

# Super Smash Bros. for Wii U Ruleset

3 stocks, 8 minutes

Items OFF/Custom Movesets OFF/Equipment BANNED

Mii-Fighters ALLOWED (moveset chosen by tournament organizer (TO))/Amiibos BANNED

## Game Settings:

- Stock and time set to 3 stocks and 8 minutes.
- Customs set to Off.
- Handicap set to Off.
- Damage Ratio 100%.
- Friendly Fire On (in 2v2 matches).
- Items set to Off.
- Pause set to Off.
- All setups must be updated to the latest version at the time of a tournament.
- All characters must be available on setups used for a tournament.
- All stages listed in the ruleset must be unlocked/downloaded for all setups used.

## General Rules:

- Pools and Group-phases can be played if the TO decides so.
- Mii-Fighters are restricted to the moveset/-s decided by the TO. Costumes are not permitted. All stat-changes are banned. Players must choose one of the default Miis and customize that Mii's moveset according to the TO's decision.
- If you are 10 minutes late to your match, you lose the first game.
- If you are 15 minutes late to your match, you are disqualified from the tournament.
- **Stalling** to the point of intentionally making the game unplayable is banned and will result in a forfeit of the match by the person initiating the stall. This includes (but not limited to) continuing infinites/uninterruptable moves past 300%, usage of the Bomb stall, game reset, disappearing characters, etc...
  - If an unintended glitch (including but not limited to Bowser Jr.'s Clown Car glitch) or other malfunction happens, then the TO may allow the players to reset the match with the same stock, %, and time (to the nearest minute).

Players are responsible for knowing what their stock, %, and time are in order for this to happen.

- **Double-blind character select** is allowed.
- **Share Stock** is allowed in team events.
- **Controllers** – alternate/custom controllers are allowed except for the following:
  - Turbo controllers & Wii U Gamepad
- Nintendo Wii U Pro Controllers are allowed **only** if it is connected by USB cable and the battery is removed. USB cables will not be provided. It is obligatory that you bring your own.
- **Controller swapping** during a doubles event is banned.
- **Handwarmers** are permitted at the beginning of a set.
  - Handwarmers may include testing custom moves if both players agree to it.
    - The timer must be adjusted to 2 minutes during this time.
- **Coaching** is permitted before a set and in between games of a set. The time frame for **handwarmers** and **coaching** is restricted to 3 minutes for both together.
- **Port Priority** – if an agreement cannot be made as to who gets what port, the players may play 1 game of Rock Paper Scissors, whereupon the Winner gets their selection.
- Spectators are forbidden from interfering in a tournament match and must maintain a certain distance from the players (depending on the size of the location this distance can vary). Any interruptions will lead to the person who interrupts a match being banned from the venue for the rest of the tournament.

### Stage List:

#### Starter:

- Battlefield
- Final Destination (Omegas only as CP)
- Smashville

#### Counter picks:

- Duck Hunt
- Lylat Cruise
- Town & City
- Dreamland 64
- Kongo Jungle 64 (only in 2v2)

Striking during Starter phase: 1-2 (Player 1 can be decided with one game of Rock Paper Scissors). The remaining stage will be played for the first game.

### Counter-Pick phase:

- Striking in a Best-of-3 match: Winner of the previous game may ban 2 stages, then Loser picks the stage. The stages do not stay banned later on in the match but can be banned again by the winner(s) of the following match(es).
- Striking in a Best-of-5 match: Winner of the previous game may ban 1 stage, then Loser picks the stage.
- The characters are chosen in the following order:
  - Winner chooses character.
  - Loser chooses character.
- Time for character choice and counter picking is included in the 3 minutes allowed for coaching. If a player goes over the allowed time limit without a good reason, they will have to forfeit a game.

### Miscellaneous:

- Gentleman's Clause: Any stage can be chosen for a game if both players agree to it (including stages that aren't in the stage list).
- A stage that a player has won on cannot be counter-picked by the same player in the same match (can be overruled by the Gentleman's Clause).
- Omega Stages: If Final Destination is struck, then all Omega stages are banned, and vice-versa.
- Color-blind people may request that their opponents change the color of their character.
- In unusual or ambiguous situations and in case of misunderstandings, a TO decides on actions to be taken.

### Sudden Death:

- If a game goes to time or Sudden Death, the following conditions determine the winner of the game:
  - The player with the higher stock count.
  - The player with the lower percentage.
- If in the case neither conditions can be satisfied in the event of a time-out or Sudden Death, then an extra match must be played with the following settings:
  - 1 stock 3 minutes.
  - Same characters/movesets/stage is played.
- Sudden Death will not be played.

### Self-destruction Clause:

- If in the event a suicide-move results in Sudden Death, the person who initiated the self-destruct will be granted the win for the game/match.
- The self-destruct moves are as follows:
  - Ganondorf's Side-B
  - King Dedede's Neutral-B
  - Wario's Neutral-B
  - Kirby's Neutral-B

- Bowser's Side-B

#### Pools/Group Phase:

- In the group phase of a tournament, all participants will be split into groups. The top players of the Swiss Nintendo League are distributed into the groups so as to avoid starting in the same groups. Tournaments that aren't sponsored by the SNL can use other Swiss ranking ladders (e.g. the Swiss power ranking on smashlabs.de, currently run by *Starkorn*).
- The TO decides on "Pool Captains". These individuals are responsible to make sure that all the matches in their pool are played **on time** on the setups assigned to their pools/groups.
- The group phase will be played in a Best-of-3 format. The structure of the pools/group phase (i.e. if pools or groups will be played and if the groups consist of single or double elimination) will be communicated by the TO at the venue or at an earlier date before the tournament begins.

#### Main Phase:

- The main phase of a tournament consists of Double Elimination Bracket, played in a Best-of-3 format. Best-of-5 can be played from Top 8 matches on, but must at least be done for Winner's, Loser's and Grand Final sets.