



Official Rulebook

Last Revised March 1, 2020

1. Introduction

The Smash World Tour competitions (the “**League**”) are brought to you by Beardog Events LLC (the “**Tour Producer**”). The League is comprised of competitive esports gaming tournaments, featuring Super Smash Bros. Melee and Super Smash Bros. Ultimate (each a “**Title Game**”), published by Nintendo.

The League is comprised of certain “**Tournaments**” for each Title Game which award Points to Players and aggregate such Points in a Leaderboard to determine the rankings of Players in the League. As set forth more fully in Section 3, entitled “**League Format**”, the League consists of such Tournaments, with the thirty-one (31) highest-ranked Players from the Leaderboard receiving an invitation to participate in the year-end Smash World Tour Championships alongside the winner of the Last Chance Qualifiers.

These Official League Rules (“**Official Rules**”) govern the League. The Official Rules are in addition to the rules that govern how the Title Game is played (the “**Game Play Rules**”). The Game Play Rules are set forth in Section 8, entitled “Game Play Rules”.

Each person who participates in a Tournament in the League is referred to as a “**Player**”. If the Player is under the age of majority in his or her state or country of residence (a “**Minor**”), such Minor represents and warrants that he or she has received permission from his or her parent or legal guardian to register for and participate in the League, and all references to “Player” shall include that Minor’s parent or legal guardian. Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules and the decisions that the Tour Producer and the other “League Entities” (as defined below) make about the League, including without limitation decisions about how to interpret or implement these Official Rules and administer the League, and such decisions shall be

final and binding in all respects and not subject to challenge or appeal. Any aspects of the League or incidents that affect the League that are not outlined in these Official Rules may be addressed and resolved by the Tour Producer and the other League Entities at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by the Tour Producer in its sole discretion. The most recent version of these Official Rules will be posted on smashworldtour.com (the “**League Website**”), and the Tour Producer may also use other means to communicate with those Players who have registered for the League using the contact information associated with their account or provided during registration. If a change would affect a Player’s place or standing in the League if they were applied retroactively, that change will be applied only prospectively unless the Tour Producer determines in its sole discretion that such changes must be applied retroactively for legal or other reasons. Entry into the League does not constitute entry into any other tournament, competition, contest or sweepstakes.

These Official Rules were drafted in English, but may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall prevail, govern and control.

2. Definitions

Asia-Pacific – Australia, Bangladesh, Bhutan, Brunei, Cambodia, China, East Timor, Hong Kong, India, Indonesia, Japan, Kazakhstan, Laos, Macau, Malaysia, Mongolia, Nepal, New Zealand, Pakistan, Papua New Guinea, Philippines, Singapore, South Korea, Sri Lanka, Taiwan, Tajikistan, Thailand, Turkmenistan, Uzbekistan, and Vietnam.

Best-of-X – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.

Double Elimination Bracket – means Tournament play where Players compete in Matches and advance through two brackets: (i) a winner’s bracket; and (ii) a loser’s bracket. If a Player loses one (1) Match in the winner’s bracket, that Player will drop to the loser’s bracket; if a Player loses one (1) Match in the loser’s bracket, they will be eliminated and will not move forward in the Tournament.

Eligibility Area – the regions listed in the definitions of Asia-Pacific, Europe, Latin America, and North America.

Europe-Africa-Middle East (“Europe”) – Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Egypt, Estonia, Finland, France (not including its overseas collectivities or regions), Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Jordan, Kuwait, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands (not including its municipalities or the other constituent countries of the Kingdom of the Netherlands), Norway, Oman, Poland, Portugal, Qatar, Romania, Russia (except individuals located in Crimea), San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, South Africa, Spain, Sweden, Switzerland, Tunisia, Turkey, Ukraine (except individuals located in Crimea), United Arab Emirates, United Kingdom of Great Britain (not including its overseas territories) and Northern Ireland, and Yemen.

Game – a single Title Game competition between two Players.

Match or Set – Tournament play between two Players that may involve multiple Games.

Latin America – Anguilla, Antigua and Barbuda, Argentina, Aruba, Bahamas, Barbados, Belize, Bolivia, Brazil, British Virgin Islands, Caribbean Netherlands, Cayman Islands, Chile, Colombia, Costa Rica, Curaçao, Dominica, Dominican Republic, Ecuador, El Salvador, French Guiana, Grenada, Guadeloupe, Guatemala, Guyana, Honduras, Jamaica, Martinique, Mexico, Montserrat, Nicaragua, Panama, Paraguay, Peru, Puerto Rico, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Vincent and the Grenadines, Sint Maarten, Suriname, Trinidad and Tobago, Turks and Caicos Islands, U.S. Virgin Islands, and Uruguay.

Leaderboard – the official leaderboard that tracks Points earned in the Tournaments by a Player.

League Entities – the Tour Producer, the Tournament Organizers, any official sponsors of the League, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

North America – Canada and United States

Player – each person who participates in the Tournament.

Points – means the numerical points awarded and assigned to a Player based on their performance in a Tournament, as further set forth in Section 3.2, allowing them to be ranked against other Players. The more Points a Player accumulates, the higher on the Leaderboard he or she will be. The Tour Producer will track and update Points totals for each Player upon completion of each Tournament on the Leaderboard.

Round Robin – means a phase of the Tournament where each Player plays against every other Player in the group.

Singles – a format where Players compete as individuals.

Title Game – Super Smash Bros. Ultimate (“**Ultimate**”) and Super Smash Bros. Melee (“**Melee**”)

Tournament – A Singles competition for any Title Game.

Tournament Organizers (TO) – the respective organizer of each Tournament, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing a Tournament, in whole or in part.

Winner – any Player that is officially declared a Winner as set forth in Section 10, entitled “General Prize Restrictions”.

3. League Format

3.1. Tournaments

3.1.1. Selection; Classification of Tournaments

The League is comprised of Tournaments that will be operated and/or managed by the Tour Producer (“SWT Tournaments”) and Tournaments that will be operated and/or managed by Tournament Organizers, which are independent from the Tour Producer (“Sanctioned Tournaments”).

Both SWT Tournaments and Sanctioned Tournaments will award qualifying Points to Players who compete. These Tournaments, other than the SWT Finals, are categorized as “Platinum,” or “Gold” Tournaments. The Tour Producer will select in its sole discretion the Sanctioned Tournaments that participate in the League. These Sanctioned Tournaments are categorized as “Platinum,” “Gold,” or “Silver” Tournaments. These designations are determined by the Tour Producer in its sole discretion, and may take into account the location, size, rules, and prestige of such Tournaments.

