

Micon Melee – Ruleset

Format:

- Bracket
- Double elimination
- Singles (1v1)
- Opening sets are best-of-3, rest are best-of-5

Game settings:

- Stocks: 3
- Timer: 7:00
- Team Attack: Off
- Stage Hazards: Off
- FS Meter: Off
- Items: Off
- Stage Selection: Anyone
- Spirits: Off
- Damage Handicap: Off
- First to: 1 Win
- Stage Morph: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Score Display: Off
- % Show Damage: Yes
- Pausing: Off

Stages:

Starter:

- Battlefield
- Pokémon Stadium 2
- Small Battlefield
- Smashville
- Town and City

Counterpick:

- Final Destination
- Hollow Bastion
- Kalos Pokémon League

Stage selection:

- Characters are declared before stage bans.
- Players play rock-paper-scissors for first stage pick. The winner bans a starter stage, the loser then bans two starter stages, and the winner chooses from the remaining two starter stages.
- After the first game, players are able to ban and pick from both the starter and counterpick stages.
- After each game, bans reset, the winner of the game bans three stages, and then the loser chooses from the remaining stages.
- No DSR – players may counterpick a stage they won on in a previous game as long as it hasn't been banned.

Character selection:

- All characters are available to choose from.
- For the first game, characters are declared before stage selection. Either player can request a double-blind character selection.
- For subsequent games, after stage selection, the winner of the prior game selects their character then the loser selects their character. Either player may switch characters.
- Mii Fighter:
 - Moveset must be included when declaring character.
 - If a player requests more information about a Mii Fighter's moveset, the Mii Fighter player must provide a clear and thorough explanation of their selected moveset.
 - Only default costumes are allowed.
 - Switching moves between games is treated the same as switching characters.

Other:

- If time runs out, winner is determined first by number of stocks remaining, then by percentage.
- If both stock and percentage are the same, or game ends with both players losing their last stock at the same time, the tiebreaker will be a single match with 1 stock lasting 3 minutes with the same stage and characters.
- In-game Sudden Death is ignored.
- If game ends by character's self-destruct move, winner is determined by results screen.

Before first game:

1. Characters are declared
2. Rock-paper-scissors (RPS) for stage selection
3. RPS winner bans stage from starter stages
4. RPS loser bans two stages from remaining starter stages
5. RPS winner picks from remaining starter stages

Between games:

1. Winner from last game bans three stages from full list of legal stages (bans only apply to next game)
2. Loser from last game picks stage from remaining stages (may pick stage they have won on previously if it isn't banned)
3. Winner selects character, may switch
4. Loser selects character, may switch

Controllers:

- Participants must supply their own controllers.
- All controllers are allowed as long as they do not contain extra functions that are not present on official unmodified controllers.