



Official Rulebook

Last Revised November 22, 2022

● Introduction

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

The League consists 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 (30) 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.

● **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 and The Caribbean (“Central America”) – Anguilla, Antigua and Barbuda, Aruba, Bahamas, Barbados, Belize, British Virgin Islands, Caribbean Netherlands, Cayman Islands, Costa Rica, Cuba, Curaçao, Dominica, Dominican Republic, El Salvador, Grenada, Guadeloupe, Guatemala, Haiti, Honduras, Jamaica, Martinique, Montserrat, Nicaragua, Panama, Puerto Rico, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Vincent and the Grenadines, Sint Maarten, Trinidad and Tobago, Turks and Caicos Islands, and U.S. Virgin Islands.

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.

Europe (“EU”) – Albania, Andorra, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France (not including its overseas collectivities or regions), Germany, Greece, Hungary, Iceland, Ireland, 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, Russia, San Marino, 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.

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 (“NA”) – Canada, Mexico, and United States

Oceania – Australia and New Zealand

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.

Regions - North America, Central America, Japan, Oceania, Europe, South America, Wild Card. You can find all of the countries in each region in Section 2 (This one).

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.

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”.

Wild Card Region – any country of territory not included in North America, Central America, Europe, Japan, Oceania, and South America.

● **League Format**

●.1. **Tournaments**

●.1.1. **Selection; Classification of Tournaments**

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

Sanctioned Tournaments will award qualifying Points to Players who compete. These Tournaments, are categorized as “Platinum,” “Gold,” “Super Silver”, or “Silver” Tournaments. The Tour Producer will select in its sole discretion the Sanctioned Tournaments that participate in the League. 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.

●.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 the specified number of competitors (not including those who are disqualified). The spirit behind this rule is to prevent fraudulent activity which seeks to inflate the standing of a Silver Tournament. We also do not want to punish Silver Tournament Organizers if some players drop out of a Tournament before it takes place. Whether or not the status of a Silver Tournament changes is up to the sole discretion of the Tour Producer. 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.

●.1.3. Format

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 thirteen (13) Tournaments, subject to the following Tournament category limits:

- 1) three (3) Platinum Tournaments;
- 2) three (3) Gold Tournaments;
- 3) one (1) Super Silver Tournament;
- 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 thirteen (13) Tournaments, but only Points from thirteen (13) 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.

●.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 tables below. The number associated with each Silver category (including Super Silver) refers to the minimum number of Players required for a Silver or Super Silver Tournament to be designated the respective category.

●.2.1. Platinum and Gold Tournaments

Placement	Tournament Category	
	Platinum	Gold

1	800	400
2	675	300
3	525	220
4	400	150
5	300	100
7	220	70
9	150	45
13	100	25
17	70	10
25	45	5
33	25	1
49	10	
65	5	
97	1	

●.2.2. Silver Tournaments - Ultimate

Placement	Tournament Category (NA, EU, & Japan)					Tournament Category (All Other Regions)				
	Super Silver 450	Silver 128	Silver 96	Silver 64	Silver 32	Super Silver 200	Silver 64	Silver 48	Silver 32	Silver 16
1	275	100	70	45	25	275	100	70	45	25
2	200	70	45	25	10	200	70	45	25	10
3	125	45	25	10	5	125	45	25	10	5
4	70	25	10	5	1	70	25	10	5	1
5	45	10	5	1		45	10	5	1	
7	25	5	1			25	5	1		
9	10	1				10	1			
13	5					5				
17	1					1				

●.2.3. Silver Tournaments - Melee

Placement	Tournament Category (NA)					Tournament Category (All Other Regions)				
	Super Silver 200	Silver 64	Silver 48	Silver 32	Silver 16	Super Silver 100	Silver 48	Silver 32	Silver 24	Silver 16
1	275	100	70	45	25	275	100	70	45	25
2	200	70	45	25	10	200	70	45	25	10
3	125	45	25	10	5	125	45	25	10	5
4	70	25	10	5	1	70	25	10	5	1
5	45	10	5	1		45	10	5	1	

7	25	5	1				25	5	1		
9	10	1					10	1			
13	5						5				
17	1						1				

●.2.4. 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 Super Silver and Silver Tournaments attended
- 6) Aggregate Match wins in Matches between tied Players across all events in the League; or
- 7) Coin flip.

