

## General Rules

### 1.1 Set Length

All tournament sets will be a best-of-3 games, until later in the bracket.

It is **recommended** T.O.s transition to best-of-5 at these points:

- all top 8 sets for Singles
- all top 3 sets for Doubles

### 1.2 Set Procedure

1. Players select their characters. Either player may elect to do Double Blind Character Selection (see section 1.4)
2. Use Starter Stage Striking (see section 1.5) to determine the first stage. This strike does not persist throughout the set.
3. The players play the first game of the set.
4. Winning player of the preceding game strikes a stage (when applicable). The losing player of the preceding game picks a stage for the next game.
5. The winning player of the preceding game may choose to change characters.
6. The losing player of the preceding game may choose to change characters.
7. The next game is played.
8. Repeat steps 4 through 8 for all subsequent games until the set is complete.

**Modified DSR: You can't choose to return to the LAST stage you won on.**

### 1.3 Gentleman's Stage Agreement Clause

Players may select **ANY** Omega stage, starter, or counterpick if they BOTH agree to it. They can also play on the Duck Hunt stage using this rule. Players may NOT change the length of a set, or number of games or stocks.

### 1.4 Double Blind Character Selection

Either player may request that a double blind selection occur. In this situation, a referee or third party will be told, in secret, of each player's choices for the first round. Both players are to then select their first round character, with the referee validating the character selections.

### 1.5 Stage Striking

Players play a best-of-1 Rock-Paper-Scissors, and winner may choose to either strike a stage first or select a port first. Stages are stuck in a P1-P2-P2-P1 order. This strike does not persist throughout the set.

### 1.6 Pausing

Pause setting should be off. However, if it is not, pauses will incur a stock loss to the player who pauses the game, *unless* approved by the other player when the pause occurs. The other player must immediately ask the pausing player to take a stock or else the match continues.

### 1.7 Self-Destruct Moves

If a game ends with a self-destruct move, the results screen will determine the winner.

### **1.8 Sudden Death**

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. When the timer expires 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 rare 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.

### **1.9 Stock Sharing**

Taking a partner's stock is allowed in doubles.

### **1.10 Warm-ups**

Warm-up periods, button checks, and "handwarmers" may not exceed 30 seconds on the game clock per set, though either player may ask for one in any set.

### **1.11 Coaching/Timeouts**

Midset coaching is not allowed. Both players may consult a coach for up to 30 seconds *before the set procedure begins* after the set has been called by the T.O. During the set, players are not to ask for or accept any advice from coaches/spectators.

### **1.12 Game crashes/power losses**

In the event the game crashes or the TV/console loses power in the middle of the match, that match will be restarted from the beginning with the same characters and stage. If a player uses a known glitch to intentionally crash the game or otherwise prevent the match from finishing, the player loses the set automatically at the T.O.'s discretion.

### **1.13 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.

## **Game Rules**

- 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
- Handicap: Off
- Team Attack: On
- Damage Ratio: 1.0x
- Items: Off and None
- Pause: Off
- Custom Fighters and Custom Moves are set to off, with the exception of Mii Fighters.
- All DLC characters are legal

- **Mii Fighters are legal in all moveset variations**, but must be of default size.  
Aesthetically customized Mii Fighter uploading/transferring rules are at discretion of T.O.

## Stage List

### Starter Stages

- Battlefield\*
- Final Destination\*\*
- Lylat Cruise
- Smashville
- Town & City

### Counterpick Stages

- Dream Land 64\*
- Omega Stages\*\*

*\* Treated as Battlefield in striking phase. If Battlefield is struck, Dream Land 64 is also struck and vice-versa.*

*\*\*Palutena's Temple Omega form is allowed as FD substitute per request without opponent's agreement due to possible light flash concerns.*

*\*\* Treated as Final Destination in striking phase. If Final Destination is struck, Omega Stages are struck and vice versa. Omegas are considered a mutually agreed to Gentleman's substitute to FD. Both players must agree to a particular Omega form, with the aforementioned Palutena's Temple exception. All Omega stages are allowed by agreement.*

## Suggested Conduct Code/Miscellaneous

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By entering the venue, all players consent to the possibility of having their matches recorded and streamed unless a T.O. grants special exception. T.O.s are granted license to use any likenesses, footage, video, or photographs of you or your play sessions from the event, and you have no claim for compensation from this.

-No refunds for any tournaments are allowed once bracket has begun. The judgment of a T.O. is final in the event of any unforeseen complications or issues.

-No drugs, weapons, or other illegal substances are allowed inside the venue. No physical altercations with other players or damage to any property or equipment of the venue, T.O.s, or players will be tolerated. Any violations of this will result in an instant DQ from events for the day, and most likely a longer ban.

-It is recommended players mark any personal equipment, controllers, games, or other property clearly to avoid accidental mixups. Any theft will result in instant disqualification.

-Be at the appropriate station within five minutes of being called, otherwise it counts as a loss for that set. T.O.s will make every effort to ensure that announcements are made loud and clear for all players to hear.

-Players are expected to be respectful to the fellow players, all venue staff, tournament organizers, assistants, streamers, and any and all equipment at the event. **Complaints of excessive outbursts, discriminatory abuse towards others, unwarranted acts of aggression, cheating, or intentional rule breaking of any kind will not be tolerated and are grounds for total disqualification.** Trash talk is to be kept playful or mutual between all parties.

-Outbursts of excessive and lengthy "salt," anger, or profanity will result in a DQ from that set (if mid-set), or the next set if at the end of a Winners Set. If a player has been eliminated and the problem is recurring or excessive in nature, it may result in a temporary suspension longer ban from future events. This is all at the T.O.'s discretion.

-Seriously, just settle it in Smash.