game in each match. After first game, Loser may select the next stage.
- Winner must keep their character
- Loser may switch characters

■ **Capcom VS SNK 2**

- Platform: Dreamcast
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Games per Match
- 2/3 Games for Winners, Losers, and Grand Finals
- Random stage select
- Winner must keep their characters and Groove
- Loser may switch characters and Groove
- EX-Grooves are prohibited

■ **Vampire Savior**

- Platform: MiSTer
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals
- Winner must keep their character
- Loser may switch characters

■ **Fatal Fury: City of the Wolves**

- Platform: PS5
- Entry Fee: \$10
- Double Elimination Bracket
- Default settings
- 2/3 Rounds per Game
- 2/3 Games per Match
- 3/5 Games per Match for Winners, Losers, and Grand Finals
- Winner must keep character
- Loser may switch character
- Random Stage Select (players may opt for a mutually agreed stage)
- S.P.G. position can be changed by both players between Games

■ **Guilty Gear XX Accent Core Plus R**

- Platform: PC
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Rounds per Game
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals
- Winner must keep their character
- Shadow, Gold and EX characters are banned
- Banned Stages: I-no's boss, Slash Order-Sol, and Slash A.B.A.

■ **Under Night In-Birth II Sys:Celes**

- Platform: PS4

- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Games per Match
- Loser may change their characters
- Stage select is random unless both players agree on stage
- Stage music is random unless both players agree on a song - NO MUTE
- During a match:
 - If one player disconnects their controller or otherwise pauses the game, they forfeit the current game.
 - No player may decide to play it out. The game is forfeit if the above happens.
 - In the event of technical issues out of the control of either player, the game is reset back to the current round.
 - If one player was ahead a round, the players will time out until the round count is back to before the technical issue happened.
 - If knowledge of current meter is available, the players may choose to return to that state before continuing to play.

■ **Skullgirls 2nd Encore**

- Platform: PC
- Entry Fee: \$10
- Double Elimination Bracket
- 3/5 Games per Match
- Loser may change their team
- Winner must keep their team, but may switch order if the loser changes their team

■ **Guilty Gear Xrd REV2**

- Platform: PS4
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Rounds per Game
- 2/3 Games per Match
- 2/3 Games per Match for Losers Finals
- 3/5 Games per Match for Winners Finals
- Winner must keep their character

- Loser may change their character
- Eclipse /gold colors are banned

■ **Marvel Vs Capcom 2 Low Tier**

- Platform: PS4
- Entry Fee: \$10
- Double Elimination Bracket
- 2/3 Games per Match
- 3/5 Games for Winners, Losers, and Grand Finals
- Winner must keep team order and assists (switch glitch OK)
- Loser may switch characters
- No game-breaking or game-stalling glitches (such as dead-body infinities or infinite y-boost tricks)
- Game settings: 99 seconds, Turbo 1, default damage.
- The maximum allowed attack buttons on a controller is six. See Controller Input Rules below for more details.
- **Banned characters:** Magneto, Storm, Sentinel, Cable, Iron Man, Cyclops, Spiral, Blackheart, War Machine, Dr Doom, Dhalsim, Strider.
- **Banned Assists:** Commando-AA (Anti-air), Tron-Y (projectile), Psylocke-AA (Anti-air). No god tier assists.
- **Banned glitches:** Juggernaut power up glitch, any gamebreaking glitches or stalls.

■ **The Fight is Right**

- There is no entry fee for The Fight is Right.
- Contestants will be chosen at random from the audience. Any attendee wishing to play may do so simply by being present during the event and adding their name to the player list by the main stage before or during the event.

○ **Controllers**

- Players are responsible for providing their own controllers.

■ **Arcade Controllers**

- Some Events are being run on original arcade hardware via supergun. Undamned USB Decoders are used on these setups and support most PS3/PS4/360 controllers. Players are responsible for providing controllers that are compatible with these USB Decoders. Details on

these USB Decoders can be found here:

<http://udgametech.blogspot.com/p/firmware.html>

■ **Dreamcast Controllers**

- CVS2 is being run on Dreamcast and will require converters such as the Brook Super Converter in order to function with modern controllers. We will be providing a LIMITED amount of Brook Converters for players to use, but it is highly recommended that players bring their own converters.

■ **Banned Controllers and Functions**

- Macro functions and Turbo functions are prohibited
- Wireless controllers are banned unless plugged into the console directly. All controllers must be plugged into the console using a wire.
- Cronus and CronusMax Wireless converters are prohibited

■ **PS4 Controller Syncing**

- Players are responsible for desyncing controllers prior to their matches from the PlayStation 4's Devices menu in the system settings.. Failure to do so, if they accidentally interrupt another match, will result in penalties at the discretion of the Tournament Director. Pads can be desynced by going to Options > Devices > Bluetooth Devices > select Controller > hit Options button > select Forget Device.

