SSC Fall Fest - Official Rulebook

Last Revised October 14, 2021

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1.   Definitions

Best-of-X – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.

Game – a single Title Game competition between two Players.

Match or Set – Tournament play between two Players that may involve multiple Games.

Player – each person who participates in the Tournament.

Singles – a format where Players compete as individuals.

Title Game – Super Smash Bros. ("**64**"), Super Smash Bros. Melee ("**Melee**"), Super Smash Bros. Brawl ("**Brawl**"), Super Smash Bros. for Wii U ("**Wii U**"), Super Smash Bros. Ultimate ("**Ultimate**"), or Nickelodeon All-Star Brawl ("**NASB**").

Tournament – Singles competitions for any Title Game.

Tournament Organizers (TOs) – Super Smash Con, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.

2. Event Rules

2.1. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all TOs and spectators. Players are expected to play at their best at all times and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with tournament operation;
- Acting in an unsportsmanlike or disruptive manner, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (*e.g.*, any agreement between two or more Players to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of TOs to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;

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- Offering any gift or reward to a Player or TO for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with consoles, TVs, lights, cameras or other tournament and/or production equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the TOs in their sole discretion; or
- Otherwise violating these rules.

2.2. Notice of Filming

By entering and by your presence in the Dulles Expo Center, you consent to be photographed, filmed, and/or otherwise recorded. Your entry to the Dulles Expo Center constitutes your consent to such photography, filming, and/or recording to any use, in any and all media throughout the universe in perpetuity, or your appearance, likeness, voice, and name for any purpose whatsoever in connection with the production presently entitled Super Smash Con.

2.3. Minors

If the Player is under the age of majority in his or her state or country of residence (a "Minor"), such Minor Player represents and warrants that he or she has received permission from his or her parent or legal guardian to register for and participate in the Tournament, and all references to "Player" shall include that Minor Player's parent or legal guardian.

2.4. Event Conduct

- All attendees 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 must keep their badge visible at all times.
- Possession of drugs, alcohol, or weapons is forbidden.
- Smoking, including e-cigarettes, is only permitted in the designated areas outside the building.
- All attendees are responsible for their own belongings. By entering the venue, 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 in the venue.

- Attendees may not tamper with, manipulate, or attempt to remove any equipment in the venue.
- Recording equipment besides phones or handheld video cameras are not permitted without permission from Super Smash Con staff.
- Super Smash Con staff reserve the right to deny entry into the venue to any Player suspected of committing anything considered a crime or acting in a manner that is detrimental to the integrity of the event.
- 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.
- Violation of any of these rules may result in being ejected from the event at the sole discretion of Super Smash Con staff.

3. Tournament Rules

3.1. Format
All Players will be seeded into double elimination bracket groups (except in Super Smash Bros. 64 Singles, which will use round robin 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. In the Grand Finals, the Player that advanced from the losers bracket must win two (2) Matches to be awarded first (1st) place in the Tournament.

3.2. Match Length
All Matches are Best-of-3 except for the following which are Best-of-5:

64 Singles: Top-16
Melee Singles: Top-64
Brawl Singles: Top-16
Wii U Singles: Top-24
Ultimate Singles: Top-48
NASB Singles: Top-64

3.3. Match 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 Game of the Match
4. Winning Player of the preceding Game bans a stage/stages*
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 Game until the Match is complete.

* Does not apply to Smash 64

3.4. Mutual Agreement
Players may select any permitted stage if they both agree to it. Players may not play on unpermitted stages or change the length of a Match.

3.5. Double Blind Character Selection
Either Player may request that a double blind selection occur. In this situation, a designated referee or TO will be told, in secret, each of the Player's choices for the first round. Both Players are to then select their first round character, with the referee validating the character selections.

3.6. Neutral Start
If a Player requests Neutral Start, the Players must use the neutral port configuration described in Sections 3.3.4 or 4.3.6.

3.7. 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). The winner has the option of selecting their port first, and this selection will persist throughout the Match.

3.8. Pausing
If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the offending Player must forfeit a stock. This penalty may be increased or decreased at the sole discretion of the TO.

3.9. Restarts
Tournament Organizers may approve a full or partial Game restart due to exceptional circumstances, such as a power outage.

3.10. Stalling
Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of TOs. In Melee, Players may stall for the purposes of waiting out a particular transformation on Pokémon Stadium. Stalling must end when the neutral transformation returns, as indicated by the icon shown

on the in-game screen.

