

Panda Cup 2022 Super Smash Bros. Melee Ruleset

Last Updated: 04/1/2022

1a. Game Rules

1.1. **Melee Game Settings**

- Stocks: 4 stocks
- Time Limited: 8:00 minutes
- Game Version: NTSC 1.02 and all characters/stages unlocked, using the TO's choice of memory card data

1.2. **Melee Stagelist**

Neutral

Battlefield
Yoshi's Story
Dream Land
Final Destination
Fountain of Dreams

Counterpick

Pokémon Stadium

1.3. **Melee Stage Details**

- 1.3.1. Stage Strike:** Players eliminate stages from the Neutral stagelist until there is one stage remaining. The first player strikes the first stage. The next player strikes two stages. Then the first player strikes one more stage. The remaining stage is used for the first game of the set.
- 1.3.2. Stage Bans:** After each game of the set, before counterpicking, the player who won the previous game may ban one stage from the stagelist. This rule is not in effect for best-of-5 sets. Stage bans affect each player individually.
- 1.3.3. Stage Clause:** A player may not counterpick any stage they previously won on during the set, unless agreed upon by the opponent.
- 1.3.4. Wobbling** is banned. Wobbling is defined as a player-controlled Ice Climber grab during which the opponent is plausibly locked in continuous hitstun in a grabbed state by a series of attacks including at least 4 pummels, each of which is followed by one or

more AI-controlled Ice Climber attacks which do not break the grab.

- 1.3.5. Neutral Start:** If requested by at least one player, use the neutral port setup below:

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

1b. Additional Rules

- 1.4. Gentleman's Clause:** There is no gentleman's clause at the event. Players may NOT play on any stage that is not on the legal stagelist, and players may NOT agree to change the number of matches to be played in a set.
- 1.5. Pausing:** In the event that pause is not turned off, pausing the game is only legal while a player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament organizer, or in the event of a controller malfunction. All other pauses will incur at least a one stock loss to the offending player, perhaps more if the offending pause further disrupted the opponent at the discretion of the TO.
- 1.6. Stalling:** The act of stalling, or intentionally making the game unplayable, is banned and at the discretion of the TO. Stalling tactics include becoming invisible, infinities, chain grabs, uninterruptible moves past 300%, or abusing a position in which your opponent can never reach you. Any action that can prevent the game from continuing may result in forfeiture of the match.
- 1.7. Timeouts / Ties:** The winner of a match that goes to time will be determined by stocks and then percentage. When the timer hits 0:00, the 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 match in which both players lost their last stock simultaneously, a 1 stock tiebreaker will be played with a 3:00 time limit.

- 1.8. Color Request Clause:** In any bracket event, players may request that any of their opponents change palette swap colors to improve character visibility (in the case, for example, of colorblindness or blending in with stage elements), or if their color is indistinguishable from either the other team color or the stage background. This request must be made before the first game of the set, and all players are obligated to comply with these requests.
- 1.9. Warm-ups:** Warm-ups, button checks, and handwarmers may not exceed 30 seconds on the game clock. Violation of this rule may result in forfeiture of a game at the discretion of the TO.
- 1.10. Misinterpretation:** Games or sets are not to be replayed due to misinterpretation of rules; it is the players' responsibility to ask for clarification in the event of a disagreement. The outcome of a game or set will not be changed after the fact unless under extreme circumstances.
- 1.11. Coaching:** Coaching during a set (anytime between the beginning of game one and the end of the set) is banned. Players who violate this rule will be subject to disqualification.
- 1.12. Collusion:** Any collusion or results manipulation with competitors is forbidden. If the TO determines that any competitor is colluding to manipulate results, the colluding players may be immediately disqualified. Any player disqualified in this manner forfeits all rights to any titles or prize money they might have otherwise earned.
- 1.13. Malfunctions:** Any malfunctions associated with your controller are your responsibility. Players are responsible for using the correct settings BEFORE the set begins. Both parties need to agree if a match is to be paused or restarted because of a controller problem.