

Poravaunu 9 rules

The game rulesets are based on the recommended rulesets of Smash Finland Ry. However, frozen Pokèmon Stadium will be used in Melee as a starter stage.

General event rules

- Players are expected to have started their tournaments sets within 10 minutes when their pool or bracket phase is scheduled, and after their game is called, unless otherwise is agreed. Failing to do so will result in forfeiting their next tournament set.
- Tournament organizers (TO) will resolve any rules conflict or ambiguity, and are able to make a change to ruling if it is deemed necessary. TO's ruling takes precedence over written rules.
 - If a TO participating in a tournament is a subject in a rules conflict, the rules conflict should be resolved by another impartial TO.
- Alcohol, drugs or intoxicants are not allowed at the venue. An intoxicated person can be removed from the venue. Smoking is allowed outside.
- Please be respectful towards other people.
- Please clean up after yourself. If there is a shortage of supplies (e.g. trash bags, paper towels) inform the organizers!

Super Smash Bros. Ultimate Ruleset

General Rules:

- 3 stocks, 8 Minute Time Limit
- Items are turned Off
- Stage Hazards are turned Off
- Final Smash Meter is turned Off
- Spirits are turned Off
- Pause is turned Off
- Handicap is turned Off
- In the case that time runs out the player with more stocks left wins. If both players have the same amount of stocks the player with the less percentage of damage wins. In a situation where both players have the same number of stocks and percentage of damage, a new game is played with 1 stock and 3 minutes on the same stage. Sudden Death is never played.
- Coaching during a tournament set is not allowed.
- A player can request their opponent to change a character's color if the chosen color causes problems to differentiate the character from another team or the background.

Doubles Rules:

- Friendly Fire enabled
- Stealing stocks from a teammate is allowed

Tournament set progression:

1. Players select their characters. Either player may choose to Blind Pick. In this case, each player secretly tells a third player their character before picking. The third player verifies the selected characters are ones the players secretly told them.
2. The first stage is chosen by Stage Striking.
3. The match is played.
4. The winner of the previous match bans 2 stages from the full stagelist (starter stages plus counterpick stages).
5. The loser of the previous match chooses the next stage to be played from the remaining stages.*
6. The winner of the previous match may choose to switch their character.
7. The loser of the previous match may choose to switch their character.
8. The next match is played.

Steps 4 – 8 are repeated for all subsequent matches until the set is complete.

*Note 1: A player may not choose the *last stage* they have won on.

Note 2: Players may choose to play on any *legal* stage, regardless whether either player has already won there or not, if both players agree to it. This also applies during Stage Striking.

Stage Striking:

- The first stage of the set is picked from the Starter stagelist using Stage Striking.
- Striking order is decided with Rock, Paper, Scissors. The winner decides who begins the striking progress.
- The first player strikes a starter stage, choosing *not* to play there. The second player strikes two of the remaining stages. The first player strikes one of the remaining two stages. The last stage that has not been stricken is played.
- In summary, the stage striking order is 1 (P1) - 2 (P2) - 1 (P1).

Starter Stages:

- Final Destination/Omega forms
- Battlefield/Battlefield variations
- Smashville
- Lylat Cruise
- Pokémon Stadium 2

Counterpick Stages:

- Yoshi's Story
- Kalos Pokémon League
- Town & City
- Yoshi's Island (Brawl)
- Unova Pokémon League

Super Smash Bros. Melee Ruleset

General Rules:

- 4 Stocks, 8 Minute Time Limit
- Items are disabled.
- NTSC-version of Melee will be used
- UCF (Universal control fix) will be used
- Pokémon Stadium will be frozen to its default form
- Stalling with moves such as Jigglypuff's Rising Pound or Peach's Wall Bomber is banned.
- Glitches such as Ice Climbers's Freeze Glitch and Mewtwo's Soul Stunner are banned.
- Playing as Master Hand is banned.
- Pausing is disabled in the game menu. If left on, pausing the match forfeits a stock.
- In the case that time runs out the player with more stocks left wins. If both players have the same amount of stocks the player with the less percentage of damage wins. If both players have the same number of stocks and percentage of damage, the match is replayed from the start. Sudden Death is never played.

