

# Official Rulebook

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## 1. Definitions

**Best-of-X** – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.

**Doubles** – a format where Players compete as groups of two unique Players, called “**Teams**”.

**Game** – a single Title Game competition between two Players.

**Match or Set** – Tournament play between two Players that may involve multiple Games.

**Player** – each person who participates in the Tournament.

**Singles** – a format where Players compete as individuals.

**Title Game** – Super Smash Bros. Ultimate (“**Ultimate**”) & Street Fighter 6 (“**SF6**”)

**Tournament** – Singles and Doubles competitions for any Title Game.

**Tournament Organizers (TOs)** –BoBC, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.

## 2. Event Rules

### 2.1. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all TOs and spectators. Players are expected to play at their best at all times and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with tournament operation;
- Acting in an unsportsmanlike or disruptive manner, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two or more Players to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of TOs to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player or TO for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with consoles, TVs, lights, cameras or other tournament and/or production equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the TOs in their sole discretion; or

- Otherwise violating these rules.

## **2.2. Notice of Filming**

By entering and by your presence in the Dulles Expo Center, you consent to be photographed, filmed, and/or otherwise recorded. Your entry to the Dulles Expo Center constitutes your consent to such photography, filming, and/or recording to any use, in any and all media throughout the universe in perpetuity, or your appearance, likeness, voice, and name for any purpose whatsoever in connection with the production presently entitled BoBC.

## **2.3. Minors**

If the Player is under the age of majority in his or her state or country of residence (a "Minor"), such Minor Player represents and warrants that he or she has received permission from his or her parent or legal guardian to register for and participate in the Tournament, and all references to "Player" shall include that Minor Player's parent or legal guardian.

## **2.4. Event Conduct**

- All attendees must be registered as a Player, spectator, or media, or have the consent of the BoBC Staff to enter the venue. All attendees must keep their badge visible at all times.
- Possession of drugs, alcohol, or weapons is forbidden.
- Smoking, including e-cigarettes, is only permitted in the designated areas outside the building.
- All attendees are responsible for their own belongings. By entering the venue, you agree that anything you bring into the venue is your responsibility. BoBC Staff, Vancouver Convention Centre, and any sponsors therein claim no responsibility for items which are lost, damaged, or destroyed as a result of being in the venue.
- Attendees may not tamper with, manipulate, or attempt to remove any equipment in the venue.
- Recording equipment besides phones or handheld video cameras are not permitted without permission from BoBC staff.
- BoBC staff reserve the right to deny entry into the venue to any Player suspected of committing anything considered a crime or acting in a manner that is detrimental to the integrity of the event.
- Any issues that arise outside of these terms will be held on a case-by-case basis, and be judged by the BoBC Staff.
- Violation of any of these rules may result in being ejected from the event at the sole discretion of BoBC staff.

# **3. Tournament Rules \*Smash**

### **3.1. Format**

All Players will be seeded into double elimination bracket groups. Players will advance either in winners bracket or losers bracket. Players who advance in losers bracket will begin in losers bracket in the next phase. In the Grand Finals, the Player that advanced from the losers bracket must win two (2) Matches to be awarded first (1<sup>st</sup>) place in the Tournament.

### **3.2. Set Length**

All sets are Best-of-3 except for those that are indicated as Best-of-5. Closer to the event date of the event this will be made clear

### **3.3. Set Procedure**

1. Players select their characters\*. Either Player may elect to do **Double Blind Character Selection** (see next section)
2. Use Stage Striking to determine the first stage
3. The Players play the first game of the set
4. Winning Player of the preceding match bans a stage/stages\*\*
5. The losing Player of the preceding match picks a stage for the next game
6. The winning Player of the preceding match may choose to change characters.
7. The losing Player of the preceding match may choose to change characters.
8. The next game is played.
9. Repeat Steps 4 through 8 for all subsequent matches until the set is

### **3.4. Mutual Agreement**

Players may select any legal stage if they both agree on it. Players may also disregard Stage Clause if both agree. Players may not play on illegal stages or change the length of a set.

### **3.5. Double Blind Character Selection**

Either Player may request that a double blind selection occur. In this situation, a referee or other tournament staff member will be told, in secret, each of Player's choices for the first round. Both Players are to then select their first round character, with the referee validating the character selections.

### **3.6. Neutral Start**

If a Player requests Neutral Start, the Players must use the neutral port configuration described in Sections 5.4.5 or 4.3.7. This only applies to Smash Bros. Melee.

### **3.7. 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 or Game & Watch Judgment (the

Player who gets the higher number wins). Winner has the option of selecting port first.

