

# Super Smash Bros. Ultimate Ruleset

## Format:

The event will be a double elimination bracket event. All sets except top 8 will be played as a best of 3 format unless stated otherwise. Top 3 will be played as a best of 5 format.

## Set Procedure:

1. Players select their characters (before choosing a stage for game 1). Either player may elect to do a double blind character selection before selection.  
If Double Blind is elected: Each player will tell a referee their character choice for game one in secret. They will then select their characters in game with verification from the referee and continue the set procedure.
2. Players do rock-paper-scissor to decide who begins stage striking.
3. Players begin stage striking from the starter list: Player 1 strikes 1 stage, player 2 strikes 2 stages, and then player 1 selects from the remaining 2 stages to play on for game 1 of the set.
4. Game 1 of the set is played on the selected stage.
5. The winner of the previous game selects 2 stages\* from the full list of stages to be banned from this round of counter-picking.  
\*These bans only last this game and a player play change their bans in future games of a given set if applicable.
6. The loser of the previous game selects 1 stage (counter-picks a stage) from the remaining full list of stages to play this game of the set.
7. The winner of the previous game selects their character.
8. The loser of the previous game selects their character.
9. Steps 5-8 are repeated for proceeding games if applicable.

## Game Settings:

- Stock and time are set to 3 stock and 7 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On

- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Separate
- Radar: Big
- Teammate Highlight: On

## Stage List:

### Starter Stages

- Battlefield
- Final Destination
- Town And City
- Pokémon Stadium 2
- Smashville

### Counterpick Stages

- Kalos Pokémon League
- Lylat Cruise
- Unova Pokemon League
- Yoshi's Story

## Additional Rules:

**Mii Fighters:** All Mii Fighter special moves and combinations are legal. The Mii Fighter player must create the Mii using a guest Mii and they must explicitly make clear the selected special moves to their opponent and should name the created Mii Fighter in a number fashion of "XXXX" corresponding to the numbered special moves.

**Sudden death clause:** The results screen will always be respected as the game's winner except in the result of sudden death. In the event of sudden death, sudden death will not be played out and its result will be ignored. The winner of that game will depend on the cause of sudden death

Sudden death due to time out: In the event that both players have even stocks when the timer runs out, the winner will be decided by percentage, with the player with lower percentage being declared the winner. In the event that percentages are tied, a 3 minute 1 stock rematch with the same characters on the same still will be played to determine the winner of the round.

Sudden death due to simultaneous stock loss: In the event that both players lose their final stocks at the same time, a 3 minute 1 stock rematch with the same characters on the same still will be played to determine the winner of the round.

**Modified DSR (Dave's Stupid Rule)**: No player may choose (counter-pick) the stage that they previous won on in the set.

**Stage agreement Clause** :Any **legal** stage may be played on in any round of the set if both players agree to it. Players may **NOT** play on a stage not on the legal list of stages.

**Coaching**: Coaching is banned. Coaching is defined as giving a player gameplay advice during a set (even between games of a set).

**Pausing**: Pause should be set to off in the settings, however in the event that it is not and it or the HOME button is pressed during a game of a tournament set, the initiator of the pause must immediately forfeit their current stock of the game upon resuming the game. If the pause caused the other player to lose their stock, the initiator receives a loss for that game.

**Stalling**: Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming invisible, continuing infinites past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.