

Super Smash Bros Ultimate

Platform: Nintendo Switch

Maximum Competitors: 256

Entry Fee: \$10 entry fee per player

Prizes: Payout based on # of entries; 53/25/10/4/2.5/2.5/1.5/1.5% prize split

GENERAL RULES

Match Type: 1v1 (Double Elimination)

Mode: Versus

Stocks: 3 Stock

Time Limit: 7 Minutes

Rounds: 2/3 Rounds; 3/5 Rounds for finals matches

ADDITIONAL RULES

Final Smash Meter: OFF

Underdog Boost: OFF

Spirits: OFF **Pausing:** OFF

Damage Handicap: OFF

Score Display: OFF

Stage Selection: Anyone

% Show Damage: Yes

Items: OFF and NONE

Custom Balance: OFF

First to: 1 Win

Echo Fighters: Separate

Stage Morph: OFF

Radar: Big

Stage Hazards: OFF

Teammate Highlight: ON

Team Attack: ON

Mii Fighters: All moveset combinations are legal

Launch Rate: 1.0x

STAGES

Starter Stage List

Battlefield*

Final Destination*

Town And City

Pokémon Stadium 2

Smashville

Counter Pick Stage List

Kalos Pokémon League

Lylat Cruise

Yoshi's Story

* Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination respectively. The Battlefield and Omega forms must be from the list below:

Arena Ferox	New Donk City Hall
Battlefield	Peach's Castle
Castle Siege	Pokémon Stadium
Corneria	Pokémon Stadium 2
Delfino Plaza	Reset Bomb Forest
Dream Land	Skyworld
Final Destination	Smashville
Frigate Orpheum	Super Happy Tree
Great Plateau Tower	Suzaku Castle
Halberd	Town & City
Kalos Pokémon League	Umbral Clock Tower
Kongo Falls	Unova Pokémon League
Kongo Jungle	Venom
Lylat Cruise	Yoshi's Island (Brawl)
Moray Towers	Yoshi's Story

TOURNAMENT MATCH PLAY RULES

1. **Tie-breaking:** If the clock expires and the total number of stocks of each team is equal, use the sum of the final percentage of the players on each team as the tiebreaker; whichever team has a lower sum wins. (A player who has been eliminated has 0 stocks and 0%.)
2. **Choosing Sides:** When both players are at the game console, they must come to an agreement which side of the machine they will play on (who will sit on 1p and who will sit on 2p). If an agreement cannot be reached, a game of rock-paper-scissors will determine who gets to pick their side.
3. **Choosing Characters:** There are 2 methods for choosing characters: Standard Selection and Double Blind Selection. If the players do not discuss the method of character selection, it should be understood that the Standard method is being used. If the players cannot come to an agreement on the method of character selection, the judge will apply the double blind method.
 - Standard Selection: Both players choose their characters whenever they want. This is a free for all. Players pick who they want and go. Once either player chooses a character, neither is allowed to request that the Double Blind Selection method be used.
 - Double Blind Selection: Either player must explicitly ask for the Double Blind Selection method before either player chooses a character. When a player request Double Blind, the player on the left side (1p) decides which character they will choose and whispers his or her selection to the Tournament Organizer. The Tournament Organizer then signals the player on the right (2p) to pick his or her character. Once the player on the right (2p) has finished, the Tournament Organizer makes sure the player on the left (1p) sticks to his or her original choice.

4. **Playing the Match:** Once sides and characters have been chosen, the players should begin the first Game in the Match. The following rules go into effect once a Game ends:

- The Match is over when either player wins the required number of games.
- Once a player has won the required number of games, the winner of the Match should report the result to the Tournament Organizer.
- The player who won the game does not have the option of switching sides. He or she must stay on the same side if the loser does not want to switch.
- The player who won the last Game is required to keep the same character.
- The player who lost the last Game is allowed to choose whatever they wish