**3.8. Pausing**

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits two stocks. The penalty may be increased to a multiple stock forfeiture or a Game forfeiture at the discretion of the TO.

**3.9. Restarts**

The TOs may approve a Game restart due to exceptional circumstances, such as a power outage.

**3.10. Stalling**

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the sole discretion of TOs. Continuing infinite combos past 300% is considered to be stalling.

**3.11. Sudden Death**

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the match ends. When the timer hits 0:00, the Player with the higher stock count is the winner. If both Players are tied in stocks the Player with the lower percentage is the winner. In the event of a percentage tie, or a match in which both Players lose their last stock simultaneously, a 1 stock tiebreaker will be played with time limit equal to the regular time limit divided by the regular number of stocks, rounded up. The results of Sudden Death do not count.

**3.12. Stock Sharing**

Taking a partner's stock is allowed in Doubles.

**3.13. "Grab and Go" Clause**

In Doubles, Players may not switch controllers with their teammate.

**3.14. Missing Teammate Clause**

If a Player's teammate is not present for a match, that Player may not replace their teammate with a CPU Player. They may not play without a teammate.

**3.15. Alting**

You will be immediately disqualified from the tournament with no refunds if you are found using an alternate tag/tags and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the Player notifies a TO prior to the registration end date.

- 3.16. 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. The request must be made before the match starts.
- 3.17. Warm-ups**  
Warm-up periods and controller tests may not exceed 30 seconds on the in-game timer. Violation of this rule may result in an automatic forfeit at the discretion of TOs.
- 3.18. Coaching**  
For Melee, Ultimate, and Rivals coaching is defined as deliberately giving or receiving advice to/from another person during a Match, between Matches or, between a set of Grand Finals, is not allowed, and may result in penalties for both parties.
- 3.19. Tardiness**  
Anyone who is not present for their match by 15 minutes past the scheduled start time, without prior communication with tournament staff, is subject to a total disqualification from the event.
- 3.20. Collusion**  
Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a match, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any Player suspected of colluding.
- 3.21. Misinterpretation / Misconfiguration**  
If a game was played under a misconfiguration of the Game Settings that could have materially affected the result of the game, a Player may petition the TO to have that game replayed. The final decision is at the discretion of the TO. This must be done immediately after the game in question; after the next game is started, the previous game shall not be replayed regardless of whether the rules were set correctly.
- 3.22. Final Rulings**  
If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event.

## 4. Super Smash Bros. Ultimate

Rules for Super Smash Bros. Ultimate are subject to change. Updates to the rules will be included in this Official Rulebook as long as those updates are published prior to registration closing.

### 4.1. Game Version

The Tournament will use Super Smash Bros. Ultimate Update Version 13.0.1. The console language must be set to English.

### 4.2. Game Settings

- Stock: 3
- Timer: 7:00
- Handicap: Off
- Team Attack: On
- Launch Rate: 1.0x
- Items: Off and None
- FS Meter: Off
- Damage Handicap: Off
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Stage Selection: Loser's Pick
- Stage Hazards: Off
- Stage Morph: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes

### 4.3. Options

- Radar: Small
- Echo Fighters: Separate
- Custom Balance: Off
- Mii Fighters are permitted with any combination of specials.

#### 4.4. Stage List

##### Starter Stages

- Battlefield\*
- Small Battlefield
- Pokemon Stadium 2
- Smashville
- Final Destination\*

##### Counterpick Stages

- Town & City
- Hollow Bastion

*\* Battlefield/Final Destination Variants: Both players must agree if using a different variation of Battlefield or Final Destination. If both players do not agree, the game must be played out on the default stages.*

*\*\* 2D stage variants are banned: Dream Land GB, Duck Hunt (Stage), Flat Zone X, Hanenbow, Mute City SNES, Pac-Land, and Super Mario Maker.*

*\*\*\* When using a non standard Final Destination/Battlefield against Steve, Player should use Wuhu Island Omega form as Final Destination or Temple Battlefield form as Battlefield due to the impact of Steve's shovel/mining techniques. If a different version of Final Destination was selected at the stage select, it is required for the players to go back and reselect the stage.*

#### 4.5. Set Procedure

Players select their characters. Either Player may elect to do **Double Blind Character Selection** (see section 3.5)

Use Stage Striking to determine the first stage

The Players play the first game of the set

Winning Player of the preceding match bans a stage/stages  
The losing Player of the preceding match picks a stage for the next game  
The winning Player of the preceding match may choose to change characters.  
The losing Player of the preceding match may choose to change characters.  
The next game is played.  
Repeat Steps 4 through 8 for all subsequent matches until the set is complete.