3.11. 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, 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 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 to the minute. The results of Sudden Death do not count.

3.12. Alting

Players may not use alternate smash.gg accounts and/or deliberately hide their identities to manipulate seeding.

3.13. Colorblind Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the stage background. The request must be made before the match starts.

3.14. Warm-ups

Warm-up periods and controller tests may not exceed 30 seconds on the in-game timer. Violation of this rule may result in an automatic forfeit at the discretion of TOs.

3.15. Coaching

Coaching, defined as deliberately giving or receiving advice to/from another person during a Match or between Matches during Grand Finals, is not allowed, and may result in penalties for both parties.

3.16. Tardiness

Any Players not present for their Match by 15 minutes past the scheduled start time, without prior communication with TOs, is subject to total disqualification from the respective Tournament.

3.17. 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.

3.18. Match Disruptions

3.18.1. Restarts

Players may request to restart a Game if they believe it was set up incorrectly, such as the wrong character(s), stage, controls, or in-game settings. Such requests may or may not be approved at the sole discretion of the TO.

3.18.2. Controller Interference

If a Player's controller is found to be the cause of disruption to a Tournament (during a Match or otherwise), such Player is subject to complete disqualification from the respective Tournament.

3.18.3. Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of TOs. In Melee, Players may stall for the purposes of waiting out a particular transformation on Pokémon Stadium. Stalling must end when the neutral transformation returns, as indicated by the icon shown on the in-game screen.

3.19. Controller Interference

If a Player's controller is found to be the cause of disruption to a Tournament (during a Match or otherwise), such Player is subject to complete disqualification from the respective Tournament.

3.20. Misinterpretation / Misconfiguration

If a game was played under a misconfiguration of the Game Settings that could have materially affected the result of the game, a Player may petition the TO to have that game replayed. The final decision is at the discretion of the TO. This must be done immediately after the game in question; after the next game is started, the previous game shall not be replayed regardless of whether the rules were set correctly.

3.21. Final Rulings

If any unforeseen situations occur, judgment of TOs are final. The TO reserves the right to alter rules or format during the Tournament in the best interests of the Tournament.

4.   Super Smash Bros. (64)

4.1.   Game Settings
- Stocks: 4
- Timer: 8 minutes
- Items: Off

4.2.   Stage List
- Dream Land

4.3.   Additional Rules

4.3.1.   Timers
All Games will be played with an 8-minute timer.

4.3.2.   Controllers
All controllers are subject to the following restrictions:
- Maximum 1:1 mapping of original buttons on first party controller allowed (Hori) (1 A button, 2 Z's, 1 R, etc. No extra buttons that aren't on the controller)
- Maximum 4 directional mappings or 2 joystick axes allowed, combinations of the two are not allowed
- Macros, other than Z+A, are illegal
- Turbo buttons and functions are illegal

Violation of above rules will result in immediate disqualification from an event and all previous wins in the event are forfeited. Examples of legal controllers are, but not limited to, the original N64 controller, Hori Mini Pad, GameCube controller, Xbox/keyboard/other wired input devices as long as they meet the restrictions above.

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

4.3.4.   Pausing
All Games will be played with hold to pause enabled. 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. Before pausing the pauser must notify the other Player(s) first. All other pauses will result in a forfeiture of the game.

4.3.5.   **Alternate Skins**

Only naturally appearing skins are permitted. Players reserve the right to request natural skins for their Matches. Natural skins are defined as skins available through 1v1 or 2v2 in SSB64.

There is no penalty for unnatural skins if the Match has already started and damage has been dealt on either side.

Players are responsible for noticing unnatural skins and if no damage has been dealt, are to pause and notify a Tournament Organizer to restart the game. If damage has been dealt the game must be played out.

A Player refusing to play natural skins will be penalized a full Game.

4.3.6.   **Round Robin Tiebreakers**

Round Robin standings are determined in the following order: Match count, head to head, Game count. In the event a tie still exists, the Players tied will play another round robin, Best-of-1 and stock differential will be recorded. The tie breaker round robin will use the same tie breaker order with stock differential being the final tie breaker. This is repeated until no ties exist.

4.3.7.   **Neutral Start**

Only ports 2 and 4 are to be used when a Player invokes the neutral start rule.

