Rules for Super Smash Bros. Brawl Tournament

1. This is a **16 person individual** Super Smash Bros. Tournament on Wii units. The matches against opponents will be **best two out of three games**.
2. The matches will be **one against one** with a GameCube controller for each player.
3. This is a stock tournament; in other words, the last player standing is the winner at the end of that round.
4. A referee will be present at each unit to flip a coin to determine which player gets to choose their character first.
5. The players will then collectively agree on the first stage of play.
6. The winner of a round is determined by whose character appears on the victory screen at the end of the stage.
7. The game’s settings will be altered because of time constraints and objective reasons for our tournament.
8. The **game settings** will be altered to:
   a. 3 Stock (3 Lives)
   b. There are no items in this tournament. **All items will be toggled OFF.**
   c. An **8 minute limit** on game play for each round
9. All players shall agree to the characters to be played.
10. The character Meta Knight has been banned from our tournament. If a player selects Meta Knight, they will need to reselect a character or be disqualified.
11. If players cannot agree to a stage, the referee shall choose a random selection from the stages that are not banned.
12. Players may bring their own GameCube controllers to compete on if they want. However, no controllers used in the tournament are allowed to have a turbo present. In the event that a player’s controller does have a turbo button, they will be required to play with the controllers provided by Raider Entertainment. Please make sure that they are properly labeled with your initials if you do bring them.

13. **Rounds of Play for the First and Additional Rounds** – During the first round of a match, this is the list of stages that players can choose from. Players will agree to a non-banned stage to be used. If the players cannot come to an agreement, the referee will use the random in-game function to decide the stage for the first round. If the players go to a second round in a match, the Loser of the previous round will choose the stage that will be played. The Loser of the previous round gets to select their Character. The stages for the First and Additional Rounds of Play are:
   a. Battlefield, Final Destination, Smashville, Castle Siege, Lylat Cruise, Yoshi’s Island

14. **Optional Stages of Play** – These stages are not to be played unless both players involved in the match explicitly agree to the stage.
   a. Castle Siege, Delfino Plaza, Frigate Orpheon, Pictochat, Rainbow Cruise, Mario Circuit, Green Hill Zone, and Hanenbow

15. **Banned Stages** – These stages are not to be chosen as a stage in any round. Any round of competition played on one of these listed banned stages shall be nullified. No player will have scored a win or a loss if it is listed on a banned stage list. **(Note: All Custom Stages are also banned from this tournament)**
   a. 75m, Big Blue (Melee), Bridge of Eldin, Corneria (Melee), Flat Zone 2, Mario Bros., Mushroomy Kingdon (1-1 and 1-2), New York City, Onett (Melee), Rumble Falls, Shadow Moses Island, Skyworld, Spear Pillar, Summit, Temple (Melee), WarioWare Inc., Port Town Aero Dive, Yoshi’s Island (Melee), Luigi’s Mansion, Pirate Ship, Jungle Japes, Norfair, Green Greens, Pokemon Stadium 2, Distant Planet, Brinstar, and Halberd.