3.1.2. Sanctioned Tournaments

Sanctioned Tournaments are Melee or Ultimate competitions operating independently of the SWT that have either been specifically selected by the Tour Producer for SWT recognition, or have opted into SWT recognition via an application process available on smash.gg. The application process confirms prospective events meet criteria necessary, and approved Tournaments will be designated as Silver Tournaments. Sanctioned Tournaments are required to use smash.gg to 1) list their Tournament; 2) take registration; and 3) setup and record the bracket. Silver Tournaments are awarded Points in accordance with Section 3.2, and must have at least 32 competitors (not including those who are disqualified). The Tour Producer is not involved in or responsible for Sanctioned Tournaments and Sanctioned Tournament Organizers shall be solely responsible for all decisions in connection with the operation of each Sanctioned Tournament. Each Player acknowledges and agrees that the Sanctioned Tournaments are not sponsored, administered by, or associated with the Tour Producer. By participating in a Sanctioned Tournament each Player hereby releases and agrees to hold the Tour Producer harmless from any liability arising out of such Player's participation in the applicable Sanctioned Tournament. Any questions, comments or complaints regarding a Sanctioned Tournament should be directed to the appropriate Sanctioned Tournament Organizer and not to the Tour Producer. The Tour Producer reserves the right in its sole discretion to disqualify Points earned by Players in any Sanctioned Tournament if the Tour Producer suspects that Sanctioned Tournament organizers have incorrectly determined results, engaged in outcome fixing, or other facts and circumstances cause the Tour Producer to question the integrity of the results of any Sanctioned Tournament.

3.1.3. Format

All SWT Tournaments will be Double Elimination Brackets. The format for Sanctioned Tournaments will be subject to the sole approval of the Tour Producer. Matches may be Best-of-Three or Best-of-Five. Players will be ranked based on their best performances in twelve (12) Tournaments, subject to the following Tournament category limits:

- 1) three (3) Platinum Tournaments;
- 2) three (3) Gold Tournaments;
- 3) six (6) Silver Tournaments

If a Player exceeds any of the Tournament category limits, the Points from the Player's Tournaments in the particular category will be counted

only up to the point when the limit is reached. For example, if a Player is awarded Points from 4 Platinum Tournaments, the Player's 3 best Platinum Tournaments would be counted towards the Player's total Points. Players may compete in more than twelve (12) Tournaments, but only Points from twelve (12) Tournaments, in accordance with the above category limits, will count toward each Player's ranking.

Players will be ranked on the Leaderboard based on the total Points earned in the Tournaments they compete in, subject to the limits described above. The more Points a Player accumulates, the higher on the Leaderboard he or she will be. The Tour Producer will track and update Points totals and Leaderboard positions for each Player.

3.2. Points

All Tournaments included in the League will award Points which are used to rank the Players on the Leaderboard in accordance with the table below. The number associated with each Silver category refers to the minimum number of Players required for a Silver Tournament to be designated the respective category.

Placement	Tournament Category					
	Platinum	Gold	Silver 128	Silver 96	Silver 64	Silver 32
1	800	400	100	70	45	25
2	675	300	70	45	25	10
3	525	220	45	25	10	5
4	400	150	25	10	5	1
5	300	100	10	5	1	
7	220	70	5	1		
9	150	45	1			
13	100	25				
17	70	10				
25	45	5				
33	25	1				
49	10					
65	5					
97	1					

3.2.1. Tiebreakers

If two or more Players on the Leaderboard have the same number of Points, the tie in rank will be resolved by applying the following tie-breaking mechanisms, listed in order of application:

- 1) Aggregate number of Points earned from their best 3 Platinum Tournaments;
- 2) Aggregate number of Points earned from their best 3 Gold Tournaments;
- 3) Average Points earned per Platinum Tournament attended;
- 4) Average Points earned per Gold Tournament attended;
- 5) Number of Silver Tournaments attended
- 6) Aggregate Match wins in Matches between tied Players across all events in the League; or
- 7) Coin flip.

3.3. Schedule

The League will begin on or about March 16, 2020 and will conclude on or about November 2, 2020 (the “**League Period**”). Players may compete to earn Points in twelve (12) Tournaments for which they meet the eligibility criteria during the League Period, subject to the category limitations in Section 3.1.3.

3.3.1. SWT Platinum Tournaments

- Pound 2020 (April 3-5, 2020 in Laurel Park, MD)
- Super Smash Con (August 6-9, 2020 in Chantilly, VA)
- Double Down (June 5-7, 2020 in Las Vegas, NV)

3.3.2. SWT Gold Tournaments

- The Script Trilogy (October 10-11, 2020 in Laurel Park, MD) [Melee only]
- Apex 2020 (November 20-22, 2020 in TBD Location)
- Glitch: Infinite (September 19-20, 2020 in Laurel Park, MD) [Ultimate only]
- TBA Event in Mexico

3.3.3. Sanctioned Platinum Tournaments

- HFLAN (March 28-29, 2020 in Noisy-le-Grand, France)
- Get On My Level (May 15-17, 2020 in Toronto, ON)
- Battle Arena Melbourne 12 (May 29-31, 2020 in Melbourne, Australia)
- Smash Factor 9 (July 18-19, 2020 in Puebla, Mexico)
- Umebura SP (May 4-6, 2020 in Tokyo, Japan) [Ultimate only]
- Low Tier City 8 (July 11-12, 2020 in Arlington, Texas)
- TBA Event in Europe

3.3.4. Sanctioned Gold Tournaments

- CEO Dreamland (March 13-15, 2020 in Orlando, FL)
- Momocon (May 22-24, 2020 in Atlanta, GA) [Ultimate only]

- Battle of BC 4 (June 19-21, 2020 in Vancouver, BC)
- CEO (June 26-28, 2020 in Orlando, FL) [Ultimate only]
- Colossel (July 11-12, 2020 in Lyon, France)
- Fête 2020 (July 23-26, 2020 in Stoke-On-Trent, UK)
- Port Priority 6 (Date TBA in Seattle, WA)
- TBA Events in Japan

3.3.5. Championship

- Smash World Tour Ultimate Last Chance Qualifier (Date TBA in Location TBA)
- Smash World Tour Ultimate Championship (Date TBA in Location TBA)
- Smash World Tour Melee Last Chance Qualifier (Date TBA in Location TBA)
- Smash World Tour Melee Championship (Date TBA in Location TBA)

3.4. Last Chance Qualifier

The Smash World Tour Ultimate Last Chance Qualifier and the Smash World Tour Melee Last Chance Qualifier will each be a Double Elimination Bracket only open to all legal residents of the Eligibility Area. All Matches are Best-of-Three, except for Matches in which the loser would place 7th or better, which are Best-of-Five. The Player that achieves 1st place in the Smash World Tour Ultimate Last Chance Qualifier will qualify to participate in the Smash World Tour Ultimate Championship. The Player that achieves 1st place in the Smash World Tour Melee Last Chance Qualifier will qualify to participate in the Smash World Tour Melee Championship. Players that are extended invitations to either the Smash World Tour Ultimate Championship or the Smash World Tour Melee Championship through the relevant Leaderboard are not eligible to participate in the Smash World Tour Ultimate Last Chance Qualifier or Smash World Tour Melee Last Chance Qualifier, as applicable.

