



Official Rulebook

Last Revised February 21, 2021

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 online and offline “**Tournaments**” for each Title Game which award qualification to other Tournaments in the League. Tournaments fall under three (3) tournament categories: Online Qualifiers, Regional Championships, and League Championships (each category and their individual events a “**Tournament**” and together, “**Tournaments**”). As set forth more fully in Section 3, entitled “**League Format**”, the League consists of such Tournaments, culminating in the year-end Smash World Tour Melee Championships and Smash World Tour Ultimate Championships.

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

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.

Central America – Mexico and Central America South.

Central America South – Bahamas, Costa Rica, Dominican Republic, El Salvador, Guatemala, Honduras, Jamaica, Nicaragua, Puerto Rico, and Republic of Panama.

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.

East Asia – Japan and East Asia South.

East Asia South – Hong Kong, Indonesia, Malaysia, Philippines, Singapore, South Korea, Taiwan, Thailand, and Vietnam.

Eligibility Area – the regions listed in the definitions of Central America, East Asia, Europe, North America East, North America West, Oceania, and South America.

Europe – Albania, Andorra, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, England, Estonia, Faroe Islands, Finland, France (not including its overseas collectivities or regions), Germany, Greece, Hungary, Iceland, Ireland, Isle of Man, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands (not including its municipalities or the other constituent countries of the Kingdom of the Netherlands), Norway, Poland, Portugal, Romania, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, and United Kingdom of Great Britain (not including its overseas territories) and Northern Ireland.

Game – a single Title Game competition between two Players.

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

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 East – Northeast America and Southeast America.

North America West – Northwest America and Southwest America.

Northeast America – Connecticut, Delaware, District of Columbia, Indiana, Illinois, Iowa, Maine, Manitoba, Maryland, Massachusetts, Michigan, Minnesota, New Brunswick, New Hampshire, New Jersey, New York, Newfoundland and Labrador, Nova Scotia, Nunavut, Ohio, Ontario, Pennsylvania, Prince Edward Island, Quebec, Rhode Island, Vermont, Virginia, West Virginia, and Wisconsin.

Northwest America – Alaska, Alberta, British Columbia, Idaho, Montana, Nebraska, North Dakota, Northwest Territories, Oregon, Saskatchewan, South Dakota, Washington, Wyoming, and Yukon.

Oceania – Australia and New Zealand.

Player – each person who participates in the Tournament.

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.

South America – Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, French Guiana, Guyana, Paraguay, Suriname, Venezuela, Peru, and Uruguay.

Southeast America – Alabama, Arkansas, Florida, Georgia, Kentucky, Louisiana, Mississippi, Missouri, North Carolina, South Carolina, and Tennessee.

Southwest America – Arizona, California, Colorado, Hawaii, Kansas, Nevada, New Mexico, Oklahoma, Texas, and Utah.

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. Classification of Tournaments

The League is comprised of (a) online Tournaments (“**Online Qualifiers**”); and (b) offline Tournaments (“**Regional Finals**” and “**League Championships**”). These designations are determined by the Tour Producer in its sole discretion.

3.2. Online Qualifiers Format

Each Qualifier will be a Double Elimination Bracket. All Matches will be Best-of-Three except for Matches in top-32 (defined as a Match in which the losing Player cannot place worse than 25th) which 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.

3.2.1. Last Chance Qualifier

Each Qualifier will have a Last Chance Qualifier (“**LCQ**”). Only Players who participated in the associated Qualifier are eligible to participate in an LCQ, except for Players who placed 5th-6th or better in such Qualifier (9th-12th or better for the Europe Qualifier, South America Qualifier, or Oceania Qualifier). All Matches will be Best-of-Three except for Matches in which the loser would place 7th or better, which 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.

3.3. Regional Finals Format

3.3.1. Group Stage

In the “**Group Stage**”, 16 invited Players will be split into four (4) groups of four (4) Players each (each a “**Group**”). The Players in each Group will compete in a Round Robin with Best-of-Five Matches. Players in each Group will be ranked according to the number of Match wins. In the event of a tie, the following tiebreakers will be applied, in the following order:

- 1) Game win percentage in the Group Stage defined as total Games won divided by total Games played.
- 2) Game wins in Games between tied Players
- 3) If still tied, the tied Players will play another Round Robin with Best-of-One Matches. If still tied, this step will be repeated until the tie is resolved.