#### **4.6. Additional Rules**

##### **4.6.1. Stage Striking**

Players play a best-of-1 Rock-Paper-Scissors. The winner may choose to either strike a stage first or select a port first. Stages are struck in a 1-2-2-1 order.

##### **4.6.2. Stage Bans**

After each Game, before counterpicking, the player who won the previous Game may ban two/one stage/s from either the Starter or Counterpick list. These bans do not persist throughout the Set

##### **4.6.3. Stage Clause**

Full DSR: Players may not counterpick to stages previously won on during the same set

##### **4.6.4. Broadcast Review**

If you are playing on the broadcast, you may be asked to refrain from using certain Battlefield/Omega form stages at their discretion.

## 5. Super Smash Bros. Melee

Rules for Super Smash Bros. Melee are subject to change. Updates to the rules will be included in this Official Rulebook as long as those updates are published prior to registration closing.

### 5.1. Game Version:

The official game version is NTSC 1.02 using BOBC's staff choice of memory card data with all characters and relevant stages unlocked.

### 5.2. Game Settings:

- Stocks: 4
- Timer: 8 minutes
- Handicap: Off
- Damage Ratio: 1.0
- Items: Off
- Pause: Off
- Team Attack: On

### 5.3. Stage List:

#### ***Starter Stages***

- Battlefield
- Fountain of Dreams
- Dream Land
- Final Destination
- Yoshi's Story

#### ***Counterpick Stage***

- Pokémon Stadium

### 5.4. Set Procedure:

1. Players begin by selecting their character. Either of the Players can elect to do a **Double Blind Character Pick**
2. Players select the first stage through Stage Striking or, a gentleman clause to a legal tournament stage.
3. Players will play the first game of the set.
4. The winning Player of the previous Game bans a stage (Best of 3 if in a Best of 5 ignore this step)
5. The losing Player of the previous Game picks the stage for the next Game.
6. The winning Player of the previous Game may elect to change character.
7. The losing Player of the previous Game may elect to change character.
8. The next Game is played.

9. Repeat Steps 4-8 until the set is completed.

## 5.5. Controller Specifications

At a Tournament Organizer's discretion, exceptions can be made to allow potentially useful aids for players with limited mobility.

With the addition of the specifications below, Battle of BC 7 will be using the controller addendum for Super Smash Bros. Melee that was in use at [SuperNova 2024](#).

- Third-party GCC-like controllers are permitted with the following restrictions:
  - Banning Goomwave u-tilt rounding and other techniques made easier by increasing the size of ranges that are difficult to consistently hit quickly on OEM GameCube controllers
  - Banning Goomwave easy dash back out of crouch and other techniques made easier by increasing the timing leniency of inputs that are difficult to consistently hit quickly on OEM GameCube controllers
- Rectangle controllers are permitted with the following restrictions:
  - Limits on modifier buttons including *limits* on L/R changing control stick output
  - Limits on available target coordinates/angles that are difficult to consistently hit quickly on GCC-like controllers, such as Peach's 2-frame no-setup Parasol Dash
  - A c-stick replaced with digital buttons must have those buttons clustered together,

## 5.6. Additional Rules

5.6.1. **Stage Striking** - Players play a Best-of-One Rock Paper Scissors game with the conditions previously agreed upon by the Players, the winner may choose to either strike a stage first or select a port first. Stage striking order is 1-2-1-1 order.

5.6.2. **Stage Bans** - After each game of the set, before the selection of characters and/or stages, the Player who won the previous Game may ban one stage from either the Starter or Counterpick list. This ban does not persist throughout the set. This rule is only in effect for Best-of-Three sets. There are no stage bans in Best-of-Five sets.

5.6.3. **Stage Clause** - A Player may not pick any stage in which they have previously won a Game on during the set.

- 5.6.4. **Controllers** - First Party wired Gamecube Controllers and Licensed Third Party Gamecube Controllers are permitted as long as they do not contain turbo functions, macros, and/or hardware modifications (other than case modifications, such as notches and cosmetic changes). Box Controllers are permitted as long as they adhere to the current legal standard set by the Melee Official Ruleset.
- 5.6.5. **Neutral Start** - If a Player requests Neutral Start, the Players must use the neutral port configuration described in the image below. Otherwise, Players could elect to move to opposite sides of the stage and then proceed to start the game or set at a previously specified count down. TOs are not responsible for any miscommunications that may occur as a result of this alternative procedure.