Doubles Rules:

- Friendly Fire enabled
- Stealing stocks from a teammate is allowed

Tournament set progression:

1. Players select their characters. Either player may choose to Blind Pick. In this case, each player secretly tells a third player their character before picking. The third player verifies the selected characters are ones the players secretly told them.
2. The first stage is chosen by Stage Striking.
3. The match is played.
4. If playing Best of 3, the winner of the previous match bans one stage from the full stagelist (starter stages plus counterpick stages). **This step is skipped when playing Best of 5.**
5. The loser of the previous match chooses the next stage to be played from the remaining stages.*
6. The winner of the previous match may choose to switch their character.
7. The loser of the previous match may choose to switch their character.
8. The loser of the previous match may change their controller port.
9. The next match is played.

Steps 4 – 9 are repeated for all subsequent matches until the set is complete.

*Note 1: A player may not choose *any of the stages* they have won on during the set.

Note 2: Players may choose to play on any *legal* stage, regardless whether either player has already won there or not, if both players agree to it. This also applies during Stage Striking.

Stage Striking:

- The first stage of the set is picked from the Starter stagelist using Stage Striking.
- Striking order is decided with Rock, Paper, Scissors. The winner decides who begins the striking progress.
- The first player strikes a starter stage, choosing *not* to play there. The second player strikes two of the remaining stages. The first player strikes one of the remaining two stages. The last stage that has not been stricken is played.
- In summary, the stage striking order is 1 (P1) - 2 (P2) - 1 (P1).

Starter Stages:

- Battlefield
- Yoshi's Story
- Dream Land
- Pokémon Stadium (frozen)
- Fountain of Dreams [Singles only]
- Final Destination [Doubles only]

Counterpick Stages:

- Final Destination [Singles only]
- Kongo Jungle 64 [Doubles Only]

Super Smash Bros. Ultimate Squad Strike rules

General rules:

- Format: Tag Team 5v5
- Timer: 10 minutes
- Items are turned Off
- Stage Hazards are turned Off
- Final Smash Meter is turned Off
- Spirits are turned Off
- Pause is turned Off
- Handicap is turned Off
- Underdog Boost is turned Off
- In the case that time runs out the player with more stocks left wins. If both players have the same amount of stocks the player with the less percentage of damage wins. In a situation where both players have the same number of stocks and percentage of damage, a new game is played with 1 stock and 3 minutes on the same stage using the characters that were being played when time ran out. Sudden Death is never played.
- Coaching during a tournament set is not allowed.
- A player can request their opponent to change a character's color if the chosen color causes problems to differentiate the character from another team or the background.

Tournament Set Progression

1. Player order is determined with Rock, Paper, Scissors. The winner decides who begins the stage striking process. The beginning player is Player 1 (P1) and the second player is Player 2 (P2).
2. The first stage is chosen by Stage Striking from the full stage list. P1 strikes first.
3. Players select their characters beginning with P1. See details below.
4. The match is played.
5. (The following rules only apply to Winners Finals, Losers Finals and Grand Finals, which are Bo3 instead of Bo1.)
6. The winner of the previous match bans 2 stages from the full stagelist.
7. The loser of the previous match chooses the next stage to be played from the remaining stages.*
8. Players select their characters. The winner of the previous match is Player 1 and begins the character selection.
9. The next match is played.

Steps 5 – 9 are repeated for all subsequent matches until the set is complete (in Bo3 only).

Stage Striking:

- The first stage of the set is picked using FLSS (Full List Stage Striking).
- Player 1 strikes a stage, choosing *not* to play there. Player 2 strikes two of the remaining stages. Player 1 then strikes two of the remaining stages, then Player 2

strikes two again, and finally Player 1 strikes one of the remaining two stages. The last stage that has not been stricken is played.

- In summary, the stage striking order is 1 (P1) - 2 (P2) - 2 (P1) - 2 (P2) - 1 (P1).
- Alternatively, players may skip stage striking if they can decide on a stage that both are fine with playing on. (Alternatively referred to as Gentleman's Clause.)

Character selection:

- Player 1 chooses one character. Then Player 2 chooses two characters, then player 1 chooses two characters, then Player 2 chooses two characters again, then Player 1 chooses two characters again, then Player 2 chooses one character.
- In summary, characters are picked in this order 1 (P1) - 2 (P2) - 2 (P1) - 2 (P2) - 2 (P1) - 1 (P2).
- This order only applies to the character selection process. Players may line up their characters for the match in any way they want using the game's blind picking system.
- A player can not have both a fighter and that fighter's echo fighter on the same team, only one or the other!
- Alternatively, players may choose their characters freely and in any order they want, if both agree to it.

Stagelist:

- Battlefield/Battlefield forms
- Final Destination/Omega forms
- Pokemon Stadium 2
- Smashville
- Lylat Cruise
- Kalos Pokemon League
- Town & City
- Yoshi's Story
- Unova Pokemon League