5. Super Smash Bros. Melee

Rules for Super Smash Bros. Melee are based on the [Melee Recommended Ruleset](#), with the exception of Section 5.4.4. Updates to the rules will be included in the Super Smash Con Fall Fest Official Rulebook as long as those updates are published prior to registration closing.

5.1. Game Version

The official game version is NTSC 1.02 for the Nintendo Gamecube using standard memory card data with all characters and relevant stages unlocked. Four-port arduinos will be available.

5.2. Game Settings

- Stocks: 4
- Timer: 8 minutes
- Handicap: Off
- Damage ratio: 1.0
- Items: Off
- Pause: Off

5.3. Stage List

Starter Stages

- Yoshi's Story
- Fountain of Dreams (Singles only)
- Battlefield
- Final Destination
- Dream Land

Counterpick Stages

- Pokémon Stadium (Singles only)

5.4. Additional Rules

5.4.1. 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.

5.4.2. Stage Bans

After each Game, 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 Matches.

5.4.3. Stage Clause
A Player may not pick any stage they previously won on during the Match.

5.4.4. Controllers
First Party wired Gamecube Controllers and Licensed Third Party Gamecube Controllers are permitted as long as they do not contain turbo functions, macros, and/or hardware modifications (other than case modifications, such as notches and cosmetic changes). For other controllers, please see the Controller Addendum.

5.4.5. Neutral Start
The following ports are to be used when a Player invokes the neutral start rule.

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

5.4.6. Wobbling
"Wobbling" with Ice Climbers is not permitted. A Player is considered to be Wobbling if the following conditions are met:
- The Player grabs his/her opponent with the Player-controlled Ice Climber.
- The CPU-controlled Ice Climber has not been KO'd.
- During the grab, the opponent is locked in continuous hitstun by a series of at least 5 attacks, with at least 3 of those attacks being from the CPU-controlled Ice Climber. For avoidance of doubt, multi-hit moves such as Blizzard count as 1 attack.

5.4.7. Freeze Glitch
Activating the "Freeze Glitch" with the Ice Climbers is not allowed; penalties may or may not be enforced at the sole discretion of Tournament Organizers.

5.4.8. Ledge Grab Limit

In the event of a timeout, either Player may invoke the Ledge Grab Limit rule by asking to view the Cliffhangers statistic for all Players in the results screen. If either Player exceeded 60 Cliffhangers during the Game, that Player forfeits the Game. If both Players exceeded 60 Cliffhangers, this rule is disregarded. If Players voluntarily exit the results screen before checking Cliffhangers, they may forfeit the right to invoke this rule at the sole discretion of the TO.

In the event of a 1-stock tiebreaker, the maximum number of Cliffhangers is 15.

6. Super Smash Bros. Brawl

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

6.2. Stage List

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

Counterpick Stages
- Castle Siege
- Pokémon Stadium (Melee)

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, 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 may not pick any stage they previously won on during the Match.

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. The only exception to this rule is using Ganondorf or Bowser's Side B to end a match, where the initiator of the move wins regardless of the outcome.

6.3.5. Rules Concerning Meta Knight

Meta Knight's infinite dimensional cape tactic is banned.

6.3.6. Ledge Grab Limit

In the event of a timeout, either Player may invoke the Ledge Grab Limit rule by asking to view the Edge Grabs statistic for all Players in the results screen. If either Player exceeded 35 Edge Grabs during the Game, that Player forfeits the Game. If both Players exceeded 35 Edge Grabs, this rule is disregarded. If Players voluntarily exit the results screen before checking Edge Grabs, they may forfeit the right to invoke this rule at the sole discretion of the TO.

In the event of a 1-stock tiebreaker, the maximum number of Edge Grabs is 12.

6.3.7. Permitted Controllers

Wired GameCube controllers are allowed, and preferred. Players may use any wireless controller at their own risk, and must properly desync it and remove the batteries after each Match, with risk of DQ if this is not done properly. Turbo and other performance mods are not allowed to be used on any controller.

6.3.8. Controller Interference

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.

6.3.9. Scrooging

The act of scrooging is banned and will result in a forfeit of the match. This means that a Player may not travel underneath the main stage a second time without first landing on the main stage again (platforms do not count) or taking damage (excluding from the Magnifying Glass).

