

Apex 2015 Official Rulebook

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I. Event Rules

A. Code of Conduct

- By entering the venue, you consent to having your likeness being used in any media recorded from the event for any publishing outlets.
- All entrants must be registered as a player or spectator, must have a media pass, or have the consent of the Apex Staff to enter the venue. All attendees will have either a badge or a wristband and **MUST BE VISIBLE** at all times. If you are caught without these you will be ejected from the venue.
- Any violence that happens on the premises of the event will have you warned or removed from the venue without a refund, and a possible ban may occur from future events depending on the severity of the act. This includes (but not limited to): Verbal abuse, discriminating actions (against bisexuals, transsexuals, homosexuals, African-Americans, or any other race or religion that can be deemed discrimination (yes, calling a person or action gay, saying rape to describe how badly you lost, calling a girl disrespectful names all fall under this category), extreme disrespect to women and men alike, fighting, and/or assault.
- Trash talking, cheering, and any interaction between players, or the crowd and players must be kept respectful. Anyone attempting to insult a player on issues that don't pertain to the game will receive a technical foul. All players are asked to 'keep it PG.' Excessive foul language is punishable with a Technical Foul.
- Two Technical Fouls will result in a DQ from all events and possible ejection from the venue.
- Anyone found with possession of or under the influence of, but not limited to:
 - Illegal Drugs including Marijuana
 - Alcohol, if you're found to be under the age of 21 at the present time
 - Alcohol, if you're over 21, but are visibly drunk and cannot conduct themselves in a way that would be suitable for the public

WILL be immediately ejected from the venue, and for the rest of the tournament's duration. There will be no warnings, and no bias in these decisions.

- Smoking is only permitted in the designated areas outside the building. Any player caught smoking in the building will be ejected, without warning, for the rest of the weekend.
- All attendees are responsible for their own belongings. By paying the registration as players or spectators, you agree that anything you bring into the venue is your responsibility. Apex Staff, the Clarion Hotel, and any sponsors therein claim no responsibility for items which are lost, damaged, or destroyed as a result of being on tournament grounds.
- Any attendee caught tampering with, manipulating, or attempting to remove anything from a console or any equipment in the venue without expressed consent from Apex Staff will be immediately ejected.
- All recording is allowed with the stipulation that you don't upload direct feed footage from the main stages.
- Any visible hardware or software modifications to game systems are not allowed for hacking or backup loading usage.
- No weapons, regardless of legality or license, will be allowed to be brought into the venue. Any player found in possession of a weapon (Knife, Gun, etc.) will be immediately ejected from the venue and barred from re-entering.
- Any issues that arise outside of these terms will be held on a case-by-case basis, and be judged by the Apex Staff.

B. General Tournament Rules

- Tardiness will not be accepted. Anyone who is not present for their pool or bracket by 5 minutes past the scheduled start time, without prior communication with a Tournament Organizer (TO), is subject to a total disqualification from the event.
- The TO reserves the right to deny entry into the tournament to any player suspected of committing anything considered a crime or acting in a manner that is detrimental to the integrity of the event.
- The TO reserves the right to deny payout from event winnings to any player suspected of intentionally throwing a match, splitting a payout, or committing any other form of bracket manipulation.

- The TO reserves the right to settle any unforeseen situations that may occur, and his judgment is final. In extreme situations, rules may be altered between phases of a tournament in the best interests of the event.
- Games or sets are not to be replayed due to a misinterpretation of the rules; it is the players' responsibilities to ask the TO 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.
- **Coaching:** Any coaching that happens during the match (but not in between games of the set) is restricted. Players who violate this rule will receive a warning (BOTH the player AND the person coaching the player) on the first attempt. Players who violate this rule after a warning will be disqualified from the event and a possible ejection from the venue.
- **Collusion** of any kind with your competitors is forbidden. If the TO determines that any competitor is colluding to manipulate the results or intentionally under performing, the colluding players may be immediately disqualified. This determination is to be made at the sole discretion of the TO. Anyone disqualified in this manner forfeits all rights to any titles or prizes they might have otherwise earned for that tournament.
- Any situation that can arise that is NOT listed, but could be an issue to the staff or the players will be taken care of at the discretion of the TO(s). You have a right to appeal to the TO(s) about any minor offense that happens within your played event, however, the TO(s) is final. Any argument will result in further penalty or possible ejection from the venue depending on the severity of the act without a refund.

