

J1-CON



ARMS TOURNAMENT RULES

1. Set Length

All tournament sets will be a best-of-3 games, until Winners Finals, Losers Finals, and Grand Finals which will then be best-of-five.

2. Set Procedure

I. Players select their characters. Either player may elect to do Double Blind Character Selection, please alert a TO to assist.

II. Starter stages are enabled for the first match. After the first match, all stages from list are added. (Stage list below at #11)

III. The players play the first game of the set.

IV. Winning player of the preceding game bans 2 stages. The losing player of the preceding game picks a stage for the next game.

V. The winning player of the preceding game may choose to change equipped ARMS and/or character but **MUST** announce all changes first. Cannot change ARMS or character if not announced after this point.

VI. The losing player of the preceding game may choose to change characters and/or ARMS and does not need to announce any changes.

VII. The next game is played.

VIII. Repeat steps 'IV' through 'VII' for all subsequent games until the set is complete.

3. Stage Agreement Clause

Players may select any stage if they both agree to it.

4. Double Blind Character Selection

Either player may request that a double-blind selection occur. In this situation, a TO will be told, in secret, of each player's choices for the first round. Both players are to then select their first round character, with the TO validating the selections.

5. Alting

You will be immediately disqualified from the tournament with no refunds if you are found hiding your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a TO before prior to the registration end date.

6. Tardiness

Anyone who is not present for their set by 15 minutes past the scheduled start time is subject to a total disqualification from the event.

7. Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

8. Misinterpretation/Misconfiguration (Settings Check)

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to rule #10-11. It is the player's responsibility to ask for any clarification of the rule set in the event of a disagreement. The outcome of a game or set will not be changed after the fact unless under extreme circumstances. Judgement reserved for tournament staff.

9. Final Rulings

If any unforeseen situations occur, judgment of Tournament Staff is final.

Game Rules

10. Game Settings

- Enable Tournament Mode (Click and hold Right Control Stick, L, and R simultaneously)
- Enable/Use (LAN) Mode (Click and hold Left Control Stick, L, and R)
- Arena Mode

11. Stages

Starter

- Mausoleum
- Buster Beach
- DNA Lab
- Sparring Ring
- Temple Grounds

Counterpick

- Scrapyard
- Via Dolce

Additional Rules

12. Controls/Controller Disconnection

If a player does not set their controls correctly or has a controller disconnect due to wired-only mode, the game will be replayed but at the forfeit of one round. Undock the switch to leave LAN mode, re-enter LAN Arena Mode, fix controls and restart the game. To forfeit the first round, take one hit of damage, and then let the timer run to 0. Play the rest of the match as usual. If the incorrect controls are not announced within the first 10 seconds of the match, the match must be played out, or the match forfeited entirely. Controller disconnects will have the round immediately forfeited, so if one round has already been lost it is a loss of the match. Special exceptions to this rule can occur if the disconnect happens in a situation where the round could not have been lost with the time remaining and will be up to TO discretion.

13. Controller Interference

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event. Be aware that wireless controllers may experience input latency while in a crowded room due to conflicting signals from other devices. We recommend always playing on a wired controller and setting the "Wired Pro Controller" mode to "On" in the Switch settings.