

# J1-CON



## SUPER SMASH BROS MELEE TOURNAMENT RULES

- Game Version/System: US Nintendo GameCube
- Game Settings:
  - 4 Stock
  - 8 Minute Time Limit
  - No Items
  - Pause Disabled
  - 2/3 Games
- Starter stages:
  - Yoshi's Story
  - Fountain of Dreams
  - Final Destination
  - Battlefield
  - Dream Land
- Counter-pick stages: Pokemon Stadium
- Wobbling is legal. Freezing and infinite stalling are not legal.
- First stage is decided by banning from the Starter Stages in P1-P2-P2-P1 order.
- Winning player is not locked into the same character for the next match, but has to pick before loser selects character.

- Following stages decided by winner banning one stage from all stages and then loser choosing.
- Any matches that are best of five, there are no stage bans.
- You may not choose a stage you have already won on unless mutually agreed to.