



EVENT RULEBOOK

April 30, 2022

For the information and government of tournament officials and competitors

PREAMBLE

This document serves as a reference guide for all rules which govern the playing of competitive video game matches within the context of the Midwest Gaming Clash, held within the event space of the Midwest Gaming Classic.

This code of rules features a broad ruleset which shall concern the event space as a whole, followed by various game-specific rules, separated by game. These rules were ratified in a meeting among the rules committee which took place on March 25, 2022, commencing at 21:30 CDT.

Many of the rules specified in this document were adopted from common practices upheld by tournaments across the broader gaming community, though some regulations found within these codes may be viewed as impractical for the purposes of our tournament. It is prudent practice to remember that specific nuances may be modified and/or altered, per the advice of the event organizers, to better meet the needs of this event.

Competitive video gaming and esports have largely maintained its reputation within the gaming community due to the strong professionalism and discipline of all participants. The popularity of these events will grow only so long as individuals such as competitors, tournament organizers, and other supporting staff members respect these traits.

This code of rules references the following documents:

- Genesis 8 Super Smash Bros. Ultimate Ruleset
- EVO 2021 Championship Series Rulebook
- Tekken Online Challenge 2021 Official Rules
- Capcom Pro Tour Street Fighter Tournament Rules

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SECTION 1 – CODE OF CONDUCT

1.1 – Common sense

All individuals shall uphold common sense as the most important element of their behavior whilst in the event space.

1.1.1 Tournament Officials

In case of doubt or uncertainty regarding the rules, please consult a Tournament Official.

1.2 – Registration

All competing players must register for their games in a timely manner prior to the prescribed tournament kickoff time.

1.2.1 Player Names

All players shall select a handle to participate in the Tournament. Player handles may not contain any language deemed inappropriate or otherwise harmful or demeaning to any individual in the Venue. A player must use a handle which can understandably distinguish that player among any other participant. If a player is found using an alternate or nonstandard handle with intent to hide their identity and/or to manipulate bracket seeding, the player will be immediately disqualified, unless the player notifies an Official prior to registration.

1.3 – Game Settings

All games conducted in the Tournament shall be conducted in accordance to the respective game's prescribed format (please reference each game's section for specifics). It is the responsibility of the Officials to verify that each setup to be used in the Venue is properly configured to align with the settings contained in this Document.

1.3.1 Agreement Clauses

To expedite tournament flow, players in a match are permitted to agree on any **legal** stage/environment/etc to conduct their match in lieu of the prescribed selection procedure. Players may not invoke this rule to either modify the prescribed format of a Set in their respective Game, or to otherwise conduct a match with illegally configured settings. Violation of this rule is subject to disqualification on both players.

1.3.2 Misinterpretation/Misattribution

No game or set in progress is to be replayed due to a misinterpretation of the rules or a negligence to verify game settings, except for player-specific settings. In case an incident is identified by an Official, the outcome of a game or set affected by any nonstandard conditions will not be amended after the fact.

1.4 – Player Equipment

Players should assume that they must bring their own controller. Limited controller supplies may be present for the event. For ease of access, tournament staff recommends the use of a wired, first-party controller when the option is available. However, wireless controllers are permitted, as are third party equivalents. Arcade style fight sticks are permitted. All controllers must abide by the following two provisions:

1.4.1 Modifications

Any controller that features rapid-fire or macro capability must have those capabilities disabled for use in the tournament. All control schemes must be configured within the basic functions of the game in question.

1.4.2 Controller Interference

If a player's controller is found to be the cause of disruption to the tournament (mid-game or otherwise), said player is subject to complete disqualification from the event.

1.5 – Timeliness

All players are responsible for reporting to their designated location within five minutes of being called by an official. Any expected delays must be reported to an official beforehand. Tardiness may result in forfeiture of set at discretion of the Official calling the respective player.

1.5.1 Warm-Up Periods

Warm-up periods, button checks, and "handwarmers" must be agreed upon beforehand and may not exceed 90 seconds on the game clock. Violation may result in a game loss at the discretion of the Officials.