■ **Controller Input Rules**

- **NOTE:** Some events may have specific rules regarding controller inputs. These rules supersede any general controller rules that may be in place. Check below to see if your game has any specific controller rules.
- The maximum number of non-directional command inputs allowed on any controller is eight, and the same command may not be assigned to multiple buttons. For example, a player cannot assign the same attack command to two different controller buttons. When using a controller with more than eight attack inputs, a player shall deactivate any inputs exceeding eight prior to participating in any competition.
- The maximum amount of directional command input is four, and it is prohibited to put the same command into multiple buttons. For example, a player cannot assign the same directional command in two different buttons.
- Controllers may not have any inputs that perform directional and non-directional commands at the same time.
- Controllers may not have any inputs that perform combinations of multiple commands beyond what is possible within the controller settings of the title(s) they are competing in.

- **SOCD Rules for Street Fighter III: Third Strike** are in accordance with the Jazzy Circuit rules and read as follows: SOCD for leverless controllers must be resolved as follows: The device must output "Left + Right" as "Neutral" (Center Input) and "Up + Down" as "Up" (Absolute Priority).
- **SOCD Rules for Street Fighter 6** are in accordance with the Capcom Pro Tour rules and read as follows: If up and down directions are input at the same time, both inputs must be maintained or both inputs must be rejected.
If left and right directions are input at the same time, both inputs must be maintained or both inputs must be rejected. To clarify, if up and down inputs are made simultaneously, the character must not perform a jump or crouch action, and if the left and right inputs are made simultaneously, the character must not perform a forward or backward movement action.
- **Marvel VS Capcom 2:** Players may only use a maximum of six attack buttons. These buttons may be remapped to a combination of multiple attack commands, but cannot exceed a total of 6. For example, a player's A1 button may be remapped to LP+HP.
- **Tekken 8:** All controller rules for Tekken 8 align with the Controller Usage rules for the Tekken World Tour. If any TWT controller rules listed conflict with our general controller rules above, then the TWT ruling will be used:
<https://www.bandainamcoent.com/legal/community-events/official-rules-twt>

○ **Conduct**

- Food and drink are allowed within the event space. Drinks should not be placed on top of arcade cabinets or near game setup equipment. Water stations will be available in the hallway outside the main ballroom and a full-service restaurant/bar area is located on the ground floor of the venue.
- Player bans for Fight Kingdom are in alignment with multiple established community event ban lists. If you have any disputes or concerns regarding player conduct, please email fightkingdomfgc@gmail.com.
- Fight Kingdom follows the Fighting Game Code of Conduct and enforces a safe and inclusive environment for all attendees. By attending Fight Kingdom you agree to follow the expanded guidelines set forth at fgcoc.com.

○ **COVID Policy**

- For the safety of all our attendees, Haunted Heavy Industries LLC is implementing the following health & safety policies at Fight Kingdom 2025.

Upon registration, you will need to confirm that you understand and agree to abide by these policies for yourself and/or any Minor for which you serve as Guardian. If you fail to follow the rules below, you will be denied entry to Fight Kingdom 2025 without a refund.

- An inherent risk of exposure to COVID-19 exists in any public space where people are present. By attending Fight Kingdom, you voluntarily assume all risks related to exposure to COVID-19.
- Face masks and up-to-date vaccinations are recommended but not required.
- Depending on local and federal guidelines, and any development in the situation, we may increase safety requirements accordingly, up to and including the date of the event itself.

○ **Prizing**

- Prizing is awarded as a percentage of the total prize pool based on the total number of entrants for each game.
 - Less than 8 entrants: *Winner-Take-All*
 - 8-15 entrants: **1st:** 70%, **2nd:** 30%
 - 16-31 entrants: **1st:** 60%, **2nd:** 25%, **3rd:** 15%
 - 32-47 entrants: **1st:** 55%, **2nd:** 24%, **3rd:** 14%, **4th:** 7%
 - 48-63 entrants: **1st:** 50%, **2nd:** 20%, **3rd:** 13%, **4th:** 7%, **5th:** 5%
 - 64 or more entrants: **1st:** 45%, **2nd:** 19.5%, **3rd:** 11.5%, **4th:** 7%, **5th:** 5%, **7th:** 3.5%

○ **Notice of Filming and Photography**

- All attendees entering the Fight Kingdom event space are acknowledging that they are entering an area where photography and audio and video recording may occur.
- By entering event premises, attendees consent to interview(s), photography, audio recording, video recording and their release, publication, exhibition, or reproduction to be used for inclusion in websites, social media, broadcast and any other purpose by Haunted Heavy Industries LLC and its affiliates, representatives, promotional partners, sponsors, agents, and anyone else authorized by Haunted Heavy Industries LLC. Images, photos, and/or videos may be used for any and all promotional and commercial purposes.
- By attending Fight Kingdom, all attendees release Haunted Heavy Industries LLC, its officers and employees, and each and all persons involved from any

liability connected with the taking, recording, digitizing, editing, publication and use of interviews, photographs, images, video and/or sound recordings. By entering the event premises, attendees waive all rights they may have to any claims for payment or royalties in connection with any use, exhibition, streaming, web casting, televising, or other publication of these materials, regardless of the purpose or sponsoring of such use, exhibition, broadcast, or other publication irrespective of whether a fee for admission or sponsorship is charged. All attendees also waive any right to inspect or approve any photo, video, or audio recording taken by Haunted Heavy Industries LLC or the person or entity designated to do so by Haunted Heavy Industries LLC.