

Tournament rules

In this tournament you will be playing Super Smash Bros Wii U. There will be 1st, 2nd, 3rd, and runner up prizes. All players will be playing with GameCube controllers in order to allow for an equal and fair playing field. This will be a free-for-all tournament, with all players on their own; there will be no teams. All players will be given 1-2 mins to choose and customize their character and controls on the game; no handicap assistance (or advantage) will be allowed in the game. All actions that occur in the video game are fair, so long as no cheating occurs. If there is a dispute the Salmar referee will have final say.

There will be two age brackets: 7-13 and 14 and older; you must play in your age bracket.

Four players will compete in several Phase 1 matches (Group A, B, C, D, etc.). Depending on the number of tournament participants, one or more players in each group of Phase 1 will move forward to the tournament brackets, while the remaining players will move to the runner-up prize competition. For example, with 16 or fewer players, first and second place of Group A moving forward to Phase 2 where they will play with the first and second place of Group B; first and second of Group C will play with first and second place of Group D. Phase 1 third and fourth place of Group A will play with third and fourth place of Group B, and so on. As of Phase 2, first place will move up in the tournament brackets to be eligible for 1st, 2nd, 3rd prizes. The third and fourth place players will compete in successive brackets for a single runner-up prize. More than 32 initial players would mean only the first place players will move to the tournament brackets, while the second, third and fourth placer players will compete in the runner-up brackets.

All players will have at least 2 times to play.

All players should arrive before 9am to sign in and confirm their presence for Phase 1 group. The Phase 1 schedule of battle will be given out at sign in.

All players will have 3 lives and each match will have a 5 minute duration. Each player has the dual goal of eliminating the lives of other players while receiving the least damage. The last player standing is the winner, the second-to-last player ranks as second place, etc..