●.3. Schedule

The League will begin on or about March 12, 2022 and will conclude on or about November 20, 2022 (the “**League Period**”). Players may compete to earn Points in thirteen (13) Tournaments for which they meet the eligibility criteria during the League Period, subject to the category limitations in Section 3.1.3.

●.3.1. Sanctioned Platinum Tournaments

- Ultra Hard (April 1-3, 2022 in Brazil)
- Pound 2022 (April 22-24, 2022 in Laurel Park, MD)
- Kagaribi Major 7 (May 4-5, 2022 in Tokyo, Japan) [Ultimate only]
- Get On My Level 2022 (July 1-3, 2022 in Toronto, Canada)
- Double Down 2022 (July 8-10, 2022 in Las Vegas, NV)
- Phantom 2022 (July 15-17, 2022 in Sydney, Australia)
- Fete 2022 (July 22-24, 2022 in United Kingdom) [Melee only]
- Smash Factor 9 (July 29-31, 2022 in Puebla, Mexico)
- Super Smash Con 2022 (August 11-14, 2022 in Chantilly, VA)
- Ultimate Wanted 4 (August 25-28, 2022 in France) [Ultimate only]
- Vienna Challenger’s Arena (October 1-2, 2022 in Vienna, Austria) [Ultimate only]
- First Attack PR (October 8-9, 2022 in San Juan, Puerto Rico)
- MaesumaTOP#10 (October 15-16, 2022 in Japan) [Ultimate only]
- Battle Gateway (November 5-6, 2022 date in Tokyo, Japan) [Melee only]

●.3.2. Sanctioned Gold Tournaments

- Virtuocity Smash Open (March 17-19, 2022 in Qatar) [Ultimate only]
- Battle Arena Melbourne 2022 (May 13-15, 2022 in Melbourne, Australia)
- Ultimate Tropical Arena (May 21, 2022 in Havana, Cuba) [Ultimate only]
- Momocon 2022 (May 26-29, 2022 in Atlanta, GA) [Ultimate only]
- MaesumaTOP#8 (June 11-12, 2022 in Japan) [Ultimate only]
- Battle of BC 4 (June 10-12, 2022 in Vancouver, Canada)
- Colossal (July 2-3, 2022 in Lyon, France) [Ultimate only]
- Rise 'N Grind (August 19-21, 2022 in Waco, Texas) [Ultimate only]
- Battle Gateway 35 (August 28, 2022 in Tokyo, Japan) [Melee only]
- Uprising 2022 (September 2-4, 2022 in Seoul, South Korea)
- Treta 2022 (September 10-11, 2022 in Curitiba, Brazil)
- Zenkoko Taikai (September 24-25, 2022 in Santiago, Chile)
- Glitch: Regen (September 23-25, 2022 in Laurel Park, MD) [Ultimate only]
- Lost Tech City (September 30 - October 2, 2022 in Texas)
- Viva La Smash (October 21-23, 2022 in Mexico)
- Let's Make Moves Miami (October 28-30, 2022 in Miami, FL) [Ultimate only]
- Blink Respawn (November 4-6, 2022 in Santo Domingo, Dominican Republic) [Ultimate only]
- HFLAN (November 11-13, 2022 in Paris, France) [Melee only]
- Port Priority 7 (November 12-13, 2022 in Tukwila, Washington) [Ultimate only]
- Apex 2022 (November 18-20, 2022 in Secaucus, NJ)