3.5. Championships

The Smash World Tour Ultimate Championship and the Smash World Tour Melee Championship are the final championship events of the League. Each is an invitational Tournament featuring the following Players:

- 1) The highest 31 ranked Players from each respective Leaderboard that have not qualified through the above.
- 2) The winner of the Last Chance Qualifier (Ultimate or Melee, as applicable).

If any Players decline or are ineligible, invitations will be extended to the next Player from the Leaderboard until all spots are filled. If the winner of the Last

Chance Qualifier declines or is ineligible, that invitation will be extended to the next highest placing Player from the Last Chance Qualifier. Players who enter the Last Chance Qualifier that are on the Leaderboard may be given preferential seeding or placement in the bracket at the sole discretion of Tournament Organizers.

3.5.1. Group Stage

In the “**Group Stage**” the 32 invited Players will be split into four (4) groups of eight (8) Players each (each a “**Group**”). The Players in each Group will compete in a Double Elimination Bracket with Best-of-Five Matches. The “grand finals” match will not be played. Standings in each Group will be determined as follows:

- 1) The winner of the “winners finals” match.
- 2) The winner of the “losers finals” match.
- 3) The loser of the “losers finals” match.
- 4) The loser of the “losers semifinals” match.

3.5.2. Bracket Stage

The top four (4) Players from each Group will advance to the “Bracket Stage”, which is a Double Elimination Bracket. Players ranked first (1st) in a Group will be placed in winners bracket. Players ranked second (2nd) in a Group will be placed in the second round of losers bracket. Players ranked third (3rd) and fourth (4th) will be placed in the first round of losers bracket. All Matches are Best-of-Five. In the Grand Finals, the Player that advanced from the losers bracket must win two (2) Matches to be awarded first (1st) place in the Tournament.

4. General Eligibility and Player Equipment Requirements

Tournaments are open to individuals who are thirteen (13) years of age or older on the date they register for a Tournament. Players who are not legal residents of the Eligibility Area will not be eligible to win prizes or earn qualifying Points. Individuals must qualify and be eligible to participate in Tournaments under the terms of the applicable rules of such Tournaments.

Players must be able to provide proof of eligibility. Please also note that potential Winners will ultimately need to provide proof of residency and tax form information before they are officially declared the Winner. Section 10, entitled “General Prize Restrictions”, provides more information. Each Player will be known publicly by his or her real name, or gamertag or other name they use in the Title Game or otherwise choose a

user name (in either instance, the “User Name”). Each Player represents and warrants that their User Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.

Any Player who is a Minor must get permission from his or her parent or legal guardian to enter. The form of that permission will be determined by the Tour Producer or Tournament Organizers in their sole discretion. In addition, if a Minor is going to physically travel to a particular Tournament location, he or she must be accompanied by a parent or legal guardian at that Tournament location, and the Tour Producer or the Tournament Organizers may require additional proof that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by the Tour Producer or Tournament Organizers in their sole discretion. The League and/or Tournament is void where prohibited by law.

Officers, directors and employees of the Tour Producer and the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses) are not eligible to participate in the League without express written permission from the Tour Producer.

For Offline Tournaments, Players must supply their own controller and may optionally bring their own headphones (“**Player Equipment**”), but use of Player Equipment at a Tournament is solely at the discretion of the Tournament Organizers. Consoles and monitors will be provided by Tournament Organizers.

During a Tournament, Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament Organizers may disallow the use of any individual piece of Player Equipment for reasons related to a Tournament’s security, operational efficiency or effectiveness.

Each Player is responsible for obtaining any visas or other travel documentation needed to participate in a Tournament and the costs thereof shall be borne by the Player. Each Player shall be deemed to have made and entered into all of the representations, warranties and agreements contained herein and shall be obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Tour Producer’s or Tournament Organizers’ rights pursuant to these Official Rules relate to and are exercisable against the Player. If any right of disqualification arises as to any Player, then the right of disqualification may be exercised as the Tour Producer or the Tournament Organizers may elect in their sole discretion. Any Player who elects to end his or her participation in

the League or Tournament, and/or is disqualified from the League or Tournament, will not be permitted to re-enter the League or Tournament in any capacity.

Please note that the Tour Producer or the Tournament Organizer may require a Player to execute and deliver “**Winner Forms**” (as defined in Section 10) at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

5. Registration Information

Players can find information regarding Tournaments at smashworldtour.com.

Your registration information will be collected and used in accordance with the privacy policies applicable to each Tournament and, notwithstanding anything to the contrary stated therein, such information will be shared with the Tour Producer and used by the Tour Producer in accordance with the privacy policy and terms of service (the “the Tour Producer Policies”) posted on [company website] (the “the Tour Producer Website”), which are incorporated herein by this reference. Please review the the Tour Producer Policies carefully before participating in a Tournament or the League. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the the Tour Producer Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the the Tour Producer Policies, the Tour Producer may share Player information with the League Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament, League or otherwise in accordance with their own independent privacy practices. In addition, the Tour Producer may engage third party application providers and other vendors to administer certain aspects of the League or Tournament, including without limitation, the online collection of Player information. Such third parties will provide your personally identifiable information to the Tour Producer and the other League Entities and use your information for their own independent purposes in accordance with their own independent privacy practices. The Tour Producer is not responsible for the storage or any use of your entry information by such third parties or the League Entities.

6. Player Appearance Release

By participating in the League and/or Tournament, each Player hereby irrevocably grants the Tour Producer and the other League Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player’s performance in the League or Tournament itself and in other League or Tournament-related activities, including the Player’s name, User Name, logo, avatar,

gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "Appearance") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity (except for Players who are known to be residents of France, which will expire within 5 years from date of participation), for any purpose, including but not limited to, advertising, marketing and promoting the League, the Tournament, the the Tour Producer Website, the League Website, the Title Game, the Tournament Organizers, the League Entities and future tournaments.

