

Super Smash Bros Ultimate

1v1 In-Person Tournament Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. **If your team forfeits, \$15 will be charged to the Bursar's accounts of the team captain.**

Rule 2: Equipment

1. Games will take place on the UA Campus Rec Nintendo Switch consoles located in the main hallway at our main facility (1400 E. 6th Street).

Rule 3: Game Format

1. Each match will be the Best-of-3 Games
2. A coin flip will determine "Home" team and is responsible for creating the lobby through the following screen selections:
 - a. "Online" -> "Smash" -> "Battle Arenas" -> "Create Arena".
 - b. If there is any uncertainty as to who is the "Home" player and "Away" player, please contact your opponent to confirm your match time as well as who will take responsibility for the "Home" player.
3. The following settings are required for use in all Super Smash Brothers Ultimate matches:
 - a. Type: Host preference
 - b. Visibility: Friends
 - c. Format: 1v1
 - d. Rules:
 - i. Style: Stock
 - ii. Stock: 3
 - iii. Time Limit: 8 minutes
 - iv. FS Meter: Off
 - v. Damage Handicap: Off

- vi. Items: Off and None
 - vii. Stage Hazards: Off
 - viii. Launch Rate: 1.0x Page 2
 - ix. Score Display: Off
 - x. Show Damage: Yes
 - e. Rotation: Host preference
 - f. Max Players: 2
 - g. Stage: Choice
 - h. Spirits: Off 9.
 - i. Voice Chat: N/A
4. In the event that an incorrect ruleset is used, the match should be stopped and reset with the correct ruleset. Previously played stages with incorrect format will not count towards the series.

Rule 4: Stage Agreement & Veto

1. Players may select any legal stage as stated in Super Smash Brothers Ultimate rules. Players may not play on illegal stages or change the length of a time limit. If this is violated, both players will be subject to forfeit according to Intramural Sports policy.

2. The stage veto procedure is as follows and is done throughout the match. The “home” player as designated acts as Player 1 and the “Away” player as Player 2:

1. Players will select the first stage by striking from the set of starter stages in the following order:

- 1. Player 1 strikes a stage
- 2. Player 2 strikes two stages,
- 3. Player 1 strikes a stage.
- 4. The remaining stage is the stage for the first game

NOTE: Stage strikes only affect the first game and are removed in consecutive games (i.e. stages struck for game 1 can be played in the other games in the match).

- 1. Player 1 selects their character.
- 2. Player 2 selects their character.
- 3. The first game is played.

4. The winner of the game bans two stages from the list of starter or counterpick stages. These bans will be lifted for the next game (i.e. stages banned will not be permanently banned throughout the match).
5. The loser of the game chooses the next stage, provided it is not already banned or they have not already won on that stage in the match.
6. The winner selects their character.
7. The loser selects their character.
8. The next game is played. 9. Repeat steps 5-9 until a match winner is determined.

Rule 5: Stages Cont. & Gameplay

1. **Starter Stages** - The following starter stages are permitted for use in official matches:
 - a. Battlefield, Final Destination, Lylat Cruise, Pokemon Stadium 2, Smashville
 - b. If Battlefield or Final Destination are chosen, players may use Battlefield or Omega variations (respectively) of permitted stages listed below. If Battlefield or Final Destination are chosen as a result of stage striking before the first game, the higher seeded player may choose a Battlefield or Omega variant (respectively) from the list below. If Battlefield or Final Destination are chosen by the loser of the previous game to be played next, that player may choose a Battlefield or Omega variant (respectively) from the list below. Only the following stages are permitted to be used as variants:
 - i. Arena Fox, Battlefield, Castle Siege, Corneria, Delfino Plaza, Dream Land, Final Destination, Frigate Orpheum, Great Plateau Tower, Halberd, Kalos Pokemon League, Kongo Falls, Kongo Jungle, Lylat Cruise, Moray Towers, New Donk City Hall, Peach's Castle, Pokemon Stadium, Pokemon Stadium 2, Reset Bomb Forest, Skyworld, Smashville, Super Happy Tree, Suzaku Castle, Town & City, Umbra Clock Tower, Unova Pokemon League, Venom, Yoshi's Island, Yoshi's Story
2. **Counterpick Stages** - The following counterpick stages are permitted for use in Super Smash Brothers Ultimate matches: Castle Siege; Kalos Pokemon League; Town & City; Unova Pokemon League; WarioWare, Inc.; Yoshi's Island (Brawl); Yoshi's Story
3. **Self-Destruct Finishes** - In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.
4. **Sudden Death**
 - a. In the event where the clock runs out and a sudden death is initiated, the player which had the highest number of stocks is the winner of the game.

- b. If both players had the same amount of stocks, the player with the lower percentage of damage is the winner of the game.
- c. If both players had the same amount of stocks and the same damage percentage, players should follow the scenario below:
 - i. In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format as stated in Super Smash Brothers Ultimate rules with the following modifications:
 1. Stock: 1
 2. Stock & Time: 3 minutes

Rule 6: Misc

LEAVING GAMES EARLY

1. We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout the season. We want this to be a fun experience for everyone and if you commit to participating in the league, the expectation is for you to finish all your matches to their conclusion.

Rule 7: Scores

1. The player(s) should report scores to Sport Supervisor immediately following a match. This will allow both teams to continue playing in their schedule.

Rule 8: Forfeit Time

1. If at the scheduled game time a player has not shown up or is not ready to play, they will be given 10 minutes to be in the lobby ready to begin play before the match will be called a forfeit. If at any time during the 10 minute grace period, the player shows up, they will be allowed to play.
2. If a player does not respond to any contact about playing a game that week please email the sports office with proof of your effort and a forfeit victory will be awarded.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR CURRENT
INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**