II. General Rules for Super Smash Bros. Games

A. Game Settings

- Mode: Stock
- Handicap: Off
- Team Attack: On (for doubles)
- Damage Ratio: 100%
- Items: Off
- Pause: Off
- All Characters Available
- All sets are best-of-3 except for the following matches of the final bracket which are best-of-5: Winners Semifinals, Winners Finals, Losers Quarters, Losers Semifinals, Losers Finals, and Grand Finals

B. Set Procedure

1. Players select their characters. Either player may elect to do **Double Blind Character Selection** (see next section)
2. Use Stage Striking to determine the first stage
3. The players play the first match of the set
4. Winning player of the preceding match bans a stage/stages*
5. The losing player of the preceding match picks a stage for the next match*
6. The winning player of the preceding match may choose to change characters.
7. The losing player of the preceding match may choose to change characters.
8. The next match is played.
9. Repeat Steps 4 through 8 for all subsequent matches until the set is complete.

** See game-specific rules for detailed stage ban and stage selection procedures*

C. Additional Rules

- **Stage Selection Clause:** Any stage may be played on if both players agree to it. Players may NOT agree to change the number of matches to be played.
- **Double Blind Character Selection:** Either player may request that a double blind selection occur. In this situation, a 3rd party should be told, in secret, each

of player's choices for the first round. Both players are to then select their first round character, with the 3rd party validating that the character selected is the same as their word.

- **Port Priority:** If an agreement cannot be made as to who gets what port, the players may enact a best of 1 game of Rock Paper Scissors or Game & Watch Judgment (the player who gets the higher number wins). Winner gets their port selection, loser selects any other port.
- **Neutral Start:** Either player may enact this rule. Once enacted, both players may only use one of the two "Neutral Starting Positions". G&W's Judgment Hammer or a best of one game of Rock Paper Scissors may be used to determine who gets the higher port. If both the Port Priority and Neutral Start rules are invoked, the player who is granted Port Priority selects one of the neutral start ports. Neutral starting ports are only applicable to Super Smash Bros. (64) and Super Smash Bros. Melee. For any Smash Bros. game, players may elect to move to opposite sides of the stage and then count down prior to starting the match.
- **Pausing** the game shall only be 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 a stock, the player who pauses forfeits 2 stocks.
- **Stalling is banned:** The act of stalling is intentionally making the game unplayable. Stalling tactics include but are not limited to becoming invisible, continuing infinites, chain grabs, or uninterruptible moves past 300%, and reaching a position that your opponent can never reach you. Any action that can prevent the game from continuing (i.e., pausing, freeze glitches, disappearing characters, game reset, etc.) will result in a forfeit of that match for the player that initiated the action. You are responsible for knowing your own character, and must be wary about accidentally triggering one of these effects.
- **Time Outs / Ties:** The winner of a match that goes to time (time out) will be determined by stocks and percentage. 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 match in which both players lost 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. Sudden Death is not to be played at all, and will not count.

- **Stock sharing** is allowed in doubles.
- **Colorblind Rule:** Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from either the other team color or the stage background. The request must be made before the match starts.
- **Warm-ups:** Warm-up periods, button checks, and “handwarmers” may not exceed 30 seconds on the game clock. Violation of this rule may result in an automatic forfeit at the discretion of the TO.
- **Forced Character Selection:** The losing player once had the option to select Random Stage as their counterpick and remove the option to change characters from the winner of the previous round. This is no longer legal. If a player wishes to select Random Stage as their counterpick, the winner of the previous round may choose to change their character.
- **Stage Striking:** Players eliminate stages from the Starter/Neutral list until there is one stage remaining.**
- **Controllers:** Alternate or custom controllers/adapters are allowed.*** Players suspected of using turbo functions or other macros are subject to immediate disqualification from the tournament. Players are responsible for setting up custom controllers in a timely manner.

Players who use the Wii Remote must take the batteries out of the Wii Remote when not playing. If the Wii Remote is still synced up to a Wii with the batteries in, you could unintentionally disrupt a match. If problems persist, a DQ may happen.

Any malfunctions or errors associated with your controller are your responsibility, so make sure you’re using the correct settings BEFORE a match is played. Both parties need to agree if a match is to be paused or restarted because of a controller problem.

