



Standard Ruleset for TCL Events v1.2.1

Active from: 08.01.2019

View this Ruleset online: <https://calypt.us/ruleset-en>

German version: <https://calypt.us/ruleset-de>

1. Rulesets

The following Ruleset must be saved and chosen in Super Smash Bros. Ultimate, before participating in a match:

Name: TCL Ruleset

Style: Stock

Stock: 3

Time Limit: 7 Minutes

FS Meter: Aus / Off

Spirits: Aus / Off

Damage Handicap: Aus / Off

Stage Selection: Immer wählen / Anyone

Items: None

Advanced

First to: 1 Win

Stage Morph: Off

Stage Hazards: Off

Team Attack: On

Launch Rate: 1.0x

Underdog Boost: Off

Pausing: Off

Score Display: Off

Show Damage: On

The following options have to be activated in the option menu:

Options:

Custom Balance: Off

Radar: Big

Language: German or English

2. Legal Stages

The stages legal in competitive play, are the stages listed in 2.1. The first match of a set is to be played on a Starter stage.

2.1 Stage List

Starter stages

Final Destination*
Lylat Cruise
Pokémon Stadium 2
Battlefield*
Smashville

Counterpick stages

Kalos Pokémon League
Town & City
Unova Pokémon League
Yoshi's Island
Yoshis Story

*For the first match of a set, the original version of those stages are to be played, if no agreement for a alternative can be made between players participating in the set.

The following Ω and Battlefield versions are not allowed:

Dream Land GB (2D)
Duck Hunt (2D)
Fountain of Dreams (Lags)
Flatzone X (2D)
Gamer (Camera Issues)
Hanenbow (2D)
Super Mario Maker (2D)
Mute City (SNES) (2D)
PAC-LAND (2D)
Pilot Wings (Camera Issues)
Windy Hill Zone (Grass covers objects)

3. Sets Format

3.1 Set length

A set always consists of at least a Best of 3. That means a player participating in a set has to win at least two out of three matches, to win the set.

The later rounds are to be played as a Best of 5, where a participating player has to win three out of five matches. The point in the tournament, where the progression to Best of 5 made, is to be decided by the TO, due to the available time being a decisive factor.

3.2 Set Order

First Game

1. The players pick their characters (Double Blind Pick, if requested)
2. The player to start with the Stage-striking-procedure is determined*
3. The players start with the Stage-striking-procedure. The order of striking is 1-2-1.
4. The first game is played.

Subsequent Games

5. The winner is allowed to strike a stage.
6. The loser chooses his counterpick stage
7. The winner chooses his character
8. The loser chooses his character
9. The next game is played.

[Steps 5-9 are to be repeated as necessary]

*For this, both players pick Mr. Game and Watch and use the Side-B „Judge“ once. The player with the highest number is first to strike. Alternatively, you can use another random method.

4. General rules of play

4.1 Fighter Selection

4.1.1 Allowed Fighters

Every Fighter that is available at the time of the event, including DLC-Fighters, is allowed to be used in tournament play.

4.1.2 Double Blind Character Pick

As mentioned in 3.2, you can choose your starting character via Double Blind Pick. The Double Blind Pick is the most secretive option of choosing your first character. If a participating player chooses to start a Double Blind Pick, both players have to adhere. To initiate a Double Blind Pick, a third person has to be brought into the match. Both players whisper their character of choice into the ear of the third person, then proceed to confirm their choices by picking the character in the character select screen. The player now has to adhere to his/her aforementioned choice, which is confirmed by the third person.

4.1.3 Port and Color Selection in Doubles

The player is not allowed to choose a character's alternative skin, whose color matches with the team color of the opposing team. If that is the case, the opponent is allowed to request an alternative skin-change for the player violating this rule. If requested the port order for the two teams are 1122.

4.1.4 Mii Fighters

Mii Brawler, Mii Swordfighter and Mii Gunner are allowed in tournament play, including their full variety of moves. The fighters have to be created, and the Mii's Name has to include the chosen Special Moves in the format of ABCD e. g. Mii (2122)

A = Neutral Special

B = Side Special

C = Up Special

D = Down Special

It's not allowed to have two identical looking Mii's chosen in one fight and the Color Selection Rules (4.1.3) are applied for Miis as well.

4.2 Stage Selection

4.2.1 Starter Stages and Stage Striking

The first game in a tournament set is to be played on a Starter-Stage. The first stage has to be determined by the aforementioned Stage-Striking-Procedure in 3.2. The player that was chosen to be first strikes a stage out of the Starter-Stage pool. The other player now strikes 2 stages out of the remaining Starter-Stage pool. The first player now has to finish this procedure by picking his stage of choice out of the remaining two stages.

4.2.2 Counterpick

After losing a match, the player who lost now has to choose a stage (+ Music) on which the next match is to be played. This is called a counterpick. A counterpick can be any legal stage but you have to consider Stage Ban (4.2.3) and Stage Clause (4.2.4)

4.2.3 Stage Ban

After winning, the winning person has to strike 1 Stage out of the legal stages, which the opponent is not allowed to choose in the following match. The strike is to be announced in a manner, that is clear and indistinguishable to understand.

4.2.4 Stage Clause

The player is not allowed to pick a stage, which he has won on before in that set.

4.2.5 Omega (Ω) / Battlefield (BF) Clause

If a Ω / BF Stage is affected by Stage Ban (4.2.3) or Stage Clause (4.2.4), all Ω / BF Stages are affected as well. Final Destination is considered an Ω Stage and Battlefield is considered a BF Stage.

4.2.6 Stage Agree

If both players agree, a legal stage of choice can be agreed on. Even if they are affected by Stage Ban (4.2.3) and Stage Clause (4.2.4). You are not allowed to agree on a stage that is not legal.

4.3 Additional Rules

4.3.1 Timeout / Tie

If the timer expires, and no player has a stock advantage, the player with less % wins. The Sudden Death is not to be played out, and will not be counted in the result. If both players either have the same stocks and % when the timer expires, or die at the exact same moment, a 1 Stock and 3 Minute Rematch is going to be played on the same stage and with the same characters. If in this game a tie happens again, the Sudden Death is played out and used to decide the game.

4.3.2 Stalling

(In)finite long combos and locks must be ended before the % of the attacked player reach 300%. Glitches and positioning in which the enemy is not realistically vulnerable, are not allowed either. If both players do not engage in combat, and let the timer run out while doing so, it is considered stalling as well.

4.3.3 Start- and Home-Button Rule

It is not allowed to press the Start- nor the Home-Button during a match, unless it is required to do so, due to urgent circumstances e.g. disruption by the enemy, third person or other things. If the Start- or Home-Button still is pressed without urgent circumstances, the player hitting the button has to let go of their current stock, and if the other player dies due to the pressing of the Start- or Home-Button, the pausing player has to give up two of their stocks. If conflicts arise during a situation affected by this issue, a available TO has to be called to the scene. The Screenshot Button is allowed to be used in a non-invasive and regulated manner.

4.3.4 Coaching

It is forbidden, to communicate with a player currently participating in a set, especially in a manner where the way of play or the outcome of a set might be altered in any way.

4.3.5 Player-Responsibility

The players have to make sure beforehand, that they can play their set on their own. If conflicts as e.g. seating or Port Selection arise, they either have to be resolved by both players picking Mr. Game and Watch and use the Side-B „Judge“ once with the higher number deciding or . If that doesn't resolve the problem, a TO is to be called to the scene.