As between each Player on the one hand, and the Tour Producer, on the other hand, the Appearance shall be deemed a work-made-for-hire for the Tour Producer prepared as a work specifically ordered and/or commissioned by the Tour Producer, and therefore, the Tour Producer shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in the Tour Producer, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to the Tour Producer, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce the Tour Producer's ownership of such rights.

the Tour Producer and the other League Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which the Tour Producer or the other League Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or "droit moral" rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so called right of paternity (droit a la paternite) right of integrity (droit au respect de l'oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)]) he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against the Tour Producer or the other League Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases the Tour Producer and the other League Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that the Tour Producer and the other League Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment

by a Player of “moral rights” or “droit moral” is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

The Tour Producer shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. The Tour Producer shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

7. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all League Entities, Tournament Organizers, and spectators. Players must follow all instructions of the Tour Producer and/or the Tournament Organizers. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tour Producer or the Tournament Organizers in their sole discretion, may be immediately disqualified from the League or Tournament and forfeit all potential prizes. Further, the Tour Producer and the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by the Tour Producer or the Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament, the League, the the Tour Producer Website, or the League Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament or League, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Players to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene User Names, avatars, logos, branding or gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of the Tour Producer or the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;

- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player, the Tour Producer, or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance or the results of the League, the Tournament or any phase of the League or Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by the Tour Producer or the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any Tournament facilities, services or equipment provided or made available by the Tour Producer or the Tournament Organizers to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other production equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the Tour Producer or the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and the Tour Producer reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT OR LEAGUE, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF THE LEAGUE OR A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, the Tour Producer AND THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

8. Procedural Rules

8.1. Match Procedure

1. Players select their characters. Either Player may elect to do **Double Blind Character Selection** (see next section).
2. Use Stage Striking to determine the first stage.
3. The Players play the first game of the set.
4. Winning Player of the preceding Game bans a stage/stages.
5. The losing Player of the preceding Game picks a stage for the next game.
6. The winning Player of the preceding Game may choose to change characters.
7. The losing Player of the preceding Game may choose to change characters.
8. The next game is played.
9. Repeat Steps 4 through 8 for all subsequent matches until the set is complete.

8.2. Mutual Agreement

Players may select any permitted stage if they both agree on it. Players may not play on unpermitted stages or change the length of a Match.

8.3. Double Blind Character Selection

Either Player may request that a double blind selection occur. In this situation, a designated referee or TO will 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 referee validating the character selections.

8.4. Neutral Start

If a Player requests Neutral Start, the Players must use the neutral port configuration described in Sections 3.3.4 or 4.3.6.

8.5. 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 or Game & Watch Judgment (the Player who gets the higher number wins). Winner has the option of selecting port first.

8.6. Pausing

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who

paused forfeits a stock. The penalty may be increased to a multiple stock forfeiture or a Game forfeiture at the discretion of the TO.

8.7. Restarts

Tournament Organizers may approve a Game restart due to exceptional circumstances, such as a power outage.

8.8. Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of TOs. In Melee, Players may stall for the purposes of waiting out a particular transformation on Pokémon Stadium. Stalling must end when the neutral transformation returns, as indicated by the icon shown on the in-game screen.

8.9. Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the match ends. 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 lose their last stock simultaneously, a 1 stock tiebreaker will be played with time limit equal to the regular time limit divided by the regular number of stocks, rounded up to the minute. The results of Sudden Death do not count.

8.10. Alting

Players may not use alternate smash.gg accounts and/or deliberate hide their identities to manipulate seeding.

8.11. Colorblind Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the stage background. The request must be made before the match starts.

8.12. Warm-ups

Warm-up periods and controller tests may not exceed 30 seconds on the in-game timer. Violation of this rule may result in an automatic forfeit at the discretion of TOs.

8.13. Coaching

Coaching, defined as deliberately giving or receiving advice to/from another person during a Match or between Matches during Grand Finals, is not allowed, and may result in penalties for both parties.

8.14. Tardiness

Any Players not present for their Match by 15 minutes past the scheduled start time, without prior communication with TOs, is subject to total disqualification from the respective Tournament.

8.15. Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a match, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any Player suspected of colluding.

8.16. Controller Interference

If a Player's controller is found to be the cause of disruption to a Tournament (during a Match or otherwise), such Player is subject to complete disqualification from the respective Tournament.

8.17. Misinterpretation / Misconfiguration

If a game was played under a misconfiguration of the Game Settings that could have materially affected the result of the game, a Player may petition the TO to have that game replayed. The final decision is at the discretion of the TO. This must be done immediately after the game in question; after the next game is started, the previous game shall not be replayed regardless of whether the rules were set correctly.

8.18. Final Rulings

If any unforeseen situations occur, judgment of TOs is final. Rules may be altered between phases of a tournament in the best interests of the event.

9. Rules for Super Smash Bros. Ultimate

9.1. Game Settings

- Stock: 3
- Timer: 7:00
- Handicap: Off
- Team Attack: On
- Launch Rate: 1.0x
- Items: Off and None
- FS Meter: Off
- Damage Handicap: Off
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Stage Selection: Loser's Pick
- Stage Hazards: Off
- Stage Morph: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes

9.2. Options

- Radar: Small
- Echo Fighters: Separate
- Custom Balance: Off
- Mii Fighters are permitted with any combination of specials.
- Language: To be specified by the TO based on the local region of the Tournament.

9.3. Stage List

Starter Stages

- Battlefield
- Final Destination*
- Smashville
- Pokemon Stadium 2
- Town & City

Counterpick Stages

- Kalos Pokemon League
- Lylat Cruise

- Yoshi's Story

** The Battlefield version of Final Destination may be requested by either Player.*

9.4. Additional Rules

9.4.1. Stage Striking

Players play a best-of-1 Rock-Paper-Scissors, and winner may choose to either strike a stage first or select a port first. Stages are struck in a 1-2-2-1 order.

9.4.2. Stage Bans

After each Game of a Match, before selection of stages and/or characters, the player who won the previous game may ban two stages from either the starter or counterpick list. This ban does not persist throughout the Match.

9.4.3. Controllers

Any controller is permitted provided that it does not use a macro or turbo function, which includes but is not limited to: Nintendo Gamecube Controller, Switch Pro Controller, Joy-cons (single or double), USB wired controllers licensed by Nintendo, Smashbox or other "box" controllers, or any controller that can be connected via dongle (such as a PS4 controller). TOs may inspect any controller at any time.

9.4.4. Broadcast Review

For Games playing on broadcast, Players may be asked to refrain from using certain Battlefield/Omega form stages at the sole discretion of Tournament Organizers.

10. Rules for Super Smash Bros. Melee

10.1. Game Version

The official game version is NTSC 1.02 or PAL for the Nintendo Gamecube, using the Tournament Organizer's choice of memory card data with all characters and relevant stages unlocked.

