

Super Smash Con 2016 Official Rulebook

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1. Event Rules

1.1. Code of Conduct

- 1.1.1. By entering the venue, you consent to having your likeness being used in any media recorded from the event for any publishing outlets.
- 1.1.2. All entrants must be registered as a player, spectator, or media, or have the consent of the Super Smash Con Staff to enter the venue. All attendees will have a badge and **MUST BE VISIBLE** at all times. If you are caught without these you will be ejected from the venue.
- 1.1.3. Verbal abuse and physical violence is grounds for removal from the venue without refund.
- 1.1.4. Possession of drugs, alcohol, or weapons is forbidden.
- 1.1.5. Smoking, including e-cigarettes, is only permitted in the designated areas outside the building.
- 1.1.6. All attendees are responsible for their own belongings. By paying the registration as players or spectators, you agree that anything you bring into the venue is your responsibility. Super Smash Con Staff, the Dulles

Expo Center, and any sponsors therein claim no responsibility for items which are lost, damaged, or destroyed as a result of being on tournament grounds.

- 1.1.7. Any attendee caught tampering with, manipulating, or attempting to remove anything from a console or any equipment in the venue without expressed consent from Super Smash Con Staff will be immediately ejected.
- 1.1.8. Recording equipment besides handheld video cameras are not permitted without permission from the Super Smash Con Staff.
- 1.1.9. Super Smash Con Staff reserve the right to deny entry into the tournament to any player suspected of committing anything considered a crime or acting in a manner that is detrimental to the integrity of the event.
- 1.1.10. Any issues that arise outside of these terms will be held on a case-by-case basis, and be judged by the Super Smash Con Staff.

2. Tournament Rules

2.1. Format

All players will be seeded into double elimination bracket groups. Players will advance either in winners bracket or losers bracket. Players who advance in losers bracket will begin in losers bracket in the next phase.

2.2. Set Length

All sets are best-of-3 except for the following which are best-of-5:

Doubles events: Top-8

Brawl singles: Top-8

64 singles: Top-16

Melee and Wii U singles: Top-24

2.3. Set Procedure

1. Players select their characters. Either player may elect to do **Double Blind Character Selection** (see next section)
2. Use Stage Striking to determine the first stage
3. The players play the first match of the set
4. Winning player of the preceding match bans a stage/stages*
5. The losing player of the preceding match picks a stage for the next match

6. The winning player of the preceding match may choose to change characters.
7. The losing player of the preceding match may choose to change characters.
8. The next match is played.
9. Repeat Steps 4 through 8 for all subsequent matches until the set is complete.

** Does not apply to Smash 64*

2.4. “Gentleman’s” Clause

Players may select any legal stage if they both agree on it. Players may also ignore Stage Clause if both agree. Players may not play on illegal stages or change the length of a set.

2.5. Double Blind Character Selection

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

2.6. Neutral Start

If a player requests Neutral Start, the players must use the neutral port configuration described in Sections 3.3.4 or 4.3.5. This does not apply to Smash for Wii U.

2.7. Port Priority

If an agreement cannot be made as to who gets what port, the players may enact a best of 1 game of Rock Paper Scissors or Game & Watch Judgment (the player who gets the higher number wins). Winner selects port first, but strikes stage second.

2.8. Pausing

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 2 stocks.

2.9. 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 invisible, continuing infinities past 300%, and reaching a position that your

opponent can never reach you. Stalling will result in a forfeit of the match for the player that initiated the action.

2.10. Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the match ends. When the timer hits 0:00 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 lose their last stock simultaneously, a 1 stock tiebreaker will be played with time limit equal to the regular time limit divided by the regular number of stocks, rounded up. The results of Sudden Death do not count.

2.11. Stock Sharing

Taking an partner's stock is allowed in doubles.

2.12. "Grab and Go" Clause

In doubles, players may not switch controllers with their teammate.

