

STREET FIGHTER IV - SF4 RULES

- provided as a resource by OKgamers.com v1.2

Normal Matches:

Time: 99 Seconds, 2 out of 3 rounds,
2 out of 3 games

Semi-Finals, Finals:

Time: 99 Seconds, 2 out of 3 rounds,
3 out of 5 games

Button Mapping: Is allowed, but must be done before the beginning of the match, NO TURBO.

Stage: If players do not agree on a stage within 15 seconds, the match will be random stage select.

Default Settings: Handicap [OFF]

Allowed: All Characters

Banned: Any infinite banned

Double KO: Both players win a match. If it results in a tie, the same match and characters play again.

Character selection: winner stays, loser can their character.

NO PAUSING:

MAKE SURE you set your controllers before selecting a character!!

MID MATCH:

Pausing during forfeits the ROUND, Soft-Reset forfeits the MATCH

You are responsible for your own wired controller, converters, accessories & name tags. Any malfunction or errors are your responsibility; bring extra controllers if possible, & always check to make sure you're using **the correct settings BEFORE the match.**

The Mages DQ rule: After a match has been called, if a player is two minutes late he will receive a warning. At 4 minutes late, he will be given a loss for the first game of the set. After six minutes, he will be given a loss of the entire set.

PLEASE REVIEW ALL RULES POSTED

Street Fighter Community - www.Shoryuken.com

Oklahoma Gamer Community - www.OKgamers.com