**Super Smash Bros Wii U Tournament Rules**

**Game Settings**

* For singles: time is set to 6 minutes and 2 stock
* For doubles: time is set to 8 minutes and 3 stock
* Custom fighters must be turned off
* Mii Fighters are legal but must be non-customized. Will have a 1-1-1-1 setup. No other specials for Mii Fighters are allowed and players must use a default Mii, they may not be transferred

**Legal Controllers**

Please note that it is extremely recommended that you use a GameCube controller if possible, as it makes it easier and faster for players to play and disconnect. All players must bring their own controllers.

* GameCube controllers
* Wii U Pro Controllers
* Wiimote
* Wiimote and Nun-chuck

**Legal Stage List**

**Starter Stages**

* Battlefield
* Final Destination
* Smashville
* Dreamland
* Big Battlefield (doubles only)

**Counterpick Stages**

* Castle Siege
* Delfino Plaza
* Duck Hunt
* Halberd
* Kongo Jungle 64 (Doubles only)
* Lylat Cruise
* Town & City
* Omega Stages\*
* Miiverse^

\**Treated as Final Destination in the banning process. If Final Destination is banned, so are all Omega stages and vice versa.*

*^Treated as Battlefield in the banning process. If Battlefield is banned, so is Miiverse and vice versa*

**Additional Rules**

* Any set that isn't the Semi-finals or the Grand finals is best out of three matches. Semi-finals and Grand finals is best of five matches.
* **Stage Clause:** A player or team cannot pick any stage they previously won on during that set.
* **Self-Destruct Moves:** If a match ends with the successful use of a self-destruct move, the player who used the self-destruct move wins the match, despite what the screen may say. Self-destruct moves that this rule applies to are: Gannondorf's Side-B, King Dedede's Neutral-B, Wario's Neutral-B, and Kirby's Neutral-B.
* **Team Colours:** When playing doubles, characters costume colours must match the team colour if possible to avoid confusion. This is not a requirement and thus not an official rule, but it is recommended.
* **Glitches or Match Interruptions:** If a glitch occurs or the match is interrupted (disk-cannot be read, error codes, etc.) The match is to be reset to the same stocks that players had before the interruption and as close to the same amount of damage as possible. Once that is completed, players may continue the game, starting from opposite sides of the stage. If both players agree, the match can be completely restarted all together, but only in the event of a glitch or interruption.
* **In-Game Pausing**: If a match is paused for any reason without the agreement of both players (or all four players in doubles), the player who paused the game must forfeit 1 stock, no matter the stock count. The players who did not pause the game are allowed to ignore this rule and allow the game to commence without penalty if they choose to do so.

**Order of Play**

1. Before starting a set, players play "Rock-Paper-Scissors" (if it's doubles, one player from each team plays for the team). Loser of "Rock-Paper-Scissors" bans 1 starter stage.
2. Winner of "Rock-Paper-Scissors" picks 1 of the starter stages remaining to play on. This is the first match of the set.
3. Winner of the match bans 2 stages (starter or counterpick).
4. Loser of the match picks 1 stage remaining to play on (starter or counterpick). This is the second match of the set.
5. Repeat step 3 and 4 again if necessary, best out of three matches wins the set.