

Smash Bros Ultimate Rules

Singles - LEL SPRING 26

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the

[OKSE LITTLE eLEAGUE HANDBOOK](#)

2. OKSE Title Type

“Smash Bros Ultimate” is a Virtual game during the Spring 26’ Season of OKSE

Middle School and requires NINTENDO ONLINE

**Reference Section 3 “Types of Tournaments” in the handbook for additional information*

3. Match Procedure

1. Stage List

- a. Away Team Picks First Map
- b. Home Team Picks Second Map
- c. ****If Needed** Loser of the 2nd Map will pick Third Map******
- d. Starter Stages:
 - i. Town and City
 - ii. Battlefield
 - iii. Small Battlefield
 - iv. Smashville
 - v. Pokemon Stadium 2
 - vi. Final Destination
 - vii. Hollow Bastion
 - viii. Kalos Pokemon League

2. **Important: Once a character has been selected, they must stick with that character before the match starts.** For example if Player A picked Roy and Player B picked Bowser but then was like oh I know the counter to Roy is Donkey

Kong, then changes their character that is a violation of this rule. Make sure the character you want to absolutely play is selected.

3. **Winners of the map they played can not change characters.** So if Player A was Roy and Player B was Bowser and Bowser Won, Bowser has to stay Bowser.
4. **Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

3.1 Series Length

All Matches will be played as a best of 3 series

Playoff Matches are Best of 3 Single Elimination

Championship Match is a Best of 5

3.2 Settings

1. Stock: 3
2. **Time Limit: 5 Minutes**
3. Handicap: Off
4. Team Attack: On
5. Launch Rate: 1.0x
6. Items: Off and None
7. FS Meter: Off
8. Damage Handicap: Off
9. Custom Balance: Off
10. Spirits: Off
11. Pause: Off
12. Stage Selection: Loser's Pick
13. Stage Hazards: Off
14. Stage Morph: Off
15. Underdog Boost: Off
16. Score Display: Off
17. Show Damage: Yes

4. Streaming

**Reference Section 7-G "Match Broadcasting" in the handbook for additional information*

5. Stoppage of Play

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

6. Player Counts

Each team has to have the following criteria.

- Teams consist of 1 player.

**Reference Section 11 "Team Information" and Section 12 "Player Counts for Each Game" in the handbook for additional information*

6.1 Substitutions

Games with 1 player should not have any subs, all games should be played with the student initially designated at the beginning of season. **Reference Section 12-D "Substitutions" in the handbook for additional information*

7. Platform

Eligible platforms include: Nintendo Switch / Switch 2