7.   Super Smash Bros. for Wii U

Rules for Super Smash Bros. for Wii U are based on the [Smash for Wii U Recommended Ruleset](#). Updates to the ruleset will be included in the Super Smash Con Fall Fest Official Rulebook as long as those updates are published prior to registration closing.

7.1.   Game Settings

- Stock and time are set to 2 stock and 6 minutes for Singles
- Handicap: Off
- Friendly Fire: On
- Damage Ratio: 1.0x
- Items: Off and None
- Pause: Off
- Custom Fighters and Custom Moves are set to off
- All DLC characters are legal
- Mii Fighters are legal with any combination of specials. Each moveset combination should be treated as a unique character with regards to counterpicking.

7.2.   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.
** 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: Midgar, Suzaku Castle and Wily Castle.

7.3. Additional Rules

7.3.1. 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.

7.3.2. Stage Bans
After each Game, before counterpicking, the Player who won the previous Game may ban one stage from either the Starter or Counterpick list.

7.3.3. Stage Clause
A Player may not pick the last stage they previously won on during the Match.

7.3.4. 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.

7.3.5. 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. Turbo/Macro options on controllers are banned. "Box" variants of the Gamecube Controller are permitted as long as they do not have macros/turbo enabled.

7.3.6. Controller Interference
If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.

7.3.7. Broadcast Review
If you are playing on the broadcast, you may be asked to refrain from using certain Omega form stages at their discretion.

8. Super Smash Bros. Ultimate

Rules for Super Smash Bros. Ultimate are <u>subject to change</u>. Updates to the rules will be included in this Official Rulebook as long as those updates are published prior to registration closing.

8.1. Game Version

The Tournament will use any updates (including characters) to the game that are publicly available in North America by 2:00 PM Eastern Time on October 12, 2021.

8.2. Game Settings

- Stock: 3
- Timer: 7:00
- Handicap: Off
- Launch Rate: 1.0x
- Items: Off and None
- FS Meter: Off
- Damage Handicap: Off
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Stage Selection: Loser's Pick
- Stage Hazards: Off
- Stage Morph: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes

8.3. Options

- Radar: Small
- Echo Fighters: Separate
- Custom Balance: Off
- Mii Fighters are permitted with any combination of specials.
- Language: English

8.4. Stage List

Starter Stages

- Battlefield
- Final Destination*
- Smashville
- Pokemon Stadium 2
- Town & City

Counterpick Stages
- Kalos Pokemon League
- Lylat Cruise
- Small Battlefield
- Yoshi's Story

* Omega Battlefield may substitute for Final Destination at the request of either Player.

8.5. Additional Rules

8.5.1. 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 A-B-B-A order.

8.5.2. Stage Bans
After each Game of a Match, before selection of stages and/or characters, the player who won the previous game may ban two stages from either the starter or counterpick list. This ban does not persist throughout the Match.

8.5.3. Stage Clause
A Player may not pick the most recent stage they previously won on during the Match.

8.5.4. Controllers
Any controller is permitted provided that it does not use a macro or turbo function, which includes but is not limited to: Nintendo Gamecube Controller, Switch Pro Controller, Joy-cons (single or double), USB wired controllers licensed by Nintendo, Smashbox or other "box" controllers, or any controller that can be connected via dongle (such as a PS4 controller). TOs may inspect any controller at any time.

8.5.5. Broadcast Review
For Games playing on broadcast, Players may be asked to refrain from using certain Battlefield/Omega form stages at the sole discretion of Tournament Organizers.

9. Nickelodeon All-Star Brawl

9.1. Game Settings
- Mode: Stock
- Stocks: 3
- Time Limit: 6 Mins
- Teams: Off
- Critical KOs: Off
- Friendly Fire: Off

9.2. Stage List

Starter Stages
- Jellyfish Fields
- Harmonic Convergence
- Irken Armada Invasion

Counterpick Stages
- Rooftop Rumble

9.3. Character List
Michelangelo is banned. All other characters are permitted.

9.4. Additional Rules

9.4.1. Stage Striking
Players play a best-of-1 Rock-Paper-Scissors, and the winner strikes a stage first. Stages are struck in a 1-2-1 order.

9.4.2. Stage Bans
After each Game, before counterpicking, the Player who won the previous Game may ban one stage from either the Starter or Counterpick list. This ban does not persist throughout the Match.

9.4.3. Jab Locks
"Jab Locks" longer than 5 repetitions are not permitted. A Jab Lock is defined as a weak attack performed on a knocked down opponent that maintains the knockdown state.

