

MOSEF SSBU Solos Rules

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Revised 08/04/2025

1. Season Rules • 2. Match Procedures • 3. Game Rules

1. Season Rules

1.1. General Rules

This tournament will follow all [general rules](#) stipulated by MOSEF except where overridden by this document.

1.2. Equipment

1.2.1. Minimum Requirements PER PLAYER

- 1.2.1.1. One unmodified Nintendo Switch with Joy-Cons
- 1.2.1.2. A stable high-speed internet connection
 - 1.2.1.2.1. The minimum required speeds are 5Mbps upload and 15Mbps download
 - 1.2.1.2.2. NAT type A or B are required to connect (please note, NAT type is not related to connection speed; type B is not inferior, just secured differently)
 - 1.2.1.2.3. A mobile hotspot is not an appropriate substitute for a reliable connection
 - 1.2.1.2.4. LAN connection should be used for connection stability unless extenuating circumstances prevent it (wifi connections can be more unstable even at acceptable speeds)
- 1.2.1.3. A copy of the Super Smash Bros. Ultimate Game (unmodified)
 - 1.2.1.3.1. DLC fighters are recommended, but not required
- 1.2.1.4. Subscription to Nintendo Switch Online
- 1.2.1.5. start.gg account
 - 1.2.1.5.1. All players must use their school's prefix.

- 1.2.1.5.2. Players may not change their start.gg gamertag midseason unless directed to for rules violation (General Rule 4.1).
- 1.2.1.6. Coaches must be available and in communication with their players per the MOSEF General Rules.
- 1.2.2. Optional Equipment**
 - 1.2.2.1. TV Screen, monitor, or projector
 - 1.2.2.2. Dock for Switch
 - 1.2.2.3. Licensed Nintendo controllers
 - 1.2.2.3.1. May not be post-manufacturing programmable or be able to host macros
 - 1.2.2.3.2. Exceptions to license requirement may be made for Star Division - contact the TO or Director of Operations
 - 1.2.2.4. Video Capture Device for streaming matches
 - 1.2.2.4.1. Be sure to test and practice with the device before the match to ensure it does not cause issues with input or network lag.

1.3. Team Requirements

1.3.1. Team Composition

- 1.3.1.1. High schools may field 10 Varsity players and unlimited Junior Varsity players.
- 1.3.1.2. Middle schools may field 10 MS Championship players and unlimited MS Competitive teams.
- 1.3.1.3. Star Division may field unlimited players.

1.3.2. Facilities

- 1.3.2.1. All players should be in the same location for match play. Coaches must obtain approval for any other situations.
- 1.3.2.2. All locations, whether at school or not, are required to meet the minimum requirements for play (rule 1.2.1).

1.4. Season Structure

1.4.1. Definitions

- 1.4.1.1. *Match*: the entire best of three games series of competition between two players in a given week
- 1.4.1.2. *Game*: one encounter between two players that results in one of them losing all three of their stocks

1.4.2. Series Length - Regular Season

- 1.4.2.1. All regular season matches will be best of 3 games.
- 1.4.2.2. All regular season weeks will consist of a queue of all players registered in a given division and class.

1.4.3. Set Length - Postseason

- 1.4.3.1. All postseason tournaments will be double elimination.
- 1.4.3.2. All preliminary rounds will be best of 3.
- 1.4.3.3. All final (winner, loser, and grand) rounds will be best of 5.
 - 1.4.3.3.1. There will be a grand final reset.

1.4.4. Weekly Standings

- 1.4.4.1. Weekly scores will be determined by win *rate*, not win *total*.
 - 1.4.4.1.1. This means that playing in more matches per week may help (or hurt) the rate, but will not directly affect it.
- 1.4.4.2. Players are encouraged to play for the entire queue window each week if they are able to help ensure everyone has enough unique matches to meet the minimum.
- 1.4.4.3. Scores will be accepted for the first seven events the player participates in
 - 1.4.4.3.1. Players are welcome to participate in any makeup event regardless of whether they need it, but scores will not be swapped to accommodate.
- 1.4.4.4. Official standings will be posted weekly by section.

- 1.4.4.4.1. Regular season start.gg results will not match official standings and should be disregarded.
- 1.4.4.4.2. Postseason standings will be determined by start.gg brackets.