●.3.3. Championship

- Smash World Tour Ultimate Last Chance Qualifier (December 9-11, 2022 in San Antonio, Texas, USA)
- Smash World Tour Ultimate Championship (December 9-11, 2022 in San Antonio, Texas, USA)
- Smash World Tour Melee Last Chance Qualifier (December 9-11, 2022 in San Antonio, Texas, USA)
- Smash World Tour Melee Championship (December 9-11, 2022 in San Antonio, Texas, USA)

●.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 with no Grand Finals Match. All Matches are Best-of-Three, except for Matches in which the loser would place 7th or better, which are Best-of-Five. The top-2 Players in the Smash World Tour Ultimate Last Chance Qualifier will qualify to participate in the Smash World Tour Ultimate Championship. The top-2 Players 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.

●.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 ranked Player from each of North America, Central America, Europe, Japan, Oceania, South America, and Wild Card Region. Residency for the purposes of Smash World Tour Championships qualification will be determined at the sole discretion of the Tour Producer.
- 2) The highest 23 ranked Players from each respective Leaderboard that have not qualified through the above.
- 3) The top-2 Players of each 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 respective Leaderboard (region or overall) 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.

●.5.1. Championships Format

The format for the Smash World Tour Ultimate Championship and the Smash World Tour Melee Championship will be announced at a later date.

● 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. 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.

● **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.

● **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.

● **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.

● **Procedural Rules**

●.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.

●.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.

●.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.

●.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.

●.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.

●.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. This penalty may be increased or decreased at the sole discretion of the TO.

●.7. **Restarts**

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

●.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.

●.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.

●.10. **Alting**

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

●.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.

●.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.

●.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.

●.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.

●.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.

●.16. **Match Disruptions**

- .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.

- .16.2. **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.

- .16.3. **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.

- .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.

- .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.

- .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.

- **Rules for Super Smash Bros. Ultimate**

- .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

- .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.

- .3. **Stage List (Subject to Change)**

Starter Stages

- Battlefield
- Kalos Pokemon League
- Pokemon Stadium 2
- Smashville
- Town & City

Counterpick Stages

- Final Destination*

- Hollow Bastion
- Small Battlefield

** Omega Battlefield may substitute for Final Destination at the request of either Player - UNLESS one of the players is using Steve in which case the only alternative that can be used for FD (should one player not want to use default FD) is Wuhu Island.*

●.4. Additional Rules

●.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.

●.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.

●.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.

●.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.

● Rules for Super Smash Bros. Melee

●.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.

●.2. Game Settings

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

●.3. Stage List

Starter Stages

- Yoshi's Story
- Fountain of Dreams
- Battlefield
- Pokémon Stadium
- Dream Land

Counterpick Stages

- Final Destination

●.4. Additional Rules

●.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.

●.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.

●.4.3. Stage Clause

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

●.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](#).

●.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

●.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.

●.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 plausibly locked in continuous hitstun by a series of attacks including at least 4 pummels.

●.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.

● **Travel Accommodations**

●.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 or 2nd place in a Last Chance Qualifier) will receive travel and hotel accommodations from the Tour Producer. A Player 16 years of age or younger 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.

●.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).

●.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.

● 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.

●.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%

● 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) 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.

● **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.

● **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.

● **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.

● **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.

● **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.

● **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.

- **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.

- **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.

- **Change Log**

Date	Changes Made
Mar 9, 2022	Document Published
Mar 14, 2022	"Regions" definition added. missing countries added to their respective regions. C.5.1. (SOCD) section updated Schedule section updated
Nov 22, 2022	Added clarification on reasoning for classification of Silver Tournaments

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

Conditional - Any logical function other than Controller Function assignment to Inputs, which takes Direct Inputs and/or Indirect Inputs as arguments to produce Outputs

Controller Function

Analog Controller Function - analog stick, C-stick, L (analog), and R (analog).

Digital Controller Function - A, B, L (digital), R (digital), X, Y, Z, D-pad up/down/left/right, and Start.

