

SUPER SMASH BROS BRAWL - SSBB RULES

- per SBR and provided as a resource by OKgamers.com v1.2

HOW TO PLAY YOUR MATCH:

Set format (In Order of Procedure):

1. Opponents choose their characters for the first match *
2. Opponents start the stage striking procedure
3. Each player may announce one stage to be banned for counterpicks of the set
4. The first game is played, using the stage chosen during step 2
5. The loser of the previous match announces the next match's stage from either the Starter Stage List or the Counter Stage List
6. The winner of the previous match chooses their character
7. The loser of the previous match chooses their character
8. Repeat steps 5-7 for all proceeding matches

*Double blind character selection may be called for the first match

RULES:

- 3 Stock, 8 minute timer
- Items are set to "off" and "none"
- All sets with the possible exception of winner's finals, loser's finals, and the championship are best of 3 matches (best of 5 and above is recommended for any "finals" matches)
- In the event of a dispute, controller ports will be selected by Rock-Paper-Scissors
- No player may choose a stage they have already won on in that set unless agreed upon by both players.
- In team matches, the ports will be determined in a 1221 fashion; whoever wins the RPS will choose first, then the opposing team will get their ports, and then the teammate of the RPS winner will get the last port.
- If the timer runs out, the victor is determined first by stock and then by percentage.
- Metaknight's Infinite Cape glitch is banned.
- If a game ends with Bowser doing his suicide klaw and it ends in sudden death, the sudden death will be ignored and that game will count as a win for Bowser.

ADDITIONAL RULES:

- **Resolving Ties:** Any games ending in time running out should always be decided by stock, and then percents. If percents are the same or both players die simultaneously, there will be a 1 stock overtime or the sudden death will be played out. The TO needs to decide which of these will be used before the tournament. Bowser's suicide klaw is exempt from this rule.
- **Color Blind rule:** Should a player have a color-based disability, he or she may request in a teams match to have a specific color for their team. This is so characters such as Lucario or Sonic can be granted the blue team so that there is not unnecessary confusion.
- Wiimotes and Classic Controller users should know to take the batteries out of their controllers after finishing a set; not only will this save battery life, but it prevents accidental interference and delay for tournament matches.
- **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.

HOW TO SELECT YOUR STAGE:

You must use the stage striking system - Players take turns striking stages from the start list until only 1 remains; these stages can be counterpicked later in the set.

START STAGES:

Battlefield
Final Destination
Smashville
Yoshi's Island
PK Stadium 1

COUNTER STAGES:

Frigate Orpheon
Jungle Japes
Rainbow Cruise
Lylat Cruise
Pokémon Stadium 2
Delfino
Norfair
Pictochat
Pirate Ship
Brinstar
Castle Siege
Halberd

- You are responsible for your own controller and name tag.

- Any malfunctions or errors that occur are your responsibility, so bring an extra controller if possible and always check to make sure you're using **the correct settings BEFORE a match is played**. If a match is to be restarted due to controller functions, it must be agreed upon by both parties.
- Any action that can prevent the game from continuing (i.e., freezing, disappearing characters, game reset, etc.) will result in a forfeit of that match for the player that initiated the action. You are responsible for knowing your own character, and must be wary about accidentally triggering one of these effects.
 - Stalling is banned.

(Stalling: The act of deliberately avoiding any and all conflict so that one may make the game unplayable. Running away from an opponent to reach a better position is not stalling, while doing an infinite grab endlessly against a wall is. Any infinite chain grabs most end quickly after 300% has been reached so as to prevent excessive stalling.)

TEAM MATCHES: Life Stealing is allowed, Set team attack to ON