

# San Antonio Smash Super Smash Bros.

## Online Tournament Information

### Ruleset

Please have this Ruleset created prior to the start of the tourney.

- Style: Stocks
- Stock: 3
- Time Limit: 7
- FS Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items:
  - Frequency: None
  - Selection: Set None
- Random Stage Selection (Optional)
  - Battlefield
  - Final Destination
  - Yoshi's Story
  - Pokemon Stadium 2
  - Kalos Pokemon League
  - Smashville
  - Town and City
- Advance
  - First to: 1 Win
  - Stage Morph: Off
  - Stage Hazards: Off
  - Team Attack: On
  - Launch Rate: 1.0x
  - Underdog Boost: Off
  - Pausing: Off
  - Scoring Display: Off
  - Show Damage: Yes
- Name: Online Tourney

### Tournament Rules

- **Set Length**

- All tournament sets will be played best-of-3 games, until Top 3 where sets will be played best-of-5. The ruleset will remain the same between the two.
- **Bracket**
  - Players will be playing in a **double-elimination bracket**. Losing one set will send the player into the Loser's Bracket. Losing a second set will eliminate the player from the bracket. In the case of the Grand Finals, the player on the Loser Bracket side must win two sets against the player on the Winners Bracket side to achieve first place.
- **Disqualification Timer**
  - When a player's match is called, they have 10 minutes to check in for the match. Failing to do so may result in a DQ. If there is an issue, please contact the TO.
  - If you have checked in but your opponent has not checked in, contact the TO to investigate.

## Situational Rules

- **Button-Checking**
  - Before the set starts, a player may request a 30-second button check to verify all inputs are registering correctly. Please do not take any longer than the time given.
- **Stalling**
  - The act of deliberately using methods that player-to-player interaction near impossible that the game is unplayable is prohibited. The player participating in this will be subject to forfeiting the current game to the discretion of the TO.
- **Timeouts**
  - Sudden Death is not played out.
  - Winner is determined by most stocks, then lowest damage percentage.
  - If a tie still exists, then a 1-stock 3-minute tiebreaker is played.
- **Self-Destruct Moves**
  - Winner is determined by the winner displayed on the results screen.
  - If Sudden Death occurs, it is not played out and a 1-stock 3-minute tiebreaker is played.
- **Misconfiguration of Rulesets**
  - If games in a set were completed using the wrong settings (i.e. Launch Rate 1.1x), the score will still be counted and no resets offered.
  - If it was discovered in the middle of a game, the current game will be reset and replayed on the correct settings.
  - Please verify settings before starting the set.
- **Forced Majeure Clause**
  - In the event a game is interrupted by an external event (e.g. power loss or internet loss), the player at fault will forfeit the current game as a loss. If the connection cannot be quickly re-established, then the player will forfeit the entire set.

## Stages

- **Stage List**
  - Starter Stages
    - Battlefield

- Final Destination
- Smashville
- Pokemon Stadium 2
- Town and City
- Counterpick Stages
  - Yoshi's Story (Melee)
  - Kalos Pokemon League
- **Modified Stage Clause**
  - A player may not go back to any of the stages he or she won on, during the same set.. Reference "Modified Dave's Stupid Rule".
- **Stage Agreement Clause**
  - Players may agree to play on any legal stage at any point in the set.
  - Having a "gentleman's agreement" to play on an illegal stage is prohibited.

## Match Procedure

1. **Starter Stage Striking**
  - a. Determine which player has the first ban.
  - b. First player removes **1 stage** from the Starter Stage list.
  - c. Second player removes **2 stages** from the remaining list.
  - d. First player chooses a stage from the remaining list to start on.
  - e. Alternatively, players may bypass Stage Striking if they both agree
2. **Character / Stage Selection**
  - . Both players enter the Arena.
  - a. Before entering the Ring, both players must choose the selected stage and their characters.
  - b. Players enter the ring and start the first match.
3. **After a Game Concludes**
  - . All stages listed are available and the strikes are reset.
  - a. The winner of that game strikes **2 stages** from the complete stage list.
  - b. The loser of that game chooses from the remaining stages that the winner did not strike.
- i. **Stage Clause** is in effect. See **Stage Rules**.
  - c. The winner must announce if he or she is changing character.
  - d. The loser may change character.
  - e. Players proceed to play on the chosen stage.
4. **Number of Games in a Set**
  - . Sets are Best 2 out of 3 until Finals, then they are Best 3 out of 5.
- .Winners Finals, Losers Finals, and Grand Finals.
  5. **Repeat Step 4** until the Set is Complete.
  6. **Report the Score** to the T.O.