

Unity Smash Ruleset

07/02/2019

General Tournament Conduct

Overview

- These rules serve as a system of guidelines. However, they are not comprehensive or absolute, and many behaviors or actions that fall outside of this ruleset may still result in repercussions.
- The tournament organizer's word is always final. Tournament organizers may choose, at their discretion, to enforce this ruleset however they see fit.
- The tournament organizers have the executive right to eject anyone from the venue for any reason, including reasons not included in this ruleset. The tournament organizers also have the right to deny payouts, modify this ruleset or tournament-specific rules on the fly, and make judgment calls not based on any printed rules to handle unforeseen circumstances.
- It is the players' responsibility to familiarize themselves with this ruleset. This means reading this document in its entirety.

Venue Conduct

- Alcohol and illegal drugs are strictly prohibited from any events held on campus. Those under the influence of alcohol or drugs are subject to ejection from the venue.
- Respect the venue and university staff, as they have presiding authority over the event.
- If there is an accident or spill, please notify the TO as soon as possible.
- Hate speech, harassment, and violent or threatening behavior of any kind are strictly prohibited. This includes excessive yelling and raging by competitors or spectators.

Tournament Conduct

- Players are expected to bring their own controllers.
- Arrive before the announced tournament registration deadline. No late registration will be accepted.
- You may only be entered if you are present in the tournament venue at the time of registration. Players may not register other players unless they are present in the building.
- When a tournament begins, quit your friendly matches immediately.
- When your match is called, locate your opponent (best done by raising your hand as your name is called) and play your match at the assigned setup as soon as possible.
- Do not play on a setup that you are not assigned to without permission from the TO. If there is a problem with the setup you have been assigned to, please return to the TO to be reassigned.
- At the conclusion of your match, the winner should report the result to the TO desk as soon as possible.
- If you take longer than 5 minutes to show up for your tournament match after your match is called and a setup is available, you may be disqualified from the tournament.
- Collusion of any kind is strictly prohibited and will result in forfeiture of rank and any potential winnings. Rank and winnings will be awarded to the next placed competitor.

Tournament Organizer's Rights

- Tournament organizers reserve the right to capture and use video footage, photography, or any other form of media taken from Unity events featuring that event's attendees. This includes video recordings, gameplay footage, livestreams, and photographs. Attendees are not entitled to any form of compensation should these images or videos be published. If you do not want your likeness published, you may ask to not be photographed or to have the player camera turned off while playing streamed matches.
- Tournament organizers reserve the right to deny entry to the event to anyone interfering with the integrity of the event.
- Tournament organizers reserve the right to deny payouts to any entrants suspected of bracket manipulation. Forms of bracket manipulation include the following: intentionally throwing a match, colluding to split payouts, playing matches for other players, or knowingly playing the wrong set type (e.g. best of five instead of best of three, or vice versa).
- Tournament organizers reserve the right to round payouts to the nearest dollar, maintaining that the entire entry pot is still paid out.

Melee Tournament Rules

Equipment

- All tournament sets will prefer game version 1.02 with the latest 20XXTE & UCF modifications unless otherwise specified on the event page.
- All tournament sets will be played using CRT televisions unless otherwise specified on the event page.
- All tournament sets will prefer optically read disc media.
- Alternative controllers are allowed as long as analog inputs are mapped to analog control methods, and digital inputs are mapped to digital control methods. You are solely responsible for the safety of your hardware and any damages it may cause to others' equipment.
- Your controller must have either a circular or octagonal restrictor gate on the control stick input. Modifying your SE and SW restrictor notches to allow easier shield drops (shield drop notches) is encouraged in order to level the playing field.
- Controller modifications that change input functionality (turbo, macro, arduino, etc.) are banned. Cosmetic changes (painting, kazoo, etc.) are largely allowed and their legality is up to the discretion of the TO.