10.2. Game Settings

- Stocks: 4
- Timer: 8 minutes
- Handicap: Off
- Damage ratio: 1.0
- Items: Off
- Pause: Off
- Team Attack: On

10.3. Stage List

Starter Stages

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

Counterpick Stages

- Pokémon Stadium

10.4. Additional Rules

10.4.1. Stage Striking

Players play a best-of-1 Rock-Paper-Scissors, and winner may choose to either strike a stage first or select a port first. Stages are struck in a 1-2-2-1 order.

10.4.2. Stage Bans

After each game of the set, before selection of stages and/or characters, the Player who won the previous game may ban one stage from either the Starter or Counterpick list. This ban does not persist throughout the Match. This rule is not in effect for Best-of-Five Matches.

10.4.3. Stage Clause

A Player may not pick any stage they previously won on during the set.

10.4.4. Controllers

First Party wired Gamecube Controllers and Licensed Third Party Gamecube Controllers are permitted as long as they do not contain turbo functions, macros, and/or hardware modifications (other than case modifications, such as notches and cosmetic changes). For other controllers, please see the [Controller Addendum](#).

10.4.5. Neutral Start

If a Player requests Neutral Start, the Players must use the neutral port configuration described below. Alternatively, Players may elect to move to opposite sides of the stage and then count down prior to starting the match. TOs will not be responsible for any miscommunications that occur as a result of this alternative procedure.

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dreamland 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

10.4.6. Ledge Grab Limit

In the event of a timeout, either Player or Team may invoke the Ledge Grab Limit rule by asking to view the Cliffhangers statistic for all Players in the results screen. If either Player or at least one Player on a Team exceeded 60 Cliffhangers during the Game, that Player/Team forfeits the Game. If both Players, or at least one Player on each Team, exceeded 60 Cliffhangers, this rule is disregarded. If Players voluntarily exit the results screen before checking Cliffhangers, they may forfeit the right to invoke this rule at the sole discretion of the TO.

In the event of a 1-stock tiebreaker, the maximum number of Cliffhangers is 15.

10.4.7. Wobbling

“Wobbling” with Ice Climbers is not permitted. A Player is considered to be Wobbling if the following conditions are met:

- The Player grabs his/her opponent with the Player-controlled Ice Climber.
- The CPU-controlled Ice Climber has not been KO'd.
- During the grab, the opponent is locked in continuous hitstun by a series of at least 5 attacks, with at least 3 of those attacks being from the CPU-controlled Ice Climber. For avoidance of doubt, multi-hit moves such as Blizzard count as 1 attack.

10.4.8. Freeze Glitch

Activating the "Freeze Glitch" with the Ice Climbers is not allowed; penalties may or may not be enforced at the sole discretion of Tournament Organizers.

11. Travel Accommodations

11.1. Championships Attendance

Eligible Players will receive an invitation from the Tour Producer to participate in each of the Smash World Tour Melee Championship and Smash World Tour Ultimate Championship. Such Players (other than Players that achieve 1st place in a Last Chance Qualifier) will receive travel and hotel accommodations from the Tour Producer. A Minor Player must travel with his or her parent or legal guardian with the permission of such parent or legal guardian in form and substance acceptable to the Tour Producer in its sole and absolute discretion.

11.2. Travel Accommodations

Travel consists of coach-class airfare for the invited Player, if a flight is necessary, and ground transportation to and from the Tournament venue as necessary. Any additional support individuals affiliated with the Player, whether a coach, manager, or parent / guardian, are responsible for their own transportation costs. Minor Players must be accompanied by their parent or legal guardian or travel with the consent of their parent or legal guardian pursuant to documentation deemed acceptable by the Tour Producer in its sole discretion.

Players must possess all required travel documents, including visas and valid passports, if and as applicable. Airline tickets are non-refundable / non-transferable and are not valid for upgrades and/or frequent flyer miles. All airline tickets are subject to the vagaries of flight variation, work stoppages, and schedule or route changes. The Tour Producer reserves the right to structure travel routes and select hotels in its sole discretion. If the closest airport to any Player's home is in close enough proximity to the city where the Game or Match is being held so that, as the Tour Producer may determine in its sole discretion, a flight is unnecessary, invitation will not include air transportation from Players'

residence to the city where the Game or Match is being held, and no other substitution or compensation will be provided in lieu thereof. Changes are not permitted after ticket issue. The round trip air transportation element for any travel prize begins and ends at the point of departure (unless otherwise specified herein).

11.3. Hotel Accommodations

The Tour Producer will provide one (1) hotel room for every two (2) Players, with two (2) beds in each room, for the duration of the Tournament (pairings to be determined at the discretion of the Tour Producer). Minor Players will be assigned hotel rooms with their parent or guardian and will not share hotel rooms with other Players. Player(s) must comply with all hotel check-in requirements, including but not limited to the presentation of a major credit card and are responsible for any incidentals or costs incurred to any hotel rooms including room service or damage.

12. Prizes

The Tour Producer will award prizes from two pools, a “**Fixed Prize Pool**” and a “**Variable Prize Pool**” for each of the Smash World Tour Melee Championship and Smash World Tour Ultimate Championship. The two Variable Prize Pools will each contain a total amount set at the sole discretion of the Tour Producer and to be announced prior to the start of the Smash World Tour Melee Championship and Smash World Tour Ultimate Championship, as applicable. The prizes will be awarded and paid to Players in accordance with the table below. Payments will be made in United States dollars subject to the “General Prize Restrictions” described in Section 12 below.

12.1. Championships

The Tour Producer will award up to One Hundred Twenty Five Thousand US Dollars (\$125,000) from a Fixed Prize Pool for each of the Smash World Tour Melee Championship and Smash World Tour Ultimate Championship. The Tour Producer will also award a particular percentage of the relevant Variable Prize Pool, as set forth in the table below.

