

# TheReset #6 General Rules



## Tournament Formats:

- **Smash Ultimate singles**  
Full DE, BO3 early stages, BO5 in top 8, ladders after early bracket is over
- **Tekken 7**  
Full DE, BO3, BO5 in top 3. Amateur Brackets for early eliminated
- **SoulCalibur VI, USF IV, BBTAG, UNIST, all team tournaments**  
Full DE, BO3, BO5 in top 4
- **Smash Melee singles, Dragonball FighterZ, GG Xrd Rev. 2**  
RR Groups -> DE Top 8, BO3 early stages, BO5 in top 8
- **Neo Turf Masters fun event**  
Full single elimination
- **Terms used**  
RR = Round Robin, DE = Double Elimination

## Prize payout structure:

- **Up to 64 competitors:** 1st 50% / 2nd 30% / 3rd 20%
- **65+ competitors:** 1st 50% / 2nd 30% / 3rd 14% / 4th 6%
- **Team tournaments:** 1st 70% / 2nd 30%

## Pot size

- **Single tournaments:** CHF 10.- \* no. of competitors
- **Team tournaments:** CHF 10.- \* no. of competing teams
- **Side tournaments (USF IV, BBTAG, UNIST):** No pot

## Venue information

Please refer to <http://www.thereset.ch> for information about the venue

## Term Definitions

- **Double Elimination:** This is a type of tournament mode where competitors must lose twice to be eliminated. Every competitor starts in the Upper Bracket (also known as UB, Winners Bracket or WB). If they lose a Match, they are added to the Lower Bracket (also known as LB or Losers Bracket). A competitor that loses a Match while being in the Lower Bracket will be eliminated from the tournament
- **Round Robin:** Competitors play against every other competitor within the same group
- **BOx:** Best Of x, e.g. BO3 = Best Of 3