

Smash Bowl MMXXI Online Invitational Rules



Playbook Rulesets

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Randoms
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Squad Strike
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Heavies
- #4

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Food Fight
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Sakurai Says
- #9

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“Switch” to Rivals



Broadcast Schedule ALL TIMES EASTERN

Stage 1, Group A1	Sun, Nov 1	4pm	Stage 2, Group B1	Sun, Jan 3	4pm
Stage 1, Group A2	Sun, Nov 8	4pm	Stage 2, Group B2	Sun, Jan 10	4pm
Stage 1, Group A3	Sun, Nov 15	4pm	Stage 2, Group B3	Sun, Jan 17	4pm
Stage 1, Group A4	Sun, Nov 22	4pm	Stage 2, Group B4	Sun, Jan 24	4pm
Stage 1, Group A5	Sun, Nov 29	4pm			
Stage 1, Group A6	Sun, Dec 6	4pm	Final Stage Bracket	Sun, Jan 31	4pm
Stage 1, Group A7	Sun, Dec 13	4pm			
Stage 1, Group A8	Sun, Dec 20	4pm			



Prizing Structure

STAGE 1	STAGE 2	FINAL
Players receive	Players receive	Players receive
\$500	\$500	\$500
for participating in Stage 1, plus	for participating in Stage 2, plus	for participating in the Final Stage, plus
\$250	\$250	\$500
for each set win and a	for each set win and a	for each set win and a
\$250	\$250	\$500
bonus for not losing a set	bonus for not losing a set	bonus for winning the event

Hey if you're here from twitter, the truth is that this program is actually really cool and you should watch it.

1. Definitions

1.1. Double Blind Character Selection

Either player may request that a double blind selection occur. In this situation, a Tournament Organizer (TO) will be told, in secret, of each player's choices for the first round. Both players are to then select their first round character, with the TO validating the character selections.

1.2. Stage Striking

Players may strike from the Starter stages to determine the starting stage for the first game. The player who strikes first may be determined by an online random number generator, best of one. The winning player/team strikes the first stage. Then the other player/team strikes two stages. Then the winning player/team strikes one more stage and the remaining stage is used for the first game of the set.

1.3. Counterpicking

Each player who lost the previous game is given 30 seconds after bans are selected to notify their opponent of the stage they will select for the next game. If no counterpick is selected in this time frame, a TO should be engaged and the counterpicking player will receive a game loss.

1.4. Stage Clause

Players may not counterpick the **last** stage they won on during the set.

1.5. Stage Banning

After each game of the set, before counterpicking, the player who won the previous game may ban **three** stages from the full stage list. The player who lost the previous game may not select any of these stages for the next game. These bans do not persist throughout the set.

1.6. Stage Agreement Clause

Players may select any **legal** stage if they both agree on it. Players may not play on illegal stages or change the length/terms of a set. If this is violated, both players will be subject to complete disqualification from the event.

1.7. Random Select Clause

In the event that a game needs to be restarted under any circumstances:

- a) if the stage was randomly selected, the selected stage must be used again, and,
- b) any player who selected a character using Random must use the character that was randomly selected for them the first time that the game was started.

2. Set Procedure

2.1. Standard Procedure

- 2.1.1. Players select their characters. Either player may request Double Blind Character Selection (1.1).
- 2.1.2. Use Stage Striking (1.2) to determine the first stage.
- 2.1.3. The players play the first game of the set.
- 2.1.4. The player who won the last game bans **three** stages (1.5). The losing player of the preceding game counterpicks the next stage (1.3, 1.4, 1.5). Players may instead agree on a stage (1.6).
- 2.1.5. The winning player of the preceding game must announce their character selection for the next game.
- 2.1.6. The losing player of the preceding game must announce their character selection for the next game.
- 2.1.7. The next game is played.
- 2.1.8. Repeat (2.1.4)-(2.1.7) for all subsequent games until the set is complete.

2.2. Random Stage Procedure

- 2.2.1. The stage is randomly selected on the Stage Select Screen, subject to (1.7).
- 2.2.2. Players select their characters. Either player may request Double Blind Character Selection (1.1).
- 2.2.3. The players play the first game of the set.
- 2.2.4. The next stage is randomly selected, subject to (1.7).
- 2.2.5. The winning player of the preceding game must announce their character selection for the next game.
- 2.2.6. The losing player of the preceding game must announce their character selection for the next game.
- 2.2.7. The next game is played.
- 2.2.8. Repeat (2.2.4)-(2.2.7) for all subsequent games until the set is complete.

2.3. Random Character and Stage Procedure

- 2.3.1. The stage is randomly selected on the Stage Select Screen, subject to (1.7).
- 2.3.2. Both players select Random on the character select screen, subject to (1.7).
- 2.3.3. The players play the first game of the set.
- 2.3.4. The next stage is randomly selected on the Stage Select Screen, subject to (1.7).
- 2.3.5. Both players select Random on the character select screen, subject to (1.7).
- 2.3.6. The next game is played.
- 2.3.7. Repeat (2.3.4)-(2.3.6) for all subsequent games until the set is complete.

3. Universal Rules

3.1. 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 infinities 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.

3.2. Self-Destruct Moves

If a game ends with a self-destruct move, the results screen will determine the winner.