Standing	Prize Money from Fixed Prize Pool (USD)	Prize Money from Variable Prize Pool (USD)
1st	\$40,000	32%
2nd	\$20,000	16%
3rd	\$12,000	9.6%
4th	\$9,000	7.2%
5th (two Players)	\$6,000	4.8%
7th (two Players)	\$4,000	3.2%
9th (four Players)	\$2,000	1.6%
13th (four Players)	\$1,400	1.12%
17th (eight Players)	\$800	0.64%
25th (eight Players)	\$500	0.4%

13. General Prize Restrictions

Each Player that has been declared the winner of a prize in the Tournament will not be an official winner (each such individual, a “**Winner**”) unless and until they execute (or, if the potential winner is a Minor, their parent or legal guardian executes) an Affidavit of Eligibility, a Liability Release, and where imposing such condition is legal, a Publicity Release and any required payment information and tax forms (“Winner Forms”) in order to receive payment. If a Player (or a Minor’s parent or legal guardian) fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player may be disqualified. In the event a Player is disqualified, the Tour Producer or the Tournament Organizer, as the case may be, reserves the right, but not the obligation, to award the affected prize to the Player that last lost to the disqualified Player. Within sixty (60) days of receiving an executed copy of the Winner Forms, the Tour Producer or the Tournament Organizer, as the case may be, will deliver to Winner the applicable prize(s). Failure to take delivery of any prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for prize(s), except by the Tour Producer or Tournament Organizer, as the case may be, who reserves the right to substitute a prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by the Tour Producer or Tournament Organizer, as the case may be, in their sole discretion. By participating in a Tournament, Winner acknowledges that League Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner will be responsible for all taxes (including but not limited to federal, state, local and/or income) on any prize won and on the value of any items or value transferred to the Player by the Tour Producer or the Tournament Organizer, as the case may be, and will be required to provide his/her

Social Security number, IRS Form W8BEN, IRS Form W9, or equivalent information for tax reporting purposes (at a time to be determined in the Tour Producer or Tournament Organizer's sole discretion, as the case may be, and which may be prior to participation in a particular round or prior to receipt of any prize by Player). The Tour Producer or Tournament Organizer, as the case may be, will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player by the Tour Producer or Tournament Organizer, as the case may be, in accordance with IRS requirements, and the Tour Producer or Tournament Organizer, as the case may be, may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W8BEN, IRS Form W9, or equivalent information), as determined by the Tour Producer or Tournament Organizer in their sole discretion, will result in the Winner forfeiting the prize(s) and an alternate Winner being selected in accordance with these Official Rules. The Tour Producer or Tournament Organizer, as the case may be, will award prizes subject to any applicable withholding taxes, and the amount of the prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the prize. Winners who do not claim the prize, or satisfy the information or documentation requirements within six (6) months of the close of the Tournament or such earlier time as designated by the Tour Producer or Tournament Organizer, are void, and the League Entities shall have no further liability or responsibility to such Player(s) in connection with the prizes.

Any prizes pictured in advertising, promotional and/or other League or Tournament materials are for illustrative purposes only. The actual prize may vary. In the event there is a discrepancy or inconsistency between the description of a prize contained in any such materials and the description of a prize contained in these Official Rules, these Official Rules shall prevail, govern and control. All details and other restrictions of any prize not specified in these Official Rules will be determined by the Tournament Organizers in their sole discretion.

14. Disclaimer of Warranties

The Tour Producer and the other League Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the League or Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE LEAGUE ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE LEAGUE OR TOURNAMENT, INCLUDING, WITHOUT

LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

15. General Release and Limitation on Liability

Each Player knowingly consents to participate in any or all League or Tournament activities under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE LEAGUE OR TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOUR PRODUCER AND THE OTHER LEAGUE ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE LEAGUE OR TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY LEAGUE OR TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

the Tour Producer and the Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the the Tour Producer Website or the League Website, and the Tour Producer and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the the Tour Producer Website or the League Website or the field of play in the Title Game. Although the Tour Producer and the Tournament Organizers attempt to ensure the integrity of the League and Tournament, the Tour Producer and the Tournament Organizers are not responsible for the actions of Players in connection with the League or Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the League or Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that the Tour Producer and the other League Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical

problems, failures, or malfunctions of any kind, whether originating with Player, the Tour Producer, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the League or Tournament or send or receive messages requiring action or response by such Player;

- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

16. Indemnification

Each Player hereby agrees to indemnify and hold the Tour Producer, each Tournament Organizer and all the League Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, "Third Party Claims") relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify the Tour Producer or the other League Entities hereunder, the Tour Producer will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution and exploitation of the League.

The Player or League Entity seeking indemnification (the "Indemnified Party") shall promptly notify the League Entity or Player, as the case may be, responsible for indemnification (the "Indemnifying Party") of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party's expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third

Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party's prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the League and Tournament.

17. Force Majeure

the Tour Producer reserves the right to modify, suspend, extend or terminate the League, a Tournament or any part thereof if it determines, in its sole discretion, that the League and/or Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the League, a Tournament or any portion thereof as contemplated herein. In the event the Tour Producer is prevented from continuing with the League or Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within the Tour Producer's or the Tournament Organizers' control (each a "Force Majeure" event or occurrence), the Tour Producer shall have the right to modify, suspend, extend or terminate the League or Tournament.

the Tour Producer or the Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the League or Tournament null and void by reason of any of the foregoing. In the event the Tour Producer or the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the League or Tournament, has been tampered with or that the validity of any Game, Match or other phase of the League or Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the League or Tournament, and may conduct the League or Tournament on the basis of the remaining Game, Match and/or other phases of the League or Tournament.

18. Transfer of Player Information

By registering for and/or otherwise participating in the League or Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country

of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by the Tour Producer in connection with the League or Tournament by following the instructions provided in the Privacy Policy posted on the League Website.

19. Disputes

These Official Rules are governed by the state and federal laws that apply to the State of Maryland, United States of America. Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these Official Rules, the operation of the League or Tournament or otherwise, will be resolved by litigation in the courts located within Washington County in the State of Maryland, United States of America. You, as a Player, hereby consent to the exclusive jurisdiction of and venue of such courts, will accept service of process by mail, and hereby waive any jurisdictional or venue defenses otherwise available to you. Any dispute or claim relating in any way to these Official Rules, the terms thereof, or the League or Tournament will be resolved by binding arbitration as described in this paragraph, rather than in court, in Washington County, Maryland, except that (a) Player may assert claims in a small claims court if your claims qualify, and (b) either Party may bring suit by submitting to the courts in the aforementioned jurisdiction and waiving such Party's respective rights to any other jurisdiction to enjoin infringement or other misuse of intellectual property rights. There is no judge or jury in arbitration, and court review of an arbitration award is limited. However, an arbitrator can award on an individual basis the same damages and relief as a court (including injunctive and declaratory relief or statutory damages), and must follow the terms of this agreement as a court would. For Player to begin an arbitration proceeding, Player must send a letter requesting arbitration and describing the claim to the Tour Producer's registered agent, Corporation Service Company, 2710 Gateway Oaks Drive, Suite 150N, Sacramento CA 95833. Arbitration shall be conducted by the American Arbitration Association ("AAA") under its rules, including the AAA's Supplementary Procedures for Consumer Related Disputes. Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules. The Tour Producer will reimburse those fees for claims totaling less than \$10,000 unless the arbitrator determines the claims are frivolous. Likewise, the Tour Producer will not seek attorneys' fees and costs from Player in arbitration unless the arbitrator determines the claims are frivolous. Player may choose to have the arbitration conducted by telephone, based on submissions, or in person in the county in which Player is located, or the agreed upon jurisdiction described above. The Parties agree that any dispute resolution proceedings will be conducted only on an individual basis and not in a class, consolidated or representative action. If for any reason a claim proceeds in court rather than in arbitration, the Parties each waive any right to a jury trial.

