



STRATA Gaming Series
Online Smash Singles Tournament
May 2nd, 2020

Tournament Rules

Format

All players will be seeded into double elimination bracket groups. Players will advance either in winners bracket or losers bracket.

Set Length

Sets will be best of 3 games until Winners Finals, Losers Finals, and Grand Finals sets, which will be best of 5 games.

Set Procedure

1. Players select their characters.
2. Players lock in their characters in the arena
3. The players play the first game of the set
4. Either player may change characters or elect to change.
5. The next game is played.
6. Repeat Steps 2 through 5 for all subsequent games until the set is complete.

Double Blind Character Selection

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

Game Settings

- 3 Stock
- 8 minute games
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone

- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack (Friendly Fire): On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Separate
- Radar: Big
- Teammate Highlight: On
- Mii Fighters: All move set combinations are legal
- Amiibo's are not allowed.

Stages

Only Battlefield and Final Destination stages will be legal. The arena will choose a Battlefield or Omega form stage at random.

Stalling

Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes, but is not limited to, becoming invisible, continuing infinities past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

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 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 1 stock tiebreaker will be played with time limit equal to the regular time limit divided by the regular number of stocks, rounded up. The results of Sudden Death do not count.

Tardiness

Anyone who is not present for their set or in their assigned arena by 10 minutes past the scheduled start time, without prior communication with tournament staff, is subject to a total disqualification from the event. Reminder text messages will be sent out before each match outlining the arena info. Players have

10 minutes to join and start their match. If players are unable to do so, the set will count as a loss against them.

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.

Misinterpretation

Games or sets are not to be replayed due to a misinterpretation of the rules; it is the players' responsibilities to ask moderators for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances.

Final Rulings

If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event.

Additional Rules

Self-Destruct Moves

If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, standard sudden death rules apply.

Internet Connection

Players who intentionally or unintentionally lag an online match in a major way (meaning a lag pause of 2 seconds or more) two or more times in a match may be disqualified.

If major lag issues occur during a match, the game may be replayed at the discretion of the TO.

Player Tags

Any player found with an offensive username or game tag will be issued a warning and requested to change it. If the player does not change their username or game tag after a request, they will be disqualified. All requests and disqualifications will be at the discretion of the TO.