1.4.5. Attendance

- 1.4.5.1. The regular season will consist of seven weeks of queues.
- 1.4.5.2. The queue will be open from 4:00-5:30 PM on the competition day for each division.
- 1.4.5.3. The queue will be set to not repeat opponents for the duration of the event each week.
 - 1.4.5.3.1. Opponents will likely be repeated during other weeks.
- 1.4.5.4. Since this is a solo competition, players will compete against students from their own school.
- 1.4.5.5. Players must join no later than week two.
 - 1.4.5.5.1. Star Division players must join no later than week six.
 - 1.4.5.5.2. Players who join later than the designated week will be ineligible regardless of any makeup participation.
- 1.4.5.6. Players must participate in at least six separate weeks.
 - 1.4.5.6.1. Star Division players must participate in at least two separate weeks.
 - 1.4.5.6.2. Any makeup events will count as one week.
- 1.4.5.7. Players must play at least three matches each week.
 - 1.4.5.7.1. Playing in an additional three matches in the same week does not count as a second week.
- 1.4.5.8. Coaches and players are responsible for checking their own results weekly to ensure they are on track.
 - 1.4.5.8.1. TOs will not individually contact coaches or players with warnings.
- 1.4.5.9. Players who cannot log into smash.gg for any reason will be unable to play for the week.

- 1.4.5.9.1. Please log in early to ensure there are no issues, and request assistance immediately.
- 1.4.5.9.2. The most common error is failure to log in. Please begin with the following steps:
 - Log out and log back in
 - Refresh or close and reopen the browser
 - Try a different browser or device

1.4.6. Postseason Qualification

- 1.4.6.1. All Varsity and MS Championship players completing the regular season in good standing (barring playoff disqualification due to forfeits per the general rules) will be eligible for playoffs.
 - 1.4.6.1.1. The coach of any player choosing not to participate in the postseason must inform the TO by the end of the regular season to avoid scheduling inconvenience for other players.
- 1.4.6.2. Sectional playoffs will be seeded by regular season record. Tiebreakers will be determined in the following order:
 - 1.4.6.2.1. Head to head matchup
 - 1.4.6.2.2. Set win percentage
 - 1.4.6.2.3. RNG
- 1.4.6.3. The top four players from each section will qualify for state.

1.4.7. State Finals

- 1.4.7.1. State finals will be seeded by RNG.
 - 1.4.7.1.1. For example, in the case of eight sections, the top eight would be seeded by randomizing the first place players from each section, the next eight would be the second place players, etc.
- 1.4.7.2. Provided the conditions of General Rule 16.4 are met, the top four players from each section will be invited to the in-person state final.

- 1.4.7.2.1. Complimentary tickets will be provided for up to two rostered coaches or staff members and each qualifying player from each school.

1.5. Match Time

1.5.1. Default Time - Regular Season

- 1.5.1.1. Per the general rules, the default time to begin matches will be 4:00 PM on the designated match day.
- 1.5.1.2. Players will have 15 minutes from match time to begin their first match. After this time, they will be considered late and subject to forfeit if they do not get their required matches in.
- 1.5.1.3. The queue will be open until 5:30 PM. This time may be extended later in the season if a large number of players who arrive on time are having trouble getting their required matches in.

1.5.2. Default Time - Postseason

- 1.5.2.1. The first round of the day will have a 15-minute automatic disqualification timer.
- 1.5.2.2. All subsequent rounds will have 5-minute automatic timers.
- 1.5.2.3. Players missing the Grand Final will not be eligible for a Grand Final Reset.

1.5.3. Start.gg Registration Deadlines

- 1.5.3.1. Any player who misses a weekly registration deadline will not be added.
- 1.5.3.2. Registration will close at 3:45 PM on game day every week during the regular season.
- 1.5.3.3. Registration for Sectional Playoffs will close at 3:45 PM on the final gameday of the regular season for that division.
- 1.5.3.4. Registration for Fall Brawl participants will be done by the TO.

1.5.4. Reschedule Requests

- 1.5.4.1. Reschedules are not possible.

- 1.5.4.2. There will be one makeup queue on a date to be released with the season schedule.

1.5.5. Forfeits

- 1.5.5.1. All forfeits will be counted as a win for the opponent, except in the case of a double forfeit.
 - 1.5.5.1.1. Players in the same district who are unable to connect to each other will be counted as a double forfeit.

1.6. Rosters

1.6.1. Season Rosters

- 1.6.1.1. Rosters must include the complete and correct start.gg tag typed out, plus a screenshot of the tag.
- 1.6.1.2. All players from the same school must use the prefix designated by the coach during MOSEF registration.

1.6.2. Match Rosters

- 1.6.2.1. There is no match roster for Smash Solos.

1.7. Lag Test Procedure

1.7.1. LAN Adapters

- 1.7.1.1. A LAN adapter is strongly recommended for participation in this tournament. Even a good wifi connection is less stable than a wire.

1.7.2. Initial Lag

- 1.7.2.1. In the event of excessive lag, players must restart the game via SD; otherwise the results of any played matches will stand.
- 1.7.2.2. If the lag continues, the arena should be closed down and recreated after both players restart their Switches.
- 1.7.2.3. Complaints after the game is complete will not count towards recorded results regardless of recordings.