1.5.2 Time In Between Sets

Players are given 60 seconds in between sets to determine any applicable options that shall apply to the next game in a set. If this time period is exceeded, an Official may order one player to expedite their decision(s), at risk of forfeiture of a game.

1.6 – Collusion

No player shall attempt to cooperate with another individual in an attempt to manipulate the fair progression of the bracket. Actions covered by this rule include intentionally throwing a match, splitting a payout, or attempting to inhibit a player outside the game. The Tournament Officials reserve the right to deny payout or event winnings to any player suspected of colluding.

1.6.1 Ringers

No player shall hand off their controller to another individual to assume control of their character mid-match. No player shall enlist another individual to play their matches on their behalf.

1.7 – Coaching

Coaching, defined as an attempt to give advice to any player to their advantage, is forbidden during the duration of a tournament set, whether during a game or in between games in asset. The only exception to this is during a Grand Finals Reset, where players will be given a two-minute break in between the first and second Grand Finals sets. Coaching may occur during this specified time period.

1.7.1 Cheering vs. Coaching

Cheering refers to non-descript statements such as, "Let's go!", "you got this!", or "mess them up!" These are not violations, as they do not qualify as advice that can be applied to gameplay.

Coaching violations are specific statements pointing out habits, specific options, or timings, including "Watch out for his strong attack!", "He keeps shining out of shield!", or "His <skill> is almost charged!"

1.7.2 Penalties

Tournament staff reserves the right to judge on what is deemed "coaching" as well as the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as follows:

- **First offense/minor infraction:** Verbal warning to the player and the coach. This warning will persist for the entire event.
- **Second offense/major infraction:** Player receives a game loss and/or the coach is removed from the tournament station.
- **Third offense/severe infraction:** Player and coach are both ejected from the event.

1.8 – Force Majeure Clause

Any game interrupted by external, impartial conditions (e.g. power outage, safety concerns, AV cords are disconnected), shall be reset and replayed at Officials' discretion.

1.9 – Glitch Clause

If anything occurs in game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform their pool captain or tournament staff for resolution.

1.10 – Patch

All games in the Tournament shall use whatever patch is currently live at 23:59 CDT on 04/23/2022.

1.11 – Reporting Rules Violations

It is the responsibility of all players to identify any rules violations that occur while they are presently competing and report them to the Officials promptly.

Players are not permitted to stop a game in progress to address a non-gameplay related rules violation, under penalty of forfeiture of the current game in a set on the individual who commits stoppage of play.

1.12 – 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. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

SECTION 2 – SUPER SMASH BROS. ULTIMATE

2.1 – In-Game Rules

- Stock and time are set to 3 stock and 7 minutes
- 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: Default
- 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: Default
- Mii Fighters: All moveset combinations are legal

2.1.1 – Stage List

Starter Stages:

- **Battlefield**
- **Final Destination**
- **Town and City**
- **Pokémon Stadium 2**
- **Smashville**

Counterpick Stages will be every stage in the above list, plus the following stages:

- **Kalos Pokémon League**
- **Small Battlefield**
- **Yoshi's Story**
- **Hollow Bastion**

Omega/Battlefield Forms: Omega Forms can substitute for Final Destination, and Battlefield Forms can substitute for Battlefield. Both options are struck respective of their parent stage.

Exceptions: The following Omega/Battlefield Forms are not covered by this rule:

- **Flat Zone X**
- **Duck Hunt**
- **75m**
- **Dream Land (GB)**
- **Pac-Land**
- **Mario Maker**

2.2 – Bracket and Set Length

The Super Smash Brothers tournament will be played in a Double Elimination bracket, with a Grand Finals Reset. All tournament sets will be best-of-3 until Top 8, at which point tournament sets will be best-of-5. Game settings as defined in Rule 2.1 and any rules contained within this section do not change between these two set formats.