3.3. Character Color/Team Color Selection

If there is a dispute in character colors or team colors (e.g. both teams want to be green team), the players will play one RPS game to determine who gets the color.

3.4. Team Color Clause

When in Doubles play, players may require both teams to choose character costumes that are similar to their team color. Example: 2 ROB players on the red team would use the Red ROB and the ROB with red arms if requested. In the case of a character that doesn't have a color option (Example: there is no blue Fox color), we recommend those teams use a similar color that is available to that character within reason.

3.5. Team Color Request Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the other team color or the stage background. The request must be made before the game starts. Example: requesting Cloud to pick green team to be able to distinguish when limit is charged, or having Sonic on blue team to prevent confusion.

3.6. Warm-Ups

Warm-up periods, button checks, and "handwarmers" may not exceed 60 seconds on the game clock. Violation of this rule may result in a game loss at the discretion of the TO.

3.7. Coaching Violations

Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. (The only exception to this is when a Grand Finals reset occurs; in this instance, players are given a two-minute break in which coaching may occur.) Tournament staff reserves the right to judge on what is deemed "coaching" and the severity of the violation. If coaching occurs during this window, the coached party will receive penalties as outlined below:

3.7.1. **1st offense (minor):** Verbal warning to the player and the coach. This warning persists for the entire event.

3.7.2. **2nd offense (major):** Player is disqualified from the event.

3.8. Tardiness

Anyone who is not present for their set by 15 minutes past the scheduled start time is subject to a total disqualification from the event.

3.9. Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

3.10. Protests

In the event of suspected incorrect game settings (3.11), a gameplay-interrupting

issue (3.12, 3.13), or a suspected broken rule, play should continue until the game is complete, unless the game is unplayable for one or more players. Once the game is complete or unplayable, either player may register a protest with the TOs. TOs may also register a protest themselves, and inform both players.

When a protest is registered, TOs will investigate and may accept or reject the protest, according to their discretion. If the protest is accepted, the result of the game (not the entire set) is nullified. If neither player is at fault, the game is restarted. If the TO determines that either player broke a rule, they may levy penalties accordingly.

Players waive their right to protesting the results of a game once either player starts a subsequent game, or after 15 minutes have passed.

3.11. Incorrect Settings Clause

If a game is started with incorrect game settings, the game may be stopped and settings fixed if any player or the TO can confirm that the settings are incorrect. If either player suspects that settings are incorrect, but cannot confirm in-game, players should continue the game as normal and may register a protest (3.10) with the TO once the game is complete.

Players are responsible for player-specific settings. They may not back out of a game due to misconfigured player-specific settings, subject to TO discretion.

3.12. Glitch Clause

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 may register a protest (3.10) with the TO.

3.13. Force Majeure Clause

Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, internet connection between players is disrupted, etc.) should be reset and replayed at tournament staff discretion. Either player may register a protest (3.10) with the TO if they believe that this clause has been triggered.

3.14. Phone a Friend Clause

In order to engage in the "Phone a Friend" ruleset (4.5), each player will be asked to declare a human partner in order to compete with them. Declared partners must not be:

- a) another player in the event OR
- b) the declared partner of another player in the event

Declared partners are subject to all rules. If a partner violates Tardiness (3.8), the responsible player will receive a set loss.

3.15. Final Rulings

If any unforeseen situations occur, judgment of the TO is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

3.16. Patch

As this event requires online access, Smash Bowl MMXXI will use the currently live patch at the time of play. New stages are banned by default, but TOs reserve the right to add them to the legal stage list for any or all rulesets.

4. Rulesets Playbook

4.1. Randoms

#1 ?

Randoms

PLAYBOOK

Random characters. Random legal stages.

FORMAT










Standard rules

CHARACTERS

All characters

STAGES

All legal stages, random



- 4.1.1.

Format

Singles
- 4.1.2.

Set Procedure

(2.3) [Random Character and Stage Procedure](#)
- 4.1.3.

Set Length

Best of 5
- 4.1.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: Off

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.1.5.

Stage List

Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville, Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.1.6.

Character Restrictions


None
- 4.1.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.2. Squad Strike

#2



Squad Strike

PLAYBOOK

Pick 5 characters before the set. You can't use any of them more than once, win or lose. No using interchangeable Echo Fighters.

FORMAT










Standard rules

CHARACTERS

Pick 5. Cannot use both of Peach/Daisy, Pit/Dark Pit, Samus/Dark Samus, or Simon/Richter.

STAGES

All legal stages



- 4.2.1.

Format

Singles
- 4.2.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.2.3.

Set Length

Best of 5
- 4.2.4.

Game Settings

Time Limit: 7:00
Stock: 3
Final Smash Meter: Off
Damage Handicap: Off
Item Rate: Off
Items: None
Stage Hazards: Off
Launch Rate: 1.0x
Score Display: Off
Show Damage: On
- 4.2.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville
Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.2.6.

Character Restrictions


Each player chooses 5 characters before the set begins and declares them to the organizer in private. Players may not use any of their characters more than once in a set. Players may not choose more than one of Peach/Daisy, Pit/Dark Pit, Samus/Dark Samus, and Simon/Richter.
- 4.2.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.3. Heavies

#3

 **Heavies**

PLAYBOOK

Rumble away using the game's heaviest characters!