20. Winner's List / Official Rules

To obtain the list of the winners, visit the League Website within six (6) weeks after the end of a Tournament. These Official Rules will be posted on the League Website during the League Period.

21. Invalidity / Headings

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the League Entities in connection with the League and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such League Entity with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by the Tour Producer. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

22. Change Log

Date	Version #	Changes Made
2/28/2020	1.0	Document Published
3/1/2020	1.1	Fixed error in a tournament classification

Appendix A: Controller Addendum for Super Smash Bros. Melee

This Addendum is an expansion of [Section 10.4.4](#) from this Official Rulebook, covering the usage of controllers other than wired First Party Gamecube Controllers.

A. Definitions

Actuator - any device that activates a controller input.

Analog Input - the analog stick, C-stick, L (analog), and R (analog).

Analog-to-Digital (ATD) Input - any digital input that emulates an Analog Input.

Analog Adjustment Device (AAD) - any electronic device (e.g., an Arduino) that alters an Analog Input without the use of a Conditional Input, Macro, or Modifier.

Button Input - A, B, L (digital), R (digital), X, Y, Z, and D-pad up/down/left/right.

Coordinate - an (X-axis, Y-axis) value corresponding to a specific analog stick or C-stick value. For the purposes of this Addendum, all Coordinates will be written as values between -1 and 1.

Conditional Input - an Actuator that changes function based on previous or simultaneous inputs.

GCC - Gamecube Controller

Macro - any activated pre-programmed input that results in controller outputs read by the game on future frames.

Modifier - an Actuator that alters the input of one or more other Actuators.

Non-Dedicated Modifier (NDM) - an Actuator that is simultaneously bound to both a Modifier and a Button Input or ATD Input.

SOCD - Simultaneous Opposite Cardinal Direction (left and right being input simultaneously or up and down being input simultaneously)

B. Enforcement

TOs may inspect any controller at any time. If a Player suspects their opponent's controller of not abiding by these parameters, they may request a controller inspection by TOs. The TO is not required to abide by this request. If TOs are unable to determine that a controller is in full compliance, that controller may be banned at the TOs' sole discretion. If a Game or Set cannot be played out in full due to a controller malfunction which cannot be fixed in a timely manner, and the Player using this controller does not

have a replacement controller readily available, the Player may be disqualified at sole discretion of TOs.

C. Controller Requirements

C.1. First Party GCCs

Physical modifications such as case notches, replacement analog sticks, and cosmetic changes are permitted. Capacitors for snapback reduction are also permitted. If a First Party GCC uses a device that modifies the input of a First Party GCC in any capacity (e.g., Arduinos), that controller will be subjected to the same rules as Other Controllers (Section C.3). Any such modifications must be externally visible and housed outside of the GCC shell.

C.2. Licensed Third Party GCCs

Licensed Third Party GCCs are subject to the same rules as First Party GCCs, but any additional features (e.g., Turbo) are not permitted to be used.

C.3. Other Controllers

Controllers that are neither First Party GCCs nor Licensed Third Party GCCs must abide by the parameters in the following sections.

C.4. Input Mapping

C.4.1. Button Inputs

Each Button Input (including digital L and digital R) can only be actively bound to a maximum of one Actuator. An Actuator that is bound to a Button Input may not be bound to any other Button Inputs, Analog Inputs, or ATD Inputs.

C.4.2. Analog Inputs

Each Analog Input can only be actively bound to a single analog device, except as described below. If a controller features multiple methods of input for a specific Analog Input (i.e., both an analog device and ATD Inputs), only one input method for that specific Analog Input may be active at a time.

C.4.2.1. Analog Stick and C-Stick

The analog stick and C-stick may each be replaced by a maximum of 4 Actuators corresponding to cardinal directions (up, down, left, and right).

C.4.2.2. Analog L and R

A controller may only have up to one Actuator that generates analog L inputs and up to one Actuator that generates analog R inputs.

C.4.3. Controller Layout

Generally, any layout of Actuators on a controller is permitted. However, Actuators may not be arranged in a manner that guarantees simultaneous or conditional activation (e.g. an Actuator physically contained within another Actuator, such that activation of only one of those actuators is difficult or impossible).

C.4.4. Actuation

Actuators must always be manually activated. For example, an Actuator may never activate as a result of another Actuator being activated or deactivated. As an exception to this rule, an Actuator may be deactivated by the opposing cardinal direction.

C.4.5. Macros

Actuators may not activate Macros. Note that Macros are different from Modifiers and Conditional Inputs.

C.5. Analog-to-Digital Inputs

Controllers that use ATD Inputs must abide by the following restrictions.

C.5.1. SOCD Handling

If two opposing cardinal directions are activated simultaneously, the following controller-side SOCD resolution methods are permitted:

- A neutral input (neither cardinal direction) is produced
- The more recent cardinal direction overrides the less recent cardinal direction and the less recent cardinal direction is deactivated until manually activated again.

If two opposing cardinal directions are first activated simultaneously, the controller may either produce a neutral input or may give priority to one of the cardinal directions in a predetermined manner.

C.5.2. Modifiers

Modifiers, or combinations of Modifiers, may not be used with Analog Inputs, and may only change the magnitude of ATD Inputs that correspond to Analog Inputs, except for L and R, in which Modifiers may be used to switch between analog and digital activation. Modifiers may simultaneously change the magnitude of multiple ATD Inputs. Within the context of Super Smash Bros. Melee, Modifiers may not solely change the current “zone” that the analog stick or C-stick Coordinate lies in.

These zones (pictured below) are the Coordinates corresponding to up, down, left, right, up-right, up-left, down-right, down-left, and neutral (“dead zone”). For example:

- If the analog stick or C-stick is pointed at a Coordinate that corresponds to “right”, Modifiers cannot solely move the Coordinate to “up-right”.
- If the analog stick or C-stick is pointed at a Coordinate in neutral, Modifiers cannot solely move out of neutral.