Cardinal - refers to ranges of Coordinates that are interpreted by SSBM as up, down, left, or right.

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

GCC - Gamecube Controller, specifically an official first party controller or custom controller that resembles an official first party controller

Input - Any mechanism that triggers Controller Functions or auxiliary functions.

Analog Input - An Input with a possible range of states relative to its magnitude

Digital Input - An Input with binary on/off states

Digital-to-Analog (DTA) Input - any Digital Input assigned to an Analog Controller Function.

Direct Input - an Input assigned to a Controller Function

Indirect Input - an Input not assigned to a Controller Function, but rather to an auxiliary function such as to assist with DTA Inputs

Macro - an Input that produces a pre-programmed sequence of Controller Functions or Conditionals.

Neutral - refers to the range of Coordinates that is interpreted by SSBM as non-directional. Also known as the "deadzone".

Output - Controller data sent from the controller to the game console.

Quadrant - refers to ranges of Coordinates that are interpreted by SSBM as up-left, up-tight, down-left, or down-right.

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

SSBM - Super Smash Bros. Melee

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 Match 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. Physical Modifications

Physical modifications to GCCs such as case notches, replacement analog sticks, replacement buttons, analog trigger stoppers, and cosmetic changes are permitted.

C.2. Electrical Modifications

Controllers may contain electrical modifications, including but not limited to cosmetic LEDs, capacitors, limiters, and microcontrollers.

C.3. Macros

Controllers that use Macros are not permitted.

C.4. Input Assignment

C.4.1. Digital Controller Functions

Each Digital Controller Function may only be actively assigned to a maximum of one Input, and each Input may only be actively assigned to up to one Digital Controller Function.

C.4.2. Analog Controller Functions

The analog stick and C-stick may each be replaced by a maximum of 4 Digital Inputs corresponding to each Cardinal. The L and R triggers may both be replaced by a maximum of 2 Digital Inputs per trigger corresponding to analog and digital press. An Input may be assigned to both L (analog) and L (digital), or R (analog) and R (digital), through use of a Conditional. A controller may not replace only one trigger with Digital Inputs.

C.4.3. Controller Layout

Generally, any form factor and layout of Inputs on a controller is permitted. However, with the exception of L and R triggers, Inputs may not be arranged in a manner that guarantees simultaneous or conditional engagement (e.g. an Input physically contained within another Input, such that engagement of only one of those Inputs is difficult or impossible).

C.4.4. Actuation

Inputs must always be manually engaged. For example, an Input may never engage as a result of another Input being engaged or disengaged. As an exception to this rule, an Input may be disengaged by engaging the opposite Cardinal.

C.5. DTA Inputs

Controllers that use DTA Inputs to produce Analog Controller Functions must abide by the following rules.

C.5.1. SOCD

If two opposing Cardinals are simultaneously active, the Output Coordinate must either be 0 in that axis or give priority to one of the Cardinals in a predetermined manner. If the former method is chosen, the controller may produce an Output corresponding to the second Cardinal when the first Cardinal is released, without requiring the user to engage the Input again. The first Cardinal may only be re-engaged with a manual Input from the user. Other SOCD resolution methods are not permitted.

C.5.2. Conditionals

Controllers may not use Conditional logic except to affect DTA Inputs. Conditionals may not involve Inputs assigned to A, X, Y, or Z. The following use cases are permitted:

C.5.2.1. L and R

For Inputs assigned to L and R, Conditionals may be used to switch between analog and digital Outputs.

C.5.2.2. Analog Stick and C-Stick

Conditionals may be used to alter a Coordinate, as long as it remains in the same “zone” (Cardinal, Quadrant, or Neutral) that the original Coordinate lies in. See Appendix D.1 for an illustration of Cardinal, Quadrant, and Neutral zones.