In-game Rules

- 4 stock matches
- 8 minute time limit
- Item frequency will be set to NONE
- Team Attack will be ON
- Pause will be set to OFF

Major Out-of-game Rules

- Sets by default will be played best 2 out of 3. Tournament finals (losers/winners bracket, grands) will be played best 3 out of 5. In large enough brackets, more rounds may be played best 3 out of 5.
- At the beginning of each set, players will determine port priority by coin flip. The winner will take port priority and the loser will decide who begins the stage striking. The ports used will be dependent on the stage chosen, as described in this document.
- If the timer in a match reaches zero, the match winner will be decided by the following:
 - o The player who has not exceeded the ledge grab limit (LGL) of 60. The number of ledge grabs can be inspected in the post-match statistics under Cliffhangers.
 - o If neither player has exceeded the LGL, or both players have exceeded the LGL, the winner will be determined by lives and then percent.
 - o If both players had the same percent at time up, the match will be replayed in full on the same stage.
 - o In the extreme condition that the match must be replayed a third time, a default victory will instead be given to the player with port priority.

- Wobbling is banned in singles only. Pummeling more than three times with the primary Ice Climber while the secondary Ice Climber is still alive is considered a violation of this ban. If the secondary Ice Climber is dead (as defined by the game state), there is no pummel restriction.
- Mid-match and mid-set coaching is illegal and will result in the coach and the coached party being disqualified.

Minor Out-of-game Rules

- Master Hand is banned.
- If the stock icon glitch is used, the player must announce their character.
- In between games of a set, a player may call for a TO to enforce a 1 minute time limit. After 1 minute has passed, players will have 15 seconds to make each counterpicking decision. Players must ban and select a stage, and counterpick characters in accordance with the rules. If either player is unable to make a decision within the time limit they may face a game loss. The TO will use their discretion in case of emergencies. This time limit will only be enforced while a TO or staff member mediates this process.
- Players may request a change in colors to accommodate either for colorblindness or for difficulty distinguishing characters from each other or from the stage background. Ideally this should be done before loading the stage, but can be requested any time before characters have interacted with one another (dealt damage) during the match. In the case of a disagreement, the TO will be the deciding authority.
- Pausing during an ongoing match will generally be considered a match forfeiture. In extreme cases, the TO may decide alternative consequences are appropriate.
- Glitches and tactics used to indefinitely forfeit the opponent's control or to indefinitely stall a match are banned. Ex: IC Freeze Glitch, Mewtwo Soul Stunner, etc. | wall-bombing, rising pound, etc.

Round Robin Placements

- If the round robin does not involve limited promotion to another bracket or event, tied placements will be combined and awarded evenly.
- In the case that round robin pools must promote a limited number of participants to a later series, ties will be broken in the following order:
 - o Head-to-head record
 - o Win percentage
 - o Result of a smaller round robin among participants still tied

Melee Stage Information

Frozen Pokemon Stadium & Yoshi's Story

With the accessibility of tools such as 20XXTE, it is completely possible for almost every Melee tournament to disable stage hazards. The fire and rock transformations on Pokémon Stadium are specifically so intrusive that the game is sometimes effectively paused during the transformation. While a rare occurrence, Fly Guys on Yoshi's Story can also have a dramatic impact on the match, and are frequently not within the view of the game camera. Unity will opt to run a ruleset specifically disabling these stage hazards.

In order to disable stage hazards while using 20XXTE, press the Y button on the stage select screen. The selection cursor and stage text will change from white to blue, indicating that frozen stage mode is activated.

Port Priority

Port priority is defined such that the first controller slot has a higher priority than the second slot, which has a higher priority than the third slot, etc.

Neutral Start Port Selection

Players must play their singles matches using the following controller ports to ensure a neutral start. If using 20XXTE, enabling the neutral start option will take care of this procedure for you, allowing any ports to be used. If possible, it is preferred to utilize the 20XXTE functionality.

