Tournament Rules

1. **Set Length**
   All tournament sets will be a best-of-3 games, until winners, losers, and grand finals which will all be best-of-5 games.

2. **Region Locking**
   This tournament is made solely for players who are playing within the boundaries of Europe. If any player is found to be playing from a region outside of Europe, they can be disqualified from the tournament and banned from subsequent installations unless they relocate to that region.

3. **Lag Dispute Procedure**
   This tournament also does its best to prevent lag in an online environment. To do so, there is a lag dispute procedure that each player must follow in case they wish to dispute their opponent on the basis of game-altering lag.

   I.   If you wish to dispute your opponent we highly recommend first finishing your current match as if the occurrence of lag is decided ***not*** to be worth having disputed by a TO, you will automatically lose the disputed match if you stopped playing mid-match.

   II. During your match you will need to take a clip(s) of any game-altering lag that has occured to validify your claims and help the TO assisting you to better understand what form of lag occured.

   III. Limit your dispute to the arena channel that you are using to conduct your match. There you can post your clips, your screenshot of your connection test (as seen in the next steps), and any screenshots to show your wired or wireless connection status. You should also ping a TO who is helping to run the tournament and they will help direct you through this process.

   IV. At this point in your dispute if you have LAN you ***must*** prove it through a screenshot/photo that shows not only your LAN connected to your Switch with the LAN icon visible, but also your profile to prove that the screenshot/photo is from ***your*** Switch.

   V.   Next, perform a connection test from the Switch System Menu as detailed below, and post a screenshot/photo of the full screen, covering or masking your IP address if you wish. Examples of what is required appear below.
   https://www.nintendo.co.uk/Support/Nintendo-Switch/How-to-Use-the-Internet-Connection-Test-1497996.html

   VI. Using these factors, the TO assisting you has the right to either stick with the standings of your match or advance either player. All decisions are final.

VII. In the event that a player has a pattern of connection issues over time, TOs reserve the right to use their judgement to resolve disputes which may include taking more strict action such as removal from the ongoing bracket of a player with consistent and present connection issues. This is in the interest of fairness to other participants and ensuring swift progress of the tournament.

VIII. Screenshot examples are below. Any screenshots provided must be of your full screen, though can be provided as either a screenshot directly from your Switch, or a photo.

Screenshots to show connection type and time must show your profile name by hovering over it, and shots showing connection speeds must show all data except your IP, which is optional.
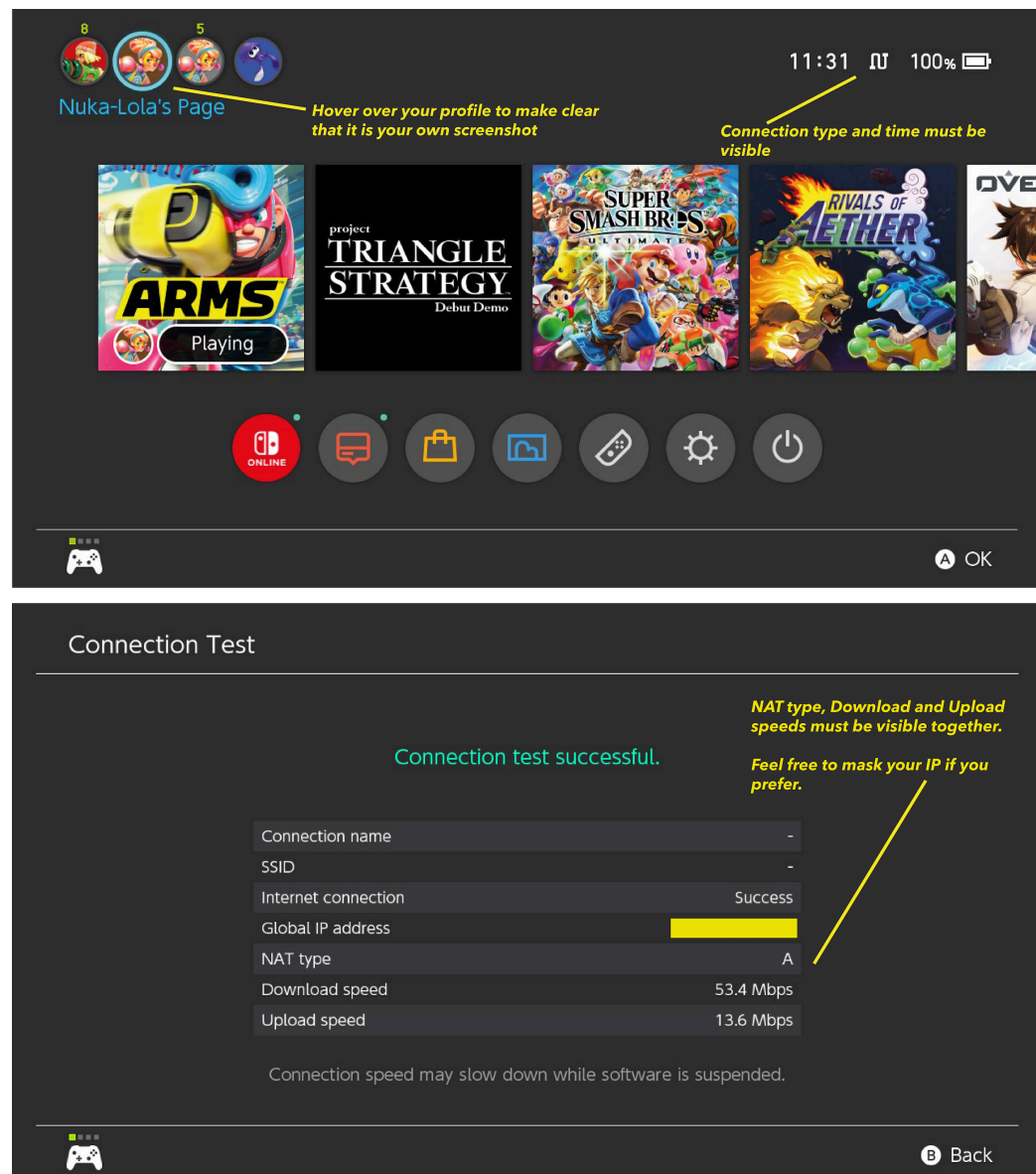
4. **Set Procedure**