3.3.2. Bracket Stage

All 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.

3.4. League Championships Format

3.4.1. Group Stage

In the “**Group Stage**” 32 invited Players will be split into eight (8) groups of four (4) Players each (each a “**Group**”). Players in each Group will be ranked according to the number of Match wins. The Players in each

Group will compete in a Round Robin with Best-of-Five Matches. In the event of a tie, the following tiebreakers will be applied, in the following order:

- 1) Game win percentage in the Group Stage defined as total Games won divided by total Games played.
- 2) Game wins in Games between tied Players
- 3) If still tied, the tied Players will play another Round Robin with Best-of-One Matches. If still tied, this step will be repeated until the tie is resolved.

3.4.2. Bracket Stage

All 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.

3.5. Schedule

The schedule that corresponds to each League phase is outlined throughout this Section (such period referred to herein as the “**League Period**”). Players may compete in Tournaments for which they meet the eligibility criteria during the League Period, subject to the category limitations in Section 3.1.3.

3.5.1. Online Qualifiers

- Mexico Qualifier (March 13-14, 2021)
- Oceania Qualifier (March 20-21, 2021)
- Central America South Qualifier (March 27-28, 2021)
- South America Qualifier (April 3-4, 2021)
- Europe Qualifier (April 10-11, 2021)
- Japan Qualifier (April 17-18, 2021)
- East Asia South Qualifier (April 24-25, 2021)
- Southwest America Qualifier (May 1-2, 2021)
- Northwest America Qualifier (May 8-9, 2021)
- Southeast America Qualifier (May 15-16, 2021)
- Northeast America Qualifier (May 22-23, 2021)

3.5.2. Regional Finals

- Oceania Melee Regional Finals and Oceania Ultimate Regional Finals (June 25-27, 2021 in TBD Location)

- East Asia Ultimate Regional Finals (July 3-4, 2021 in TBD Location)
- East Asia Melee Regional Finals (July 10-11, 2021 in TBD Location)
- Europe Ultimate Regional Finals (July 17-18, 2021 in TBD Location)
- South America Melee Regional Finals and South America Ultimate Regional Finals (July 30 - August 1, 2021 in TBD Location)
- Europe Melee Regional Finals (August 7-8, 2021 in TBD Location)
- Central America Ultimate Regional Finals (August 21-22, 2021 in TBD Location)
- Central America Melee Regional Finals (September 4-5, 2021 in TBD Location)
- North America West Ultimate Regional Finals (September 25-26, 2021 in TBD Location)
- North America West Melee Regional Finals (October 23-24, 2021 in TBD Location)
- North America East Melee Regional Finals (October 30-31, 2021 in TBD Location)
- North America East Ultimate Regional Finals (November 6-7, 2021 in TBD Location)

3.5.3. Championships

- Smash World Tour Melee Championship (TBD Date in TBD Location)
- Smash World Tour Ultimate Championship (TBD Date in TBD Location)

3.6. Regional Finals Qualification

Sixteen (16) Players will be invited to participate in each Regional Finals Tournament, as described below. If any Players decline or are ineligible, additional invitations will be extended at the sole discretion of the Tour Producer.

3.6.1. North America East Ultimate Regional Finals

- 6 from Northeast America Qualifier
- 2 from Northeast America Qualifier LCQ
- 6 from Southeast America Qualifier
- 2 from Southeast America Qualifier LCQ

3.6.2. North America West Ultimate Regional Finals

- 6 from Northwest America Qualifier
- 2 from Northwest America Qualifier LCQ
- 6 from Southwest America Qualifier
- 2 from Southwest America Qualifier LCQ

3.6.3. Central America Ultimate Regional Finals

- 6 from Mexico Qualifier

- 2 from Mexico Qualifier LCQ
- 6 from Central America South Qualifier
- 2 from Central America South Qualifier LCQ

3.6.4. South America Ultimate Regional Finals

- 12 from South America Qualifier
- 4 from South America Qualifier LCQ

3.6.5. Europe Ultimate Regional Finals

- 12 from Europe Qualifier
- 4 from Europe Qualifier LCQ

3.6.6. East Asia Ultimate Regional Finals

- 6 from Japan Qualifier
- 2 from Japan Qualifier LCQ
- 6 from East Asia South Qualifier
- 2 from East Asia South Qualifier LCQ

3.6.7. Oceania Ultimate Regional Finals

- 12 from Oceania Qualifier
- 4 from Oceania Qualifier LCQ

3.6.8. Melee Regional Finals

Invitations to all Melee Regional Finals events will be extended at the sole discretion of the Tour Producer.

