

HardReadCH

Super Smash Bros Melee Ruleset

Format, buy-in, prices

Will be listed separately for each tournament

How to play a set

1. Players select their characters. Either player may elect to Double Blind
2. Warmup (max. 1min)
3. Use Stage Stricking to determine the first stage
4. The players play the first match of the set. Prior to starting this match, either player may elect to Contest Port Priority or Neutral Start. Note: Only one of these two may be used, as both have a built in Port Selection mechanism using RPS. If there is a situation where a player would like to change which option they elected after playing the game of RPS, it is the opponent's choice to allow it. The results from the previously played game of RPS will carry over
5. Winning player of the preceding match bans a stage/stages (if applicable). For Best of 3 sets, each player gets 1 stage ban. For Best of 5 sets, there are no stage bans.
6. The losing player of the preceding match picks a stage for the next match.
7. The winning player of the preceding match may choose to change characters.
8. The losing player of the preceding match may choose to change characters.
9. The losing player of the preceding match gets first pick of port. Either player may elect for a neutral Start, but RPS will not be played to determine first pick.
10. The next match is played.
11. Repeat Steps 4 through 9 for all subsequent matches until the set is complete.

Stages

Starters/Neutrals:

- Yoshi's Story
- Fountain of Dreams
- Battlefield
- Final Destination
- Dream Land
- (Counterpick: Pokemon Stadium)

General Rules

- Items are set to off
- Pause is turned off
- Stock and time are set to 4 stock and 8 minutes respectively
- Wobbling is legal. Wobbling past 250% will be considered stalling and is not allowed.
- Double blind: If elected
- Contest Port Priority: If elected
- Neutral Start: If elected
- DSR: You cannot counter pick to any stage you have won on ever.
- Gentleman's Clause: Any stage may be played on if both players agree to it. This rule takes priority over DSR. Players may NOT agree to change the number of matches to be played.

- Forced Character Selection: Off
- Matches that time out will be determined by the remaining number of lives, then percentage of the current stock. In the event of a percentage tie, the match should be replayed in full. Sudden Death is not to be played, and will not count. A player/team may not counterpick to the stage they last won on. This includes the first match won via stage striking.
- Any coaching that happens during the match (but not in between matches) is restricted. Players who violate this rule will receive a warning (BOTH the player AND the person coaching the player) on the first attempt. Players who violate this rule after a warning will be disqualified from the event and a possible ejection from the event.
- Players are to attend their matches at the designated times. The starting times of pool and bracket phases will be made known in advance. If you are not in the designated tournament area at the time without discussing with the tournament leader, you will lose your matches as soon as you are called.
To make sure that each player will enjoy the full event on a timely manner we will strictly enforce this disqualification rule.
- Players may ask their Tournament Director for an extended break between Matches. The Tournament Director may set a time limit by the end of which the Player must report to their upcoming Match's Station or they may also deny the Player's request. Players may Forfeit a Game(s) if they haven't reported to their upcoming Match's Station by the end of their Tournament Director's set time limit.
- In order to dispute Game results, Players must notify their Referee that they would like to Protest the Game before a new Game has begun. In order to dispute Match results, Players must notify their Referee that they would like to Protest the Match before the Match's Score Sheet has been submitted to the Tournament Director.
- If a Console/TV malfunction should occur, the Tournament Director reserves the right to rule that the Game should be replayed or that a winner should be declared.
- Players must provide their own controller.
- Players may not use a Button Macro controller. Button Macro controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons. Controllers with Turbo capabilities will be allowed, but the Turbo feature may not be used during a Game. Controllers with Turbo capabilities allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times.

Term Definitions

- Double Blind: Either player may request that a double blind selection occur. In this situation, a 3rd party should be told, in secret, each of player's choices for the first round. Both players are to then select their first round character, with the 3rd party validating that the character selected is the same as their word.
- Contest 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. Winner gets their port selection, loser selects any other port.
- Neutral Start: Either player may enact this rule. Once enacted, both players may only use one of the two "Neutral Starting Positions". A best of one game of Rock Paper Scissors may be used to determine who gets the higher port. If one player elects to Contest Port Priority and the other elects to Neutral Start, Neutral Start takes priority.
- DSR: A player/team may not pick any stage they previously won on.

- PSR: Time to counterpick no longer than 4 min.
- Gentleman's Clause: Any stage may be played on if both players agree to it. This rule takes priority over DSR. Players may NOT agree to change the number of matches to be played.
- Forced Character Selection: The losing player once had the option to select Random Stage as their counterpick and remove the option to change characters from the winner of the previous round. This is no longer legal. If a player wishes to select Random Stage as their counterpick, the winner of the previous round may choose to change their character.
- Stage Striking: Players eliminate stages from the Starter/Neutral list until there is one stage remaining. Players strike stages in this order (only for the first match of a set):
 - Strike 1 Player X
 - Strike 2 Player Y
 - Strike 3 Player Y
 - Strike 4 Player X