2.13. Missing Teammate Clause

If a player's teammate is not present for a match, that player may not replace their teammate with a CPU player. They may play without a teammate.

2.14. Alting

You will be immediately disqualified from the tournament with no refunds if you are found using an alternate tag/tags and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a TO before prior to the registration end date.

2.15. 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. The request must be made before the match starts.

2.16. 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 an automatic forfeit at the discretion of tournament staff.

2.17. Coaching

Coaching is not allowed during a set.

2.18. Tardiness

Anyone who is not present for their match by 15 minutes past the scheduled start

time, without prior communication with tournament staff, is subject to a total disqualification from the event.

2.19. Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a match, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

2.20. Misinterpretation

Games or sets are not to be replayed due to a misinterpretation of the rules; it is the players' responsibilities 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.

2.21. 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.

2.22. Controllers

Generally, any controller is permitted as long as it does not operate wirelessly. Turbo or macro functions are not permitted.

3. Super Smash Bros. (64)

3.1. Game Settings

- Stocks: 5
- Timer: 8 minutes
- Items: Off
- Team Attack: On

3.2. Stage List

All matches in both singles and doubles are played on Dream Land.

3.3. Additional Rules

3.3.1. Timers

All streamed matches and top 8 matches will be used with the ever drive timing device. Additional timed matches will be at the discretion to TO's and volunteers to be implemented as well. Players not using the ever drive timing device may request their match be timed. Only one player needs to request a timer for the match to be timed. Matches not using the ever drive timing device will have a TO start an 8 minute timer on their personal electronic device. When 1 minute is remaining, it will be announced to both players. At the conclusion of time, the TO or volunteer will determine the winner based off of stocks, and then percent's if necessary.

3.3.2. Controllers

Alternate or custom wired controllers/adapters such as a keyboard, Gamecube controller or a Hori Mini Pad are allowed. Players suspected of using turbo functions or other macros are subject to immediate disqualification.

3.3.3. Stalling

Excessive unwillingness to engage the opponent is disallowed at the risk of being forced to forfeit the match by the TO. If there is no movement from either player, the losing player is considered to be stalling.

3.3.4. Neutral Start

The following ports are to be used when a player/team invokes the neutral start rule:

	Port 1	Port 2	Port 3	Port 4
Singles		X		X
Doubles	Team A	Team B	Team B	Team A

4. Super Smash Bros. Melee

4.1. Game Settings

- Stocks: 4
- Timer: 8 minutes

- Handicap: Off
- Damage ratio: 1.0
- Items: Off
- Pause: Off
- Team Attack: On

4.2. Stage List

Starter Stages

- Yoshi's Story
- Fountain of Dreams (singles only)
- Battlefield
- Final Destination
- Dream Land
- Pokémon Stadium (doubles only)

Counterpick Stages

- Pokémon Stadium (singles only)

4.3. Additional Rules

4.3.1. 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 struck in a 1-2-2-1 order.

4.3.2. Stage Bans

After each game of the set, before counterpicking, the player who won the previous game may ban one stage from either the starter or counterpick list. This rule is not in effect for best-of-5 sets.

4.3.3. Stage Clause

A player/team may not pick any stage they previously won on during the set.

4.3.4. Exception to Stalling Rule

Players may stall for the purposes of waiting out a particular transformation on Pokémon Stadium. Stalling must end when the neutral transformation returns.

4.3.5. Neutral Start

The following ports are to be used when a player/team invokes the neutral start rule. players may elect to move to opposite sides of the stage and then count down prior to starting the match.

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dreamland 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

Doubles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	Team A	Team B	Team A	Team B
Yoshi's Story	Team A	Team B	Team B	Team A
Dreamland 64	Team A	Team B	Team B	Team A
Battlefield	Team A	Team B	Team B	Team A
Pokémon Stadium	Team A	Team B	Team B	Team A

5. Super Smash Bros. Brawl

5.1. Game Settings

- Stocks: 3
- Time limit: 8 minutes
- Handicap: Off
- Friendly Fire: On
- Damage Ratio: 100%
- Items: Off and None
- Pause: Off

5.2. Stage List

Starter Stages

- Battlefield
- Final Destination
- Lylat Cruise
- Smashville
- Yoshi's Island (Brawl)

Counterpick Stages

- Pokémon Stadium (Melee)

5.3. Additional Rules

5.3.1. 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 struck in a 1-2-2-1 order.