9.4.4. Permitted Controllers
Any controller is permitted provided that it does not use a macro or turbo function, which includes but is not limited to: Nintendo Gamecube

Controller, Switch Pro Controller, Joy-cons (single or double), USB wired controllers licensed by Nintendo, Smashbox or other "box" controllers, or any controller that can be connected via dongle (such as a PS4 controller). TOs may inspect any controller at any time.

9.4.5.   **Controller Interference**
If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.

10. Prizes

Prizes for Singles events will be paid from a variable prize pool. The amount available in the variable prize pool for each competition will be drawn solely from and will vary based in part on the number of Players that register for each respective competition. Payments will be made in United States dollars. The prizes will be awarded and paid to Players in accordance with the charts below.

10.1. Singles (64, Brawl, Wii U)

Standing	Percentage of Prize Pool
1st	40%
2nd	20%
3rd	15%
4th	10%
5th (two Players)	5%
7th (two Players)	2.5%

10.2. Singles (Melee, Ultimate, Nickelodeon)

Standing	Percentage of Prize Pool
1st	45%
2nd	25%
3rd	11%
4th	8%
5th (two Players)	3%
7th (two Players)	1.5%
9th (four Players)	0.5%

11.   Indemnification

All attendees hereby agree to indemnify and hold Super Smash Con staff and TOs harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the attendee under these rules.

12.   Help

Check out the FAQ or write to info@supersmashcon.com.

Controller Addendum for Super Smash Bros. Melee

This Addendum is an expansion of [Section 5.4.4](#) from this Official Rulebook, covering the usage of controllers other than wired First Party Gamecube Controllers.

A. Definitions

Analog Adjustment Device (AAD) - any external electronic device (e.g., an Arduino) that alters an Output before it is received by the game console.

Bind - refers to a Controller Function being assigned to an Input.

Controller Function
> **Analog Controller Function** - analog stick, C-stick, L (analog), and R (analog).
> **Digital Controller Function** - A, B, L (digital), R (digital), X, Y, Z, D-pad up/down/left/right, and Start.

Coordinate - an (X-axis, Y-axis) value corresponding to a specific analog stick or C-stick value. For the purposes of this Addendum, all Coordinates will be written as values between -1 and 1.

GCC - Gamecube Controller

Input - Any mechanism that triggers Controller Functions.

> **Analog Input** - An Input with a possible range of states relative to its magnitude
> **Digital Input** - An Input with binary on/off states
> **Conditional Input** - an Input that changes function based on previous or simultaneous Inputs.
> **Analog-to-Digital (ATD) Input** - any Digital Input that is bound to an Analog Controller Function.

Macro - an Input that produces one or more Controller Functions over a timed sequence.

Modifier - an Input that alters Controller Functions without producing an Output of its own.

Non-Dedicated Modifier (NDM) - an Input that is simultaneously bound to both a Modifier and a Controller Function

Output - Controller information sent from the controller to the game console

SOCD - Simultaneous Opposite Cardinal Direction (left and right being input simultaneously or up and down being input simultaneously)

B. Enforcement

TOs may inspect any controller at any time. If a Player suspects their opponent's controller of not abiding by these parameters, they may request a controller inspection by TOs. The TO is not required to abide by this request. If TOs are unable to determine that a controller is in full compliance, that controller may be banned at the TOs' sole discretion. If a Game or Set cannot be played out in full due to a controller malfunction which cannot be fixed in a timely manner, and the Player using this controller does not have a replacement controller readily available, the Player may be disqualified at sole discretion of TOs.

C. Controller Requirements

C.1. First Party GCCs

Physical modifications such as case notches, replacement analog sticks, replacement buttons, analog trigger stoppers, and cosmetic changes are permitted. Capacitors for snapback reduction are also permitted. If a First Party GCC uses any additional modifications, that controller will be subjected to the same rules as Other Controllers (Section C.3).

C.2. Licensed Third Party GCCs

Licensed Third Party GCCs are subject to the same rules as First Party GCCs, but any additional features (e.g., Turbo) are not permitted to be used.

C.3. Other Controllers

Controllers that are neither First Party GCCs nor Licensed Third Party GCCs must abide by the parameters in the following sections.

