

The Melee Recommended Ruleset

Last revised January 10, 2018

1. INTRODUCTION

This document intends to establish a Competition Committee to create a standardized ruleset, and build a procedure for incoming ruleset amendments and changes, as necessary.

Although there is no governing body requiring anyone to use this ruleset, the founding organizers of the Competition Committee and all signatories of this document, pledge to abide by and enforce the ruleset at events they host. Our goal is not to force any events to use a ruleset, but to inform the community at large about what stance our current major tournaments have on various ruleset topics.

2. FUTURE RULESET CHANGES

All future ruleset changes to be reflected in this document shall go through an amendment proposal phase at designated intervals. The first amendment proposal phase shall begin immediately (August 2017), after which there will be another iteration no longer than 6 months later.

2.1. Competition Committee

The Competition Committee (the “Committee”) is the sum of two separate voting bodies: the Leadership Panel and the At-Large Panel

2.2. Leadership Panel (“The 5”)

“The Committee” are the founding members of the Competition Committee, with Matthew Zaborowski and Shi Deng sharing a seat.

- Arian Fathieh (The Crimson Blur)
- Robin Harn (Juggleguy)
- Sheridan Zalewski (Dr. Z)
- Michael Brancato (Nintendude)
- Shi Deng / Matthew Zaborowski (MattDotZeb)

2.3. At-Large Panel (“The 25”)

Membership will be determined at a later date. The At-Large Panel consists of 25 well-respected members of the wider community, the majority of which will likely be players, though there is interest to include organizers, commentators, and other community figures as well. Each member of the Leadership Panel will propose 5 candidates for the At-Large Panel, after which the remaining 4 members shall vote on the candidates’ inclusion. A candidate is accepted if they pass a majority vote (3 out of 4).

2.4. Amendments

Ruleset changes may be proposed by community members during designated proposal phases, to be announced by the Leadership Panel. All proposals must be sent to ssbmrulescc@gmail.com and include:

- A redline of this document, with all changes clearly outlined [example: if you want the timer to go from 8 minutes to 7, simply cross out 8 and change it to 7 and submit the entire document for review].
- A cover letter, explaining the goals and benefits of the proposal
- Technical documentation, if applicable. This is a requirement for all hardware and software based proposals.
- Data from test tournaments (locals, etc.), if applicable, which have used the proposed changes.

After submission, each member of the Leadership Panel will consider the proposal, and whether it is appropriate for review. If so, the amendment will enter the voting process.

Each member of the Leadership Panel may bring two proposals to the committee for review per proposal phase. Once 10 proposals have been fully reviewed, the proposal phase ends, and all future proposals shall be taken into consideration in the next proposal phase. Alternatively, if there are no or few proposals which are considered appropriate for review, the Leadership Panel may unanimously vote to end the proposal phase early, and reconvene at the next proposal phase. Though discussion will be done privately, all votes from the Leadership Panel and the At-Large Panel will be publicly made available whether a proposal is ratified or not.

2.5. Voting

If an amendment enters the voting process it will first be brought to a vote by The Leadership Panel. If it receives at least 3 votes, it will then be voted on by the At-Large Panel. The amendment will be officially ratified and included in the Recommended Ruleset if it receives a majority vote by the At-Large Panel.

Though discussion will be done privately, all votes from the Leadership Panel and the At-Large Panel will be publicly made available whether a proposal is ratified or not.

2.6. Vacancies

If a member of the Leadership Panel resigns from the Committee, the Leadership Panel will make reasonable effort to replace the member as quickly as possible with a qualified individual. Any proposed replacement member will need to receive at least 4 votes from the Leadership Panel to be officially appointed to the Leadership Panel.

If a member of the At-Large Panel resigns from the Committee, the member of the Leadership Panel that originally proposed the resigning member will propose a replacement. The proposed member will need to receive at least 4 votes to be officially appointed to the Leadership Panel.

3. GAME PLAY RULES

3.1. Gameplay

3.1.1. Game Version

The official game versions are NTSC 1.02 and PAL for the Nintendo Gamecube, as determined by the location of the tournament, using standard memory card data with all characters and relevant stages unlocked.

3.1.2. Game Settings

- Stocks: 4
- Timer: 8 minutes
- Handicap: Off
- Damage Ratio: 1.0
- Items: Off
- Pause: Off
- Friendly Fire: On

3.1.3. Stage List

Stages are designated as either “Starters” or “Counterpicks.” Starter stages are available during Stage Striking (as defined in Section 3.1.6) and Counterpicks are only available during subsequent stage picks.

Starter Stages

- Yoshi’s Story
- Fountain of Dreams (Singles only)
- Battlefield
- Final Destination
- Dream Land 64
- Pokémon Stadium (Doubles only)

Counterpick Stages

- Pokémon Stadium (Singles only)

3.1.4. Match Procedure

The following steps outline the process of playing a Match.

