

# Flavortown Ruleset

## Ultimate Game Settings

Stocks: 3 stocks

Time Limit: 7:00 minutes

Final Smash Meter: OFF

Spirits: OFF

Damage Handicap: OFF

Stage Selection: Anyone

Items: OFF and NONE

First to: 1 Win

Stage Morph: OFF

Stage Hazards: OFF

Team Attack: ON

Launch Rate: 1.0x

Underdog Boost: OFF

Pausing: OFF

Score Display: OFF

% Show Damage: Yes

Custom Balance: OFF

Echo Fighters: Separate

Radar: Big

Teammate Highlight: ON

Mii Fighters: All moveset combinations are legal

## Ultimate Stagelist

### Starters:

Battlefield\*

Small Battlefield

Final Destination\*

Smashville

Town And City

### Counterpicks:

Pokemon Stadium 2

Hollow Bastion

Yoshi's Story

\* Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination respectively. The Battlefield and Omega forms must be from the list below:

Arena Ferox

Battlefield

Castle Siege

Corneria

Dreamland

Final Destination

Frigate Orpheon

Great Plateau Tower

Halberd

Kalos Pokémon League

Kongo Falls

Kongo Jungle

Moray Towers

New Donk City Hall

Palutena's Temple

Peach's Castle

Pokémon Stadium

Pokémon Stadium 2

Reset Bomb Forest

Skyworld

Smashville

Super Happy Tree

Suzaku Castle

Town & City

Umbra Clock Tower

Unova Pokémon League

Venom

Wuhu Island

Yoshi's Island (Brawl)

Yoshi's Story

## Stage Bans and Stage Selection Clauses

Winner of the previous game will ban 2 stages

Modified Dave's Stupid Rule (mDSR): Players are not allowed to choose the most recent stage on which they won

Wuhu Island Ω Clause: Whenever Final Destination is chosen as the stage, the game must be played on

Wuhu Island Ω if requested by either player

## Ultimate Details

Singles set length: All tournament sets will be best of 3 games, until Top 8, which will be best of 5 games.

Doubles set length: All tournament sets will be best of 3 games, until Top 3, which will be best of 5 games.

Stage Striking: Players eliminate stages from the Starters stagelist until there is one stage remaining. The player who strikes first may be determined by RPS (rock, paper, scissors) best of one. The winning player strikes the first stage. Then the other player strikes two stages. Then the winning player strikes one more stage and the remaining stage is used for the first game of the set.

Gentleman's Clause: Players may select any LEGAL stage if they both agree on it. Players may NOT play on any stage that is not on the legal stagelist, and players may NOT agree to change the number of matches to be played in a set.

Double Blind Character Select: Either player may request a double blind character select for the first game. In this situation, a third party is told, in secret, each player's character choice. Both players then select their character, and the third party validates that the character selected is the same as what they said.

Pausing: In the event that pause is not turned off, pausing the game is only legal while a player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament organizer, or in the event of a controller malfunction. All other pauses will incur AT LEAST one stock loss to the offending player, perhaps more if the offending pause further disrupted the opponent at the discretion of the TO.

Stalling: The act of stalling, or intentionally making the game unplayable, is banned and at the discretion of the TO. Stalling tactics include but are not limited to becoming invisible, infinites, chain grabs, or uninterruptible moves past 300%; or abusing a position in which your opponent can never reach you. Any action that can prevent the game from continuing (i.e., pausing, freeze glitches, disappearing characters, game reset, etc.) will result in forfeiture of that match for the offending player. You are responsible for knowing your own character, and must be wary about accidentally triggering these effects.

Self-Destruct Moves & Sudden Death: If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, a standard sudden death play-off game applies. If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. 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 game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

Timeouts/Ties: The winner of a match that goes to time (time out) will be determined by stocks and then percentage. 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 lost their last stock simultaneously, a 1 stock tiebreaker will be played with a 3:00 time limit. The result of the game's built-in Sudden Death does not count towards the set outcome.

