



DOUBLES TOURNAMENT

- 3 Stock
- 8 Minute Timer
- Items Off
- Team Attack On
- Share Stocking Permitting
- Stage Hazards Off
- Smash Meter Off
- Spirits Off
- Smash Ball Off
- Best of 3
- Losers' Finals, Winners' Finals, and Grand Finals Will Be Best of 5

Double elimination tournament unless the number of entries exceeds the time allowed. In this situation, a single elimination tournament will proceed instead.

Legal Stage List

Starters

- Battlefield
- Small Battlefield
- Final Destination
- Pokemon Stadium 2
- Smashville

Counter Picks

- Kalos Pokemon League
- Town and City
- Hollow Bastion

Set Procedure

1. Mutual agreement or coin toss between players for legal stage selection.

2. Players select their characters. Players may also elect to do a double-blind pick where each player relays their character selection to a third-party referee in secret before choosing on screen.
3. The players play the first game of the set.
4. The winning player of the first game may choose to strike two stages. From the remaining stages available, the losing player picks stage.
5. The winning player must keep their character from the previous game. The losing player may change characters.
6. The next game is played.
7. Repeat steps 4, 5, and 6 until set is complete.

Pausing

Pausing will be turned off. Emergencies should be relayed to a tournament organizer for cases of controller malfunction. In this case, a game may be allowed a restart.

Stalling

Stalling, or making the game unplayable, is banned at the discretion of the tournament staff. This includes becoming invisible, continuing infinites past 300%, or taking a position that your opponent is unable to reach. Stalling will lead to an automatic forfeit.

Character Selection Rules

Mii Fighters and their respective custom moves will be allowed. Move sets are to be shown in their name with each special move numbered from 1 to 3, based on the order shown on the move selection screen (ex. 1111, 2223, 3121).

Banned Characters:

- Steve

Sudden Death

If the timer runs out, the winner is determined by highest number of stocks. If stocks are even, the winner is then determined by the lowest percentage. If there is a tie between both stocks and percentage, a sudden death round will determine the winner with each player using the same character on the same stage with one stock and a three-minute timer.

Tardiness

If a player is not present within 10 minutes of their name being called for their next match, they will be automatically disqualified into the subsequent bracket. Players in the losers' bracket will be disqualified from the tournament.

Misinterpretation of Set Rules

A game or set will not be replayed due to misinterpretation of the game rules or a misconfiguration of controls. It is the player's responsibility to ask for rule clarification prior to game start. Game outcomes will not be overturned after the fact unless in extreme circumstances at the discretion of tournament staff.

Coaching

Coaching is not permitted.