FORMAT

Standard rules

CHARACTERS

Bowser, King K. Rool, Donkey Kong, King Dedede, Ganondorf, Charizard, Incineroar

STAGES

All legal stages 

- 4.3.1.

Format

Singles
- 4.3.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.3.3.

Set Length

Best of 5
- 4.3.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: Off

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.3.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville

Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.3.6.

Character Restrictions


Players may only select Bowser, King K. Rool, Donkey Kong, King Dedede, Ganondorf, Charizard, or Incineroar. If playing as Charizard, players must use down-B as soon as possible to switch to Charizard whenever a different Pokémon is out.
- 4.3.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.4. Reverse Mains

#4



Reverse Mains

PLAYBOOK

Are you good at being your enemy? Because you'll have to play as their main character.

FORMAT










Standard rules

CHARACTERS

You must play your opponent's main.

STAGES

All legal stages



- 4.4.1.

Format

Singles
- 4.4.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.4.3.

Set Length

Best of 5
- 4.4.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: Off

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.4.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville

Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.4.6.

Character Restrictions


Players may only select the character listed as their current opponent's main, and must use that character for the entire set. Declared mains can be found in (7) [Appendix A](#).
- 4.4.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.5. Phone a Friend

#5



Phone a Friend

PLAYBOOK

Bring in a friend and duke it out in doubles!

FORMAT










Doubles; standard rules otherwise

CHARACTERS

All characters

STAGES

All legal stages



- 4.5.1.

Format

Doubles with a player's selected partner (3.14)
- 4.5.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.5.3.

Set Length

Best of 5
- 4.5.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: Off

Team Attack: On

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.5.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville

Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.5.6.

Character Restrictions


None
- 4.5.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.6. Pokémon Masters

#6

 **Pokémon Masters** YBOOK

All things Pokémon, from characters to stages to items.

FORMAT








Standard rules; Poké Balls on high

CHARACTERS

Pokémon only

STAGES

Pokémon stages,
random, hazards on



- 4.6.1.

Format

Singles
- 4.6.2.

Set Procedure

(2.2) Random Stage Procedure
- 4.6.3.

Set Length

Best of 5
- 4.6.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: High

Items: Poké Balls and Master Balls

Stage Hazards: On

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.6.5.

Stage List

Saffron City, Pokémon Stadium, Pokémon Stadium 2, Unova Pokémon League, Prism Tower, Kalos Pokémon League (Spear Pillar is banned).
- 4.6.6.

Character Restrictions


Players may only select Pikachu, Jigglypuff, Pichu, Mewtwo, Pokémon Trainer, Lucario, Greninja, or Incineroar.
- 4.6.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.7. Food Fight

#7

 **Food Fight**

PLAYBOOK

You're hungry. Your stamina is low. But the food items are on high. Can you gobble up the competition?

FORMAT










Standard rules; stamina 80; food-type items on high

CHARACTERS

All characters

STAGES

All legal stages



- 4.7.1.

Format
Singles
- 4.7.2.

Set Procedure
(2.1) [Standard Procedure](#)
- 4.7.3.

Set Length
Best of 5
- 4.7.4.

Game Settings
Time Limit: 7:00
Stock: 3
Stamina: 80
Final Smash Meter: Off
Damage Handicap: Off
Item Rate: High
Items: Food, Maxim Tomato, Super Spicy Curry, Banana Peel
Stage Hazards: Off
Launch Rate: 1.0x
Score Display: Off
Show Damage: On
- 4.7.5.

Stage List
Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville
Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.7.6.

Character Restrictions
None
- 4.7.7.

Sudden Death
If a game goes to Sudden Death, the winner is determined by stocks and **stamina** at the time the game ends. If both players are tied in stocks, the player with the **higher stamina** is the winner. In the event of a **stamina** tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit **and 80 stamina**. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.8. Sakurai Says

#8

✦

Sakurai Says

PLAYBOOK

The ruleset when you turn on the game for the first time, just as Sakurai envisioned it. Play out sudden death!

FORMAT


Best-of-7; 2:30 time, all items on medium

CHARACTERS

All characters

STAGES

All except 23 stages, random, hazards on



- 4.8.1.

Format

Singles
- 4.8.2.

Set Procedure

(2.2) Random Stage Procedure
- 4.8.3.

Set Length

Best of 7
- 4.8.4.

Game Settings

Time Limit: 2:30

Stock: N/A

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Medium

Items: All

Stage Hazards: On

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.8.5.

Stage List

All stages except 75m, Balloon Fight, Boxing Ring, Brinstar Depths, Dream Land GB, Garreg Mach Monastery, Gaur Plain, Gerudo Valley, Hanenbow, Hyrule Castle, Mario Bros., Mushroomy Kingdom, New Donk City Hall, New Pork City, Pac-Land, Palutena's Temple, Paper Mario, Spear Pillar, Summit, Super Happy Tree, Temple, The Great Cave Offensive, Wrecking Crew
- 4.8.6.

Character Restrictions


None
- 4.8.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by the results of an in-game 300% Sudden Death.

4.9. Up, Up, and Away

#9



Up, Up and Away

AYBOOK

The Bunny Ears, Super Leaf and Jetpack are in play, and the knockback's been turned up. Send your opponent flying!

