

The Ship of Fools Presents:

MELEE-FC Diamond: Misunderstood Enthusiasts Living an Extraordinary Existence – For Cash and Diamonds

<http://www.meleefc.com>

The Diamond version of FC is at hand – brought to you by the Ship of Fools!

Official Schedule of Events (all times Eastern Time Zone)

Thursday, July 12th

10:00 AM Church Opens, Registration Begins

12:30 PM Registration Ends, Missing Teams removed from brackets

1:00 PM Teams Pools, Round 1, Set 1

100 to 32, Top 2 Advance

2:30 PM Teams Pools, Round 1, Set 2

100 to 32, Top 2 Advance

4:00 PM Singles Pools, Round 1, Set 1

200 to 128, Top 4 Advance

5:30 PM Singles Pools, Round 1, Set 2

200 to 128, Top 4 Advance

7:00 PM Singles Pools, Round 1, Set 3

200 to 128, Top 4 Advance

8:30 PM Singles Pools, Round 1, Set 4

200 to 128, Top 4 Advance

10:00 PM Singles Round 2 Announcement, Report to Teams pools

10:30 PM Teams Pools, Round 2

32 to 16, Top 4 Advance

12:00 PM Tournament done for night

2:00 AM Quiet Hours Begin

Friday, July 13th

9:00 AM Crews (double-elimination, 15 stock, winners/losers finals are 20 stock) down to Top 3

12:00 PM Lunch, Announcement of Teams Pools 3

1:30 PM Singles Pools, Round 2, Set 1

128 to 64, Top 4 Advance

3:00 PM Singles Pools, Round 2, Set 2

128 to 64, Top 4 Advance

4:30 PM Crew Finals!

3 to Champion

5:30 PM Dinner, Announce Singles Round 3, Sign up for Smash 64

6:00 PM Teams Final Bracket, Top 16

16 to Champion

9:30 PM Singles Round 3

64 to 32, Top 4 Advance

12:00 AM Done for night, when singles completes, Smash 64 Single-elim tournament?

2:00 AM Quiet Hours Begin

Saturday, July 14th

9:00 AM Regional Crews

2:00 PM Singles Bracket to Top 8

32 to 8

4:00 PM Singles Championship

Top 8 Round Robin, best of 5

6:00 PM Tournament Concludes, Champions are named

Announcement means that we will either verbally or physically post the new brackets. You are responsible for knowing what pool you are in and when it will play. If you are late for any tournament or RR pool match, **you will be assessed a loss**. Disqualifications will not be issued, except in the case of extreme behavior problems, though you may simply be eliminated by losing if you do not show up on time!

BEHAVIORAL RULES

1. No alcohol or illegal substances may be brought into the building. If you are caught with these on you, we will ask once for you to remove them from your person and you will not be allowed to stay in the church. If you are caught using them anywhere on church grounds, including outside, we will disqualify you from participation in the tournament and you will not be permitted to stay in the church.
WE WILL NOT MAKE ANY EXCEPTIONS! DO NOT BRING ALCOHOL! Bags may be searched upon entering.
2. No smoking of cigarettes or cigars will be allowed within 50 feet of the church doors (void rain, tornados, snow, hurricanes, earthquakes, and the apocalypse). We simply ask that smokers respect that non-smokers are wimps and cannot handle fumes (written by a non-smoker). Also, stubs must be pitched in an appropriate place, and not on the ground.
3. No fighting. Anything considered a crime would lead to disqualification from the tournament and eviction from the church grounds.
4. No weaponry will be permitted on church grounds. Please leave pocket-knives at home or in your car prior to entering.
5. If you return to the church in an intoxicated state, you will not be allowed back into the church. Any attempt to give alcoholic drinks to minors on the grounds will lead to disqualification from the tourney and removal from the church, and possibly a report to the police. Being caught with alcohol on the premises will result in the same disciplinary actions.
6. Throwing controllers or physical reactions that will pose a danger to other players will not be tolerated. Considering that everyone will lose at least one match, please come in prepared to be a good loser.
7. No excessive or loud profanities. You are expected to respect that this is a house of God. We understand that frustration will occur and swearing can result, but rampant vulgarities without any attempt at restraint will be punished by match disqualification.
8. Due to past problems, vandalism to the church will be punished by disqualification from present and all future FC's, and there will be no leniency.
9. The Ship of Fools staff has the right to refuse entrance and/or terminate tournament participation if these or other rules/laws are broken. Please come with a respectful attitude, intent on having good, clean FUN.

