



STRATA Gaming Series
Super Smash Bros. Ultimate Doubles Tournament
March 29, 2019

Tournament Rules

Format

All players will be seeded into double elimination bracket groups. Players will advance either in winners bracket or losers bracket. Players who advance in losers bracket will begin in losers bracket in the next phase.

Set Length

All sets are best of 3 games.

Set Procedure

1. Players select their characters. Either player may elect to do Double Blind Character Selection (see next section)
2. Use Stage Striking to determine the first stage
3. The players play the first game of the set
4. Winning team of the preceding game bans a stage/stages
5. The losing team of the preceding game picks a stage for the next game (counter-pick)
6. The winning team of the preceding game may choose to change characters and must pick before the losing team picks characters.
7. The losing team of the preceding game may choose to change characters.
8. The next game is played.
9. Repeat Steps 4 through 8 for all subsequent games until the set is complete

Double Blind Character Selection

Either player may request that a double blind selection occur. In this situation, a referee or third party will be told, in secret, of each player's choices for the first game. Both players are to then select their first game character, with the referee validating the character selections.

Game Settings

- 3 Stock
- 8 minute games
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 1 Win
- Stage Morph: Off

- Stage Hazards: Off
- Team Attack : On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Separate
- Radar: Big
- Teammate Highlight: On
- Mii Fighters: All moveset combinations are legal
- Amiibo's are not allowed.

Starter Stages

- Battlefield*
- Final Destination*
- Lylat Cruise
- Pokémon Stadium 2
- Smashville

Counterpick Stages

- Castle Siege
- Kalos Pokémon League
- Town & City
- Unova Pokémon League
- Yoshi's Island (Brawl)
- Yoshi's Story

* Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination respectively. The Battlefield and Omega forms must be from the list below:

- Arena Ferox
- Battlefield
- Castle Siege
- Corneria
- Delfino Plaza
- Dream Land
- Final Destination
- Frigate Orpheum
- Great Plateau Tower
- Halberd

- Kalos Pokémon League
- Kongo Falls
- Kongo Jungle
- Lylat Cruise
- Moray Towers
- New Donk City Hall
- Peach's Castle
- Pokémon Stadium
- Pokémon Stadium 2
- Reset Bomb Forest
- Skyworld
- Smashville
- Super Happy Tree
- Suzaku Castle
- Town & City
- Umbra Clock Tower
- Unova Pokémon League
- Venom
- Yoshi's Island (Brawl)
- Yoshi's Story

ALL OTHER STAGES ARE ILLEGAL FOR TOURNAMENT PLAY. PLAYING ON A STAGE THAT IS NOT ON THE AVAILABLE STAGES LIST WILL RESULT IN A DOUBLE DISQUALIFICATION.

Stalling

Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes, but is not limited to, becoming invisible, continuing infinites past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

"Gentleman's" Clause

Players may select any legal stage if they both agree on it. Players may also ignore Stage Clause if both agree. Players may not play on illegal stages or change the length of a set

Port Priority

If an agreement cannot be made as to who gets what port, the players may enact a best of 1 game of Rock Paper Scissors or Game & Watch Judgment (the player who gets the higher number wins). Winner selects port first, but strikes stage second.

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 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 1 stock tiebreaker

will be played with time limit equal to the regular time limit divided by the regular number of stocks, rounded up. The results of Sudden Death do not count.

“Grab and Go”

In doubles, players may not switch controllers with their teammate.

Missing Teammate

If a player’s teammate is not present for a set, that player may not replace their teammate with a CPU player. They may play without a teammate.

Alting

You will be immediately disqualified from the tournament with no refunds if you are found using an alternate tag/tags and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a TO before prior to the registration end date.

Colorblind Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from either the other team color or the stage background. The request must be made before the game starts.

Warmups

Warmup periods, button checks, and “handwarmers” may not exceed 30 seconds on the game clock. Violation of this rule may result in an automatic forfeit at the discretion of tournament staff.

Coaching Violations

Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. Strategic talk between teammates during gameplay is not coaching. However, if a player dies during a game and has no remaining stocks, that player may no longer give advice to the player still in the game. Tournament staff reserves the right to judge on what is deemed “coaching” and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

- **1st offense (minor):** Verbal warning to the player and the coach. This warning persists for the entire event.
- **2nd offense (major):** Player receives a game loss and/or the coach is removed from the tournament station.
- **3rd offense (severe):** Coaching party receive complete disqualification and removal from the event.

Cheering vs. Coaching

- **Cheering** - Nondescript statements such as “Let’s go!”, “you got this!”, or “mess them up!”. These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.
- **Coaching violation** - Specific statements pointing out habits, specific options, or timings such as “Watch for his neutral getup!”, “His waft is almost ready!” or “He keeps rolling!”

Tardiness

Anyone who is not present for their set by 15 minutes past the scheduled start time, without prior communication with tournament staff, is subject to a total disqualification from the event.

Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

Misinterpretation

Games or sets are not to be replayed due to a misinterpretation of the rules; it is the players' responsibilities to ask moderators for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances.

Final Rulings

If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event.

Additional Rules**Stage Striking**

Players play a best of 1 Rock-Paper-Scissors, and winner may choose to either strike a stage first or select a port first. Stages are struck in a 1-2-2-1 order.

Stage Bans

After each game of the set, before counter-picking, the team who won the previous game may ban one stage from either the starter or counter-pick list.

Stage Clause

A player/team may not pick any stage they previously won on during the set, unless mutually agreed to by both players/teams.

Self-Destruct Moves

If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, standard sudden death rules apply.

Team Colors

Players' character colors must match their team's color when possible, to avoid confusion (ex: Luigi on the green team must use the green costume)

Controllers

Joy Cons will be provided. Switch Pro and GameCube controllers are also permitted control options, and GameCube controller adapters will be provided. Turbo/macro options on controllers are banned. Box

variants of the GameCube controller are permitted so long as they do not have macros/turbo functions enabled.