FORMAT










Standard rules; 1.2x knockback; above items on high

CHARACTERS

All characters

STAGES

All legal stages



- 4.9.1.

Format

Singles
- 4.9.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.9.3.

Set Length

Best of 5
- 4.9.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: High

Items: Bunny Ears, Super Leaf, Jetpack

Stage Hazards: Off

Launch Rate: 1.2x

Score Display: Off

Show Damage: On
- 4.9.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville

Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.9.6.

Character Restrictions

None
- 4.9.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.10. Michael Bay Movie

#10

Michael Bay Movie

YBOOK

With two Snakes on the stage and a cornucopia of explosive items, this match is sure to go boom!

FORMAT










Standard rules; explosive items on medium

CHARACTERS

Snake only

STAGES

All legal stages



- 4.10.1.

Format

Singles
- 4.10.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.10.3.

Set Length

Best of 5
- 4.10.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Medium

Items: Bomber, Blast Box, Bob-omb, Motion-Sensor Bomb, Smart Bomb, Goopy Bomb, Deku Nut, X-Bomb, Fake Smash Ball

Stage Hazards: Off

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.10.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville

Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story
- 4.10.6.



Character Restrictions

Players may only select Snake.
- 4.10.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.11. Super Smashdown

#11  Super Smashdown 

All it takes is one hit. Who can outmaneuver their opponent?


FORMAT

Best-of-19; time 1:00; stamina 10; 1.3x knockback; all items on medium

CHARACTERS

All characters, random


STAGES

All except 23 stages, random, hazards on 

- 4.11.1. **Format**
Singles
- 4.11.2. **Set Procedure**
(2.3) Random Character and Stage Procedure
- 4.11.3. **Set Length**
Best of 19
- 4.11.4. **Game Settings**
Time Limit: 1:00
Stock: 1
Stamina: 10
Final Smash Meter: Off
Damage Handicap: Off
Item Rate: Medium
Items: All
Stage Hazards: On
Launch Rate: 1.3x
Score Display: Off
Show Damage: On
- 4.11.5. **Stage List**
All stages except 75m, Balloon Fight, Boxing Ring, Brinstar Depths, Dream Land GB, Garreg Mach Monastery, Gaur Plain, Gerudo Valley, Hanenbow, Hyrule Castle, Mario Bros., Mushroomy Kingdom, New Donk City Hall, New Pork City, Pac-Land, Palutena's Temple, Paper Mario, Spear Pillar, Summit, Super Happy Tree, Temple, The Great Cave Offensive, Wrecking Crew
- 4.11.6. **Character Restrictions**
None
- 4.11.7. **Sudden Death**
If a game goes to Sudden Death, the winner is determined by stocks and stamina at the time the game ends. If both players are tied in stocks, the player with the higher stamina is the winner. In the event of a stamina tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 1-minute time limit and 10 stamina. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.12. Nearly Legal

#12



Nearly Legal

PLAYBOOK

In an alternate universe, this could have been the ruleset. Featuring unique and nearly legal stages.

FORMAT










Standard rules; Final Smash meter on

CHARACTERS

All except Zelda, Peach, and Daisy

STAGES

5 starters, 4 counterpicks



- 4.12.1.

Format

Singles
- 4.12.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.12.3.

Set Length

Best of 5
- 4.12.4.

Game Settings

Time Limit: 7:00

Stock: 3

Final Smash Meter: On

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: Off

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.12.5.

Stage List

Starters: Mementos, Yggdrasil's Altar, Fountain of Dreams, WarioWare, Inc., Frigate Orpheon.

Counterpicks: Rainbow Cruise, Halberd, Castle Siege, Duck Hunt
- 4.12.6.

Character Restrictions


Players may not select Zelda, Peach, or Daisy.
- 4.12.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.13. King of Fighters

#13

 King of Fighters

LAYBOOK

We heard you like fighting games, so we turned a fighting game into...another fighting game.

FORMAT

Standard rules; stamina 100; Final Smash meter on

CHARACTERS

Ryu, Ken and Terry

STAGES

King of Fighters Stadium, hazards on

- 4.13.1.

Format

Singles
- 4.13.2.

Set Procedure

(2.2) [Random Stage Procedure](#)
- 4.13.3.

Set Length

Best of 5
- 4.13.4.

Game Settings

Time Limit: 7:00

Stock: 3

Stamina: 100

Final Smash Meter: On

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: On

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.13.5.

Stage List

King of Fighters Stadium
- 4.13.6.

Character Restrictions


Players may only select Ryu, Ken, or Terry.
- 4.13.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.14. Melee Ruleset

#14



Melee RulesetPLAYBOOK

Melee! Only characters from Melee and stages in the Melee ruleset, with hazards on. 4 stock, 8 minutes.

FORMAT







Standard rules, but 4 stocks, time 8:00

CHARACTERS

The 25 Ultimate characters available in Melee

STAGES

Legal stages in Melee, hazards on



- 4.14.1.

Format

Singles
- 4.14.2.

Set Procedure

(2.1) [Standard Procedure](#)
- 4.14.3.

Set Length

Best of 5
- 4.14.4.

Game Settings

Time Limit: 8:00

Stock: 4

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: On

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.14.5.