- 1) Players select their characters. Either Player may invoke Double Blind Character Selection (as defined in Section 3.1.5). Players may not use the Name Entry glitch to play as any other characters than those regularly selectable from the Character Select Screen.
- 2) Decide stage strike order / port selection.
- 3) Use Stage Striking to determine the first stage.
- 4) The Players play the first Game of the Match.
- 5) Winning Player of the preceding Game bans a stage.
- 6) The losing Player of the preceding Game picks a stage for the next Game.
- 7) The winning Player of the preceding Game may choose to change characters.
- 8) The losing Player of the preceding Game may choose to change characters.
- 9) The next Game is played.
- 10) Repeat steps 4 through 9 for all subsequent Games until the Match is complete.

3.1.5. Double Blind Character Selection

Either Player may request that a double-blind selection occur. In this situation, a Tournament Organizer ("TO") will be told, in secret, each of the Players' choices for the first Game. Both Players are to then select their first Game character, with the Tournament Organizer validating the character selections.

3.1.6. Stage Striking and Port Selection

Players either get to select a controller port first or strike a stage first. If Players do not mutually agree on their preference, they must enact a Best-of-One Match of Rock Paper Scissors.

"Stage Striking" is defined as removing stages from the Starter list to decide the stage for the first Game. The Player with first strike strikes first, followed by the other Player striking two stages, followed by the Player with first strike striking one more stage. The remaining stage from the Starter list is used for the first Game.

3.1.7. Stage Bans

In a best-of-3 match: After each Game, before the next stage is selected, the Player who won the preceding Game bans a stage from either the Starter list or the Counterpick list. The banned stage cannot be selected by the opponent for the next Game.

In a best-of-5 match: There are no stage bans.

3.1.8. Stage Clause

A Player may not pick any stage they previously won a Game on during the Match.

3.1.9. Mutual Agreement

Players may select any stage from either the Starter or Counterpick lists if they both agree to it. Players may also ignore Stage Clause if both agree. Players may not agree to play on other stages or change the length of a Match or Game. In-game agreements made mutually between players (such as neutral starting positions) are strongly discouraged and are not enforceable by the TO. Mutual agreement to pre-determine the outcome of a Game or Match is collusion (see Section 4) and is always forbidden.

3.1.10. Sudden Death

If a Game goes to Sudden Death, the winner is determined by stocks and percentage at the time the Game ends. When the timer hits 0:00, the Player with the higher stock count is the winner. If both Players are tied in stocks the Player with the lower percentage is the winner. In the event of a percentage tie, or a Game in which both players lose their last stock simultaneously, a tiebreaker will be played on the same stage for one stock and 2 minutes. The results of Sudden Death do not count.

3.1.11. Permitted Controllers

The only permitted controller is the wired Gamecube controller. Turbo functions, macros, and hardware modifications (other than case modifications, such as notches and cosmetic changes) are banned. Tournament organizers have the right to inspect any controller at any time.

3.1.12. Neutral Ports

A player may request “Neutral Ports” meaning the following port configuration is used for each stage.

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dream Land 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

Doubles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	Team A	Team B	Team A	Team B
Yoshi's Story	Team A	Team B	Team B	Team A
Dream Land 64	Team A	Team B	Team B	Team A
Battlefield	Team A	Team B	Team B	Team A
Pokémon Stadium	Team A	Team B	Team B	Team A

3.1.13. Warm-ups

Warm-up periods and controller tests may not exceed 30 seconds on the in-game timer. Violation of this rule may result in an automatic forfeit at the discretion of Tournament Organizers.

3.1.14. Colorblind Clause

A player may request that their opponent(s) take steps to make their character(s) distinct in order to accommodate color blindness, or if their color is indistinguishable from either the other team color. If in Doubles, a player may request that the opposing team switch colors so that they may distinguish between teams. (in the case of colorblindness this will usually result in the two teams wearing the Red and Blue colors).

3.1.15. Grab-n-Go Clause

Players cannot touch their teammate's controller or control their partner's character by any other means during a doubles game.

3.2. Match Disruptions**3.2.1. Pauses**

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits a stock. The penalty may be increased to a multiple stock forfeiture or a Game forfeiture at the discretion of the TO.

3.2.2. Restarts

The Tournament Organizers may approve a Game restart due to exceptional circumstances, such as a power outage.

3.2.3. Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers. Players may stall for the purposes of waiting out a particular transformation on Pokémon Stadium. Stalling must end when the neutral

transformation returns, as indicated by the icon shown on the in-game screen.

3.2.4 Freeze Glitch

Activating the Freeze Glitch with the Ice Climbers is not allowed; penalties may or may not be enforced at TO discretion.