Stage	Port 1	Port 2	Port 3	Port 4
Dream Land 64			Player 1	Player 2
Battlefield		Player 1		Player 2
Final Destination	Player 1	Player 2		
Pokémon Stadium	Player 1	Player 2		
Yoshi's Story	Player 1	Player 2		
Fountain of Dreams	Player 1	Player 2		

See: <http://www.smashboards.com/showpost.php?p=12890253>

For doubles matches, an ABAB port configuration will be used on all stages except Dream Land 64 and Pokémon Stadium, where an ABBA port configuration will be used.

Stage	Port 1	Port 2	Port 3	Port 4
DL64 & Stadium	Team A	Team B	Team B	Team A
All Other Stages	Team A	Team B	Team A	Team B

Singles (1v1) Stages

Singles stages available for striking (neutral):

Battlefield, Dream Land 64, Fountain of Dreams, Pokémon Stadium (frozen), Yoshi's Story (frozen)

Singles stages available for counterpicking:

All neutral stages & Final Destination

Doubles (2v2) Stages

Doubles stages available for striking (neutral):

Battlefield, Final Destination, Dream Land 64, Pokémon Stadium (frozen), Yoshi's Story (frozen)

Doubles stages available for counterpicking:

All neutral stages

Melee Set Procedure

Port Priority

- A coin flip (or other sufficiently random method) will determine port priority, given to the winner. Port priority is to be held for the rest of the set. Lower port priority will decide who strikes first. The controller slots to be used are determined by the stage, as covered in the Stage Information section of this document.

Double-Blind Character Selection

- Players reserve the right to call for a double-blind character pick for the first match of any set.
- If a double-blind pick is called, players will secretly tell their character pick to a TO or staff member, and select their characters after both choices have been made.
- Alternatively, double-blind picking can be done by writing down their character selections on paper, and then exchanging the papers before selecting the characters in-game.

Stage Striking

- The player with lower port priority will decide who strikes first.
- The first striking player strikes one stage, the second player strikes two stages, and the first player strikes once again, leaving one stage remaining.
- The first match will then be played on the remaining stage.

Advanced Slob Picks

- In a best of 3 set, the winner of the preceding match will pick a stage and ban the opponent from counterpicking that stage.
- In a best of 5 set, there are no stage bans.
- The loser of the previous match then selects a stage for the next match to be played on, from the list of all legal stages, excluding the banned stage and stages that fall under Dave's Stupid Rule.
- After the next stage has been decided, the winner of the preceding match selects his character.
- After the winner of the preceding match selects his character, the loser of the preceding match picks his character.

Dave's Stupid Rule (DSR)

- If a player has won on a stage, that stage may not be counterpicked by that player for the rest of the set.

Final Notes

- After counterpicking, players play on the selected stage. Afterwards, this counterpicking process repeats until a player has won enough matches to win the set.

- Striking has no effect on banning. You may counterpick stages that were struck at the beginning of the set.
- You may counterpick a stage you have previously banned.
- This process starts over at the beginning of a new set, regardless of the players having played before.

Payout Structure

Overview

- Actual payout amount may vary slightly from the percentages listed to keep payouts as whole dollar amounts.
- Payout distribution will change depending on the number of entrants.
- Payouts for extra events and side games will be handled on a case-by-case basis.
- For both Singles and Doubles, the payout will be the following as a percentage of the pot.

Payout Table

Placement	<8 entrants	8+	16+	24+	32+	64+	128+
1	65%	52%	50%	44%	36%	31%	30%
2	35%	32%	30%	27%	22%	20%	19%
3		16%	14%	14%	14%	13%	12%
4			6%	7%	10%	8%	7%
5-6				4%	6%	6%	5%
7-8					3%	4%	3.5%
9-12						2%	2.25%
13-16							1.5%

Portions reworded from University of Pittsburgh Smash Ruleset, 2019
See: bit.ly/PittSmashRuleset