C.4. Input Binds

C.4.1. Controller Function Binds

Each Controller Function may only be actively bound to a maximum of one Input, and each Input may only be actively bound to one Controller Function. The only exception is for L (analog), R (analog), L (digital), and R (digital) - an Input may be bound to both L (analog) and L (digital), or R (analog) and R (digital).

C.4.2. Analog Stick and C-Stick

The analog stick and C-stick may each be replaced by a maximum of 4 Digital Inputs corresponding to cardinal directions (up, down, left, and right).

C.4.3. Controller Layout

Generally, any layout of Inputs on a controller is permitted. However, Inputs may not be arranged in a manner that guarantees simultaneous or conditional engagement (e.g. an Input physically contained within another Input, such that engagement of only one of those Inputs is difficult or impossible).

C.4.4. Actuation

Inputs must always be manually engaged. For example, an Input may never engage as a result of another Input being engaged or disengaged. As an exception to this rule, an Input may be disengaged by the opposing cardinal direction.

C.5. Analog-to-Digital Inputs

Controllers that use ATD Inputs must abide by the following restrictions.

C.5.1. SOCD Resolution

If two opposing cardinal directions are activated simultaneously, the following controller-side SOCD resolution methods are permitted:
- A neutral Output (neither cardinal direction) is produced
- The more recent cardinal direction overrides the less recent cardinal direction and the less recent cardinal direction is deactivated until manually engaged again.

If two opposing cardinal directions are first activated simultaneously, the controller may either produce a neutral output or may give priority to one of the cardinal directions in a predetermined manner.

C.5.2. Modifiers

Modifiers, or combinations of Modifiers, may not be used with Analog Controller Functions, and may only change the magnitude of ATD Inputs that correspond to Analog Controller Functions, except for L and R, in which Modifiers may be used to switch between analog and digital activation. Modifiers may simultaneously change the magnitude of multiple ATD Inputs. Within the context of Super Smash Bros. Melee, Modifiers may not solely change the current "zone" that the analog stick or C-stick Coordinate lies in. These zones (pictured below) are the Coordinates corresponding to up, down, left, right, up-right, up-left, down-right, down-left, and neutral ("dead zone"). For example:
- If the analog stick or C-stick is pointed at a Coordinate that corresponds to "right", Modifiers cannot solely move the Coordinate to "up-right".
- If the analog stick or C-stick is pointed at a Coordinate in neutral, Modifiers cannot solely move out of neutral.
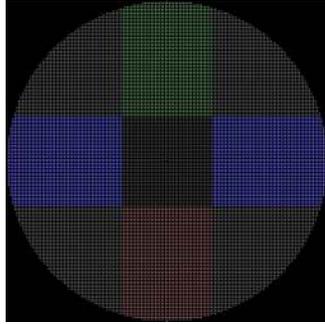
Figure 1: Illustration of all possible analog stick coordinates, visually divided into the 9 zones. (Credit: [Aziz Al-Yami](#))

C.5.3. Non-Dedicated Modifiers

Within the context of Super Smash Bros. Melee, NDMs must obey the following restrictions in addition to those described in Section 3.5.2.

- All NDMs must be explicitly described when notifying TOs of intent to use a controller other than a GCC. TOs may reject specific NDMs at their sole discretion.
- NDMs may not be bound to Inputs that generate X or Y Controller Functions.
- NDMs bound to Inputs that generate A, B, L R, or Z Controller Functions may not redirect the analog stick to a Coordinate in a manner that meaningfully circumvents a stick motion that would have otherwise been necessary to perform an action. Examples include, but are not limited to performing:
  - A long ledge wavedash
  - Long wavedash into down-tilt
  - Fastfall into a long wavedash
  - Long wavedash out of Fox/Falco down-B

C.6. Macros

Controllers that use Macros are not permitted.

C.7. Analog Adjustment Devices

Controllers that use AADs (i.e. Arduinos) are prohibited.

C.8. Conditional Inputs

All Conditional Inputs must be approved in advance by TOs. If your controller has Conditional Inputs, please let us know by emailing info@smashworldtour.com.

C.9. Analog-to-Digital Input Restrictions

Due to the potential precision and consistency of ATD Inputs, Controllers using ATD Inputs must adhere to the following limitations.

C.9.1. Banned Coordinates

Within the context of Super Smash Bros. Melee, there are certain functional analog stick Coordinates that are impossible to consistently activate with unmodified GCCs. These Coordinates may not be pinpointed.