3.3. Misinterpretation / Misconfiguration

If a game was played under a misconfiguration of the Game settings, as described in Section 3.1.2, that could have materially affected the result of the game, a player may petition the TO to have that game replayed. The final decision is at the discretion of the TO. This must be done immediately after the game in question; after the next game is started, the previous game shall not be replayed regardless of whether the rules were set correctly.

3.4. Coaching

Coaching, defined as deliberately giving or receiving advice to/from another person during a Match, is not allowed and may result in penalties for both parties. Coaching is allowed after a bracket reset in Grand Finals.

3.5. Penalties

Players who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match restart
- Loss of Game
- Loss of Match
- Prize money forfeiture

Any penalties imposed on a Player may be made available to the public by the Tournament Organizers in their sole discretion.

4. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all TOs and spectators. Players are expected to play at their best at all times and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with tournament operation;
- Acting in an unsportsmanlike or disruptive manner, or to annoy, abuse, threaten or harass any other person;

- Engaging in collusion (e.g., any agreement between two or more Players to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of TOs to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player or TO for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with consoles, TVs, lights, cameras or other tournament and/or production equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or
- Otherwise violating these rules.

5. SIGNATORIES

Founding members: Arian Fathieh (The Crimson Blur), Robin Harn (Juggleguy), Sheridan Zalewski (Dr. Z), Michael Brancato (Nintendude), Shi Deng, Matthew Zaborowski (MattDotZeb)

Other Signatories: [TBD]

6. COMMITTEE VOTING HISTORY

6.1. Founding Decisions [July 13, 2017]

Verdict	Item	Blur	Juggleguy	Dr. Z	Nintendude	Shi/MDZ	The 25
No	Should the timer be reduced to 7:00 minutes?	Yes	No	No	Yes	No	N/A

No	Should there be a ledge grab limit for timeouts?	No	No	No	Yes	No	N/A
No	Should Wobbling (Ice Climbers infinite grab) be banned?	No	Yes	No	No	No	N/A
No	Should coaching during a match be legal?	No	No	No	No	Yes	N/A
Yes	Should case modifications (i.e. shield drop notches) be legal?	Yes	Yes	Yes	Yes	Yes	N/A
No	Should hardware modifications (i.e. arduinos) be legal?	No	No	No	No	No	N/A
No	Should controllers other than wired Gamecube controllers (i.e. SmashBox) be legal?	No	No	No	Yes	No	N/A
Yes	Is 1.02 the official game version in NTSC regions?	No	Yes	Yes	Yes	Yes	N/A
Yes	Should a pause result in a penalty more severe than a stock loss, up to a game loss, at the TO's discretion?	Yes	Yes	Yes	Yes	Yes	N/A

6.2.1 First Amendment Process [October 17, 2017]

Verdict	Item	Blur	Juggleguy	Dr. Z	Nintendude	Shi/MDZ	The 25
Yes	Amendment 1: Allow coaching between sets of Grand Finals	Yes	Yes	Yes	Yes	Yes	20 / 25
Yes	Amendment 2: Clerical Changes Section 3.1.4	Yes	Yes	Yes	Yes	Yes	25 / 25
Yes	Amendment 2: Clerical Changes Section 3.1.7	Yes	Yes	Yes	Yes	Yes	25 / 25
Yes	Amendment 2: Clerical Changes Section 3.1.9	Yes	Yes	Yes	Yes	Yes	25 / 25
No	Amendment 2: Clerical Changes Section 3.2.3, clarifying stalling	No	No	No	No	No	N/A
Yes	Amendment 3: Colorblind Clause Section 3.1.14	Yes, Partial	Yes, Partial	Yes, Partial	Yes, Partial	Yes, Partial	22 / 25
No	Should 1-minute Coin Mode handwarmers be mandatory?	No	No	No	No	No	N/A

6.2.2 Second Amendment Process [October 27, 2017]

Verdict	Item	Blur	Juggleguy	Dr. Z	Nintendude	Shi/MDZ	The 25
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No	Amendment 4: Change the timer from 8 to 7 minutes	Yes, Procedural	No	Yes, Procedural	Yes	No	3 / 25
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6.2.3 Third Amendment Process [November 30, 2017]

Verdict	Item	Blur	Juggleguy	Dr. Z	Nintendude	Shi/MDZ	The 25
Yes	Amendment 5: Clerical changes, Section 3.1.9	Yes	Yes	Yes	Yes	Yes	22 / 25
Yes	Amendment 6: Grab-n-Go Clause	Yes	Yes	Yes	Yes	Yes	20/25
Yes	Amendment 7: Freeze Glitch Clarification	Yes	Yes	Yes	Yes	Yes	20/25