

DSEA Melee Spring Tournament Ruleset

BASIC RULES

- 4 Stock.
- 8 minute timer.
- Items are set to “off”.
- In singles we strive to play out top 8 under best of 5 settings.
- In the event of a dispute, controller ports will be selected by Rock-Paper-Scissors.
- In the event of a dispute in team matches, the ports will be determined in a 1221 fashion; whoever wins the RPS will choose first, then the opposing team will get their ports, and then the teammate of the RPS winner will get the remaining port.
- Pausing should be turned off. In the event pause is on and is pressed during a tournament match, whether by accident or on purpose, the opponent can demand that the perpetrating player forfeit their stock.
- No player may choose any stage they won on in the set, unless agreed upon by both players.
- Wobbling is legal. Keep the stalling rule in mind, which states the move is to be ended quickly after 300% has been reached. If you accidentally hit pause while trying to mash out, you have to forfeit your stock.
- You are responsible for your own controller. Any malfunctions or errors that occur are your responsibility, so bring an extra controller if possible. If a match is to be restarted due to controller functions, it must be agreed upon by both parties.
- Any action that can prevent the game from continuing (i.e., freezing, disappearing characters, game reset, etc.) will result in a forfeit of that match for the player that initiated the action. You are responsible for knowing your own character, and must be wary about accidentally triggering one of these effects.
- Stalling is banned. Definition of stalling: The act of deliberately avoiding any and all conflict so that one may make the game unplayable. Running away from an opponent to reach a better position is not stalling, while techniques such as Jigglypuff’s Rising Pound and Peach’s Bomber Stalling are, as well as wobbling beyond 300%.
- No coaching request: If your opponent is being coached, you can request this not to happen and that should be honored. Note that this applies to coaching during matches and not inbetween.
- 20XX set-ups must be in tournament legal settings, e.g. no non-standard stages, no L-cancelling timing assistance etc.

SET FORMAT (In Order of Procedure)

1. Opponents choose their characters for the first match *
2. Opponents start the stage striking procedure
3. The first game is played, using the stage chosen during step 2
4. The winner of the previous match is allowed to ban a stage (this does not apply to doubles and best of 5 sets)
5. The loser of the previous match announces the next match's stage from either the Starter Stage List or the Counter Stage List, taking no more than 1 minute
6. The winner of the previous match chooses their character, taking no more than 1 minute
7. The loser of the previous match chooses their character, taking no more than 1 minute
8. Repeat steps 4-7 for all proceeding matches
9. *Double blind character selection may be called for the first match.

RESOLVING TIES

- Any games ending in time running out should always be decided by stock and then percentage. The Sudden Death is not to be played under any circumstances.
- If percentages are the same or both players die simultaneously, there will be a 1 stock, 3 minutes, same characters, same stage overtime.

ADDITIONAL RULES FOR DOUBLES PLAY

- Life Stealing is allowed.
- Set team attack to ON.

STAGE LIST SINGLES

Starter

- Battlefield
- Dream Land 64
- Fountain of Dreams
- Yoshi's Story
- Final Destination

COUNTERPICKS

- Pokémon Stadium

STAGE LIST DOUBLES

Starter

- Battlefield
- Dream Land 64
- Final Destination
- Pokémon Stadium
- Yoshi's Story

Gentleman's clause: If both players come to an agreement, stages may be chosen that aren't otherwise legal.