2.3 – Set Procedure

1. Players select their characters. Either player may elect to do Double Blind Character Selection (see section 2.4).
2. Use Starter Stage Striking to determine the first stage (see Rule 2.3.1).
3. The players play the first game of the set.
4. Winning player of the preceding game bans 3 stages (see 2.3.2). The losing player of the preceding game picks a stage for the next game.
5. The winning player of the preceding game must announce their character selection for the next game.
6. The losing player of the preceding game must announce their character selection for the next game.
7. The next game is played.
8. Repeat Steps 4 through 8 for all subsequent games until the set is complete.

2.3.1 – Stage Striking

Players play a best-of-1 Rock-Paper-Scissors, and the winner may choose to either strike first or strike second. Stages are struck in a P1-P2-P2-P1 order.

2.3.2 – Counterpick Stage Banning

After each game of the set, before counterpicking, the player who won the previous game may ban three stages from the full stage list. These bans do not persist throughout the set. The loser of the previous game then chooses from the remaining stages, barring the most recent stage that player has counterpicked and won on previously in that set (see 2.3.3).

Counterpick Stage Clause

The Counterpick Stage Clause (alternatively known with terminology such as "Dave's Stupid Rule"/DSR) shall not take effect in this Tournament.

2.3.3 – Stage Agreement Clause

Players may select any **LEGAL** stage if they both agree on it. Players may not play on illegal stages or change the length/terms of a set. If this is violated, both players will be subject to complete disqualification from the event.

2.4 – Double Blind Character Selection

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

2.5 – Pausing and the Home Button

Pause setting is to be set to off. However, if it is not, pausing is only legal while either player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament official or in the case of a controller malfunction. All other pauses will incur a stock loss to the player who pauses the game. If the pause causes the opponent to lose their last stock, the pausing player receives a game loss. This rule also applies to controllers which cause the game to revert to the Switch home screen.

2.6 – 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 infinites past 300%, and reaching a position that the player's character can never be reached by the opposing character. Stalling will result in a forfeit of the game for the player that initiated the action.

2.7 – Self-Destruct Rules

If a game ends with a self-destruct move (i.e. a move initiated by one fighter that causes both combatants to lose a stock at the same time), the results screen will determine the winner. If a sudden death occurs as the result of a self-destruct move, a standard sudden death play-off game applies (see Rule 2.8).

2.8 – Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. 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 a 3-minute time limit on the same stage and with the same characters as the tied game. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

2.9 – Character Color Selection

If there is a dispute in character colors (e.g. both players want to use green Fox), the players will draw lots (RPS, etc.) to determine who gets the color.

2.10 – Color Request Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the other team color or the stage background. The request must be made before the game starts.

SECTION 3 – GUILTY GEAR STRIVE

3.1 – Tournament Format

Guilty Gear Strive will be played on a Double Elimination bracket with a Grand Finals Reset. All sets will be best three games out of five, with each game featuring two or three rounds (the winner of each game in a set will be the player that wins two out of three rounds).

3.1.1 – Modifications

No format change to the above shall take effect at any point in the Tournament (e.g. during Top 8, Winners/Losers/Grand Finals, etc.).

3.2 – In-Game Settings

Tournament matches shall use the in-game default settings (2 out of 3 rounds, 99 seconds per round, etc.)

3.2.1 – Control Schemes

Players shall be free to modify their own control schemes to their liking.

3.3 – Double Blind Character Selection

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

3.4 – Stage Selection

All matches shall be played in a randomly selected stage, unless both players mutually agree to conduct a game in a particular stage.

3.5 – Procedure In Between Games

In between two games of a set, the loser of the last game is free to swap their character. The winner of the last game is not granted this privilege.

3.6 – Pausing

Pausing is disallowed except only in cases to summon a tournament official and while both players remain out of combat. If a player pauses, and the pause was determined by an Official to have disrupted his opponent, the player who paused is subject to a game loss.

3.7 – Character Selection

Players are permitted to use any character in the Tournament. Players may not use any Ultimate Edition Colors for any character within the Tournament.

