



- Matches are 3 stocks.
- Timer should be set to 8 minutes.
- Items are set to none/off.
- Hazards are set to off.
- Sets are best out of 3; Winners/Losers/Grand Finals are best out of 5.
- Stalling is banned. Stalling is defined as delaying the game as to make it unplayable.
This includes:
 - Going under and around a stage for purposes other than recovery.
 - Using infinite combos to stall. Infinite combos will be capped at 150%.
- Moving around the stage to get to a better position is not stalling.
- Timeouts will be decided by Stock, then Percent. Sudden Death will never be played. If stock and percent match, a 1 stock 3 minute tie breaker will occur.
- Players will use the 1-2-1 striking system to determine which neutral stage to use for the first game.
- Set procedure: Stage Striking - Match 1 - Winner Bans 1 Stage - Loser Counterpicks a stage - Winner may change character - Loser May Change character - Match 2 - Repeat if necessary until set is finished.
- DSR Is in effect. (You may not counterpick the stage you last won on.)

Stagelist:

Starter:

Battlefield
Final Destination/Nintendo 3DS (if one is struck, the other is struck)
Smashville
Stadium III
Yoshi's Story

Counterpick:

Castle Siege
Dracula's Castle
Dreamland
Jungle Hijinx
Mirror Chamber
Sky Sanctuary Zone
Tower of Salvation
WarioWare

Lag:

The tournament requires the most recent version of SSF2 as of the tournament date. A desynched game will be played on the **same stage with the same characters**. If desynching problems continue, make sure that both players have the client-side version of the game. If multiple desynchs occur, or if an argument arises over desynching, The TO will personally determine the outcome of the game.