Stage List

Starters: Battlefield, Final Destination, Yoshi's Story, Fountain of Dreams, Dreamland

Counterpick: Pokémon Stadium

(1.4) Stage Clause: Players may not select any stage they won on previously in the set.

(1.5) Stage Banning: There are zero stage bans.
- 4.14.6.

Character Restrictions

Players may only select Mario, Donkey Kong, Link, Samus, Yoshi, Kirby, Fox, Pikachu, Luigi, Ness, Captain Falcon, Jigglypuff, Peach, Bowser, Ice Climbers, Sheik, Zelda, Dr. Mario, Pichu, Falco, Marth, Young Link, Ganondorf, Mewtwo, Roy, or Mr. Game & Watch.
- 4.14.7.


Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 2-minute time limit. The results of an in-game 300% Sudden Death do not count. If

Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.15. Sami Singles

#15



Sami Singles

PLAYBOOK

The Melee alternative format by Druggedfox comes to Ultimate!

FORMAT

Best-of-9; 1 stock; time 2:00

CHARACTERS

All characters

STAGES

Yoshi's Story, hazards on

- 4.15.1.

Format

Singles
- 4.15.2.

Set Procedure

(2.2) [Random Stage Procedure](#)
- 4.15.3.

Set Length

Best of 9
- 4.15.4.

Game Settings

Time Limit: 2:00

Stock: 1

Final Smash Meter: Off

Damage Handicap: Off

Item Rate: Off

Items: None

Stage Hazards: On

Launch Rate: 1.0x

Score Display: Off

Show Damage: On
- 4.15.5.

Stage List

Yoshi's Story
- 4.15.6.

Character Restrictions


None
- 4.15.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 2-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

4.16. “Switch” To Rivals

#16



“Switch” to Rivals

RYBOOK

Yes, literally Rivals of Aether.

FORMAT

Best-of-5; 3 stocks; time 8:00

CHARACTERS

All Rivals of Aether characters

STAGES

All legal stages in Rivals of Aether

- 4.16.1.

Format
Rivals of Aether (Nintendo Switch edition) Singles
- 4.16.2.

Set Procedure
(2.1) [Standard Procedure](#)
- 4.16.3.

Set Length
Best of 5
- 4.16.4.

Game Settings
Time Limit: 8:00
Stock: 3
Aether Stages: Off
Turbo Mode: Off
- 4.16.5.

Stage List
The legal starter stagelist will be displayed in-game. Starter stages include all stages not marked “COUNTERPICK”
- 4.16.6.

Character Restrictions
None
- 4.16.7.

Sudden Death
Standard Rivals of Aether sudden death rules: when the time runs out, the player with the higher stocks is the winner. If stocks are even, the player with the lower percentage is the winner. If percentages are even, 10 seconds are added to the clock. This is repeated until someone is winning at the end of the 10 seconds.

4.17. Standard Rules

#17

Standard Rules

LAYBOOK

For the semifinals and finals only,
the standard Ultimate ruleset is available!

FORMAT










Standard rules; best-of-7

CHARACTERS

All characters

STAGES

All legal stages
(3 bans, mDSR)



4.17.1.

Format

Singles

4.17.2.

Set Procedure

(2.1) [Standard Procedure](#)

4.17.3.

Set Length

Best of 7

4.17.4.

Game Settings

Time Limit: 7:00
Stock: 3
Final Smash Meter: Off
Damage Handicap: Off
Item Rate: Off
Items: None
Stage Hazards: Off
Launch Rate: 1.0x
Score Display: Off
Show Damage: On

4.17.5.

Stage List

Starters: Battlefield, Final Destination, Pokémon Stadium 2, Small Battlefield, Smashville
Counterpicks: Kalos Pokémon League, Lylat Cruise, Town & City, Yoshi's Story

4.17.6.

