

Tourney Rules:

- Sets are best of 3 with Top 8 being best of 5, all using the Neverland Saga roster. Games use the standard Rivals of Aether ruleset of 3 stocks 8 minutes. Starters are chosen using 1-1-1-1 bans and the winning player bans 3 stages for every game after that. Base cast starters (The Forest Floor, Tower of Heaven, Aethereal Gates, Julesvale, and Merchant Port) and counter picks are used (any other stage) with the highest seed banning first.
- As matches have a likelihood to be streamed, it is recommended not to gentleman to characters outside of the tournament's roster. If you do really wish to, first, get permission from the opponent, then get permission from the streamer and Head T.O.
- DSR is run in this bracket. Meaning you may not select a stage that you have won a game on earlier in a select set.
- If both players start a match and press any inputs, the match has started. If any rules have been broken at this point, be it character selection, neglect of stage banning, etc. it is considered a gentleman. If you feel an opponent has broken a rule, ask them before starting to play.
- After entering Top 8, it would be appreciated if players could message a Tournament Organizer the character and alternate color they were playing for the graphic. (We will ping you if you forget, not strict).
- If the internet connection between players is particularly bad, a player could call a lag check by pinging a lag checker. In a lag check, the checker invites both of the players to a game of Rivals of Aether to test the consistency of their connections. If a player has an inconsistent or just straight up bad connection, the checker will allow their opponent to decide whether they should be disqualified or not. Disqualification in this way only counts as one loss.
- If a desync occurs, look in the desyncs folder and recreate damage, stocks, and approximate positioning as close as you may see fit. If there's disagreements on where exactly that is, you may ask a T.O. to determine for you. If a player is desyncing consistently, try to determine what exactly is causing it, it's likely something with one of the two characters being played or an interaction. The character/player causing it is advised to switch in this scenario.

- You have ten minutes to start a set. If 10 minutes have passed and a person is not present for their set, or has been AFK for that amount of time, they will be disqualified. Be sure to ping a T.O. when this time limit is reached, as otherwise, we'll assume that you're playing
- Stalling will be judged on a case-by-case basis. Make sure to send replays or clips as proof if you accuse somebody of stalling or action will not be taken.
- Alternate modes such as Fox's Gamecube mode or skins such as Sans Chara that affect the gameplay experience significantly are banned.
- If a player requests that character-specific sfx/voicelines should be turned off, the other player must comply.
- The punishment for violating any rules written or unwritten is at the discretion of the Tournament Organizers and could range from a warning for the least severe rules to a temporary ban for the most severe.
- Players who reach Top 3, players who do not enter/check in to the event as well as Tournament Organizers and other members of the staff are exempt from the raffle bonus.
- Some players will be banned from entry on a case by case basis. Main reasons that this may occur are: consistently known to lag/hold up brackets, near unanimously making the bracket less comfortable to play in, etc.
- Save all replays of matches that occur during bracket. As of writing this (4/21/2022), it is unknown how much of the tourney will be streamed, but I'm hoping for it to be more than just Top 8, keep that in mind.

DQ Timer is 10 minutes for the first round, and then 5 minutes for future rounds. If your opponent has not shown up by that amount of time after your set was supposed to begin, you can tell a TO to disqualify them for the set.