3.7. Championships Qualification

Thirty-two (32) Players will be invited to participate in each of the Smash World Tour Melee Championship and the Smash World Tour Ultimate Championship, the culminating events of the League, as described below. If any Players decline or are ineligible, additional invitations will be extended at the sole discretion of the Tour Producer.

3.7.1. Smash World Tour Melee Championship

- 8 from North America East Melee Regional Finals
- 8 from North America West Melee Regional Finals
- 2 from Central America Melee Regional Finals
- 2 from South America Melee Regional Finals
- 8 from Europe Melee Regional Finals
- 3 from East Asia Melee Regional Finals
- 1 from Oceania Melee Regional Finals

3.7.2. Smash World Tour Ultimate Championship

- 6 from North America East Ultimate Regional Finals
- 6 from North America West Ultimate Regional Finals
- 6 from Central America Ultimate Regional Finals
- 1 from South America Ultimate Regional Finals
- 6 from Europe Ultimate Regional Finals
- 6 from East Asia Ultimate Regional Finals
- 1 from Oceania Ultimate Regional Finals

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, except for Europe Melee Regional Finals, Europe Ultimate Regional Finals, East Asia Melee Regional Finals, and East Asia Ultimate Regional Finals, which are open to individuals who are sixteen (16) years of age or older on the date of the respective Tournament. Only legal residents of the respective Eligibility Areas that the Qualifiers are associated with, as indicated above in Section 3.5, are eligible to enter such Qualifiers. Individuals who are not legal residents of the applicable Eligibility Area will not be allowed to participate in the relevant SWT Tournament. Players are only allowed to enter one Online Qualifier / LCQ during the 2021 Season.

Legal residents of the Eligibility Area are eligible to enter the Regional Finals and League Championships events provided they are invited to participate by the Tour Producer.

Players in a respective Regional Finals and/or the Championship will receive a formal invitation from the Tour Producer to participate in accordance with these Official Rules. Individuals that do not receive an invitation to the respective Regional Finals and/or Championship are not eligible.

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.

If a Player under the age of 16 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 Offline Tournaments, 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 www.smashworldtour.com(the “the Tour Producer Website”), which are incorporated herein by this reference. Please review 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 Tour Producer Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in 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 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 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 reserves the right, in its sole discretion, to ban disqualified Players from any future tournament or event organized by the Tour Producer. 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 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 to 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 the 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 offending

Player must forfeit a stock. This penalty may be increased or decreased at the sole discretion of the TO.

8.7. Restarts

Tournament Organizers may approve a full or partial 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 deliberately 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. Match Disruptions

8.16.1. Restarts

Players may request to restart a Game if they believe it was set up incorrectly, such as the wrong character(s), stage, controls, or in-game settings. Such requests may or may not be approved at the sole discretion of the TO.

8.16.2. Disconnects

In the event of a disconnect within the first 30 seconds of a Game, the Game will be restarted. If a disconnect occurs after the first 30 seconds, or a Player disconnects for a 2nd time during a Match, that Player will forfeit the current Game. If both Players disconnect during a Match, the TO will perform a "connection test" with the Players (described in the next Section), and may or may not disqualify one or both Players at the sole discretion of the TO.

8.16.3. Connection Tests

For Online Tournaments, Players may request a connection test either before the start of the Match, or in between Games in a Match. If a connection test is called, Players may be required to provide proof of a wired internet connection, with such proof's validity being determined at the sole discretion of the TO. Players may be disqualified at the sole discretion of the TO if such proof cannot be provided. Players may also be required to individually connect with the TO in-game to assess the quality of the connection. The TO may issue disqualifications from the Tournament based on a poor internet connection at their sole discretion.

8.16.4. 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.

8.16.5. 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.

8.17. 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.

8.18. 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.

8.19. Final Rulings

If any unforeseen situations occur, judgment of TOs are final. The TO reserves the right to alter rules or format during the Tournament in the best interests of the Tournament and League.

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
- Small Battlefield

** The Omega Battlefield may substitute for Final Destination at the request of 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. Stage Clause

A Player may not pick the most recent stage they previously won on during the Match.