Character Restrictions

None

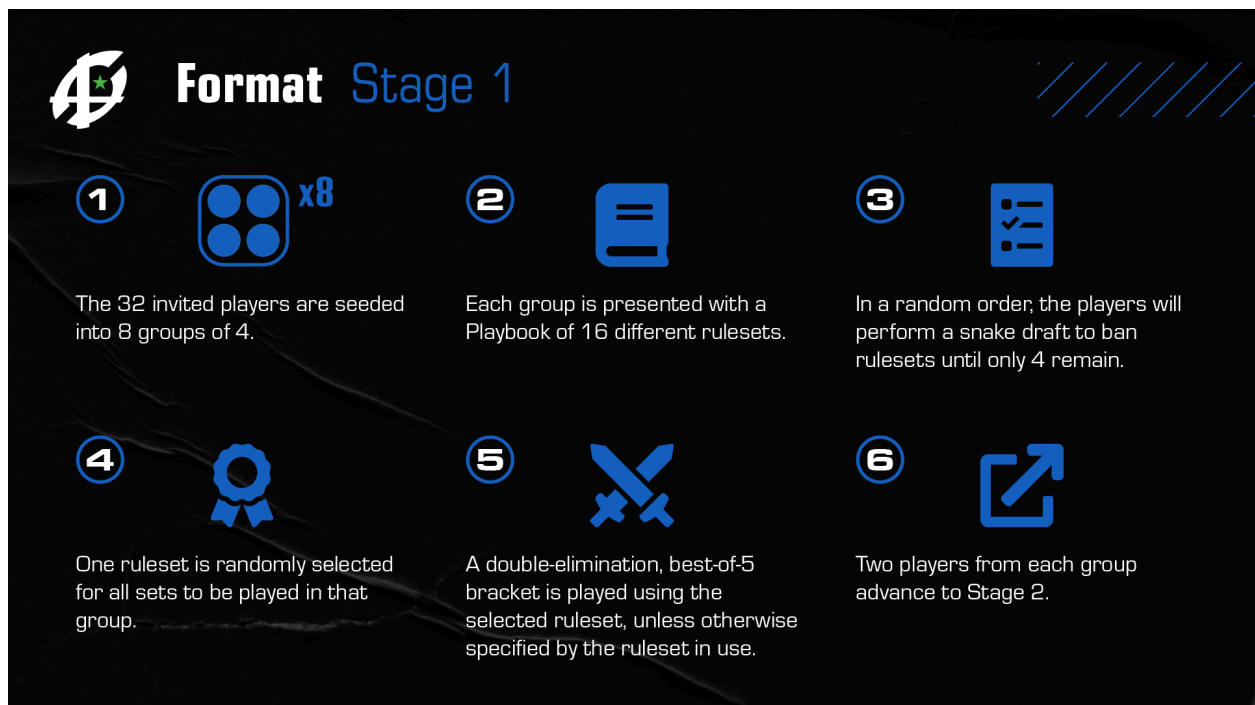
4.17.7.

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death tiebreaker, this process is repeated.

5. Event Procedure

5.1. Stage 1



5.1.1. Bracket Progression

- The 32 players will be split into 8 double-elimination Groups, known as A1 - A8.
- All players will begin the first stage in the Winners Bracket.
- Each group will play until two players in the group remain, who will then progress to the next stage.

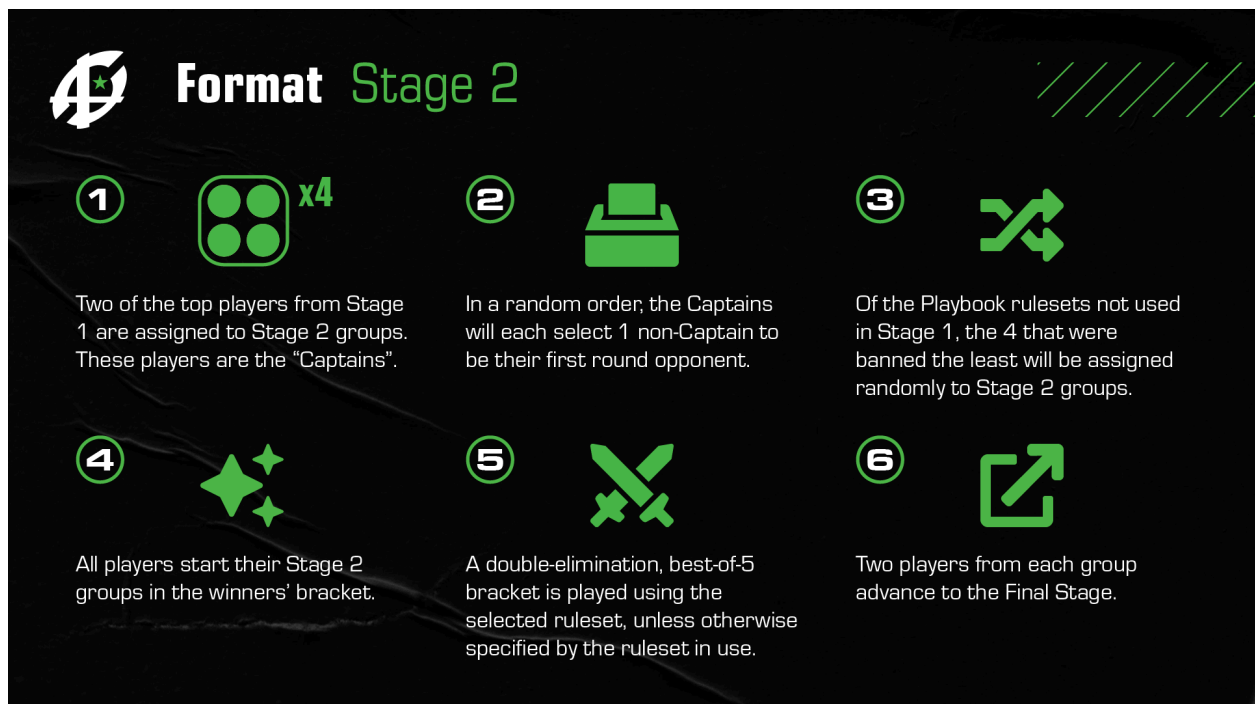
5.1.2. Group Assignment Process

- The organizer will seed the 32 players into their Groups.

5.1.3. Ruleset Selection Process

- Each group is presented with a list of 16 different gameplay rulesets (4.1)-(4.16).
- Organizer will randomize the order of players.
- Using the aforementioned order, players in the group will perform a snake draft to ban a ruleset until only four rulesets remain. (Snake Draft: The player who picks first in the odd rounds picks last in the even rounds, and order reverses each round.)
- From the remaining four rulesets, one will be randomly assigned to the group.
- Ruleset Selection Process will be carried out for each group in the first stage and should be carried out in isolation from other groups.
- All sets within the group will use the assigned ruleset.

