

# Smash Bros Ultimate Rules

## Singles

### 1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the [OKSE Middle School Rules Handbook](#)

### 2. OKSE Title Type

“Smash Bros Ultimate” is a Virtual game during the Spring 24’ 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
  - b. Starter Stages:
    - i. Town and City
    - ii. Battlefield
    - iii. Small Battlefield
    - iv. Smashville
    - v. Pokemon Stadium 2
  - c. Counterpicks
    - i. Final Destination
    - ii. Hollow Bastion
    - iii. Kalos Pokemon League

2. **Important:** Characters are declared before map bans.
3. Stages are struck in a 1-2-1 order from the starting stages, meaning Player A bans one map, Player B bans two maps, Player A bans one map. This should leave one map left.
4. Stage Bans(rounds 2 and 3): After each Game of a Match, before selection of stages and/or characters, the player who won the previous game may ban three stages from either the starter or counter pick list. This ban does not persist throughout the Match. The loser of the previous match then picks from the rest of the available stages from the starter and counter pick list.

*\*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**

**Titles with 1 player are limited to 6 teams per school.**

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)