SINGLES/DOUBLES TOURNAMENT RULES

Teams and Singles: Kish round robin elimination format (same as prior FCs) - Players are seeded into 8 man pools, top 4 players advance, pools are reseeded. This continues until only 32 players/16 teams are left. At this point, teams is a normal double elimination bracket. Singles will double-elim to the top 8, at which point a round robin will be formed for the Top 8 in one of the greatest pools ever to be played! Seeding rules for pools:

1. Set wins determines the initial order. In a 8-man pool with 4 advancing, winning 6 matches guarantees you advancement, regardless of round wins, though they can still affect seeding.
2. All two-way ties are broken by head-to-head
For three and more-way ties...
3. If at any point one person separates himself from the other two, and they are still tied to this point in the tie-breaker, the tie-breaker will return to head-to-head
4. Overall round win percentage will be used
5. Head-to-head round win percentage (round wins only amongst the tied parties)
6. Total round wins
7. Random Draw (though no one will be eliminated by a random draw, we will simply advance an extra team/player)
8. In the next round, your pool will consist of 2 of each seed, including 1-2-3-4 seeds. Your seeding will either make it easier or harder to advance!

All matches are best of 3, up to the final 8 individuals or final 4 teams where it becomes best of 5. 4 stock, 8 minute limit (First round of the tournament may be limited to 3 stock if it is deemed necessary for time, but following rounds should be fine)

No Items

For 1v1 main tournament: Stages limited to 5 "neutral" stages for random, others open for counterpicks. Each person/team may knock out one stage for the entire set.

No stage may be played more than once per set.

Stupid Ignatius Rule: If you wish to have the game paused, you must request that your opponent do it, otherwise he has the choice to restart the round on a level of his choice. This rule does not apply to sudden obstructions and catastrophes.

Neutral stages: Final Destination, Yoshi's Story, Fountain of Dreams, Kirby 64, Pokemon Stadium

Counterpicks Allowed: All neutrals, Battlefield, FoD, Rainbow Cruise, DK64, Kongo Jungle, Jungle Japes, Green Greens, Corneria, Brinstar, Mute City, Poke Floats, MKII

Teams will use the same stages, except with Battlefield on in place of Fountain of Dreams. FoD is turned off in teams due to frame-rate reduction. All other stages are the same.

Advanced Slob Picks – The loser of a match picks the next stage to play, then the winner picks their character followed by the loser picking their character.

Character picks are double blind

Ties are broken by lives/percentages at the time of the match end

Team Attack is ON

REGIONAL CREW BATTLE RULES

- 1.) Format: The tournament will be a round-robin format tournament, with each regional crew playing against each other crew once. There will be five crews, representing the Midwest, South, East Coast, West Coast of the United States, as well as an International Crew.
- 2.) Membership. If needed, before 1 PM or after midnight on Thursday, we will set aside TVs for each region crew to have their last minute tourneys for spots, however they would like to do them. This will be done upon request from the regional captain. By Friday afternoon at 3 PM, each crew leader must submit to us a 10 man starting lineup, with up to 5 alternates. The starters must play at least three of the four (or two of three) round-robin matches in each tourney. The alternates may be chosen to participate instead of a starter at the will of the team captain. The 10-man lineup for each round must be completed and copies given to the non-participating crew captains before each round. The other side does not know in advance which 10 the other crew has in their lineup, but they will know who the starters and who the alternates are.
- 3.) Pre-match: Captains will have 5 minutes to decide their rosters. It will be a fixed-character system, but *not* fixed-order, with the characters decided at the start of each round of competition. Entering players will be chosen upon the defeat of the previous member by the team captain. Each player will have 4 stock.
- 4.) Stages: The neutrals used for singles (FD, Dreamland, Pokemon, Story, FoD) will be used for the first round, and for every random both players will get a stage ban. When a new player enters, they can choose to either do a random from those 5 or pick an FC singles counterstage. If the entering player chooses to counterstage, then the player who had just won has the option of switching his character. If the entering player chooses to go random stage, both players retain their character. The entering player retains his character no matter what.
- 5) Time Limits: There will be a time minute imposed this year of 2 minutes between matches. At the end of this time, the captain must cease all communication with the player that is up at the playing station (at least until the match starts). An 8-minute in-game timer will be set, and if it expires then the player that is losing will forfeit the rest of his stock.
- 6) Coaching: Coaching is *legal* in every way. This is a team effort!

Be sure to show your support for your region! At both FC3 and FC6 the EC came out in full force with both support and talent! Start practicing NOW for your region, and even if you aren't picked to be on the team you should cheer as loud as you can – you may just provide the morale needed for your team to pull off the victory!

