

Level-Up Gaming

Super Smash Bros. Ultimate Tournament Rules

Game parameters

- 1 vs 1: 3 stocks / 8 minutes
- 2 vs 2: 3 stocks / 8 minutes

Round Parameters (Singles)

- All Rounds before Top 8 - Best 2 out of 3
- Top 8 - Best 3 out of 5

Round Parameters (Doubles)

- All Rounds before Top 8 - Best 2 out of 3
- Winners/Losers/Grand Finals - Best 3 out of 5

Bracket Parameters

- Double Elimination (Winner's / Loser's Brackets)
- All tournaments are double elimination unless TO states otherwise.

Other In-Game Settings

- 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: Small
- Teammate Highlight: On
- Mii Fighters: All moveset combinations are legal

Stages - Singles / Doubles / Squad Strike

Starters:

- Battlefield*
- Final Destination*
- Pokémon Stadium 2
- Smashville
- Town and City

Counterpicks:

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

Players will strike stages in the following manner: P1-P2-P2-P1 (also known as "1-2-1"). Players should play a game of rock paper scissors, in which case the winner will choose who will strike first. Alternatively, players may simply agree to play on any listed stage for the first game.

The winner of each game will get **2 stage bans** in a best of three and **1 stage ban** in a best of five. In addition, the Stage Clause is in effect. (Players may not counterpick to any stage they have won on during the set.)

**Players may select Omega and Battlefield versions of any stage with the following exceptions:*

- Dream Land GB
- Duck Hunt
- Flat Zone X
- Fountain of Dreams
- Gamer
- Hanenbow
- Mario Maker
- Mute City SNES
- Pac-Land
- WarioWare
- Windy Hill Zone

Legal Controllers

- Gamecube Controller
- Switch Pro Controller*
- Joy Cons* (In single or dual configuration)
- 3rd party Gamecube/Switch Pro Style Controller* (Controllers with turbo/macro options are not allowed)

* Any wireless controller interfering with a match can be grounds for disqualification subject to TO's judgement.

Procedure

1. **Decide player position (P1/P2).** Can be decided by Rock/Paper/Scissors (RPS). Loser of first game has the right to switch positions after game one.
2. **Decide controller port position.** Can be decided by RPS.
3. **Choose control scheme/tag.** Create tag if necessary.
4. **Choose fighters**
 - 4.1. Game 1: Players will select characters in double blind selection
 - 4.2. Game 2-forward: Winner will choose fighter first, then loser will choose fighter
 - 4.3. Once players have selected characters for a game, they must stay with that character for that game. They may switch characters for each game however.
5. **Decide the stage for the match.**
 - 5.1. Game 1: The striking procedure will be implemented here in the case of disagreement. In doubles, a team of two players counts as either P1 or P2, and they are treated as one entity during stage selection.
 - 5.2. Game 2-forward: The winner of game one will ban **two stages (one in bo5)**, and the loser can select any of the remaining stages.
 - 5.3. After game one, a player cannot choose to go back to a stage on which he/she has previously won a game. The loser, however, may chose that stage.
 - 5.4. All of the above rules concerning stage selection can be overridden by the Gentleman's clause (5.5).
 - 5.5. Gentleman's Clause: Players may *mutually agree* to fight on any of the seven legal stages during any of the games.
6. **Players proceed to a brief (30 seconds max) warm-up and the match. The outcome for the game is then determined.**
 - 6.1. The winner of a game is first determined by the number of stocks remaining. The player with the higher number of stocks remaining at the end of the game wins.
 - 6.2. If players are of even stock count and time expires, the winner is the player with the lower amount of damage on their stock. No sudden death will be fought.
 - 6.3. If both of the above criteria (6.1. *and* 6.2.) are a tie or both players lose their final stock simultaneously (such that the console resorts to sudden death), players will fight in a 1 stock / 2 minute game to break the tie.

Other Rules

- All rules/legal stages are subject to change at TO's discretion at any time without prior notice
- Nothing may be loaded onto tournament consoles. No mods or hacks.
- The venue is dedicated to being family friendly. Inappropriate language/clothing will not be tolerated. This will be strictly enforced and may result in bans from future tournaments at TO's discretion.

- Basic rules of etiquette apply. Handshakes or the equivalent are to occur before every game.
- Winners or officials (if applicable) should report results of the round to the tournament director.
- A third party must supervise the double blind selection.
- A delay in a game starting of over 5 minutes will result in the loss of a game to the responsible party. 15 minutes or longer will result in loss of round. If both players cause the delay, then punishment will be issued to both parties.
- Only legal controllers may be used. No exceptions.
- Players must bring their own controllers.
- Games will not be delayed long periods of time to wait for controllers.
- Only legal stages may be played on. No substitutes unless altered by tournament organizer. Legal stage list is subject to change.
- Sharing stocks is legal in doubles matches.
- Initial bracket positions will be randomized through Smash.gg/Challonge. Top seeds will be determined by the tournament organizer.
- Failure to comply to tournament rules can result in loss of round or disqualification.
- If in the event this ruleset does not address an issue, the TO will have full discretion on the matter.

Index

- **Stock** - A life for the fighter. Loss of all stocks results in a loss for the game.
- **Game/Match** - A singular battle between players.
- **Round** - The set of games played between players, usually three to five games.
- **Semifinals** - Two rounds, one winner's finals and the other loser's finals, that determine which players fight in Grand Finals. Winner of winner's finals proceeds to Grand finals. Loser of winner's finals proceeds to loser's finals. Other opponent in loser's finals is the winner of loser's semifinals. Winner of loser's finals proceeds to Grand Finals.
- **Grand Finals** - The final round between finalist of winner's bracket and finalist of loser's bracket. If winner's bracket finalist loses the round, he/she moves to loser's bracket. Another round is then played to determine the champion.
- **Winner's Bracket** - All players begin in this bracket. If a player wins a round, they continue to move up in the winner's bracket where they play other winners. A loss of a round moves the player to loser's bracket.
- **Loser's Bracket** - When a player loses a round, he/she moves to a loser's bracket where they play other losers. A loss of a round in this bracket eliminates the player from the tournament. If a player enters grand finals from loser's bracket, they must defeat the player from winner's bracket in two rounds, the first to send the player to loser's bracket, the second to eliminate the player.
- **Share Stocks** - In a double match, if a player has been eliminated through loss of all stocks, the eliminated player can input a command to take a stock from a teammate and come back into the battle. This is not possible if the teammate has less than 2 stocks.

- **Double Blind Selection** - Both players tell a third party their character choice without hearing the opponent's choice. Players then select the character they told the third party.
- **P1 Position** - Sitting position where the player views the screen from the left. In doubles, both players in a team count as P1, and they must sit together.
- **P2 Position** - Sitting position where the player views the screen from the right. In doubles, both players in a team count as P2, and they must sit beside each other.
- **Top Seeds** - When the total number of players is not a power of two (ex. 2,4,8,16,32), some matches will not be filled due to an uneven number of players. Because there is not a player to fight, some players will bypass the first round and begin playing in the second round versus a winner. These players are top seeds.
- **Starter Stages** - Stages which can be played on for any game of a round, including game one.
- **Counter-Pick Stages** - Stages which can be played game two onward. These stages are meant to help the loser by giving favorable stage choices after game one.