Stock Sharing and "Grab and Go" Clause: Stock sharing is allowed in doubles. Trading controllers with another person during doubles is not allowed.

**Missing Teammate Clause:** If a player's teammate is not present for a game, the match may continue if both parties agree. The solo player may team with a level 9 CPU, provided the solo player can pay the extra fee to team with the CPU.

**Team Color Clause:** When in Doubles play, players must choose character costumes that are similar to their team colors. Example: 2 ROB players on red team would use the red ROB and the ROB with red arms. In the case of a character that doesn't have a color option (example: there is no blue Fox color), then teams should use a similar color that is available to that character within reason.

**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. This request must be made before the first game of the set. For example: requesting Cloud to pick green team to be able to distinguish when limit is charged, or having Sonic on blue team to prevent confusion.

## **Additional Rules**

**Warm-ups:** Warm-up periods, button checks, and "handwarmers" may not exceed 30 seconds on the game clock. Violation of this rule may result in forfeiture of a game at the discretion of the TO.

**Coaching:** Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. The only exception to this is when a Grand Finals reset occurs. In this instance, players are given a two-minute break in which coaching may occur. Tournament staff reserves the right to judge on what is deemed "coaching" and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.

2nd offense (major): Player receives a game loss and/or the coach is removed from the tournament station.

3rd offense (severe): Coaching party receives complete disqualification and removal from the event.

**Cheering vs. Coaching:** Cheering is using nondescript statements such as "let's go!", "you got this!", or "mess them up!" These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay. Coaching is using specific statements pointing out habits, specific options, or timings such as "watch for their neutral getup!", "their waft is almost ready!", or "they keep rolling!"

**Collusion:** Any collusion or results manipulation with your competitors is forbidden. If the TO determines that any competitor is colluding to manipulate results or intentionally underperform, the colluding players may be immediately disqualified. This determination is to be made at the discretion of the TO. Anyone disqualified in this manner forfeits all rights to any titles or prize money they might have otherwise earned.

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

**Misinterpretation:** Games or sets are not to be replayed due to a misinterpretation of the rules; it is the responsibility of the players 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. If players begin a game with misconfigured player-specific controls (controller settings,

etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to the discretion of the TO.

**Controller Legality:** The legal Ultimate controllers include the wired Nintendo Gamecube controller, Pro controller, Wii Remote, Wii Remote + Nunchuck, Wii Remote + Classic Controller, and the Nintendo 3DS Family in controller mode. However, violations related to wireless controller interference will be subject to DQ and possible eviction from the venue.

**Malfunctions:** Any malfunctions associated with your controller are your responsibility. Players are responsible for using the correct settings BEFORE the set begins. Both parties need to agree if a match is to be paused or restarted because of a controller problem.

**Force Majeure Clause:** Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at tournament staff discretion.

**Mii Fighter Clause:** Mii Fighters may use any costume allotted. Any player intending to use a Mii during a set must declare so before the set starts. Mii Fighters should be named after the combination of special moves chosen, listed in the format "XXXX." Any combination of moves may be used, but any movesets that any player may want to use during a set must be created before the set begins.

**Mindset Clause:** A player should never take their frustration out on an opponent or equipment. If any player is caught hurting other players, making other players uncomfortable, or damaging equipment (controllers, setups, etc), they may be subject to the following:

1st offense (minor): Prompt disqualification from bracket and immediate payment for any damages.

2nd offense (major): Immediate banning from one subsequent tournament and payment for any damages.

3rd offense (severe): Immediate banning from future tournaments for one month and payment for any damages.

If more infractions occur after the 3rd offense, it is up to the TO's discretion to determine the correct course of action.

**Smell Clause:** Due to the venue size and close capacity, any player reported to an official for improper body hygiene may be asked to acquire deodorant or may be asked to leave the venue.

**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 mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event).