** See individual game rules for detailed stage striking procedures.

*** There are exceptions for Super Smash Bros. for Wii U. See Section VI(C).

Super Smash Bros. (64)

A. Game Settings

- Stocks: 5

B. Stage List

Starter Stage(s)

- Dreamland
- Hyrule Castle (doubles only)
- Congo Jungle (doubles only)

Counterpick Stages

- Peach's Castle
- Congo Jungle

C. Additional Rules

- **Stage Striking:** For doubles only, the player with port priority strikes one stage from the Starter Stage list. Then the other player strikes one stage and the remaining stage is used for the first match.
- **Stage Clause:** A player/team may not pick any stage *from the counterpick list* they previously won on during the set.
- **Stalling:** Excessive unwillingness to engage the opponent is disallowed at the risk of being forced to forfeit the match by the TO. If there is no movement from either player, the losing player is considered to be stalling.
- **Neutral Start:** The following ports are to be used when a player/team invokes the neutral start rule:

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Dreamland		X		X
Congo Jungle	X			X
Peach's Castle		X		X

Doubles:

Stage	Port 1	Port 2	Port 3	Port 4
Dreamland	Team A	Team B	Team A	Team B
Congo Jungle	Team A	Team A	Team B	Team B
Peach's Castle	Team A	Team B	Team B	Team A
Hyrule Castle	Team A	Team A	Team B	Team B

III. Super Smash Bros. Melee

A. Game Settings

- Stocks: 4
- Time Limit: 8 minutes

B. Stage List

Starter Stages

- Yoshi's Story
- Fountain of Dreams (singles only)
- Battlefield
- Final Destination
- Dream Land
- Pokémon Stadium (doubles only)

Counterpick Stages

- Pokémon Stadium
- Kongo Jungle 64 (doubles only)

C. Additional Rules

- **Stage Striking:** Players eliminate stages from the Starter/Neutral list until there is one stage remaining. The player/team without port priority strikes first. Then the other player/team strikes two stages. Then the player/team with port priority strikes one more stage and the remaining stage is used for the first game of the set.
- **Stage Bans:** After each game of the set, before counterpicking, the player who won the previous game may ban one stage from either the starter or counterpick list. This rule is not in effect for best of 5 sets.
- **Stage Clause:** A player/team may not pick any stage they previously won on during the set.
- **Neutral Start:** The following ports are to be used when a player/team invokes the neutral start rule. players may elect to move to opposite sides of the stage and then count down prior to starting the match.

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi's Story	X	X		
Dreamland 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

Doubles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	Team A	Team B	Team A	Team B
Kongo Jungle 64	Team A	Team A	Team B	Team B
Yoshi's Story	Team A	Team B	Team B	Team A
Dreamland 64	Team A	Team B	Team B	Team A
Battlefield	Team A	Team B	Team B	Team A
Pokémon Stadium	Team A	Team B	Team B	Team A

IV. Super Smash Bros. Brawl

A. Game Settings

- Stocks: 3
- Time limit: 8 minutes

B. Stage List

Starter Stages

- Battlefield
- Final Destination
- Lylat Cruise
- Smashville
- Yoshi's Island (Brawl)

Counterpick Stages

- Pokémon Stadium (Melee)
- Castle Siege
- Halberd*
- Delfino Plaza*

** Meta Knight is not legal on Halberd or Delfino Plaza*

C. Additional Rules

- Double Meta Knight is banned for doubles.
- Meta Knight's infinite dimensional cape tactic is banned.
- All infinites and chain grabs are legal.
- **Stage Bans:** During the stage ban phase, the player who won the previous game may ban 2 stages from either the Starter or Counterpick lists.
- Meta Knight is not legal on Halberd or Delfino Plaza. A Meta Knight player may use both stage bans on these stages to avoid being forced to change characters.

- **Stage Striking:** Players eliminate stages from the Starter list until there is one stage remaining. The player/team with port priority strikes first. Then the other player/team strikes two stages. Then the player/team with port priority strikes one more stage and the remaining stage is used for the first game of the set.
- **Port Priority:** If there is a dispute in controller port selection use the following method: Teams will use a random method such as Rock-Paper-Scissors, Coin Flip, or Game and Watch Judgment, where the winner selects either first choice in port selection or first choice in stage striking. Whichever team does not receive first choice in port selection will be compensated with first choice in stage striking.
- **Stage Clause:** A player/team may not pick any stage they previously won on during the set.
- **Ledge Grab Limit (LGL):** There is a 35 LGL for all characters. If a game goes to time and one player goes over the LGL for their character, they will automatically lose the game. If both players exceed their Ledge Grab Limit, then this rule is ignored.
- In the event of a 1-stock tiebreaker match occurring, a LGL of 15 is used for all characters.
- In the event of a game reaching the time limit, if a single player on a team exceeds their LGL, that team loses. If one or more players on both teams exceed their LGL, then the LGL rule is ignored.
- In the event of a game going to time and the LGL can not determine a winner and both teams have an equal amount of combined stocks, then whichever team has a lower combined percent is declared the winner.
- **Scrooging:** Players may not travel under the stage from the ledge more than once. "Traveling under the stage from the ledge" is defined as dropping off the ledge on one side of the stage and reaching the height of the original ledge on the other side of the stage. When one of the players is attacked by the other and takes damage, the "no scrooging" rule does not apply. If a player is found to be performing the act of scrooging by a tournament organizer (by his/her discretion), the player will forfeit that match.