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dream Land		X		X
Battlefield			X	X
Pokemon Stadium			X	X

- 5.6.6. **Ledge Grab Limit** - In the event of a timeout, either Player or Team may invoke the Ledge Grab Limit rule by asking to view the Cliffhangers statistic for all Players in the results screen and informing a TO. If either Player or at least one Player on a Team exceeded 45 Cliffhangers during the Game, that Player/Team forfeits the Game. If both Players, or at least one Player on each Team, exceeded 45 Cliffhangers, this rule is disregarded. If Players voluntarily exit the results screen before checking Cliffhangers, they may forfeit the right to invoke this rule at the sole discretion of the TO.
- 5.6.7. **Wobbling** - “Wobbling” with Ice Climbers is not permitted. A Player is considered to be Wobbling if the following conditions are met:
- The Player grabs his/her opponent with the Player-controlled Ice Climber.
  - The CPU-controlled Ice Climber has not been KO'd.
  - During the grab, the opponent is plausibly locked in continuous hitstun by a series of attacks including at least 4 pummels.
- 5.6.8. **Freeze Glitch** - Activating the “Freeze Glitch” with the Ice Climbers is not allowed; penalties may or may not be enforced at the sole discretion of Tournament Organizers.

## 6. Rivals of Aether II

### 6.1 Game Settings

- Tournament Mode Enabled
- Default Settings: 3 Stocks. 8:00 Timer

### 6.2 Stage List

#### Starter Stages

- Aetherian Forest
- Julesvale
- Merchant Port
- Godai Delta
- Hodojo

#### Counterpicks

- Hyperborean Harbor
- Rock Wall
- Air Armada
- Tempest Peak
- Fire Capital

### 6.3 Set Procedure

1. Players select their characters. Either Player may elect to do **Double Blind Character Selection** (see section 3.5)
2. Use Stage Striking to determine the first stage
3. The Players play the first game of the Set
4. Winning Player of the preceding match selects their character first and the loser of the preceding match selects their character second
5. Winning Player of the preceding match bans **2 stages** from the full list of starters and counterpicks stages.
6. The losing Player of the preceding match picks a stage for the next game from the remaining stages *\*a player may not select a stage they have previously won on*
7. The next game is played
8. Repeat Steps 4 through 7 for all subsequent games until the set is complete

## 7. Street Fighter

### A. Definition of each term

- Each matchup between players shall be called a PLAYER MATCH.

- Each gameplay in a PLAYER MATCH that are played up to 3 times before the Top 8 and up to 5 times in the games after Top 8 are called a BATTLE.
- A ROUND is a gameplay that happens maximum of three times in a "BATTLE". (The first two ROUNDS of a BATTLE shall be counted as one BATTLE.)

All OPTION settings are default settings except for the following two settings.

Graphic settings: "Motion blur ON" and "Input Delay Reduction ON" Other settings: "Damage Display Settings: No display".

In-battle Accessibility Settings may be turned ON if the Tournament Organizer deems that the setting is physically necessary.

OPTON setting may be specified during the tournament or match by BoBC or the Tournament Organizer.

BoBC or the Tournament Organizer may decide on the settings at any time at its sole discretion.

Players are not allowed to arbitrarily change the playing environment.

## **6. Prohibited Stages**

Offline held: TRAINING ROOM

TRAINING ROOM are allowed to be played on during Online competitions.

## **7. Prohibited Characters**

None

## **8. Prohibited costumes and colors**

None

## **9. Game Version**

Matches will be played on a PLAYSTATION 5 console.

If you have a controller that does not have native compatibility with the console, please bring a suitable adapter. There are converters available for loan, however, they are subjected to availability.

**10.** Players may be prohibited by BoBC or the Tournament Organizer from using certain stages, characters, costumes, or colors that are not prohibited under 6 through 8 above during a tournament or MATCH. BoBC or the Tournament Organizer may decide at its sole discretion at any time which stages, costumes or colors are prohibited.

**11.** If either player or the Tournament Organizer report during the 1st ROUND that a prohibited stage has been used then the BATTLE will be null and void. If there is no report from either player or the Tournament Organizer that a prohibited stage has been selected and the BATTLE proceeds, the BATTLE will be considered valid if the second ROUND begins.

**12.** If a banned character is used, the ROUND must be immediately suspended, and a rematch must be held. If a player continues without interrupting the ROUND, the result of the win or loss of that ROUND shall be nullified, and the rematch shall be held.

**13.** Players may be assigned to use a specific stage during a tournament or match at the direction of BoBC or the Tournament Organizer. BoBC or the Tournament Organizer may, at its sole discretion, decide on a specific stage at any given time.

**14.** Players' names may be blurred, covered, or altered at the direction or discretion of BoBC or the Tournament Organizer (especially if the players' names appear in promotional or broadcast materials for the tournament). Such changes are subject to prior approval by BoBC or the Tournament Organizer but may be withheld at the sole discretion of BoBC or the Tournament Organizer.

