



## **SOUTHEAST MAYHEM 2022 GAME RULES**



## Apex Legends Rules (Solo)

### Overview

You have 1 hour to play and submit your best **single game** under the tournament you registered for on the Southeast Mayhem website. Example: your match begins at 1:00pm. Therefore, you have until 2:00pm to play your games at the venue and submit your score with photo/video evidence. Failure to submit your score and upload proof (pictures with provided code) will result in a score of 0 recorded.

### Format

The format will be a “kill race”. The winner will be determined by the highest score (scoring listed below). The match settings must be a duo match **with the “Fill Teammates” setting turned off**. This will effectively put you into a duos match as a solo person.

### Scoring

1 point per kill.

5 points for a win. 4 points for 2nd, 3 points for 3rd.

### Score Submissions

A keyword will be provided prior to the tournament each day (located at the top of your monitor). You must provide a picture with this keyword, before submission of your score. This ensures that scores are captured during the competition.

### Results

The individual with the best total score at the end of the time frame will be the winner and announced on the tournament page. If two individuals have the same amount of kills the individual with the most damage in their submitted game will win.

No late submissions will be taken into account for scoring.

### Disconnections

If you disconnect during the match in a solo kill race you must go back into your game to take a photo of your kills and placement before disconnection. That is the only way to gather your score if you want to use it as a submission.

## **APEX Legends Rules (Solo), Continued**

### **Questions and Concerns**

Any questions and concerns can be reported via contacting a Southeast Mayhem Staff member, contacting us via [info@southeastmayhem.com](mailto:info@southeastmayhem.com), Direct Messaging us via our social media @southeastmayhem, or by joining our Discord and requesting assistance there.



## Dragon Ball FighterZ Rules

### Format

The format will be a double elimination tournament. The games will be best of three for the majority of the tournament, until Winners' Finals, Losers' Finals, and Grand Finals, where it is best of five. The winner must keep their character, and the loser can choose to switch their character. The stages will be randomly selected via the in-game Random option on stage select, or may agree on one specific stage. The same applies to music.

### Score Submissions

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 2 out of your 3 games, taking the set, you would turn into the staff member that you won "2-0". If you were on the other end and you lose your games, you would report it "0-2".

### Disconnections

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

### Questions and Concerns

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## Fortnite Rules (Solo)

### Overview

You have 1 hour to play and submit your best **single game** under the tournament you registered for on the Southeast Mayhem website. Example: your match begins at 1:00pm. Therefore, you have until 2:00pm to play your games at the venue and submit your score with photo/video evidence. Failure to submit your score and upload proof (pictures with provided code) will result in a score of 0 recorded.

### Format

The format will be a “kill race”. The winner will be determined by the highest score (scoring listed below). The match settings must be a solo match. Entering any other game mode such as LTMs or Creative maps won't be considered.

### Scoring

1 point per kill.

5 points for a win. 4 points for 2nd, 3 points for 3rd.

### Score Submissions

A keyword will be provided prior to the tournament each day (located at the top of your monitor). You must provide a picture with this keyword, before submission of your score. This ensures that scores are captured during the competition.

### Results

The individual with the best total score at the end of the time frame will be the winner and announced on the tournament page. If two individuals have the same amount of kills the individual with the most damage in their submitted game will win.

No late submissions will be taken into account for scoring.

### Disconnections

If you disconnect during the match in a solo kill race you must go back into your game to take a photo of your kills and placement before disconnection. That is the only way to gather your score if you want to use it as a submission.

## **Fortnite Rules (Solo), Continued**

### **Questions and Concerns**

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## Guilty Gear -STRIVE- Rules

### Format

The format will be a double elimination tournament. The games will be best three of five for the entire tournament, including the top 8 and Grand Finals. The winner must keep their character, and the loser can choose to switch their character. The stages will be randomly selected via the in-game Random option on stage select, or may agree on one specific stage. The same applies to music.

### Score Submissions

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 3 out of your 5 games, taking the set, you would turn into the staff member that you won "3-0". If you were on the other end and you lose your games, you would report it "0-3".

### Disconnections

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

### Questions and Concerns

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## Mortal Kombat 11 Rules

### Format

The format will be a double elimination tournament with Tournament Mode default settings. The games will be a best two of three rounds per game, with a best of three games per set. The timer must be set at 90 seconds per round, Interactables must be set to on, and the Variations will be the default Tournament Mode Variations and Tournament Mode Kustom Variations. This applies for every match, including top 8. The winner must keep their character, and the loser can choose to switch their character. The stages will be randomly selected via the in-game Random option on stage select, or may agree on one specific stage. The same applies to music.

### Score Submissions

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 2 out of your 3 games, taking the set, you would turn into the staff member that you won "2-0". If you were on the other end and you lose your games, you would report it "0-2".