3.7.1 – Color Selection Accommodations

A player may request their opponent to switch colors to accommodate a condition like colorblindness. This request must be made before the beginning of a single game.

If there is a dispute as to two players wishing to utilize the same color, both players are to draw lots (one game of RPS or similar) to resolve.

SECTION 4 – TEKKEN 7

4.1 – Tournament Format

Tekken 7 will be played on a Double Elimination bracket with a Grand Finals Reset. All sets will be best two matches out of three, with each individual match being decided by the best three out of five rounds.

4.1.1 – Modifications

In Winners Finals, Losers Finals, and Grand Finals, each set shall instead be best three games out of five.

4.2 – In-Game Settings

All matches must use the following in-game settings:

- Rounds: 3 out of 5
- Time Limit: 60 Seconds
- Stage: Random
- Character Customization: Off

4.2.1 – Control Schemes

Players shall be free to modify their own control schemes to their liking.

4.3 – Match Procedure

- At the start of a Match Set, each player selects their character and the stage is selected at random.
- After any single Match, the winner is "locked" into their character and is not permitted to switch their character unless or until they lose a subsequent single match.
- All single matches are loser's choice, with the options as detailed in Rule 4.3.1.

4.3.1 – Loser's Options

In between two matches of a Set, the loser shall be granted the option to either rematch with both players' previous characters and the option to select stage, or to return to character select to choose a new character and play the next match on a new randomly selected stage.

4.4 – Double Blind Character Selection

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

4.5 – Pausing

Pausing is disallowed except only in cases to summon a tournament official and while both players remain out of combat. If a player causes a pause, intentionally or accidentally, outside of the previous clause, whether by pressing the Options button or by experiencing a controller disconnect, subject to decision by an Official, the player that caused the pause shall forfeit the current round of the Match.

4.6 – Character Selection

Players are permitted to use any character and preset combination in the Tournament, with the exception of:

- Jack-7 Preset 3 and 4
- Gigas Preset 3
- Akuma Preset 5

4.6.1 – Accommodations

Should both players wish to use the same preset, both players are to draw lots (one game of RPS or similar) to determine who may use their preferred Preset Costume for the duration of the match.

A player may request their opponent to switch preset to accommodate a condition like colorblindness. This request must be made before the beginning of a match.

SECTION 5 – STREET FIGHTER V

5.1 – Tournament Format

Street Fighter V will be played on a Double Elimination bracket with a Grand Finals Reset. All sets will be best two games out of three, with each individual match being decided by the best two out of three rounds.

5.1.1 – Modifications

In Winners Finals, Losers Finals, and Grand Finals, each set shall instead be best three games out of five.

5.2 – In-Game Settings

All matches must use the following in-game settings:

- Time Limit: 99 Seconds
- Rounds: 2/3 Rounds

5.2.1 – Control Schemes

Players shall be free to modify their own control schemes to their liking.

5.3 – Set Procedure

- At the start of a set, each player selects their character and the stage is selected at random. Players may invoke Double Blind Selection (rule 5.4) at this time.
- After any single Match, the winner is "locked" into their character and is not permitted to switch their character unless or until they lose a subsequent single match.
- Upon the conclusion of a game, the loser is granted the option to choose whatever they wish regarding character, V-Trigger, and V-Skill.
- The winner may also change their V-Trigger and V-Skill prior to the loser selecting their V-Skill or V-Trigger. However, they are not permitted to change their character in between games of a set.

5.4 – Double Blind Character Selection

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

5.5 – Banned Stages

The following stages shall not be used for play in the Tournament:

- The Grid
- Kanzuki Beach
- Skies of Honor
- Flamenco Tavern

5.6 – Character Selection

Players are permitted to use any character and costume combination in the Tournament, with the exception of:

- Pyron Gill
- Nergigante Blanka

5.6.1 – Accommodations

Should both players wish to use the same costume, both players are to draw lots (one game of RPS or similar) to determine who may use their preferred Costume for the duration of the set.

A player may request their opponent to switch preset to accommodate a condition like colorblindness. This request must be made before the beginning of a game.