## **C. Competition Rules**

### **1. Playside Selection**

Both players must agree on which side of the machine (who will be 1P and who will be 2P) when seated. If no agreement is reached, the players shall follow the instructions of the Tournament Organizer in the online tournament, and in the CPTOffline and CCLCQ, the player who wins by rock-paper-scissors shall choose the side of his/her choice.

**2. CHARACTER SELECTION:** There are two methods of selecting characters for offline competitions. Standard and Double Blind. It is understood that if the players do not discuss on the character selection method, the Standard method will be used. If the players cannot reach a consensus on the character selection method, the judges will apply the Double Blind method.

#### **2.1 Standard method**

Both players will choose the character to use at any given time. This is a free choice. The players choose the character of their choice and begin play. Once either player has finished selecting a character, they can no longer choose to apply the Double Blind method.

#### **2.2. Double Blind method**

The players must request the Double Blind system in an unambiguous manner before the other player has finished selecting his/her character. If a player wishes to play Double Blind, the player on the left (1P) decides which character he or she will choose, and then overhears his or her choice to the referee. The referee then signals the player on the right (2P) to choose a character. When the player on the right (2P) has made his choice, the Tournament Organizer allows the player on the left (1P) to choose the character that he chose first.

#### **2.3. side & character selection manners**

The manner is that the player who gets the choice of which side (1P or 2P) to play on chooses his character first. This is just good manners. It does not obligate the players in any way.

### **3. 3. Match progression**

After both players have chosen their characters, the players begin the first BATTLE of the match; at the end of the BATTLE, the following rules apply

**3.1.** The PLAYER MATCHES ends when either player takes the specified number of BATTLES.

**3.2.** Once either player has taken the prescribed number of BATTLES, the winner of the match reports the result to the referee.

**3.3.** The player who took the BATTLE does not have the right to change sides; if the player who lost the BATTLE does not wish to move, he may not change sides.

**3.4.** The player who wins the preceding BATTLE must continue to use the same character and same control type.

**3.5.** The player who loses the preceding BATTLE may freely choose the next character and control type.

**3.6.** If a BATTLE ends in a DRAW GAME, the result of that BATTLE shall be null and void, and the BATTLE shall be played again with the same character and control type.

**3.7.** Controller settings and button configurations can only be changed before the start of the BATTLE.

### **4. Reporting rule violations**

If a player violates the Tournament Rules during the tournament, the following rules will apply to correct the rule violation.

**4.1.** It is the responsibility of the athlete entering the tournament to discover and immediately report any and all violations of the Tournament Rules to the Tournament Organizers.

**4.2.** Any rule violations other than during the game must be reported to the Tournament Organizer before the game begins (e.g., a change of character by the player who took the first BATTLE of the match).

**4.3.** Players may not interrupt a game in progress to address a rule violation other than during the game; interrupting a game in progress to address a rule violation other than

during the game shall constitute abandonment of the ROUND by the person who interrupted the game.

**4.4.** Interrupting a game to report a rule violation is permitted only when such violation occurs during the game.

**4.5.** If a game in progress is interrupted and a rule violation is pointed out, but it is an error, the person who interrupted the game has abandoned the ROUND.

**4.6.** Rule violations must be reported at the time they occur. Otherwise, the violation will be considered unexplained.

**4.7.** The Tournament Organizer may report any rule violation on behalf of the players.

**4.8.** If the Tournament Organizer interrupts the game and points out a rule violation, which was an error, both players will choose the same character, control type, and side to start the game over with the best possible situation reproduction. In this case, there will be no disqualification.

**4.9.** Only the Tournament Organizer and the players in the game in question may interrupt a game to point out an infraction.

## **5. Dispute**

**5.1.** In the event of any dispute in an online tournament, the players involved must submit screenshots or share videos with the Tournament Organizers.

**5.2.** BoBC will resolve disputes on an individual basis.

## **6. Others**

**6.1.** A match cannot be a draw in any tournament.

**6.2** The inevitable defeat rule applies. Inevitable defeat means that if a player has properly won the round in question (e.g., with a move to defeat an opponent hit), but pauses before the game has awarded him the victory icon, he still wins the game. A common example of this rule might be a case where player 1 hits player 2 with a Super Arts, but because the Super Arts is a grabbing move, no damage is done until the last hit is processed. In this case, player 2 would still have been properly defeated by ROUND. If there is a disagreement as to whether a technique KO'd the other player, the judges or Tournament Organizers will unpause the match to check the result of the technique, and if the opponent was not knocked down by the technique, the player who interrupted the game play will be considered to have lost the ROUND in question.

**6.3.** In each tournament, the Tournament Organizer may present additional rules that are not mentioned in these Rules, and players must also follow the additional rules presented by the Tournament Organizer.