1.7.3. Making a Report

- 1.7.3.1. If the lag persists, or if the arena crashes more than once after restarting, a speed test may be requested.
- 1.7.3.2. The connection should be tested via the Switch settings (a speed test from a computer or other device is not acceptable).
- 1.7.3.3. Each school should send a photo/screenshot of the entire results screen to the TO via Discord DM (marking out the address is recommended).
- 1.7.3.4. The TO may choose to spectate with Sable Detect at that point if the numbers are inconclusive.
- 1.7.3.5. If one player is determined to have unplayable speeds per rule 1.2.1.2, they will be forced to forfeit.

1.7.4. Final Effort

- 1.7.4.1. In the case of extreme lag or an inability to connect despite all conditions being met by both players, an attempt will be made to play through a TO's arena.
- 1.7.4.2. Should this not work, the match will be voided and players may return to the queue.

1.7.5. Determination

- 1.7.5.1. It is up to TO discretion to determine who is the cause of the lag using these guidelines and decide on who, if anyone, will be disqualified.
- 1.7.5.2. Please also remember that even in ideal conditions, the game servers occasionally will simply not let two people connect.
- 1.7.5.3. Players in the same district who are unable to connect to each other due to local network settings will be counted as a double forfeit.

1.8. Record Integrity

1.8.1. Forfeit Wins

- 1.8.1.1. Forfeit wins will be awarded in the case of a player leaving after the first game, but before the second.
- 1.8.1.2. Due diligence in contacting the opposing coach before requesting the FF win will be followed.

1.8.2. Voided Matches

- 1.8.2.1. In the case of a player that must leave after being paired but before beginning gameplay, the match will be voided and the other player may return to the queue.
- 1.8.2.2. Players should make every effort to leave the queue or have their coach notify a TO when leaving before the queue ends.

2. Match Procedures

2.1. Arena Creation

2.1.1. Designated Creator

- 2.1.1.1. Start.gg will indicate which player will create the arena and communicate the details.

[Full instructions for creating an arena](#)

2.2. Score Reporting

2.2.1. Entering Scores

- 2.2.1.1. All score reporting on the match page must be completed promptly after each game.
- 2.2.1.2. Each player must enter their own score.
- 2.2.1.3. Accuracy is important! Screenshots of the victory screen and saved replays are recommended in case of dispute.
 - 2.2.1.3.1. Players who misinput a winner and confirm it will have to call a mod and wait while the match is reset. If the match concludes with the wrong input, it may be irreversible.

2.2.2. Responsiveness

- 2.2.2.1. Players must be present and responsive in the task and chat panels during a match. Players who fail to respond or complete their tasks in a timely manner may be forced to forfeit the match.

2.3. Fighter and Stage Picks/Bans

2.3.1. First Game

- 2.3.1.1. Players will begin their game by first performing a double blind character selection. After these characters have been selected, players will begin striking stages.
- 2.3.1.2. Round one of stage bans will take place with a P1-P2-P2-P1 format

2.3.2. Subsequent Games

- 2.3.2.1. The player who won the previous game will ban 2 stages and the losing player will pick from those that remain.

2.3.3. Modified DSR

- 2.3.3.1. Modified DSR (Dave's Stupid Rule) is turned on. (This means that players are not allowed to counterpick to the most recent stage that they won on).

2.3.4. Stage Agreement

- 2.3.4.1. Players may select any LEGAL stage if they BOTH agree on it.
- 2.3.4.2. Players may not play on illegal stages or change the length of a match.
- 2.3.4.3. If this rule is violated, both players will be subject to a forfeit for the week.

2.4. Match Play

2.4.1. Win Conditions

- 2.4.1.1. The first player to win two games will be the match winner.
 - 2.4.1.1.1. During any postseason finals match, the first player to win three games will be the match winner.

2.4.2. Self-Destruct Moves

- 2.4.2.1. If a game ends with a self-destruct move, the results screen will determine the winner.
- 2.4.2.2. If a sudden death occurs, a standard sudden death play-off game applies (see 2.4.3).

2.4.3. Sudden Death

- 2.4.3.1. If a game goes to Sudden Death for any reason, the winner is determined by stocks and percentage at the time the game ends.
- 2.4.3.2. If both players are tied in stocks, the player with the lower percentage is the winner.

- 2.4.3.3. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, or if there is a dispute over stocks and percentage with no available documentation, a 1-stock tiebreaker will be played with a 3-minute time limit. Screenshots are recommended.
- 2.4.3.4. If Sudden Death occurs in a Sudden Death game, this process is repeated.
- 2.4.3.5. The results of an in-game 300% Sudden Death do not count under any circumstance.

