

Super Smash Bros. Wii U Ruleset

Rules

- 2 Stocks
- 6 Minute Time Limit
- Best 2 of 3 matches wins
- Best 3 of 5 matches wins for top 8
- In a Best of 5 match there will be NO stage bans.
- Items set to "Off" and "None"
- Custom specials are not allowed, except for Palutena and Mii fighters.
 - A player must choose exactly one Mii size to use the entire tournament.
- Custom equipments are NOT allowed
 - if a player suspects their opponent of using equipments they should call for a referee but still complete the game
 - a player automatically loses any game played with custom equipments
- Controller Mods are banned this does not include new thumbsticks and removing springs
- If both players want to use the Gamepad and no agreement can be reached then neither may use it for the first match and then the loser of any match MUST use it in any following match of that set.

Stage List

- Battlefield (or Dreamland 64)
- Final Destination(or Omega Battlefield)
- Smashville
- Lylat
- Town and City

Match Procedure

1. First players must select their characters. Either player may elect for a Double Blind pick
 - a. Double Blind**
 - i. First player privately informs a neutral third party of their character selection
 - ii. Second player selects their character in game.
 - iii. Neutral third party announces the first player's character selection
2. Players can either use Stage Striking or Mutual Agreement to determine the first stage
 - a. Stage Striking**
 - i. Mutually decide who strikes first (rock/paper/scissors or coin flip)
 - ii. First player strikes 1 of the 5 stages
 - iii. Second player strikes 2 of the remaining stages
 - iv. First player strikes 1 of the remaining stages; the remaining stage will be used for the match
 - b. Mutual Agreement**
 - i. select a specific stage (any stage)
 - ii. selecting a random stage (stage list only)
3. Before all following matches
 - a. Winner bans a stage**
 - i. banning FD also bans all Omega stages
 - ii. banning Battlefield also bans Dreamland 64
 - b. Loser chooses stage(that they have not won on, see [DSR](#))**
 - c. Winner chooses character**
 - d. Loser chooses character**