

- **This Tournament is region-locked to NA and Central America ONLY.**
- **Set Structure**
 - Players play with hazards, items, and ghosts off.
 - Each set is a first to 3, until top 8, which are first to 5s.
 - Players will use a 1-2-1 stage striking system for game 1, picking from the 5 starter stages. Players will decide who gets to strike first with this website: <https://www.rpsgame.org/>
 - Stage picks are always done before character picks. Players have the option to facilitate a double-blind character pick for game 1 by dming a TO their selections, and afterwards the winner picks their character before the loser does.
 - For all games following game 1, the winner bans 2 stages from the list of both starter and counterpick stages. Then, the loser picks the stage. These successive bans do not persist beyond each individual game.
 - **DQ Clause:** If one player in Winners Side hasn't arrived 10 minutes after they are supposed to, their opponent can report it to a TO and have them disqualified and sent to Losers Bracket. In Losers Side, this timer is 5 minutes instead of 10.
- **Stagelist**
 - **Starter:**
 - Green Gardens
 - Stage of Destined Rivals
 - Butter Building
 - Bubbly Clouds
 - Factory Tour
 - **Counterpick:**
 - Jambastion Entrance
 - Springy Hand Land
- **Other Rules**
 - Meta Knight can only perform up to 3 consecutive shuttle loops in a true combo
 - Gooley can't stay in rock for more than 5 seconds.
 - Players may choose to gentleman to a stage on the stage list they both agree on if they both want to skip the stage striking process for game 1.
 - **Mid-set Coaching:** Mid-set coaching is defined in this ruleset as an outside party giving specific, actionable advice to one of the players in a set during that set. It is permitted but frowned upon for any match before top 8. If a TO is made aware of mid-set coaching during top 8, the player(s) who received the coaching will be disqualified.

- *Example of mid-set coaching:* “Fighter’s Spin Kick beats Gooley’s Dark Laser.”
- **NOT** *mid-set coaching:* “Gooley’s Dark Laser is a really good move.”
- **Lag Clause**
 - If a player thinks a match is too laggy to be played, they may report that to a TO. If both players agree the match is too laggy, then the TO will skip to the third bullet point.
 - If the players disagree that a set is too laggy, such as a set with a higher delay, but not a ‘powerpoint’ type game, then the TO will come into the room. It is recommended that players do not kill the TO immediately, so that they can try to do some inputs and feel out the connection. If they agree that the match is unplayable, then they can go to the third bullet point.
 - Once it has been officially decided that a match is unplayable, then both players must perform a connection test on their switch and send the result to the TO they are in contact with. The player with the higher average up/down will move on to the next round.
- **Dweeb Clause:** TOs are allowed to punish you appropriately for being a dweeb. Some examples of dweeb behavior include: excessively harassing your opponent, exploiting a loophole in the rules to do the equivalent of breaking them, asking TOs for special treatment, and anything else that a TO deems appropriate to punish. Abuse of power will get a tournament shut down, however, so don’t worry.

TIMER CLAUSE

- If one player believes another player to be stalling, via flying to parts of the stage that would be dangerous for the opponent to try and reach using a copy ability (air puff), then the player who believes the other to be stalling can record using the record button on their controller; 30 seconds of the match. IF ONE OF THE FOLLOWING IS VIOLATED, THEY WILL BE DQ’ED:
 - They did not touch the ground during the entirety of the 30 second clip.
 - They were above the highest full hop height (from the highest platform) on the stage for 15 seconds or more.