**6.4** These Rules are intended to make the tournament run as fair and smooth as possible. However, unforeseen circumstances may require special measures, and in such cases, BoBC or the Tournament Organizer reserves the right to change any part of the Tournament Rules or exclude players at its sole discretion, for any reason and at any time.

### **Attachment C:**

#### **Controller Usage Rules**

The following are the rules and regulations (hereafter referred to as the "Rules and Regulations") governing the use of controllers by players in all competitions on the BoBC Pro Tour (hereafter referred to as the "CPT"). However, BoBC reserves the right to change these rules at any time. In the event of unforeseen problems, BoBC and the tournament organizers reserve the right to make decisions in consultation.

#### **1. Philosophy of Controller Use in CPT:**

BoBC does not discourage players from choosing or customizing their preferred controller. BoBC recognizes that there are circumstances in which players are compelled to do so due to their environment, physical characteristics, personality, or other compelling reasons. However, this diversity is allowed only to the extent that fairness is ensured.

#### **2. Definition of Terms:**

**2.1 Game :** All situations and elements of Street Fighter 6. Not limited to during a fight.

**2.2 Competition :** A game in which players compete against each other to win or lose. ◦

**2.3 Controller :** Equipment that is primarily used for character manipulation and is recognized as a controller by the game program.

**2.4 Keyboard :** Equipment that is primarily used for text input and is recognized as a keyboard by the game program.

**2.5 Lever :** A device that senses two(2) states, "input or no input," by tilting a lever.

**2.6 Button :** A device that senses two(2) states, "input or no input," by pressing a button.

**2.7 Analog Stick :** A device that senses the step-by-step input status by the tilt angle of the stick.

**2.8 Mechanical Capability:** The number of buttons and levers. The sensitivity of the analog sticks.

**2.9 Input System:** This refers to buttons, directional keys, levers, analog sticks, and keyboard keys. However, we do not believe that all players' needs can be covered by these input systems and may consider increasing them in some cases. The number of directional key/lever input systems will be counted for each direction, with a maximum of four(4) In particular, the one excluding the analog stick is called the "digital input system.

**2.10 Attacking Action:** This refers to the elements that can be changed in the controller settings of Street Fighter 6. The attacking actions are as follows, depending on the Control type, and up to eleven(11) attacking actions are selected and applied to one controller.

**2.11 Modern:** Light Attack, Medium Attack, Heavy Attack, Special Move, Drive Parry, Drive Impact, Assist, Light + Medium, Light + Heavy, Medium + Heavy, Light + Medium + Heavy, Heavy + Special Move, Taunt, Accessibility Sounds

**2.12 Classic:** LP, MP, HP, LK, MK, HK, LP + LK, MP + MK, HP + HK, LP + MP, LP + HP, MP + HP, LP + MP + HP, LK + MK, LK + HK, MK + HK, LK + MK + HK, Taunt, Simultaneous Input, Accessibility Sounds (P stands for Punch; K stands for Kick)

**2.13 Movement:** Action An action required to move a character by pushing the directional keys or tilting the analog stick, and is also used to input unique attacks or special move.

**2.14 Combination of Inputs:** A single input resulting in a execution of several number of inputs. Combination of inputs are not allowed during a Street Fighter 6 match, except for those that can be applied in the controller settings in the game itself. In other words, there are no other combinations than the following for each operation type. Of course, it is not possible to combine a move action and an attack action into a single input system.

**2.14.1 Modern:** Light + Medium, Light + Heavy, Medium + Heavy, Light + Medium + Heavy, Heavy + Special Move, Appeal

**2.14.2 Classic:** LP + LK, MP + MK, HP + HK, LP + MP, LP + HP, MP + HP, LP + MP + HP, LK + MK, LK + HK, MK + HK, LK + MK + HK, Taunt (P stands for Punch; K stands for Kick)

**2.15 Alternative Controllers:** A controller that the player uses to replace the one in used in a match for any reason.

### **3. Controller Customization:**

Customization refers to changing the physical location of buttons and levers or creating the controller itself. Customization beyond the mechanical capabilities of the PS5 standard controller, DualSense, is prohibited unless there is a special reason to do so, which takes physical characteristics into consideration. Not to mention, macros, turbo (continuous hitting function), unacceptable compound input, or any analogous function is prohibited.

BoBC or the Tournament Organizer reserves the right to check the controller at any time during the tournament. If the results of the check indicate that the controller is violating the rules (hereinafter referred to as "offending controller"), the player will be suspended from using the controller, and may be punished and instructed to prepare an alternative controller as soon as possible. In such cases, the tournament organizer will provide a full explanation to the players.

