

SUPER SMASH BROS. MELEE

Platform: Nintendo GameCube

Maximum Teams: 32

Entry Fee: \$10 entry fee per team

Prizes: Payout based on # of entries; 60/30/10% prize split

GENERAL RULES

Match Type: 1v1 (Double Elimination)

Mode: Versus

Stocks: 4 Stock

Time Limit: 8 Minutes

Items: Disabled

Team Attack: Enabled

Share Stocks: Allowed

Rounds: 2/3 Rounds; 3/5 Rounds for finals matches

STAGES

Doubles Neutral Stage List

Yoshi's Story

Battlefield

Final Destination

Dream Land N64

Pokemon Stadium

Doubles Counter Pick Stage List

Kongo Jungle N64

TOURNAMENT MATCH PLAY RULES

1. **Choosing Sides:** When both players are at the game console, they must come to an agreement which side of the machine they will play on (who will sit on 1p and who will sit on 2p). If an agreement cannot be reached, a game of rock-paper-scissors will determine who gets to pick their side.

2. **Choosing Characters:** There are 3 methods for choosing characters: Standard Selection and Double Blind Selection. If the players do not discuss the method of character selection, it should be understood that the Standard method is being used. If the players cannot come to an agreement on the method of character selection, the judge will apply the double blind method.
 - Standard Selection: Both players choose their characters whenever they want. This is a free for all. Players pick who they want and go. Once either player chooses a character, neither is allowed to request that the Double Blind Selection method be used.
 - Double Blind Selection: Either player must explicitly ask for the Double Blind Selection method before either player chooses a character. When a player request Double Blind, the player on the left side (1p) decides which character they will choose and whispers his or her selection to the Tournament Organizer. The Tournament Organizer then signals the player on the right (2p) to pick his or her character. Once the player on the right (2p) has finished, the Tournament Organizer makes sure the player on the left (1p) sticks to his or her original choice.
3. **Playing the Match:** Once sides and characters have been chosen, the players should begin the first Game in the Match. The following rules go into effect once a Game ends:
 - The Match is over when either player wins the required number of games.
 - Once a player has won the required number of games, the winner of the Match should report the result to the Tournament Organizer.
 - The player who won the game does not have the option of switching sides. He or she must stay on the same side if the loser does not want to switch.
 - The player who won the last Game is required to keep the same character.
 - The player who lost the last Game is allowed to choose whatever they wish.