5.2. Stage 2



5.2.1. Bracket Progression

- The 16 remaining players will progress to 4 double-elimination Groups, known as B1 - B4.
- All players will begin the second stage in the Winners Bracket.
- Each group will play until two players in the group remain, who will then progress to the next stage.

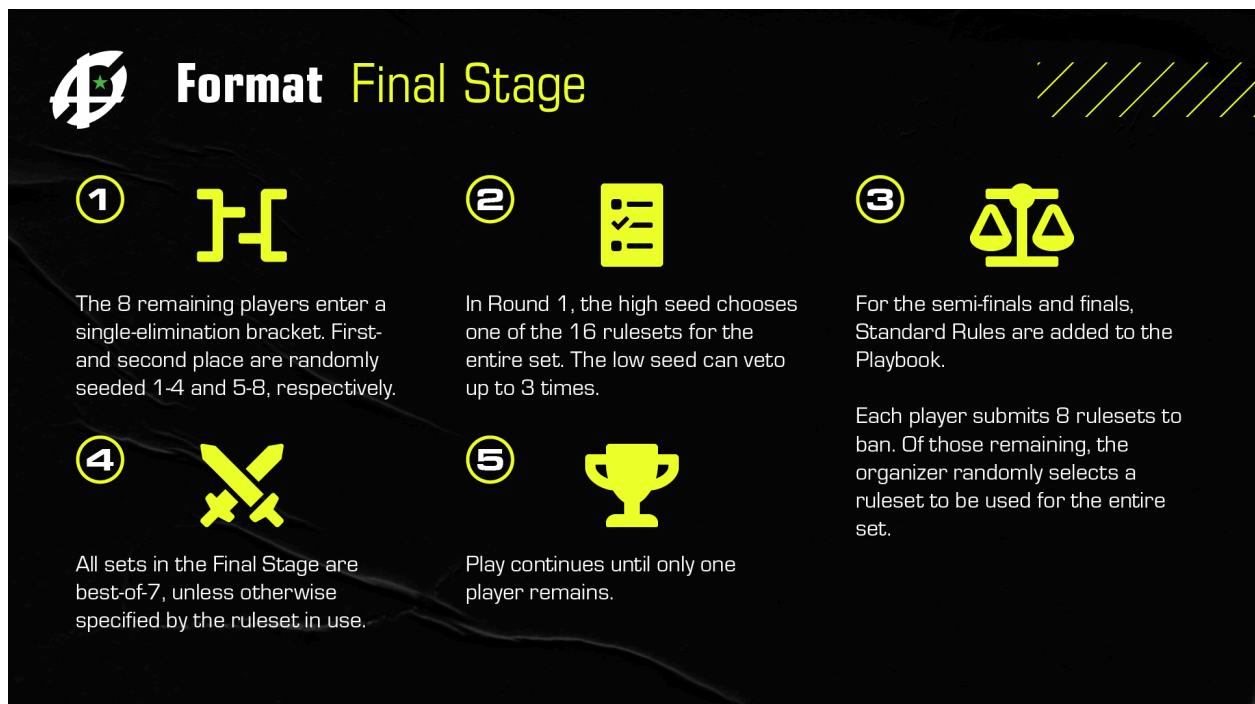
5.2.2. Group Assignment Process

- The players that did not incur a set loss in the first stage will be known as Captains.
- Captains are assigned to Groups as follows:
Captains from Groups A1 and A8 will be assigned to Group B1.
Captains from Groups A2 and A5 will be assigned to Group B2.
Captains from Groups A3 and A6 will be assigned to Group B3.
Captains from Groups A4 and A7 will be assigned to Group B4.
- The organizer will randomize the 8 Captains.
- In the randomized order, players will choose one non-Captain to be their opponent in the first round of their group.

5.2.3. Ruleset Selection Process

- Any rulesets that were used in the first stage will not be used in the second stage.
- The four rulesets that incurred the least amount of bans over the course of the last stage will be randomly assigned to one of the four Groups in the second stage.
- In the event of a tie in the number of bans, a ruleset will be randomly chosen from the tied rulesets.
- All sets within the group will use the assigned ruleset.

5.3. Final Stage



5.3.1. Bracket Progression

- The 8 remaining players will proceed to one single-elimination Group.

5.3.2. Player Selection Process

- The players that did not incur a set loss in the second stage will be known as Haves. All remaining players will be known as Have-Nots.
- The Haves will receive a randomly generated seed from 1 to 4, while the Have-Nots will receive a randomly generated seed from 5 to 8.
 - This method will be pseudo-random, in order to ensure that players do not encounter double jeopardy from the second stage.

