

# Smash Bros Ultimate Rules

## Singles

### 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 Fall 25’ 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. 3 BANS: Away Team bans 1, Home bans 1, Away Bans 1. Home picks stage from whatever is left for the 1st of 3 Games. Games 2 and 3 see below
- b. 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:** Characters are declared before map bans.

3. Game 2: Loser bans 2 stages, Winner bans 1 stage, Loser Picks Stage.

4. Game 3: Loser bans 2 stages, Winner bans 1 stage, Loser Picks Stage.

5. *\*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

1. Best of 5 will only be played in the Grand Final at State.\*

(Best of 5 matches can be played at each Grand Finals during the season, but only with the permission of the site host and only if BOTH players agree. Default will be best of 3 if any party disagrees.)

*\*Reference Section 3 "Types of Tournaments" in the handbook for additional information*

### **3.2 Settings**

1. Stock: 3
2. Time Limit: 7 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

### **3.3 Coaching/Help during play**

During matches, there is to be no coaching of players in any capacity until the match is over. Once the match is done, coaches can briefly coach their own players until the next round starts again. First offense of this violation will incur an official warning. Any other instances will lead to match forfeiture by offending player/school

*\*Reference Section XV a iii in the handbook for additional information*

## **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. Schools are allowed to bring different students to each Travel event, but points will only count towards each individual student.

*\*Reference Section 12-D "Substitutions" in the handbook for additional information*

## **7. Platform**

Eligible platforms include: Nintendo Switch

## **7.1 Input**

Input is determined by platform (controllers on console)