

Super Smash Bros. Melee Tournament Ruleset

- Game Settings: 4 Stocks, 8 Minute Time Limit, Items Disabled, Pause Off
- You may not choose any stage you have won on during a set, unless agreed by both players.
- A tie is determined by most stocks, and then if still tied, by percentage.

Neutral Stages

Final Destination	Battlefield	Yoshi's Story
Dream Land	Fountain of Dreams (Singles)	Pokémon Stadium (Doubles)

Counter-Pick Stages (Games 2+)

Pokémon Stadium (Singles)	Kongo Jungle 64 (Doubles)
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Match Procedure

1. Players select their characters. Either player may choose to Blind Pick. In this case, each player secretly tells a third player their character before picking with the third player verifying their selections.
 2. Players play Rock-Paper-Scissors. Winner chooses between selecting controller port or first Stage Strike
 3. Players take turns removing stages from the **Neutral Stages** list above based upon the results of the previous rule. The first player to strike removes one (1) stage from the list, the second player removes two (2), and the first player then chooses from the remaining two (2) stages.
 4. The players play the first match of the set
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5. Winning player of the preceding match bans a stage from the full list of stages, both **Neutral** and **Counter-Pick**. Does not apply to Best of 5 sets.
 6. The Losing player of the preceding match picks a stage for the next match. Cannot choose the stage banned in the previous step, nor a stage they've already won on during this set, unless agreed.
 7. The winning player of the preceding match may choose to change characters.
 8. The losing player of the preceding match may choose to change characters.
 9. The losing player of the preceding match may change their controller port.
 10. The next match is played
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11. Repeat Steps 5 through 10 for all subsequent matches until the set is complete.