2.4.4. Taunting

- 2.4.4.1. Taunts that inflict physical damage to an opponent are permitted.
 - 2.4.4.1.1. Greninja: down
 - 2.4.4.1.2. Kazuya: side
 - 2.4.4.1.3. Kirby: all
 - 2.4.4.1.4. Luigi: down
 - 2.4.4.1.5. Snake: all
 - 2.4.4.1.6. Please contact a TO about any other possibilities before using them in a match.
- 2.4.4.2. All other taunts are banned.
 - 2.4.4.2.1. The first offense should be a conversation between coaches.
 - 2.4.4.2.2. The second offense may be reported to a TO.
 - 2.4.4.2.3. Players who are repeatedly reported will face disqualification for the week or the season at the TO's discretion.

2.5. Error Correction

2.5.1. Misinterpretation

- 2.5.1.1. It is strongly recommended that all players check the arena rules before beginning a match.

2.5.1.2. Arenas that are not set up according to section 3.1 must be replayed before the game ends, and no penalty will be applied to the player that SDs to correct the issue.

2.5.1.2.1. The outcome of a game or set will not be changed after it has concluded unless under extreme circumstances such as rule 2.5.3; judgment is reserved for tournament staff.

2.5.1.2.2. It is the responsibility of the coaches to ask the TO for any clarification of the rule set in the event of a disagreement.

2.5.1.3. Players who are found to repeatedly misconfigure arenas may be penalized at TO discretion.

2.5.1.3.1. This rule will extend to stages that are not correctly chosen according to sections 3.2 and 3.3.

2.5.2. Misconfiguration

2.5.2.1. In the event a player begins a game with misconfigured player-specific controls (controller settings, etc.), they must SD within 10 seconds.

2.5.2.2. After this time limit has passed, players must use their misconfigured settings.

2.5.2.2.1. SDs after this time limit will stand.

2.5.3. Zero-to-Death Clause

2.5.3.1.1. In the event a player is unable to SD for misconfiguration or misinterpretation due to a situation in which they cannot get away from an opponent's attack before losing the game, the replay must be saved to prove the situation to the TO in case of dispute.

2.5.4. Glitch Clause

2.5.4.1. If anything occurs within any game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform the TO for resolution.

2.6. Coaching

2.6.1. During Play

- 2.6.1.1. Per the MOSEF General Rules, coaching during is not allowed.

2.6.2. Between Games

- 2.6.2.1. Between games, coaching is allowed for up to one minute during the allowed break time. The use of a timer is encouraged.

2.6.3. Between Matches

- 2.6.3.1. Coaching is allowed during the time the player is waiting in queue.

2.6.4. During tasks

- 2.6.4.1. Coaching is allowed while the player is completing start.gg tasks as long as it does not delay the match in any way.

2.6.5. Spectators

- 2.6.5.1. Players not currently in the game and other spectators are encouraged to cheer and verbally support their team, but also may not coach during the match.

3. Game Rules

3.1. Game Settings

- 3.1.1. 3 stocks
- 3.1.2. 7 minutes
- 3.1.3. Final Smash Meter: Off
- 3.1.4. Spirits: Off
- 3.1.5. Damage Handicap: Off
- 3.1.6. Stage Selection: Anyone
- 3.1.7. Items: Off and None
- 3.1.8. First to: 1 Win
- 3.1.9. Stage Morph: Off
- 3.1.10. Stage Hazards: Off
- 3.1.11. Launch Rate: 1.0x
- 3.1.12. Underdog Boost: Off
- 3.1.13. Pausing: Off
- 3.1.14. Score Display: Off
- 3.1.15. % Show Damage: Yes
- 3.1.16. Custom Balance: Off
- 3.1.17. Mii Fighters: All [moveset combinations](#) are legal
 - 3.1.17.1. See rule 3.5 for more information.

3.2. Stage List

3.2.1. Starter Stages

- 3.2.1.1. Battlefield
- 3.2.1.2. Final Destination
- 3.2.1.3. Town & City
- 3.2.1.4. Pokémon Stadium 2
- 3.2.1.5. Smashville

3.2.2. Counterpick Stages

- 3.2.2.1. Kalos Pokémon Stadium
- 3.2.2.2. Yoshi's Story
- 3.2.2.3. Small Battlefield

3.2.3. Battlefield/Omega

- 3.2.3.1. Battlefield and Omega variations of the stages are not allowed.
- 3.2.3.2. A match that starts on a Battlefield or Omega variant is considered Misinterpretation and should be handled per rule 2.5.1 above.

3.3. Mii Fighter Clause

- 3.3.1. Any player who intends to use a Mii during a game must declare so before the game.
- 3.3.2. Players are required to inform their opponent of their chosen Mii's [moveset](#), listed in the format ####.
- 3.3.3. Any combination of moves may be used, but any movesets that any player may want to use during a match must be created before the match begins.

