

Super Smash Bros. Melee Ruleset

Rules

- 4 Stocks
- 8 Minute Time Limit
- Best 2 of 3 matches wins
 - Best 3 of 5 for Winner's Finals, Loser's Finals, and Grand Finals
- Items are turned off
- The following are banned
 - Controller Mods excluding new thumbsticks and removing springs
 - Glitches(IC Freeze Glitch, Mewtwo Soul Stunner, etc)
 - Stalling tactics(wall-bombing, rising pound)
- Wobbling (an Ice Climbers infinite) is legal up to 300%
- Disputes will be resolved using APEX rules

Stage List

Starters	Counterpicks
<ul style="list-style-type: none">• Battlefield• Final Destination• Yoshi's Story• Dreamland• Fountain of Dreams	<ul style="list-style-type: none">• Pokemon Stadium

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 starters stages
 - iii. Second player strikes 2 of the remaining stages
 - iv. First player strikes 1 of the remaining stages; the other will be used for the match
 - b. Mutual Agreement**
 - i. select a specific stage (starters, counterpick, or banned)
 - ii. selecting a random stage (starters only)
3. Before all following matches
 - a. Winner bans a stage
 - b. Loser chooses stage(that they have not won on, see [DSR](#))
 - c. Winner chooses character
 - d. Loser chooses character