

Super Smash Bros 4 Tournament on Wii-U Official Rules For Gump City Con

- NO AMIIBOS
- 2 stock.
- 5 minutes.
- Items are turned to off and none.
- Pause is disabled.*
- Stalling is banned.

*This rule isn't strictly enforced, and as such, a rule regarding accidental pausing is enacted.

If time runs out, the winner is determined by remaining stock, and then by ending damage percentage.

If both stock and percentage are identical, or a game ends with both players being KO'd simultaneously, then a tiebreaker is played. A tiebreaker is a 1 stock, 3 minute match with the same characters and the same stage.

Custom moves banned

The Suicide Rule: If a match ends by both remaining players losing their last stock at the same time due to a suicide move (such as by Bowser's Flying Slam), then the initiator of the suicide move is considered the winner of the match regardless of what the results screen says, and no tiebreaker is played.

Tournament sets typically progress in the following manner.

1. Player priority is agreed on (or determined).
2. Each team selects players' controller ports.
3. Each team selects a character. Any player may enforce a double-blind pick (where all players tell a third party their character choice or write their character choice down, and then select the character they said they would choose, where the third party then enforces the prior announced character choices).
4. The first stage is selected from the list of starter stages, either through mutual agreement, or by stage striking.
5. The first game is played.
6. The loser of the game may opt to re-pick controller ports, starting with themselves.
7. The winner of the game may ban a stage if they have not already done so in the set.
8. The loser of the game chooses a stage from the list of starter and counter-pick stages. A stage cannot be chosen if the other side has banned it or the chooser has already won on the stage in this match.
9. The winner selects their character.
10. The loser selects their character.
11. The next game is played.

12. Repeat from step 6 until the sufficient amount of games have been played to determine a winner.

Starter Stages

Battlefield
Miiverse
Final Destination
Smashville
Town and City
Lylat Cruise

Counter-pick Stages

Dreamland 64
Omega Wily Castle
Omega Suzaku Castle
Omega Midgar

General universal player conduct rules:

Players are expected to bring their own controller and be prepared for every tournament set (often known as BYOC; Bring Your Own Controller), though tournaments may occasionally have a few controllers that players can borrow.

Players who use wireless controllers are responsible for turning off and de-syncing their controllers to prevent interference.

Players are responsible for their own controls and name tag. Any malfunctions (including battery power) is the player's responsibility. Both sides must agree to restart a match because of such a problem.

No substitutions

DQ Rule: Arriving too late for a match will result in a DQ. Player(s) will usually have between 5 to 10 minutes to show up, and if they fail to do so without getting prior TO consent to be late, will result in a loss of the first match. 5 to 10 more minutes without showing up results in a loss of the entire set.

The tournament organizer has the right to save/record any tournament match if possible and has the right to upload said match.

Intentional forfeiting, match fixing, splitting, and any other forms of bracket manipulation is not allowed and punishable by the TO.

During gameplay, any coaching parties must remain a finite distance determined by the TO away from the players in order to give players equal access to all coached information. Ear-side coaching is prohibited during games but acceptable between games. Failure to adhere to this will lead to punishment at the TO's discretion, which could include the coach's removal from the venue or a call to replay the game that the coaching interfered with.

Disrupting an opponent physically or intending to disrupt their play (through something such as screaming in a player's ear) will result in a warning. Repeated action may result in disqualification from the tournament and possibly ejection from the venue. Observers who physically disrupt players are dealt with as the Tournament Organizer sees fit. Disqualification is the most common recourse, as well as ejection. While physically disrupting another player is never allowed, the TO may not enforce against disrupting an opposing player through nonphysical means (such as via shouting).