The moving platform on Smashville or any platform that is not the main stage (Battlefield platforms, Castle Siege platforms, etc.) are considered to be equivalent to a ledge, i.e. if a player starts from the moving platform on one side of the stage and travels beneath the stage to the ledge/platform on the opposite side of the stage, the player may not travel beneath the stage back to the ledge/moving platform on the opposite side before until he lands back on the platform.

V. Super Smash Bros. for Wii U

A. Game Settings

- Stock and time are set to 2 stock and 6 minutes for Singles
- Stock and time are set to 3 stock and 8 minutes for Doubles
- Custom Fighters are set to off
- Mii Fighters are legal. Each setup will have 1-1-1-1 Mii Brawlers/Swordsmen/Gunners available for use (Using Default A Mii). No other specials for Mii Fighters will be allowed. Players are not allowed to transfer existing Miis to a setup.

B. Stage List

Starter Stages

- Battlefield
- Final Destination
- Smashville

Counterpick Stages

- Castle Siege
- Delfino Plaza
- Duck Hunt
- Halberd
- Kongo Jungle 64 (Doubles only)
- Lylat Cruise
- Town & City
- Omega Stages*

** Treated as Final Destination in banning phase. If Final Destination is banned, Omega Stages are banned and vice versa.*

C. Additional Rules

- **Stage Striking:** The player with port priority strikes one stage from the Starter Stage list. Then the other player strikes one stage and the remaining stage is used for the first match.
- **Stage Clause:** A player/team may not pick any stage they previously won on during the set.

- **Stage Bans:** During the stage ban phase, the player who won the previous game may ban 2 stages from either the Starter or Counterpick lists.
- **Self-Destruct Moves:** If a match ends with the successful use of a character's self-destruct move, the player that initiated the self destruct move wins the match regardless of what the results screen states. Self-destruct moves include only Ganondorf's Side-B, King Dedede's Neutral-B, Wario's Neutral-B, and Kirby's Neutral-B.
- **Team Colors:** Players' character colors must match their team's color when possible, to avoid confusion (ex: Luigi on the green team must use the green costume).
- **Alternate Controllers:** The Wii U Gamepad, Nintendo 3DS, and Nintendo 2DS are banned from use as controllers. All other controllers are acceptable for this event.
- **Bowser Jr's Clown Car Glitch:** If the Bowser Jr.'s Clown Car Glitch happens, players are to pause the match and call a TO or a referee over to confirm the glitch has happened. Once confirmed, players will reset the match to the same stocks and get as close to the percents as they had when the Glitch took place. (The Bowser Jr. Clown Car Glitch happens when the car respawns after using Up B right before the player loses their stock. The character starts to teleport around, also hit boxes and animations for Bowser Jr. change.)

VI. Pokémon Omega Ruby / Alpha Sapphire

A. Game Settings

- All matches are best of 1, except for top-16 matches which are best of 3.
- All matches are played in the VGC Doubles format.
- Pokémon above Level 50 will be brought down to 50 for the match while those below 50 will stay as is.
- Players choose 4 of their 6 registered Pokémon after team preview.

B. Pokémon and Item Restrictions

- **Pentagon Rule:** All Pokémon must have the blue pentagon on their stats page indicating they were caught, bred, or received as an official gift in Pokémon X, Y, Omega Ruby, or Alpha Sapphire.
- **Species Clause:** No two Pokémon on your team can share the same Pokédex number.
- **Item Clause:** No two Pokémon on your team can hold the same held item.
- A player's team cannot contain two Pokémon with the same nickname.
- A player's team cannot contain a Pokémon nicknamed with the name of another Pokémon (for example, an Unfezant named "Pidove").
- Pokémon may only use moves that have been learned through one of the following methods:
 - By leveling up
 - By TM or HM
 - As an Egg Move, through breeding
 - From a character in the game
 - A move already known by a Pokémon received at an official Pokémon event or promotion