#### **4. Scope of fairness :**

The scope of customization allowed as a guarantee of fairness will be as follows

##### **4.1 Attacking Action**

The maximum number of input systems that can be used as attacking actions is eleven(11). However, the same offensive action cannot be assigned to multiple input systems. For example, it is not allowed to have more than one light punch button. When using a controller with more than eleven(11) input systems for attacking actions, measures must be taken in advance to disable the use of unnecessary input systems as attacking actions. Note that the above does not apply to input systems that cannot be used as inputs for attacking actions in the "Controller Settings" in the game (DualSense PS button, mute button, etc.).

##### **4.2 Character Movement**

A move button is one that applies the move action as a button rather than a directional key, lever, or analog stick. Move buttons and directional keys, levers, and analog sticks can coexist on the same controller, but in such cases, the corresponding move action input must be lost as compensation. For example, if only the upper direction is made a move button, the lever's input for the upper direction must be disabled.

**4.2.1** The maximum number of digital input systems that can be used as a moving action is limited to four(4). This is intended to be allocated in the vertical and horizontal directions. Even within the range of the number of installations, the same movement action cannot be assigned to more than one input system. For example, it is not possible to install more than two(2) input buttons for the upward direction.

**4.2.2** Directional keys, levers, and move buttons that allow movement actions and analog sticks can coexist and be installed. However, movement actions with analog input must be input as analog information. For example, it is not allowed to convert the analog stick into a button or lever, or any other mechanical capability.

#### **4.2.3 Simultaneous input of movement actions**

Simultaneous input in the vertical and horizontal directions is allowed only for the following specifications.

If up and down 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.

If left and right directions are input simultaneously Both inputs must be maintained or both inputs must be rejected.

Do not add functions other than the above to disable input information for attacking or moving actions. For example, do not add a button to force a neutral state.

#### **5. Keyboard usage:**

Keyboards are allowed only if the platform used in the tournament is Steam. However, keyboards must adhere to these rules in the same manner as controllers. The keyboard alone is not allowed to compete in offline CPT tournaments and must be paired with a controller. The paired controller must be simply connected to the PC and must not be used for character control, but only for the game program to recognize the keyboard as the player. If both players in an offline CPT tournament group wish to use the keyboard, they may do so by playing online from the Custom Room on two(2) computers, as long as there is an Internet connection available to connect to CFN (hereinafter referred to as "online competition environment"). This is because it is not possible to have two(2) keyboards connected to one PC at the same time. If an online competition environment is unavailable, both players must play the game with an alternative controller other than the keyboard.

#### **6. Obtain an alternative controller:**

Players may be forced to change their current controller if an offending controller is used or an unexpected malfunction occurs. In such cases, the following will apply.

**6.1** In case of controller failure Players may report controller malfunctions to the judge as necessary. A player may report a malfunction even if the match is in progress. However, reporting a malfunction during a match means that the match is suspended, and the player who reported the malfunction must forfeit the current round.

**6.1.1** Players who report a malfunction must prepare an alternative controller as soon as possible. If the player is unable to do so within 5 minutes of reporting the problem, the tournament organizer may suggest that the player play the game using an alternative controller provided by the tournament organizer. In this case, players may not specify the alternative controller prepared by the tournament organizer. The tournament organizer's proposal of an alternative controller shall be limited to cases where it is possible.

**6.1.2** Players must immediately (within about one minute) choose whether to continue game play with the current controller that is faulty, play with an alternative controller, or abandon the match.

## **6.2** When using the offending controller

**6.2.1** If the tournament organizer determines that the controller is in violation as a result of the controller check, the player may be instructed to obtain an alternative controller after appropriate punishment.

**6.2.2** The player who receives instructions must prepare an alternative controller as soon as possible. If the player cannot prepare the controller within 5 minutes of the instruction, the tournament organizer may suggest that the player play the game with an alternative controller prepared by the tournament organizer. In this case, players may not specify the alternative controller prepared by the tournament organizer. The tournament organizer's proposal of an alternative controller shall be limited to cases where it is possible.

**6.2.3** Players must choose immediately (within about one minute) whether to play with an alternative controller or forfeit the match.

**6.3** Operation check after obtaining an alternative controller: After obtaining an alternative controller, players can check the button settings and other operations as follows

**6.3.1** If obtaining an alternative controller is during a match interruption, the round is forfeited, but the remaining time may be used to check the operation. However, if the judge decides that the player who obtained the alternative controller has gained an excessive advantage, such as a significant charge to the Super Art gauge, the judge may ask the player to abandon the match.

**6.3.2** If the alternative controller acquisition is between match set, up to 5 minutes will be given to check the controller before the next match set begins.