9.4.4. 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.

9.4.5. 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 Match.

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.

Melee 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. 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.

11.1. Regional Finals

The Tour Producer will award up to Five Thousand US Dollars (\$5,000) from a Fixed Prize Pool for each Regional Finals Tournament, except for East Asia Melee Regional Finals and East Asia Ultimate Regional Finals. There is no Variable Prize Pool for Regional Finals Tournaments.

Standing	Prize Money from Fixed Prize Pool
-----------------	--

	(USD)
1st	\$1,600
2nd	\$800
3rd	\$600
4th	\$400
5th (two Players)	\$200
7th (two Players)	\$150
9th (four Players)	\$125
13th (four Players)	\$100

11.2. Championships

The Tour Producer will award up to Seventy Five Thousand US Dollars (\$75,000) 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	\$20,000	38%
2nd	\$13,000	18%
3rd	\$8,000	12%
4th	\$4,000	8%
5th (two Players)	\$2,000	5%
7th (two Players)	\$1,000	3%
9th (four Players)	\$1,000	1.5%
13th (four Players)	\$1,000	0.5%
17th (eight Players)	\$1,000	0%
25th (eight Players)	\$1,000	0%

12. 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.

13. 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.

14. 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 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 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.

15. 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.

16. 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.

17. 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.

18. 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.

19. 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.

20. 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.

21. Change Log

Date	Version #	Changes Made
Feb 18, 2021	1.0	Document Published
Feb 21, 2021	1.1	<ul style="list-style-type: none"> * “Main” changed to “Maine” in definition of “Northeast America” * “District of Columbia” added to definition of “Northeast America” * “Kazakhstan” removed from definition of “Europe” (added by mistake in version 1.0) * “Turkey” removed from definition of “Europe” (added by mistake in version 1.0) * “Armenia” removed from definition of “Europe” (added by mistake in version 1.0) * “Georgia” removed from definition of “Europe” (added by mistake in version 1.0) * “Cyprus” removed from definition of “Europe” (added by mistake in version 1.0)

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.

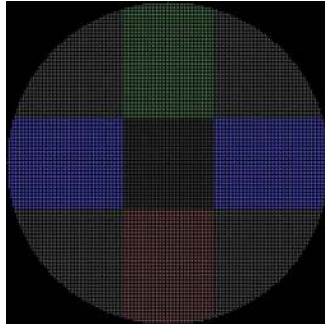


Figure 1: Illustration of all possible analog stick coordinates, visually divided into the 9 zones. (Credit: [Aziz Al-Yami](#))

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:

- $(\pm 0.3875, \pm 0.9125) - 67^\circ$
- $(\pm 0.9125, \pm 0.3875) - 23^\circ$

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.

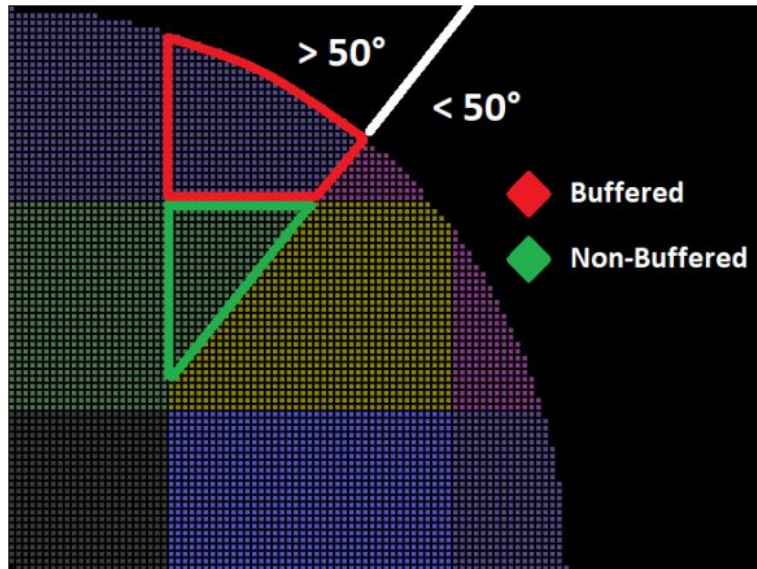


Figure 2: Illustration of the coordinates that may produce a non-buffered vertical up-tilt in the up-right quadrant. (Credit: [Aziz Al-Yami](#))

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.