

2GG Events Rule Set

Super Smash Bros. for Wii U

A. Game Settings

- Stock and time are set to 2 stock and 6 minutes for Singles
- Stock and time are set to 3 stock and 8 minutes for Doubles
- Custom Fighters are set to off
- Mii Fighters legal. Each setup will have 1111 Mii Brawlers/Swordsmen/Gunners available for use (Using Default A-F standard size Miis provided on console). No other specials for Mii Fighters will be allowed. Players are not allowed to transfer existing Miis to a setup.
- All DLC characters are legal
- Each tournament sets are best 2 out of 3 sets.
- Winners/Losers Semis, Winners/Losers Finals and Grands are best 3 out of 5 sets. If coming from losers bracket you must win two sets of 3 out of 5 to win.
- Team Attack is on, and you are allowed to share stocks
- Damage ratio 1.0
- Items off
- This tournament using a double elimination bracket

B. Stage List

Starter Stages Battlefield (Miiverse) **, Final Destination , Smashville , Lylat Cruise, Town & City

Counterpick Stages Duck Hunt, Dreamland 64, Omega Stages*

** Treated as*

*** If Battlefield is banned, Miiverse in turn is banned as well. If Final Destination is banned, Omega Stages are banned and vice versa.*

Both stages treated as one and the same. Miiverse is unplayable for 3DS users which only gives the option of Battlefield.

C. Additional Rules

- Stage Striking: Players engage in a battle of RPS best of 1. Winner strikes the first stage. Loser then strikes the next two stages. Winner strikes the last one effectively choosing the first stage they play on. (1-2-1)
- Stage Clause: A player/team may not pick any stage they previously won on during the set.
- If Omega stage is picked, both players must agree to it. Otherwise, you must go to Final Destination.
- Stage Bans: During the stage ban phase, the player who won the previous game may ban 1 stage from either the Starter or Counter-pick lists.

Collegiate Crew Battle Rule Who is allow in the crew battle?

- Each play must be attending a college or university in the United States of America or Canada.
- Each team must all be attending from the same university.
- Each team must have a minimum of 5 players, there is no maximum.
- Alumni are not eligible.
- Students graduating in 2016 are eligible.
- Each students will be required to show proof of enrollment when checking in for the event.
- Every participants must enter either the 2GGT: ZeRo Saga singles or doubles to be able to compete in the collegiate crew battle.

Rule Set

Rule set is exactly the same as the normal event with the following exception:

- Each player will have 3 stock instead of 2.
- There is no timer.
- Only neutral stages are allow.
- The incoming player can pick any of the neutral stages. There is no ban.
- Coaching is allowing between games and up to one minute only.

Crew Battle Format

Crew battle will be locked to 5 players per team. For details on how the crew battle system work, please visit this link here: http://www.ssbwiki.com/Crew_battle