- Soul Dew is banned
- All moves are legal
- Only Pokémon Omega Ruby and Pokémon Alpha Sapphire Game Cards or downloadable versions are permitted for use.
- Players may use Pokémon from the National Pokédex, from No. 001–719, that are caught in X/Y, transferred from Omega Ruby / Alpha Sapphire, or received at an official event or distribution
- The following Pokémon may not be on a player's team:
 - 150 – Mewtwo
 - 151 – Mew
 - 249 – Lugia
 - 250 – Ho-Oh
 - 251 – Celebi
 - 382 – Kyogre
 - 383 – Groudon
 - 384 – Rayquaza
 - 385 – Jirachi
 - 386 – Deoxys
 - 483 – Dialga
 - 484 – Palkia
 - 487 – Giratina
 - 489 – Phione
 - 490 – Manaphy
 - 491 – Darkrai
 - 492 – Shaymin
 - 493 – Arceus
 - 494 – Victini
 - 643 – Reshiram
 - 644 – Zekrom
 - 646 – Kyurem
 - 647 – Keldeo
 - 648 – Meloetta
 - 649 – Genesect
 - 716 – Xerneas
 - 717 – Yveltal
 - 718 – Zygarde
 - 719 - Diancie

VII. Fighting Games

A. General Fighting Game Rules

- All games will be played on the default settings, unless otherwise specified, below.
- All macros available via the in-game controller configuration menu are allowed.
- Hardware programmable input entry, rapid-fire, or other hardware assisted mechanisms are strictly forbidden.
- Accidentally pausing the game at any time during the fight may force you to forfeit the round (solely at a judge's discretion).
- Any player using "Random Select" to pick their character, must "Random Select" again if they win the match, provided that there is no way to pick a certain character in the random box.
- You must provide your own controller for games played on the Xbox 360, Xbox One, or PlayStation 3.
- All converters are the responsibility of the player. All Cronus Max converters are not allowed.
- All wireless controllers which pair to the Xbox 360 or PS3 are banned.
- Xbox One wireless controllers are allowed to be used only with a USB cable, and no batteries or battery pack in the controller.
- Removing the battery or otherwise disabling these controllers is NOT OK. You may not use these controllers under any circumstances.
- 3rd party controllers which pair to a dongle such as the MadCatz controllers and the Dual Shock 4 are allowed.
- With the exception of Ultimate Marvel vs. Capcom 3, which is best-of-5 throughout, all sets are best-of-3 except for Winner's Finals, Loser's Finals, and Grand Finals of the final bracket.

B. Ultra Street Fighter IV

1. Game Settings

- US Xbox 360
- Versus Mode
- 99 Seconds
- 2/3 Rounds
- Edition Selection: Off
- Handicap: Off
- All characters are legal

C. Ultimate Marvel vs. Capcom 3

1. Game Settings

- US Xbox 360
- 99 Second Timer
- Default handicap
- Default damage

2. Additional Rules

- If players cannot agree upon a first game stage then training stage will be selected.
- You may not use any glitch that prevents the game from being played. This includes game freezing, game resetting, player freezing, dead body infinities, etc.
- Winner must keep exact same team (including assists), but may switch order of assists via loading screen.
- Galactus is banned in tournament play.
- Duplicate characters are not allowed on the same team.

D. Guilty Gear Xrd

1. Game Settings

- US PlayStation 3
- 99 Seconds
- 2/3 Rounds
- All characters are legal

E. Killer Instinct

1. Game Settings

- US Xbox One
- 99 Second Timer

IX. Appendix

A. Change Log

- 12/31/14
 - Corrected miscellaneous typographical errors
 - Added Appendix and Change Log
 - Replaced several character/team color rules with a universal Colorblind Rule in [Section II\(C\)](#) to allow players to request color changes prior to the match starting.
 - Added a warm-ups rule to [Section II\(C\)](#) restricting the length of warm-up periods.
 - Renamed “Dave’s Stupid Rule” as “Stage Clause,” and applied the DSR definition to SSB for Wii U.
 - Slight modification to the stalling rule in [Section II\(C\)](#)
 - Added controller rule to [Section VI\(C\)](#), banning Wii U Gamepads and 3DS handhelds as controllers.
 - Moved self-destruct rule to [Section VI\(C\)](#), since it only applies to SSB for Wii U.
 - Made Kongo Jungle 64 legal only in doubles in [Section VI\(B\)](#)
 - Added neutral start ports for Super Smash Bros. (64) under [Section III\(C\)](#).
 - Added Delfino Plaza and Halberd as legal stages under [Section V\(B\)](#). Meta Knight is not legal on these stages (see [Section V\(C\)](#)).
- 1/27/15
 - Clarified Pokémon set length
 - Added Kongo Jungle neutral start ports for Melee doubles