Harvard College Interactive Media Group

Super Smash Bros. Brawl Tournament: Rules, Regulations, FAQ

The rules of this tournament are an adaptation of those used in other major tournaments and specifically adapted for use by Harvard College Interactive Media Group Smash Bros Brawl tournaments, in consultation with those used in Smash Brawl Rankings’ Ranked tournament circuit (www.smashbrawlrankings.com). As such, we have adopted a “base” set of rules that originate from Smash Back Room’s recommended tournament format.

Tournament Format and Rules:

• Each match (unless otherwise stated) will be set for three stock, eight-minute time limit, and items will be set to “off” and “none”.
• The tournament shall be divided into a qualification round and an elimination round, giving each participant two opportunities to advance.
• Qualification Round
  o The qualification round will consist of free-for-all matches. At least three players must be present to play a qualification round match. The winner of each match will advance to the elimination round. If after the first set of free-for-all matches, it is determined that more players are needed in the elimination bracket, a second set of free-for-all matches shall be played. The winners of these matches will also advance.
  o The tournament director will designate the stage(s) to be used in the qualification round. Only stages designated as neutral can be utilized during the qualification round.
  o If there are additional spots left in the elimination round, it is at the discretion of the tournament director as to how to fill them. They may employ additional free-for-alls, choosing players based on performance to advance from the pool of those not already qualified to the elimination round, or to simply award byes in the elimination bracket.
  o Please note that this is the proposed format for the qualification round. The tournament director has the right to modify any part of this should time constraints, logistics, number of participants, etc. require it so.
• Elimination Round
  o The elimination round will consist of best 2-of-3 one-on-one three stock, eight-minute time limit matches in a single elimination bracket. That is, two players will play each other until one has defeated the other twice and that winner will advance. However, in the event that we are pressed for time, the alternate format for any elimination round (other than the Semi-finals or Championship) is a single elimination one-on-one match, five stock, ten-minute time limit.
  o For the first match of any set, double blind character picks will be used. The character choice must be written on a piece of paper before beginning the first match so neither
player knows whom the other player will choose. Only one player need request enforcement of this rule for it to be a mandatory procedure of a one-on-one match.

- The first stage will be chosen by a stage-striking procedure. Opponents start the stage striking procedure with the highest seed striking first or the player placed in the top portion of the bracket. Stages will be stricken in alternating fashion until one neutral stage is left. This remaining stage will be the starter neutral stage. Note that striking a stage does not remove that stage from being played for that set. Neutral stages not chosen as the starter neutral stage are moved to the counter pick list and may be banned for subsequent matches.

- Afterwards, players may choose to announce ONE stage that they wish to ban from the counter pick list for that set. You may NOT ban the selected starter neutral stage from the first match.

- Dave’s Stupid Rule: No stage may be played twice in the same set of matches. This includes the championship series.

- If a subsequent match is required, the winner of the previous match picks their character first. The loser of the previous match may then make their choice. All character choices are final for that match. Then the loser of the previous match may choose their counter pick stage and that stage shall be used for that match of the set. Note that Dave’s Stupid Rule is in effect. Repeat for subsequent matches.

- Semi-final matches will consist of a best 2-of-3 one-on-one matches. Championship match will consist of a best 3-of-5 one-on-one matches. Each of these matches will be 3 stock, 8 minute time limit. Only under extenuating circumstances may the format of these two rounds be changed and if necessary, shall be continued at another location or time.

- In the best 3-of-5 matches set, a player must select TWO different counter pick stages. Again, Dave’s Stupid Rule remains in effect.

- Seeding may be utilized to sort some or all participants. For example, it may be desirable to separate two high level participants from each other in a field to ensure they do not meet early in the tournament. The tournament director holds discretion as to whether seeding will be used.

- The tournament director will supply the list of stages that can be selected as neutrals and counter picks. Such a list as determined by the tournament director is final. (refer to list included at the end of this document)

- If the timer runs out on a match, NO SUDDEN DEATH WILL BE PLAYED. The winner will be determined by stock (higher wins) and then, if necessary, percentage (lower wins). If they are still tied at that point, a one stock three-minute match will be played with the same characters at the same stage to determine a winner.

- As a rule of sportsmanlike conduct, stalling of any kind will be banned. This includes in-game stalls like planking (edge grabbing and repeatedly releasing, only injuring your opponent when they get near), kiting (consistently hitting your opponent and immediately running away, allowing the clock to run out and winning by having a lower percentage), infinite chain grabs,
and the Metaknight infinite dimensional cape glitch. It is up to the tournament director as to what additional actions constitute stalling.

- In the event of a controller malfunction, report this to tournament staff and pause the match. Your controller and/or batteries will be replaced. Faking a controller malfunction is considered stalling and is prohibited.
- If a match ends in a suicide move that kills both players (Bowserciding, Ganonciding, inhales from Kirby or King Dedede, etc.) and results in a sudden death, the player who INITIATED the suicide move shall be the winner. Otherwise, in all other situations not already discussed, the in-game winner is the official winner.
- Missing a match will result in a DQ (Disqualification). During the qualification stage, you may be removed from the group and allowed to continue qualifying in other free-for-all matches if possible. In an elimination round, a player will be given a reasonable chance to attend their match, otherwise they are declared the loser and eliminated.

- It is at the discretion of the tournament director to change the format of the tournament without notice should time constraints or logistics require it so.
- Any and all disputes will require that the player notify the tournament director of their protest. The decisions made by the tournament director are binding and final.
Stage list: Categories, Rules, Regulations

- **Starter (Neutrals):**
  - Final Destination
  - Battlefield
  - Smashville

- **Starter/Counter (Semi-Neutrals):**
  - Castle Siege
  - Delphino
  - Halberd
  - Yoshi’s Island (Brawl)
  - Pokemon Stadium 1
  - Lylat Cruise

- **Counter (Initial Counter):**
  - Brinstar
  - Corneria
  - Distant Plant
  - Frigate Orpheon
  - Green Hill Zone
  - Jungle Japes
  - Luigi's Mansion
  - Norfair
  - Pictochat
  - Pirate Ship
  - Pokémon Stadium 2
  - Rainbow Cruise
  - Yoshi's Island (Melee)

- **Counter/Banned (Pseudo-Counter):**
  - Green Greens
  - Mario Circuit
  - Onett
  - Port Town
  - Skyworld

- **Banned:**
  - 75m
  - Big Blue
  - Bridge of Eldin
  - Flat Zone 2
  - Hanenbow
  - Hyrule Temple
  - Mario Bros.
  - Mushroom Kingdom I
  - Mushroom Kingdom II
  - New Pork City
  - Rumble Falls
  - Shadow Moses
  - Spear Pillar
  - The Summit
  - Wario Ware

- **Custom Stages**

1. Stages in the "Neutral List" are **ALWAYS** neutral, no exceptions!

2. Stages in the “Starter/Counter” list may be moved to neutrals. Which ones, and how many, are up to the tournament director. However, **ONE stage must be moved so as to have an odd number for stage striking procedures.** The remaining stages are moved to the COUNTERPICK list.

3. Stages in the "Counter List" are **ALWAYS** a counter stage.

4. Stages in the “Counter/Banned” list may be moved to counterpicks. Which ones, and how many are up to the tournament director. The ones that are not moved to that list are **BANNED.**

5. Stages in the “Banned” list are **ALWAYS** banned.

6. Custom stages may be added to any category on the list, at the tournament director’s choice. **Any legal custom stages will be announced prior to the start of the tournament.**