5.3.2. Stage Bans

After each game of the set, before counterpicking, the player who won the previous game may ban one stage from either the starter or counterpick list.

5.3.3. Stage Clause

A player/team may not pick any stage they previously won on during the set.

5.3.4. Self-Destruct Moves

If a match ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, standard sudden death rules apply.

5.3.5. Rules Concerning Meta Knight

Meta Knight's infinite dimensional cape tactic is banned. Double Meta Knight is banned in doubles.

5.3.6. Ledge Grab Limit (LGL)

The LGL is 30. If a game goes to time and one player goes over the LGL, they will automatically lose the game. If both players exceed their Ledge Grab Limit, then this rule is ignored.

In the event of a 1-stock tiebreaker match occurring, a LGL of 15 is used.

In teams, if a single player on a team exceeds their LGL, that team loses. If one or more players on both teams exceed their LGL, then the LGL rule is ignored.

In the event of a game going to time and the LGL can not determine a winner and both teams have an equal amount of combined stocks, then whichever team has a lower combined percent is declared the winner.

5.3.7. Controllers

The only legal controller is the wired Gamecube controller. Wireless controllers are not permitted. If you are found using a wireless controller you will be disqualified from the tournament.

5.3.8. Scrooging

Players may not travel under the stage from the ledge more than once. "Traveling under the stage from the ledge" is defined as dropping off the ledge on one side of the stage and reaching the height of the original ledge on the other side of the stage. When one of the players is attacked by the other and takes damage, the "no scrooging" rule does not apply. If a player is found to be performing the act of scrooging by a tournament organizer (by his/her discretion), the player will forfeit that match.

The moving platform on Smashville or any platform that is not the main stage (Battlefield platforms, Castle Siege platforms, etc.) are considered to be equivalent to a ledge, i.e. if a player starts from the moving platform on one side of the stage and travels beneath the stage to the ledge/platform on the opposite side of the stage, the player may not travel beneath the stage back to the ledge/moving platform on the opposite side before until he lands back on the platform.

6. Super Smash Bros. for Wii U

6.1. Game Settings

- 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
- Friendly Fire: On

- Damage Ratio: 100%
- Items: Off and None
- Pause: Off
- Custom Fighters and Custom Moves are set to off
- All DLC characters as of 8/10/16 are legal
- Mii Fighters are legal. Each setup will have 1-1-1-1 Mii Brawlers/Swordsmen/Gunners available for use (Using Default A Mii). No other specials for Mii Fighters will be allowed. Players are not allowed to transfer existing Miis to a setup.

6.2. Stage List

Starter Stages

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

Counterpick Stages

- Duck Hunt
- Dream Land 64
- Omega Stages*

** Treated as Final Destination in banning phase. If Final Destination is banned, Omega Stages are banned and vice versa.*

6.3. Additional Rules

6.3.1. 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 struck in a 1-2-2-1 order.

6.3.2. Stage Bans

After each game of the set, before counterpicking, the player who won the previous game may ban one stage from either the starter or counterpick list.

6.3.3. Stage Clause

A player/team may not pick any stage they previously won on during the set.

6.3.4. Self-Destruct Moves

If a match ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, standard sudden death rules apply.

6.3.5. Team Colors

Players' character colors must match their team's color when possible, to avoid confusion (ex: Luigi on the green team must use the green costume).

6.3.6. Controllers

The only legal controllers are wired Gamecube controllers or wired Wii U Pro controllers with battery physically removed. If you are found using a wireless controller you will be disqualified from the tournament.