### Disconnections

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

### Questions and Concerns

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## **Power Rangers: Battle for the Grid Rules**

### **Format**

The format will be a double elimination tournament. The games will be a best two of three rounds per game, with a best of three games per set. This applies for every match except Winners Finals, Losers Finals, and Grand Finals, in which it will be a best of five games per set. The game clock will be 200 seconds. After each game, the winner must keep their characters, but may change their team order. The loser can switch their characters. The stages will be randomly selected via the in-game Random option on stage select, or may agree on one specific stage. The same applies to music.

### **Score Submissions**

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 2 out of your 3 games, taking the set, you would turn into the staff member that you won "2-0". If you were on the other end and you lose your games, you would report it "0-2".

### **Disconnections**

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

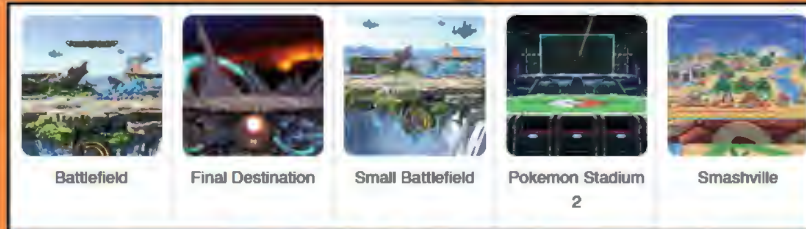
### **Questions and Concerns**

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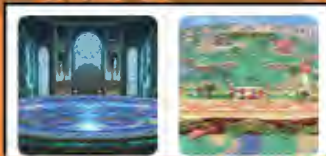
# Smash Bros. Ultimate and Nickelodeon All-Star Brawl Rules

## STARTERS



## COUNTERPICKS

**STOCKS: 3**  
**TIME LIMIT: 7 MIN.**  
**MIIS: ANY**  
**HAZARDS: OFF**



**GAME 1 STRIKING:**  
**P1 - P2 - P2 - P1**  
**AFTER EACH GAME,**  
**THE WINNER BANS**

## STARTERS



## COUNTERPICKS

**STOCKS: 3**  
**TIME LIMIT: 6 MIN.**  
**CRITICAL KOS: OFF**  
**BO3 UNTIL FINALS**



**GAME 1 STRIKING:**  
**P1 - P2 - P1**  
**AFTER EACH GAME,**  
**THE WINNER BANS**  
**ONE STAGE**



## Street Fighter V: Champion Edition Rules

### Format

The format will be a double elimination tournament with default settings. The games will be best of three rounds per game, with a best of three per set. This applies for the entire tournament except for top 8, where it will be a best of five per set. The winner must keep their character, but may change their V-Skill/V-Trigger prior to the opponent changing theirs. The loser can switch their character and V-Skill/V-Trigger. The stages will be randomly selected via the in-game Random option on stage select, or both players may agree on one specific stage.

### Banned Game Elements

The following stages are banned. If the stages are landed on via random Stage Select, the stage will be randomly selected until a tournament legal stage is chosen.

- The Grid
- Kanzuki Beach
- Skies of Honor
- Flamenco Tavern

The following character skins are banned.

- Pyron Gill
- Nergigagnte Blanka

### Score Submissions

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 2 out of your 3 games, taking the set, you would turn into the staff member that you won "2-0". If you were on the other end and you lose your games, you would report it "0-2".

### Disconnections

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

## **Street Fighter V: Champion Edition Rules, Continued**

### **Questions and Concerns**

Any questions and concerns can be reported via contacting a Southeast Mayhem Staff member, contacting us via [info@southeastmayhem.com](mailto:info@southeastmayhem.com), Direct Messaging us via our social media @southeastmayhem, or by joining our Discord and requesting assistance there.



## Tekken 7 Rules

### Format

The format will be a double elimination tournament with default settings. The games will be a best three of five rounds per game, with a best of three games per set. This applies for every match except Winners Finals, Losers Finals, and Grand Finals, in which it will be a best of five games per set. The first game will have a random stage. After the first game, the winner must keep their character, and the loser can choose to either switch the stage and keep the same character, or select a random stage and switch characters.

### Score Submissions

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 2 out of your 3 games, taking the set, you would turn into the staff member that you won "2-0". If you were on the other end and you lose your games, you would report it "0-2".

### Disconnections

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

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## Ultimate Marvel vs Capcom 3 Rules

### Format

The format will be a double elimination tournament. The games will be best of five for the entirety of the tournament. After each game, the winner must keep their characters, but may change their team order. The loser can switch their characters. The stages will be randomly selected via the in-game Random option on stage select, or both players may agree on one specific stage. The same applies to music.

### Score Submissions

Submit your set count to the nearest Southeast Mayhem Staff member in the format of wins vs. loss. For example, if you won 2 out of your 3 games, taking the set, you would turn into the staff member that you won "2-0". If you were on the other end and you lose your games, you would report it "0-2".

### Disconnections

If you are in the middle of a match and you are the result of your controller/fightstick being disconnected, either wired or wireless, your opponent has the right to call interference and immediately take the **round**. They may also disregard this right and simply resume play; it is at the opponent's discretion. If there are any arguments towards this rule, a judge will be called and will rule according to the situation. Further arguments will result in a disqualification.

### Questions and Concerns

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