



**Gamers for Giving 2017
Super Smash Bros. Tournament**

The Gamers for Giving 2017 Super Smash Bros. Melee tournament will be best-of-three, double elimination tournament. The tournament will be open to registered competitors.

The player that finishes in 1st place will be awarded a \$500.00 prize. The player that finishes in 2nd place will be awarded a \$250.00 prize.

The Super Smash Bros. tournament will take place over the course of Sunday, April 2nd at Gamers for Giving. The first round of the tournament will be played on Sunday at 12:00 PM (noon), while subsequent rounds of the tournament will be played on Sunday afternoon and evening. Check-in for the Super Smash Bros. tournament will begin on Sunday, April 2nd at 10:00 AM.

Players will need to bring their own Nintendo GameCube controllers. Gamers Outreach will provide tables, chairs, outlets, GameCube consoles, and CRTs to facilitate the tournament.

All registered players will be seeded into the bracket upon checking into the event. Players will enter Super Smash Bros. Melee and compete against their designated opponents in a 1 vs 1 match using the ruleset below.

Once checked in, players will be allowed to play friendlies in the Super Smash Bros. area. Players are welcome to warm-up once they have been checked in.

General Rules

- * 1 vs 1 Tournament
- * 4 stocks, 8 minutes.
 - + If tie, and characters have an equal amount of lives, the character with the least amount of damage wins.
 - + If both characters die at the same time the match is replayed
 - + There is no sudden death
- * Items set to "Off"

Stage list:

Neutral:

Battlefield

Dream Land N64

Final Destination

Fountain of Dreams

Yoshi's Story

Counterpick only:

Pokémon Stadium

All other stages are banned

First match:

Played on one of the five neutral stages. Which neutral stage is picked is determined by either stage striking, random selection, or both.

After each match:

1. Winner announces stage ban (except for Bo5 sets during final round)
2. Loser chooses counterpick stage
3. Winner chooses their character
4. Loser chooses their character

Additional Rules:

* **Double Elimination Bracket:** The first player to win a best-of-three is deemed the winner of the round, with the victor moving on through the winner's bracket and the loser being sent to the loser's bracket.

* **Dave's Stupid Rule:** You cannot counterpick any stage you have won on in a set unless agreed upon by the opponent.

* **Sudden Death:** If a match goes to sudden death due to a mutual suicide move, the player who initiated the move wins.

* **Player's Choice Clause:** You may play by a rule outside of this ruleset if your opponent agrees to it as long as it does not deliberately delay the tournament process. In the event of a disagreement, house rules stand.

* **Double Blind Character Picks:** Players may elect to double blind pick their characters for the first match in case of any disputes.

* **Glitches:** Any action that can prevent the game from continuing (freezing, disappearing characters, game reset, etc.) will result in forfeiture of the 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.

* **Disqualifications:** All ejections or disqualifications due to tardiness or violation of game rules will be without refund and will be complete DQs, meaning the disqualified player will be removed from both winners and losers bracket.

* **TO Judgment:** The TO reserves the right to settle any unforeseen situations that may occur, and his judgment is final. In extreme situations, rules may be altered between phases of a tournament in the best interests of the event.