

Smash Melee 1v1 Rules

Tournaments Information

Date: 9/30

Console: Gamecube/Wii

Max Teams: 128

Elimination Type: Double

Game Version

- The official game versions are NTSC 1.02 and PAL for the Nintendo Gamecube, as determined by the location of the tournament, using standard memory card data with all characters and relevant stages unlocked.

Game Settings

- Stocks: 4
- Timer: 8 minutes
- Handicap: Off
- Damage Ratio: 1.0
- Items: Off
- Pause: Off
- Friendly Fire: On

Stage List

- Stages are designated as either “Starters” or “Counterpicks.” Starter stages are available during Stage Striking (as defined in Section 3.1.6) and Counterpicks are only available during subsequent stage picks.
 - Starter Stages
 - Yoshi’s Story
 - Fountain of Dreams
 - Battlefield
 - Final Destination
 - Dream Land 64
 - Counterpick Stages
 - Pokémon Stadium

Match Procedure

- The following steps outline the process of playing a Match.
 - Players select their characters. Either Player may invoke Double Blind Character Selection.
 - Decide stage strike order / port selection.
 - Use Stage Striking to determine the first stage.
 - The Players play the first Game of the Match.
 - Winning Player of the preceding Match bans a stage.
 - The losing Player of the preceding Match picks a stage for the next Game.

- The winning Player of the preceding Match may choose to change characters.
- The losing Player of the preceding Match may choose to change characters.
- The next Game is played.
- Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

Double Blind Character Selection

- Either Player may request that a double-blind selection occur. In this situation, a Tournament Organizer (“TO”) will be told, in secret, each of the Players’ choices for the first Game. Both Players are to then select their first Game character, with the Tournament Organizer validating the character selections.

Stage Bans

- After each Game, before the next stage is selected, the Player who won the preceding Game bans a stage from either the Starter list or the Counterpick list. The banned stage cannot be selected by the opponent for the next Game.

Stage Clause

- A Player may not pick any stage they previously won a Game on during the Match.

Mutual Agreement

- Players may select any stage from either the Starter or Counterpick lists if they both agree to it. Players may also ignore Stage Clause if both agree. Players may not agree to play on other stages or change the length of a Match. Other than collusion, in-game agreements made mutually between players (such as neutral starting positions) are strongly discouraged and are not enforceable by the TO.

Sudden Death

- If a Game goes to Sudden Death, the winner is determined by stocks and percentage at the time the Game 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 Game in which both players lose their last stock simultaneously, a tiebreaker will be played on the same stage for one stock and 2 minutes. The results of Sudden Death do not count.

Permitted Controllers

- The only permitted controller is the wired Gamecube controller. Turbo functions, macros, and hardware modifications (other than case modifications, such as notches and cosmetic changes) are banned. Tournament organizers have the right to inspect any controller at any time.

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 Tournament Organizers.

Match Disruptions

Pauses

- 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 Player who paused forfeits

a stock. The penalty may be increased to a multiple stock forfeiture or a Game forfeiture at the discretion of the TO.

Restarts

- The Tournament Organizers may approve a Game restart due to exceptional circumstances, such as a power outage.

Stalling

- Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers. 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.

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.

Coaching

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

Penalties

- Players who break the rules in this document are subject to penalties including (but not limited to) the following:
 - Match restart
 - Loss of Game
 - Loss of Match
 - Prize money forfeiture

Any penalties imposed on a Player may be made available to the public by the Tournament Organizers in their sole discretion.