

# SMASH BROS

# ULTIMATE RULES

## 1.1 Match Procedure

- **Tournament Teams**
  - A "team" will consist of one (1) Player. Multiple teams from each eligible institution will be allowed to participate in the tournament.
- **Set Length**
  - All tournament sets will be played best-of-3 games, until Top 8 where sets will be played best-of-5. The ruleset will remain the same between the two.

## 2.1 Game Rules

- **Style:** Stocks
- **Stock:** 3
- **Time Limit:** 7:00
- **FS Meter:** Off
- **Spirits:** Off
- **Damage Handicap:** Off
- **Stage Selection:** Anyone
- **Items:**
  - Frequency: None
  - Selection: Set None
- **Stage Selection**
  - Starters
    - Battlefield
    - Small Battlefield
    - Pokemon Stadium 2
    - Smashville
    - Town and City
  - Counter-Picks
    - Final Destination
    - Kalos Pokemon League



- Hollow Bastion
  - Random Omega and Random Battlefield may not be used
- **Advance**
  - First to: 1 Win
  - Stage Morph: Off
  - Stage Hazards: Off
  - Team Attack: On
  - Launch Rate: 1.0x
  - Underdog Boost: Off
  - Pausing: Off
  - Scoring Display: Off
  - Show Damage: Yes

## 3.1 Stage Bans and Character Selection

- During the setup for Game 1, only Starter Stages may be banned or selected - communication must take place between both schools on the Vanta platform via the chat function to determine bans/selections.
  - The home player will ban a stage
  - The away player will ban two stages
  - The home player will ban a stage
  - The remaining stage will be used for game 1
    - Both players must go to the stage select option (located in the bottom right of the arena lobby) and choose the selected stage.
  - Both Players will choose their characters. Neither player is required to declare their character to their opponent.
- For game 2 and onward, both starter and counterpick stages may be chosen.
  - The winner of the previous game will ban 3 stages
  - The loser will pick from the remaining stages
- A player may choose stages they have previously won on
- **Stage Agreement Clause**
  - Players may agree to play on any legal stage at any point in the set.
  - Having a "gentleman's agreement" to play on an illegal stage is prohibited.

## 4.1 Restrictions



- **Mii Fighters**
  - Mii Fighters must use their default costumes (though players may select any color for their Mii) and must use a Guest Mii.
  - Mii Fighters should be named after the combination of special moves chosen, listed in the format "XXXX." Any combination of moves may be used, but any movesets that any player may want to use during a set must be created before the set begins.
- **DLC Characters**
  - All DLC Characters are allowed for use in official matches
  - In the event of a new character being released, that character is prohibited until one week after their initial release date.
- **Amiibo**
  - The use of Amiibo Characters is prohibited in official matches.
- **Banned Characters**
  - Characters that are seen as largely banned across collegiate and professional competitions are likely to be banned by Vanta as well. Characters shown on the list below are unable to be used in Vanta-sanctioned competition.
  - If an opponent uses a banned character, please report to [support@vanta.gg](mailto:support@vanta.gg) so that a forfeit loss will be awarded to the team that used the banned character.
  - **Banned Characters:**
    - Steve (exploitable bug/tech "Phantom MLG")