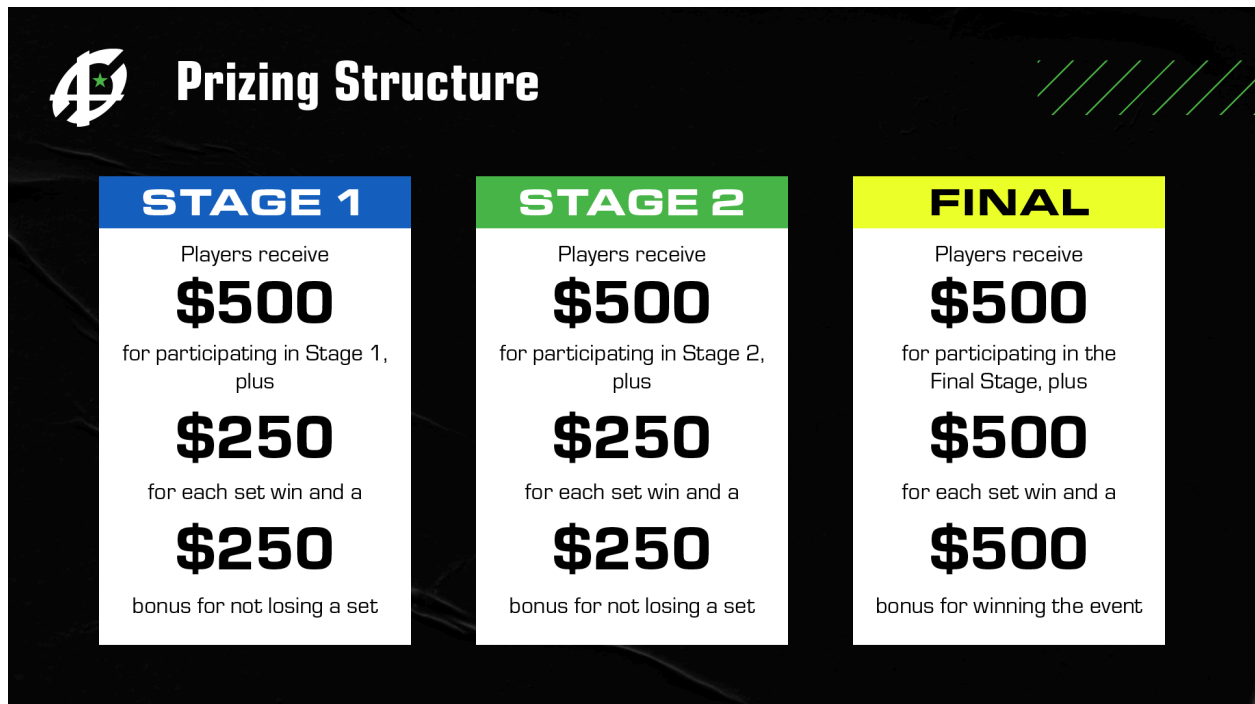
5.3.3. Ruleset Selection Process - Round 1

- The Have chooses one of the 16 available rulesets to be used for the entirety of the set.
- The Have-Not may choose to veto the chosen ruleset. If the Have-Not vetoes, the Have chooses a different ruleset.
- The Have-Not may use up to 3 vetoes. Once a fourth ruleset is chosen, it must be used.

5.3.4. Ruleset Selection Process - Semi-Final & Final

- Ruleset (4.17) Standard Rules is now available.
- In private, each player will ban 8 rulesets from the list of 17 and inform the TO. These rulesets will not be used for this particular set.
- The Organizer will reconcile the two ban lists, and randomly choose one of the remaining rulesets to be used for the entirety of the set.
- Play will continue until only one player remains.

6. Prizing



6.1. General Rules

- 6.1.1. Prize money is contingent on a player's successful and cooperative completion of the program.

6.2. First Stage

- 6.2.1. All players in this stage will be awarded \$500 for participation.
- 6.2.2. Players will receive an additional \$250 for every set they win.
- 6.2.3. Players that complete the stage without incurring a set loss will receive a \$250 bonus.

6.3. Second Stage

- 6.3.1. All players in this stage will be awarded \$500 for participation.
- 6.3.2. Players will receive an additional \$250 for every set they win.
- 6.3.3. Players that complete the stage without incurring a set loss will receive a \$250 bonus.

6.4. Final Stage

- 6.4.1. All players in this stage will be awarded \$500 for participation.
- 6.4.2. Players will receive an additional \$500 for every set they win.
- 6.4.3. The player that completes the stage without incurring a set loss (i.e., the Smash Bowl MMXXI Online Invitational champion) will receive a \$500 bonus.

7. Appendix A: Character Mains

Player	Main	Player	Main
8BitMan	R.O.B.	MiLe (Myles)	Yoshi
Aaron	Diddy Kong	MkLeo	Byleth
BestNess	Ness	Mr. E	Lucina
Big D	Ice Climbers	MVD	Snake
colinies	Young Link	Ned	Pokémon Trainer
Cosmos	Inkling	Pandarian	Pokémon Trainer
Dabuz	Rosalina & Luma	Pelca	Snake
Epic_Gabriel	R.O.B.	Prodigy	Mario
ESAM	Pikachu	RFang	Pichu
Goblin (Mr. G)	Roy	ScAtt	Mega Man
Kola	Roy	Sharp	Joker
Laid	Pac Man	SKITTLES!!	Young Link
LeoN	Bowser	Sparg0	Cloud
Lui\$	Falco	SuperGirlKels	Sonic
Maister	Mr. Game & Watch	WaDi	R.O.B.
Marss	Zero Suit Samus	Yez	Ike