**6.4** When opting to continue with the original defective controller or choosing the alternative controller, if a new defect is found in either situation, players may not report any additional defects, and if the defect cannot be overlooked, the match will be forfeit. However, if the alternative controller provided by the tournament organizer is found to be defective, the player may report the controller defect to the judges as necessary.

## **8. Tekken 8**

## 7.1 Tournament Settings

- **Double Elimination Bracket**
- **Tournament Mode Default Settings**
- **Rounds** are 60 Seconds
- **Set** are the completion of 3/5 **Rounds**
- **Match** is the completion of 2/3 or 3/5 **Sets**
- 3/5 Rounds, 2/3 (Best of Three) Matches before Top 6 (except Top 6 qualification matches during Top 24)
- 3/5 Rounds, 3/5 (Best of Five) Matches for Top 6 AND Top 6 qualification matches
- **Stage:** Random
- **Character Customizations:** Off

## 7.2 Match Procedure

- **Sides:** Players will select their side before the Match starts and cannot switch their side once they have selected it
  - In the case players cannot agree on the side, they will play a game of Rock-Paper-Scissors to determine who picks their side first
  - During the Grand Final, if a “reset” takes place, both players have the right to initiate another Rock-Paper-Scissors to select a side again as the Grand Final Reset match is considered another match then the Grand Final
- Each Player selects their **Character** from all selectable characters and the stage is selected at **Random**
- After any single **Set**, the winner is "locked" into their character and they are not permitted to switch their character until or unless they lose a subsequent single **Set**;
- **Sides.** After any single **Set**, the winner is "locked" into their character and they are not permitted to switch their character until or unless they lose a subsequent single **Set**;
- The loser of any single **Set** may choose between returning to stage select and choosing a new randomly selected stage or returning to character select to choose a new character and a new randomly selected stage

- **Player Options:** Prior to commencement of a Match, Players may exercise the following options:
  - **Blind Pick.** Players may request a method of character selection known as blind pick ("**Blind Pick**") to keep their character selection secret until the first Set begins. In the Blind Pick process, the Players will each tell a Tournament Organizer staff member, in secret, their character selection for the first Set. Players will then select their character with the Tournament Organizer staff member validating their selections. If a Player purposely does not select the character they told the Tournament Organizer staff member, that Player will forfeit that single Set.
  - **Rule Violations.** Players must bring up any rule violations or disruptions prior to starting or restarting a Set. If any rule violation or disruptions occur during a Set, Players must immediately notify the Tournament Organizer. If Players complete a Set without raising a rule violation or disruption, the Set will count
- **Coaching:** Due to time constraints coaching will NOT be allowed before Top 6. During Top 6, players can get coaching up to 30 seconds after a set ends. The count starts after reaching the end of the set victory screen. Players that get coaching before Top 6 or exceed the 30 seconds during Top 6 are considered in violation of the coaching rule.
  - In the event of a coaching rule violation, the player that violated the rule will first forfeit a round from his next set and will be issued a warning. If a second violation occurs with the same player then the player will forfeit a set within the current match. Upon a third violation the player will forfeit the match entirely.
  - COACHING RULE VIOLATIONS CARRY OVER FROM MATCH TO MATCH FOR THE VIOLATING PLAYER
- **Match Disruptions:** If a Player intentionally or accidentally causes a pause in a Match, whether by pressing the Options button or by experiencing a controller disconnection, the Player that caused the pause will forfeit the current round of the Set. If a Match disruption occurs that is out of control of the Players of the Match, such as action of another Player's un-desynced controller or a Game software crash or console hardware failure making Players unable to continue a Set, the Tournament Organizer staff member shall order the Players to restart the Set, but with the same round count from the point that the Match disruption occurred. Players are responsible for starting a new Set and holding forward for the necessary number of rounds to quickly return to the round count that was achieved before a Match disruption.

- **Controller Usage:** A Player may not program functions on a controller using methods outside the basic functions of the Game, including, but not limited to, programmable and turbo controllers. The following are sequences are prohibited:
  - A single input that results in the execution of multiple subsequent inputs.
  - Combination inputs except for those that can be applied within the game's controller settings.
  - A single button input which results in a directional movement input and an attack input.
    - BNE and/or the Tournament Organizer reserve the right to inspect a Player's controller to ensure compliance with these Rules, non-compliance of which may result in disciplinary action, including, but not limited, to disqualification, suspension, and/or banning.

## **9. Indemnification**

All attendees hereby agree to indemnify and hold BoBC staff and TOs harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the attendee under these rules.

**Credit to the Supernova Rules & CapCom Pro Tour For their Rulesets!**