C.9.1.1. Shield Drop

The mechanic known as "Shield Drop Down" must not be accessible in conjunction with L, R, or Z. Specifically, if digital or altered analog inputs would result in an analog stick Coordinate with Y = -0.6625, -0.6750, or -0.6875 in conjunction with L, R, or Z, the analog stick Coordinate must be such that |X| ≥ 0.7000).

C.9.1.2. Directional Air-Dodge Angles

All angled air-dodges (wavedashing) using ATD Inputs must be within the following bounds:
- (±0.3875, ±0.9125) - 67°
- (±0.9125, ±0.3875) - 23°

C.9.1.3. Ice Climbers' Desyncs

The following Coordinates, allowing Ice Climbers to instantly "desync," must not be accessible.
- X = ±0.8000 - Popo Smash / Nana Tilt
- X = ±0.8000 on C-Stick - Popo F-Smash
- Y = ±0.6625 - Popo Smash / Nana Tilt
- Y = ±0.6625 on C-Stick - Popo U/D-Smash
- X = ±0.7000 - Popo Roll
- Y = ±0.7000 - Popo Dodge / Nana Shield Drop
- X = 0.6250 - Popo Run / Nana Runbrake
- X = 0.7500 - Popo Teeter Break / Nana Teeter
- Y = 0.5625 - Popo Jump (out of dash)
- X ≤ 0.5875, Y = -0.5500 - Nana Neutral-B
- Any Coordinate that allows Ice Climbers to perform two different aerials simultaneously with the same input.

The Coordinates (±0.7000, ±7000), (±0.7000, ±7125), and (±0.7125, ±7000) are exceptions to this list.

C.9.1.4. Turnaround Up-Tilt and Down-Tilt

The range of Coordinates, allowing for a 2-frame turnaround vertical tilt in non-buffered situations, must not be accessible. See the Figure below for an illustration of this zone in the up-right quadrant.
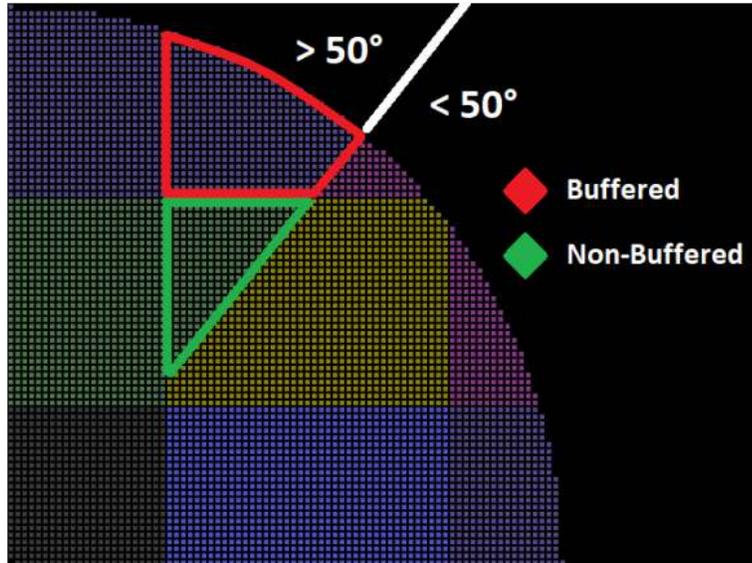
Figure 2: Illustration of the coordinates that may produce a non-buffered vertical up-tilt in the up-right quadrant. (Credit: Aziz Al-Yami)

C.9.1.5. **"Middle-Tilted" Tilts & Smashes**

The Coordinates (±0.9500, ±0.2875), allowing certain characters to access "Middle-Tilted" versions of Tilts and Smashes, must not be accessible in conjunction with A or the C-stick.

C.9.1.6. **Pikachu & Pichu "Double Up-B"**

The following Coordinates, allowing Pikachu and Pichu to move vertically twice during an Up-B, must not be accessible.

- (±0.5000, 0)
- (0, -0.5000)
- (±0.4000, ±0.3000)
- (±0.3000, ±0.4000)

C.9.2. **Analog Triggers**

Within the context of Super Smash Bros. Melee, analog L and analog R values range from 0 to 140, with 43 being the minimum value that generates a shield. Only values between the range of 49 (equivalent to Z lightshield) and 140 may be pinpointed with digital Inputs.