



GAME PLAY RULES

These are the “Game Play Rules” governing how the Title Game is played during the Tournament.

1.1. Gameplay

1.1.1. Game Settings

Game Settings

- Stock & time: 2 stock, 6 minutes for Singles
- Stock & time: 3 stock, 8 minutes for Doubles
- Custom moves and custom character are OFF
- All DLC characters are allowed
- Mii Fighters are legal. (as defined in Section 1.1.8).
- Equipment may not be used.
- All sets are best-of-3 except for the following matches of the final bracket which are best-of-5: Winners Finals, Losers Finals, and Grand Finals

Stage List

- Starter Stages
 - Battlefield
 - Final Destination / Omega Skyworld*
 - Smashville
 - Town and City
 - Lylat Cruise
- Counterpick Stages
 - Dream Land 64
 - Omega Stages*

** Treated as Final Destination in striking phase. If Final Destination is struck, Omega Stages are struck and vice versa. You may only choose the following Omega Stages: Skyworld, Palutena’s Temple, Coliseum and Wily Castle.*

1.1.2. Match Procedure

The following steps outline the process of playing a Match.

- 1) Players select their characters. Either Player may invoke Double Blind Character Selection (as defined in Section 1.1.3).
- 2) Players use Stage Striking to determine the first stage (as defined in Section 1.1.5).
- 3) The Players play the first Game of the Match.
- 4) The winning player of the preceding game bans a stage.
- 5) The losing player of the preceding game picks a stage for the next game
- 6) The winning player of the preceding game may choose to change characters.

- 7) The losing player of the preceding game may choose to change characters.
- 8) The next game is played.
- 9) Repeat Steps 4 through 8 for all subsequent games until the set is complete.

1.1.3. Double Blind Character Selection

Either Player may request that a double blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' choices for the first round. Both Players are to then select their first round character, with the staff validating the character selections. If a player does not select the character they told to the bracket Referee or Tournament Organizer they forfeit that Game.

1.1.4. Stage Selection

Players may select any **LEGAL** stage if they both agree on it. Players may not play on illegal stages or change the length of a set.

1.1.5 Stage Striking

Players play a best-of-1 Rock-Paper-Scissors, and winner may choose who strikes the first stage. Stages are struck in a P1-P2-P2-P1 order.

1.1.6 Counterpick Stage Striking

After each game of the set, before counterpicking, the player who won the previous game may strike one stage from either the starter or counterpick list. This strike does not persist throughout the set and may be changed again later in the set in the case of a best of 5 set.

1.1.7 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 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, this tiebreaker ruling also includes self-destruct moves that don't force a winner. The results of the in-game 300% Sudden Death do not count. If Sudden Death occurs in a tiebreaker game, this process is repeated once more. If it happens again, the Sudden Death is played out and used to decide the game.

1.1.8 Mii Fighters

Mii Fighters may use their complete set of custom moves. However, they can only use the guest-sized miis that are on every WiiU by default, A player suspected of using an altered size mii is subject to disqualification. Any mii used must be labelled to correct display their moves and type, in the form of <Neutral Special> <Side Special> <Up Special> <Down Special> <Mii type> (e.g: 2132B represents a Brawler with the 2nd neutral special, 1st side special, 3rd up special and 2nd down special). Players may not change the moves of their mii during a set, but may change before a set begins.

1.1.9 Permitted Controllers

For ease of access, Tournament Staff recommends the use of the Nintendo Gamecube controller, however, The Wii U Pro controller (Battery removed), Wii Remote, Wii Remote + Nunchuck, Wii Remote + Classic Controller, and the Nintendo 3DS Family in controller mode are all permitted control options.

1.1.10 Stock Sharing

Taking a partner's stock is allowed in doubles.

1.1.11 "Grab and Go" Clause

In doubles, players may not switch the character they are controlling with their partner. Doing this via both controller switching or the soft reset method will both warrant in complete disqualification for both parties.

1.1.12 Missing Teammate Clause

If a player's teammate is not present for a game, the match may not continue until their teammate arrives. They may not play a 2v1 or play with a CPU.

1.2. Match Obligations

1.2.1. Punctuality

All Players must be physically present by the Match start time. Players that are not ready to play within five (5) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

1.2.2. Forfeits

Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

1.3. Match Disruptions

1.3.1. Pauses

Pause setting should be off. If it isn't, pausing is only legal while either player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament official or in the case of a controller malfunction. All other pauses will incur a stock loss to the player who pauses the game. If the pause causes the opponent to lose a stock, the player who pauses forfeits the game. Players may request pause left on in case of emergency, but above ruling still applies.

1.3.2. Restarts

Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.

1.3.3. Stalling

Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming permanently invisible, continuing infinitely past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

1.4. Coaching

Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

1.5. Cheating

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

1.6. Penalties

Players who break the rules in this document are subject to penalties including (but not limited to)

the following:

- Match Restart
- Loss of Game
- Match Forfeiture
- Removal from the Tournament
- Temporary Player Bans
- Permanent Player Bans

Any penalties imposed on a Player may be made available to the public by the Tournament Organizers in their sole discretion.