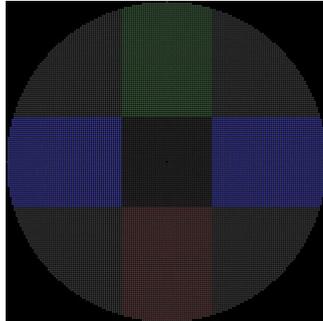


Figure 1: Illustration of all possible analog stick coordinates, visually divided into the 9 zones. (Credit: [Aziz Al-Yami](#))

C.5.3. Non-Dedicated Modifiers

Within the context of Super Smash Bros. Melee, NDMs must obey the following restrictions in addition to those described in Section 3.5.2.

- All NDMs must be explicitly described when notifying TOs of intent to use a controller other than a GCC. TOs may reject specific NDMs at their sole discretion.
- NDMs may not be bound to Actuators that generate X or Y inputs.
- NDMs bound to Actuators that generate B inputs cannot modify analog stick or C-stick Coordinates, except to prevent a controller from inputting a neutral-B with analog stick Coordinates outside of the dead zone.
- NDMs bound to Actuators that generate A, L or R inputs may not redirect the analog stick to a Coordinate in a manner that meaningfully circumvents a stick motion that would have otherwise been necessary to perform an action. Examples include, but are not limited to performing:
 - A long ledge wavedash
 - Long wavedash into down-tilt
 - Fastfall into a long wavedash
 - Long wavedash out of Fox/Falco down-B

C.6. Analog Adjustment Devices

Controllers that use AADs (i.e. Arduinos) are prohibited.

C.7. Conditional Inputs

All Conditional Inputs must be approved in advance by TOs. If your controller has Conditional Inputs, please let us know by emailing info@smashworldtour.com.

C.8. Analog-to-Digital and Adjusted Analog Input Restrictions

Due to the potential precision and consistency of ATD Inputs and adjusted Analog Inputs, Controllers using ATD Inputs must adhere to the following limitations.

C.8.1. Banned Coordinates

Within the context of Super Smash Bros. Melee, there are certain functional analog stick Coordinates that are impossible to consistently activate with unadjusted Analog Inputs. These Coordinates may not be pinpointed.

C.8.1.1. Shield Drop

The mechanic known as “Shield Drop Down” must not be accessible in conjunction with L, R, or Z. Specifically, if digital or altered analog inputs would result in an analog stick Coordinate with $Y = -0.6625$, -0.6750 , or -0.6875 in conjunction with L, R, or Z, the analog stick Coordinate must be such that $|X| \geq 0.7000$.

C.8.1.2. Directional Air-Dodge Angles

All angled air-dodges (wavedashing) using ATD Inputs must be within the following bounds:

- $(\pm 0.3875, \pm 0.9125)$ - 67°
- $(\pm 0.9125, \pm 0.3875)$ - 23°

C.8.1.3. Ice Climbers’ Desyncs

The following Coordinates, allowing Ice Climbers to instantly “desync,” must not be accessible.

- $X = \pm 0.8000$ - Popo Smash / Nana Tilt
- $X = \pm 0.8000$ on C-Stick - Popo F-Smash
- $Y = \pm 0.6625$ - Popo Smash / Nana Tilt
- $Y = \pm 0.6625$ on C-Stick - Popo U/D-Smash
- $X = \pm 0.7000$ - Popo Roll
- $Y = \pm 0.7000$ - Popo Dodge / Nana Shield Drop
- $X = 0.6250$ - Popo Run / Nana Runbrake
- $X = 0.7500$ - Popo Teeter Break / Nana Teeter
- $Y = 0.5625$ - Popo Jump (out of dash)
- $X \leq 0.5875, Y = -0.5500$ - Nana Neutral-B
- Any Coordinate that allows Ice Climbers to perform two different aerials simultaneously with the same input.

The Coordinates $(\pm 0.7000, \pm 7000)$, $(\pm 0.7000, \pm 7125)$, and $(\pm 0.7125, \pm 7000)$ are exceptions to this list.

C.8.1.4. Turnaround Up-Tilt and Down-Tilt

The range of Coordinates, allowing for a 2-frame turnaround vertical tilt in non-buffered situations, must not be accessible. See the Figure below for an illustration of this zone in the up-right quadrant.

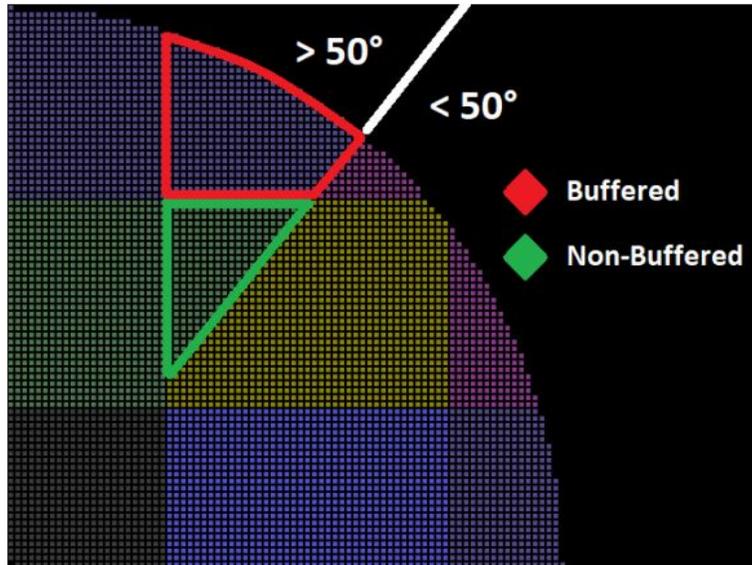


Figure 2: Illustration of the coordinates that may produce a non-buffered vertical up-tilt in the up-right quadrant. (Credit: [Aziz Al-Yami](#))

C.8.1.5. “Middle-Tilted” Tilts & Smashes

The Coordinates $(\pm 0.9500, \pm 0.2875)$, allowing certain characters to access “Middle-Tilted” versions of Tilts and Smashes, must not be accessible in conjunction with A or the C-stick.

C.8.1.6. Pikachu & Pichu “Double Up-B”

The following Coordinates, allowing Pikachu and Pichu to move vertically twice during an Up-B, must not be accessible.

- $(\pm 0.5000, 0)$
- $(0, -0.5000)$
- $(\pm 0.4000, \pm 0.3000)$
- $(\pm 0.3000, \pm 0.4000)$

C.8.2. Analog Triggers

Within the context of Super Smash Bros. Melee, analog L and analog R values range from 0 to 140, with 43 being the minimum value that generates a shield. Only values between the range of 49 (equivalent to Z lightshield) and 140 may be pinpointed with digital Actuators.