

# THE RULES

- Single-elimination, 1 V 1
- Stock 3, 5:00 time limit
- Items on, Smash Ball off, Spirits off
- Random stage select (non-negotiable)
- All *free* characters OK (we don't have the DLC characters, please plan for that)
- Using your own controller OK, but no autofire/macros.
  - If you are using a Switch Pro or similar controller, please bring the cable required to sync it to the Switch as the library will not be providing cables during the tournament
  - You are responsible for syncing your controller to the library's Switch before your match, so make sure you know how to do that
  - You are responsible for keeping track of your controller/cables, and any other video game equipment brought to the library
- No amiibos/customized characters
- No stalling or glitch exploits
- No pausing or otherwise interfering with play
- No excessive trash-talking
- Cheering and supporting your fellow players is highly encouraged
- Librarian has final say over all rule disputes

The first match will be a “just for fun” match between two volunteers. Then we will begin the tournament. If the tournament finishes early, participants are welcome to continue playing as a group until the program ends.