Conditionals involving Inputs assigned to B may only increase the magnitude of an analog stick vector, and cannot change the angle more than 0.5 degrees. Further, such conditionals cannot be used to pinpoint Coordinates that can produce either a side-B or up/down-B depending on airborne or grounded state. See Appendix D.2 for an illustration of these Coordinate ranges.

C.6. DTA Input Restrictions

Controllers using DTA Inputs must adhere to the following limitations.

C.6.1. Banned Coordinates

Controllers using DTA Inputs for the analog stick and/or C-stick may not produce Outputs corresponding to the SSBM Coordinates described in this section. See D.1 for an overview of the SSBM Coordinate Space.

C.6.1.1. Cardinal/Quadrant Boundaries

The Coordinates X or $Y = \pm 0.2875$ and ± 0.3000 must not be accessible with the analog stick or C-stick. These Coordinates represent the 2 Quadrant values in each axis separating Quadrants from Cardinals, and they enable a variety of techniques including the steepest/shallowest angles, “middle-tilted” tilts & smashes, tap jump short hop with the stick outside of the deadzone, and double jumping backwards with Yoshi/Jigglypuff/Kirby without turning around.

C.6.1.2. Shield Drop

The range of Coordinates enabling a technique known as “Shield Drop Down” must not be accessible. These Coordinates are $Y = -0.6625, -0.6750, \text{ or } -0.6875$ with $|X| < 0.7000$.

C.6.1.3. Directional Air-Dodge Angles

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

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

C.6.1.4. Ice Climbers' Desyncs

The following Coordinates, with the exception of $(\pm 0.7000, \pm 7000)$, $(\pm 0.7000, \pm 7125)$, and $(\pm 0.7125, \pm 7000)$, must not be accessible. These Coordinates allow Ice Climbers to perform isolated actions between Popo & Nana.

- Analog Stick
 - $X = \pm 0.8000$ - Popo Smash / Nana Tilt
 - $Y = \pm 0.6625$ - Popo Smash / Nana Tilt
 - $X = \pm 0.7000$ - Popo Roll
 - $Y = -0.7000$ - 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
 - $X = 0.5250, Y = 0.6250$ - Two different aerials
 - $X = -0.4375, Y = 0.5250$ - Two different aerials
- C-Stick
 - $X = \pm 0.8000$ - Popo Smash
 - $Y = \pm 0.6625$ - Popo Smash
 - $X = \pm 0.7000$ - Popo Roll
 - $Y = -0.7000$ - Popo Dodge
 - $Y = 0.6625$ - Popo jump out of shield
 - $X = 0.5250, Y = 0.6250$ - Two different aerials

- $X = -0.4375, Y = 0.5250$ - Two different aerials

C.6.1.5. Turnaround Up-Tilt and Down-Tilt

The ranges of Coordinates allowing for a 2-frame turnaround up-tilt or down-tilt, must not be accessible. See Appendix D.3 for an illustration of these Coordinate ranges.

C.6.1.6. 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.6.2. Banned Trigger Values

Controllers using Digital Inputs for analog L and analog R may not produce Outputs with the values 43 through 48.

