



# **EVENT RULEBOOK**

**April 1, 2023**

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 Midwest Gaming Clash event space, followed by various game-specific rules, separated by game. The initial revision of these rules were ratified in a meeting among the rules committee which took place on March 25, 2022, commencing at 21:30 CDT, though edits have been conducted in the lead-up to MWGC 2023 in the best interest of this document.

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 General Expectations**

All individuals present within the Event shall uphold common sense as the most important element of their behavior whilst in the event space. Any regulations not covered explicitly in this rulebook are assumed to be covered by the Official Show Rules of the Midwest Gaming Classic (cf. <https://www.midwestgamingclassic.com/mgc-rules/>).

### **1.1.1 Tournament Officials**

In case of doubt or uncertainty regarding any item in this Rulebook, or regarding player conduct, 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 shall 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 provisions:

### **1.4.1 Modifications**

**Turbo and Macro** – 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.

**Simultaneous Operation of Cardinal Directions** – Any controller which appears capable of inputting two opposing cardinal directions at one time (e.g. an array of four buttons for cardinal directions as opposed to a joystick or physical D pad) must be tested to determine that such an input combination will not be interpreted in game to cause impossible behavior.

### **1.4.2 Controller Interference**

Upon the conclusion of a Set, both players are responsible for ensuring that their equipment is properly disconnected from the setup where their match took place. If a player's controller is found to be the cause of disruption to the tournament (mid-game or otherwise), the offending player is subject to complete disqualification from the event.

## **1.5 Timeliness**

All players are responsible for reporting to the Tournament Organizers at least 10 minutes before the posted start time for their game's bracket.

When a player's match is scheduled to begin, players shall report to their game's Bracket Judge within five minutes starting from the initial callout for their respective match. Any expected delays must be reported to an official before this five minute window lapses. Tardiness may result in forfeiture of set at discretion of the Official calling the respective player.

If an overlap (i.e. another Convention-sanctioned event occurring at the Venue requiring a player's presence) is anticipated to occur, players are responsible for notifying a Bracket Judge as soon as possible.

### **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 Unsportsmanlike Conduct**

All players are expected to exhibit good sportsmanship and maintain respect for one another, as shall all Tournament Officials and spectators among themselves and for players. Players are expected to play their best at all times and to avoid any behavior inconsistent with good sportsmanship, integrity, and fair play.

The following non-exhaustive list of actions depict additional game-related behavior that is considered inappropriate and in violation of the spirit of good sportsmanship:

### **1.6.1 Delay of Game**

Delay of game, also referred to with the colloquial term "stalling", shall be banned, determination of which is subject to the discretion of the Tournament Official. Any instance of delay of game shall result in a forfeit of a game within the current set for the offending player. Precise definitions of actions punishable under this rule can be found in each game's respective sections.

## 1.6.2 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.

## 1.6.3 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.

## 1.6.4 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.

### 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!"

## 1.6.5 Penalties

Tournament staff reserves the right to judge on what is deemed unsportsmanlike conduct as well as the severity of the violation.

- **Minor infraction:** Verbal warning to the involved parties. This warning will persist for the entire event.
- **Major infraction:** Player receives a game loss and/or the offender is removed from the tournament station.
- **Severe infraction:** The offending individual is ejected from the event.



For certain competition-related rules infractions, lesser penalties may be applied within the scope of the match, e.g. loss of current stock or round for the offending player. These will be referenced in their pertinent sections.

## **1.7 Reasonable Accommodation Clause**

Players may request that their opponent change colors to accommodate a condition such as 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.

### **Exceptions:**

- **Players may not invoke this rule to demand their opponent to play a specific character or other equivalent. If a player does so, and it is reasonably determined that such an action was conducted with foreknowledge to gain an advantage (e.g. a player invokes this clause to force their opponent to play a character with an unfavorable matchup), such an action will be considered unsportsmanlike conduct.**

### **1.7.1 Selection Disputes**

If there is a dispute where the game cannot allow players to select two instances of the exact same item (e.g. two players want to use the same costume), the players will draw lots (RPS, etc.) to determine who gets the color.

## **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 Bracket Judge for resolution.

## **1.10 Patch**

All games in the Tournament shall use whatever patch is currently live at 23:59 CDT on 03/31/2023. It is the responsibility of the Tournament Officials to determine that all setups to be used in the Venue utilize a consistent version throughout the Event.

## **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. Mii Fighter names are subject to Rule 1.2.1.

### 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 (see below).

### 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

Reference: Rule 1.6.1

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. Actions are punishable by loss of current game for that set.

## 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 Reasonable Accommodation Clause**

Reference: Rule 1.7

A player may petition that their opponent not use a particular color of their character to accommodate conditions such as colorblindness.

## **2.10 Character Color Selection**

Reference: Rule 1.7.1

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.

## **2.11 Miscellaneous Bulletins**

**Steve** – Usage of the character Steve, or any of his alternates (Enderman/Zombie), is unrestricted at MWGC 2023.

## **SECTION 3 – RESERVED**

Section 3 in this Document is reserved for Rules concerning Guilty Gear: Strive, which will not be featured in MWGC 2023.

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## **SECTION 4 – RESERVED**

Section 4 in this Document is reserved for Rules concerning Tekken 7, which will not be featured in MWGC 2023.

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## **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**

Reference: Rule 1.7, Rule 1.7.1

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.

# CHANGELOG

- 3/25/2022: Initial draft. Sections created for code of conduct and Smash Brothers.
- 3/27/2022: Expanded to include Guilty Gear, Street Fighter, and Tekken.
- 4/8/2022: Proofreading edits for clarity. Rules reorganized. Public version used during MWGC 2022.
- 3/28/2023: Reorganization and rewrites conducted in preparation for MWGC 2023.

This version is to be used for the Event pending approval from Rules Committee.

- Preamble expanded to include reference to changes from past issue.
- Rule 1.1 expanded to include reference to the Official Show Rules of the Midwest Gaming Classic.
- Rule 1.4.1 expanded to include provision on Simultaneous Operation of Cardinal Directions.
- Rule 1.4.2 expanded to cover end-of-set procedure.
- Rule 1.5 edited for clarity (whether a non-Clash event at MWGC conflicts with a player attending Clash).
- Old Rules 1.6 and 1.7, as well as associated subrules, consolidated into a new Rule 1.6 for Unsportsmanlike Conduct.
- A new Rule 1.7 was created to reference accommodation clauses.
- Rule 1.10 updated for currency.
- Rest of rules have little to no changes.
- All Game sections have little to no edits, save for some headers to incorporate rules references in Section 1.
- The Sections for Guilty Gear and Tekken were removed, but their headers remain in place for potential re-incorporation.