



ULTRA STREET FIGHTER 4 TOURNAMENT RULES

Houston ArcadeExpo 2014

Game version: US Xbox 360

Game Settings: Versus Mode, 99 Seconds, 2/3 Rounds, 2/3 Games, No Handicap.

The top 8 competitors will play 3/5 Matches.

If the players do not agree on a stage within 15 seconds, the match will be random stage select. Winner may change ultra **ONLY if opponent changes characters**, but has to pick ultra **after** the loser picks his/her character.

- All games will be played on the default settings.
- 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 the SETX-FGC staff 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; all converters are the responsibility of the player.**
 - **Cronus Max converters are not allowed.**
- **All wireless controllers which pair to the XBOX 360 are banned (Removing the battery or otherwise disabling these controllers is NOT OK. (You may not use these controllers under any circumstances).**
 - There will also be a limited number of wired controllers available for use at the players request.
- 3rd party controllers which pair to a dongle like the MadCatz controllers and well as the Dual Shock 4 are fine.

MATCH PLAY

These rules will be in effect while a single Match in the tournament is played. If you are playing in the tournament, be sure to study this section carefully, especially if you have no prior tournament experience:

- **Choosing Sides:** When both players are at the game console, they must come to an agreement which side of the machine they will play on (who will sit on 1p and who will sit on 2p)
 - If an agreement cannot be reached, a game of paper-scissors-rock will determine who gets to pick their side.
- **Choosing Characters:** There are 3 methods for choosing characters. Standard Selection, Double Blind Selection, and Side and Character Courtesy. If the players do not discuss the method of character selection, it should be understood that the Standard method is being used. If the players cannot come to an agreement on the method of character selection, the SETX-FGC staff will apply the double blind method.
 - **Standard Selection:** Both players choose their characters whenever they want. This is a free for all. Players pick who they want and go. Once either player chooses a character, neither is allowed to request that the Double Blind Selection method be used.
 - **Double Blind Selection:** Either player must explicitly ask for the Double Blind Selection method before either player chooses a character. When a player requests Double Blind, the player on the left side (1p) decides which characters and modes (e.g. ISM, Assist mode, or Ultras) they will choose and whispers his selection to the SETX-FGC staff. The SETX-FGC staff then signals the player on the right (2p) to pick his characters and play modes. Once the player on the right (2p) has finished, the SETX-FGC staff makes sure the player on the left (1p) sticks to his original choices.
 - **Side and Character Courtesy:** As a courtesy, the player who received his choice of which side to play on (1p vs 2p) can elect to choose his character first. This is strictly a courtesy. A player is in no way required to do so.

PLAYING THE MATCH

Once sides and characters have been chosen, the players should begin the first Game in the Match. The following rules go into effect once a Game ends:

- The Match is over when either player wins the required number of games (Two out of three games for most tournaments) Once a player has won the required number of games, **the winner of the Match should report the result to the SETX-FGC staff.**
 - If there are still Games to be played, the player who lost the Game has the option of switching sides (1p vs 2p) for the next Game. The player who won the game does not have the option of switching sides. He must stay on the same side if the loser does not want to switch.
 - The player who won the last Game is required to keep the same characters, game modes, and order of characters for the next Game. The player who lost the last Game is allowed to choose whatever characters, game modes, or character order he desires.
- Any tournament players that are not present when their match is called for pool/semi-final/final matches, without giving staff a valid reason for not being present, will have a period of **two (2) minutes** to report to their station with the required equipment. **After the two minute period has expired, you may be forced to forfeit your match.**
- There will be no ties in any tournament.

- Anyone refusing to play any Match (including the finals) will be disqualified and forfeit all rights to any titles or prizes they might have otherwise earned for that tournament.
- A draw match as determined by the game must be replayed.
- **Inevitable Defeat rule:** This is defined as when a player has legally won the round or match (i.e. landed a move that will kill the opponent) but pauses the game before the game awards the round won icon, will still be awarded the win. The most common occurrence of this rule is when Player 1 lands a super on Player 2, but the super animation is a grab and the damage isn't awarded till the final hit connects, but the opponent has **legally lost the round**. If there is a dispute over whether the move would have knocked out the other player, a member of the SETX-FGC staff will unpause the match, see the result of the action, and proceed from there. **If the attack does not kill the opponent, then the mid game pause rules are in effect.**
- **Collusion of any kind with your competitors is considered cheating.** If the SETX-FGC staff determines that any competitor is colluding to manipulate the results or intentionally underperforming, the collaborating players may be **immediately disqualified**. This determination is to be made at the sole discretion of the SETX-FGC staff. Anyone disqualified in this manner forfeits all rights to any titles or prizes they might have otherwise earned for that tournament.

Any situations that may be encountered during the duration of the tournament that are not addressed in the rules listed above shall be dealt with at the discretion of the SETX-FGC as they arise.