I. Players select their characters.

II. Use Game 1 Stage Striking (see rule #15) to determine the first stage.
III. The players play the first game of the set.
IV. Winning player of the preceding game strikes 2 stages (see rule #16).
V. The losing player of the preceding game picks a stage for the next game.
VI. The winning player of the preceding game needs to announce any changes to their character if they have changes to make. It is not necessary for them to announce ARMS changes
VII. The losing player of the preceding game may choose to announce any changes to their character and ARMS selection, although it is not necessary for them to do so.
VIII. The next game is played.
IX. Repeat steps 'IV' through 'VII' for all subsequent games until the set is complete.

5. **Stage Agreement Clause**
   Players may select any stage if they both agree to it.

6. **Stage Striking**
   Players may elect to allow either player to ban first, or the player with the higher seed in the tournament will be allowed to ban first.

7. **Alting**
   You will be immediately disqualified from the tournament if you are found hiding 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.

8. **Tardiness**
   Anyone who is not present for their set by 10 minutes past the scheduled start time is subject to a total disqualification from their match.

9. **Collusion**
   Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game or committing any other form of bracket manipulation.

10. **Misinterpretation/Misconfiguration (Settings Check)**
    Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to rule #13. Additionally, all controller configurations should be handled before a match is played. Rounds, games, or sets are not to be replayed due to players failing to check their controller configurations in advance.

    It is the players' responsibilities to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgement is reserved for tournament staff.

11. **Forfeiting**

At any time, in the event that you cannot continue with, or no longer wish to continue with your match or the tournament in progress once it has already begun, you may stop playing and announce to your opponent and a TO to declare that you have forfeit the match.

We do however ask that if your match is being streamed that you make every effort to complete the match in play out of respect to your opponent and to the commentator on stream in the interests of good sportsmanship and keeping the stream entertaining for those watching!

12. 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. (Example: A game breaking glitch is discovered on a stage tournament that could be exploited. Thus, the stage may need to be removed from legal play for the remainder of the event.)

Game Rules

13. Game Settings

- Tournament Mode enabled (if necessary)
- Arena mode only
- All ARMS are allowed (setups must have complete PLUS arms on every character)
- All Characters allowed
- Games are played as Best of 3 Rounds
- Sets are played as best of 3 Games (until top 3)

14. Stages

- Starter Stages:
  - Sparring Ring
  - Buster Beach
  - DNA Lab
  - Temple Grounds
  - Mausoleum

- Counter Picks:
  - Via Dolce
  - Ninja College

Additional Rules

15. Game 1 Stage Striking

The player with the higher seed will strike first. Players may strike from the legal starter stages (each person strikes stages in a 1-2-1 format) to determine the stage for the first game.

16. Counterpick Stage Striking

After each game of the set, before counter picking, the player who won the previous game may strike two stages from the entire stage list, including counter picks. These strikes do not persist throughout the set and only apply to the immediate game's stage selection.