

Melee Ruleset

Melee Game Settings

- Stocks: 4 stocks
- Time Limit: 8:00 minutes

Melee Stagelist

Neutral (Singles)

- Battlefield
- Yoshi's Story
- Dream Land
- Pokémon Stadium
- Fountain of Dreams

Counterpick (Singles)

- Final Destination

Melee Details

- **Ping Spikes:** If you have a really high ping (100+) with your opponent, notify a TO on the smashgg dashboard. Then a TO will test both players' pings to see who spikes, and if a further test is needed we can have a local person host and spectate to see who lags. The person who spikes more will be DQ'd.
- **Striking:** Players eliminate stages from the Neutral stagelist until there is one stage remaining. The first player strikes the first stage. Then the next player strikes two stages. Then the first player strikes one more stage and the remaining stage is used for the first game of the set.
- **Stage Bans:** After each game of the set, before counter-picking, the player who won the previous game may ban one stage from the stagelist. This rule is not in effect for best-of-5 sets. Stage bans affect each player individually.
- **Stage Clause:** A player may not counterpick any stage they previously won on during the set, unless agreed upon by the opponent.
- **Wobbling** is banned. This event's definition of wobbling is a series of moves (4+ pummel effects) by Ice Climbers from a standing grab position that infinitely lock the opponent in hitstun.