CREW BATTLE RULES

Stages on for random: Final Destination, Yoshi's Story, Fountain of Dreams, Kirby 64, Pokemon Stadium

Stages on for counterpicks: All neutrals, Battlefield, FoD, Rainbow Cruise, DK64, Kongo Jungle, Jungle Japes, Green Greens, Corneria, Brinstar, Mute City, Poke Floats, MKII

Number of Stock: For this tournament, each team will receive 15 stock, split in advance between their membership, down to the finals of the winner's and loser's bracket, where it will be upped to 20. Stock must be split as even as possible.

New rule now that it is double-elimination: If you play the same team a second time, then the team that won the first round will get bonus stock equal to the amount they won by, so fight to the end!

New Rule: The crew battles will have a time limit of 40 minutes. This should be plenty of time as long as people keep playing. If they are not done at 40 minutes, we will disqualify both teams. If you feel that the other team is stalling or taking too long, please notify a staff member *early* and we will enforce strict time limits.

Each crew will put together a team of 4-6 people. Before each match begins, determine each player's character and write it down on a Crew Lineup Card. You must also split up the number of stock evenly amongst your players, with no member having 2 more stock than another. You also must determine your initial player. The first match is between the first two people written on the list, and the initial stage is random with one stage ban each. After one player loses, the team that lost picks another member of their team to go in. He must play the character he chose beforehand, but has the choice of either picking a stage or choosing to go random. If he chooses a stage, the other player may change his character, but if it is random, then both characters are fixed. The person who won must kill himself at the start as many times as he died in the previous match. Give a 1-2-3-Go, and begin fighting again! Play continues until one crew has defeated all the other crew's lives.

Work together as a crew to defeat the rest! Every member is equally important, so don't rely on your strongest member to win it for you. Even the best players tend not to take more than six stock in a row.

TOURNEY INFORMATION

Location: A church gymnasium and adjacent classrooms, within 15 minutes of scenic Notre Dame!

Trinity Church

61770 Miami Road

South Bend, Indiana 46614

Cost: \$75 entry fee for all tournaments, which also includes housing for July 12th and 13th, as well as 7 meals. Vegetarians will be accommodated if you inform us in advance. The event fee is fixed, regardless of when you arrive and leave, and regardless of how many events you participate in.

Approximate prize money for each tourney:

1v1

1st: \$1500

2nd: \$700

3rd: \$500

4th: \$350

5th: \$250

6th: \$200

7th: \$150

8th: \$100

2v2

1st: \$1500

2nd: \$700

3rd: \$500

4th: \$250

5th: \$100

Crews

1st: \$500

2nd: \$250

3rd: \$150

4th: \$100

Smash 64

1st: \$300

2nd: \$150

3rd: \$75

TRAVEL INFO

There are several ways to get into South Bend. Driving being the most obvious and easy to figure out, we will leave you to your Mapquest, or as the Ship would recommend, Google Earth. The best way to fly in is through Chicago and O'Hare International Airport (ORD), but according to some Chicago folks, Midway might be cheaper (MDW). From there, you can either fly into SBN, South Bend Regional, or take a bus that comes down to the University of Notre Dame about every hour or two. It's only about a 1.5-3 hour bus ride in, depending on the stops. Please make every effort to arrive between 9 AM and 12 PM on Thursday. Let us know if you're willing to carpool, or if you'd like to carpool with someone (gas prices are expensive, after all!), and we'll try to help.

Finally, check the official FC website, www.meleefc.com, or the MLG website, www.mlgpro.com, for further direction assistance.

CONSENT FORM

Everyone (even those above 18) needs to provide a consent form, which is available to fill out on the MLG website and FCD registration page (www.meleefc.com/registration.html). If you are under 18 you must have a parent/guardian sign it as well! Please prepare it in advance and bring it with you – **this will GREATLY speed up registration!!**

In addition, if you are under 18 you will need to bring a signed Parental Consent form, also available on the MLG website and FCD registration page. If you are under 18 and fail to provide a signed Parental Consent form at registration, you will need to have a parent/guardian email/fax a signed copy to us before you will be allowed to enter the church. **BRING IT.**

CONTACT INFO

Please see the MELEE-FC thread on www.smashboards.com (Tournaments Section) for cell phone numbers. However, cell phone coverage is **extremely** poor in the church. If you need to contact someone in the church the day of the event, please call the Ship WiFi phone at 574-807-0084. You may also call the church's main line at 574-291-4741 (only available during working hours).

FINAL CHECKLIST OF WHAT TO BRING

1. Your own controller!
2. Sleeping bags, pillows, blankets, or something to sleep on
3. Gamecubes, VCRs (note: TVs are not necessary, but every extra TV helps!)
4. Extension Cables, Power strips (note: bringing Gamecubes and power strips can get you a discount! See www.meleefc.com for details!)
5. Hygiene products (please)
6. Consent Form