D. Appendix

D.1. Explanation of Analog Stick Coordinates

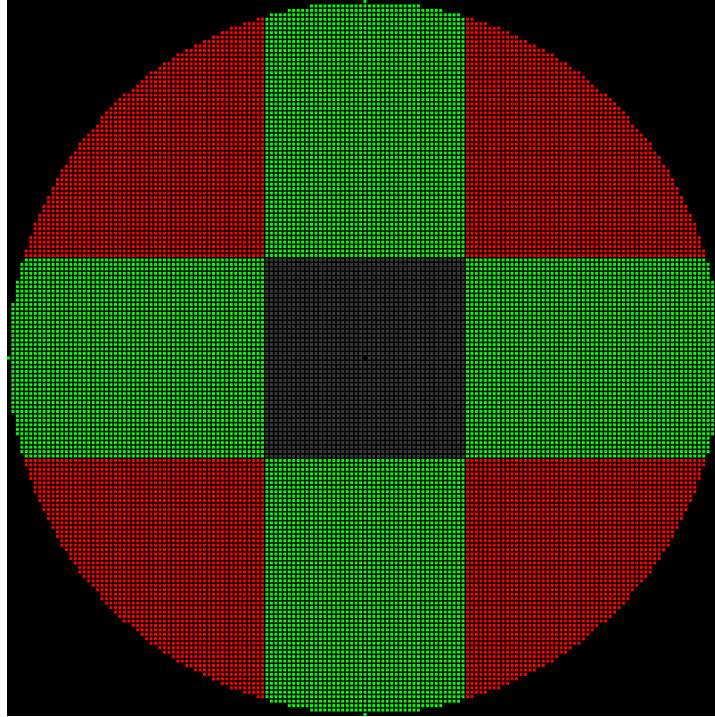
Controller Outputs must contain values in the range of 0-255 in each of the X and Y axes to be valid and read by the console. SSBM converts this into a range of -127 to 128, and only maps in-game functions to Coordinates with a vector length of 80 or less from the Coordinate to (0, 0). Coordinates with a vector length greater than 80 are converted into Coordinates with a vector length of 80 or less. Further, these Coordinates are rescaled from -80 to 80 to -1.0000 to 1.0000, with a resolution of 0.0125. This "SSBM Coordinate Space" is approximately circular, with minimum and maximum values of -1.0000 and 1.0000 respectively in each of the X and Y axes.

D.2. Explanation of Analog L/R Values

Controller Outputs must contain values in the range of 0-255 for each of analog L and analog R to be valid and read by the console. SSBM converts this into a range of 0-140, and only maps in-game functions to values between 43 and 140.

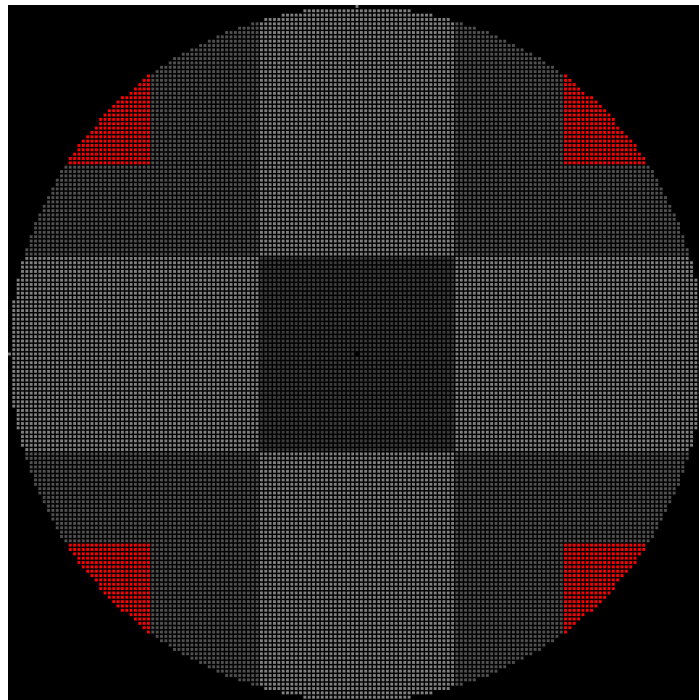
D.3. Figure 1

Visualization of the SSBM Coordinate Space described in D.1. Values range from -1.0000 to 1.0000 in each axis, with a resolution of 0.0125. This illustration is visually divided into Cardinals (green), Quadrants (red), and the Deadzone (dark grey).



D.4. Figure 2

Visualization of the SSBM Coordinates that can produce either a side-B or up/down-B depending on airborne or grounded state.



D.5. Figure 3

Visualization of the SSBM Coordinates that may be used to produce a 2-frame vertical up-tilt or down-tilt.

