

# Super Smash Bros Ultimate Rules

## PLAYER CONDUCT

To ensure we are providing the best experience possible, all players are expected to display Good Gamer Behavior as listed below.

Respect your opponents, team, and tournament staff.

Play with integrity in all matches.

**Don't be toxic. This means NO:**

- Cursing
- Sexism
- Racism
- Homophobic remarks
- Taunting
- Bullying
- Lewd/NSFW remarks or posts

**Tournament Staff reserves the right to disqualify any player/team that violates player conduct rules without warning. If a player/team is disqualified, the match is a forfeit and a loss is recorded for disqualified player/team.**

## **Match Information and Communication**

Match information emails are sent out all players: 24 hours before game day. Be sure to check your spam folder if you have not received these emails. All matches, results and standings will be listed in the Esports Web App. Links will be included in the email. ***If you do not receive an email, send a request in Discord Chat mod-help channel or tag @moderator.***

## SSBU Requirements

- All players must have SSBU installed on the Nintendo Switch
- All players must have an active Nintendo Switch Online membership
- All players must have a stable internet connection in order to play

## **Tournament Format**

1v1 Single Elimination Bracket

## **Game Day Procedures**

We'll send out an email prior to the start of the tournament. You will login to the Esports Web App and view your matches.

You will utilize the Discord Channel to communicate with your opponents. If you can not play on the scheduled match date/time, you are responsible for communicating with your opponent to setup a new date/time.

You will either need to add each other on Nintendo Switch Online or share the arena information (shown below) in order to play a match.

Once you have each other added on the Switch, one player must invite the other to a match to play a best of three series. The game settings are listed below.

## **HOW TO CREATE AND JOIN AN ARENA**

[Click here for a video on how to create an arena.](#)

[Click here for a video on how to join an arena.](#)

1. Only one player needs to follow these steps to create the arena.
2. In order to play against each other, select ONLINE on the home screen.
3. Next choose BATTLE ARENA.
4. Then one player will join the Arena. Select the ring at the top left to find your arena information.
5. You will then share your arena information with your opponent to join.

## **Set Procedures/Game Settings**

All stages will have hazards turned off.

- The stage list is as follows:
  - Final Destination
  - Battlefield
  - Pokémon Stadium 2
  - Smashville
  - Town and City
  - Kalos Pokémon League

- Yoshi's Island (Brawl)
  - Yoshi's Story
  - Lylat Cruise
- First Stage will be decided by Rock-Paper-Scissors, best of 1.
    - Loser of a set picks the next stage after winner strikes two stages
  - You may not play on a stage you have previously won on during the set unless mutually agreed to.
  - Players are not locked into the same character for the next game, but the winner must pick a character before the loser. Players can not play with the same character for a set.

### **The Game**

- Matches will be played best of 5 games.
- Style: Stock
  - Stocks: 3
  - Time Limit: 7:00
  - Final Smash Meter: Off
  - Spirits: Off
  - Damage Handicap: Off
  - First to: 1 win (will still play best of 3, but stage and character selection can change)
  - Stage Morph: Off
  - Team Attack: Off
  - Items: Off and None
  - Launch Rate: 1.0x
  - Stage Hazards: Off
  - Underdog Boost: Off
  - Pausing: Off
  - Score Display: Off
  - % Show Damage: Yes
  - Custom Balance: Off
  - Echo Fighters: Seperate
  - Radar: Big
  - Mii Fighters: All moveset combinations are legal
  - Amiibos' are banned

In case time runs out and both characters have an equal amount of lives the character with less damage wins the match.

If both characters have equal lives AND damage, sudden death with a 1 stock, 2-minute playoff will determine the result.

If game ends with a self-destruction move, the results screen will determine the winner.

## **Reporting Scores**

The winning player must report the score after the series has been played, the winner will report the score via the Esports website (URL) within 2 hours of game completion. To score your game, login to Esports Web App and go to schedules on the event. Your matches will show at the top of the screen. You're score will be matches won for both your and your opponent.

## **Frequently Asked Questions**

### **Q: WHAT HAPPENS IF THERE'S A DISCONNECT?**

A: If a player disconnects during a game after at least 1 minute has elapsed or they have been KO'd once, the player who disconnected forfeits the individual game in the best of three.

### **Q. WHAT HAPPENS IF A TEAM OR PLAYER DOESN'T SHOW UP ON TIME**

A. There is a 15 minute grace period. If an entire team or player doesn't show up on time then the other team/player is awarded the win for the entire series and the entire match is forfeited. Notify the @moderator on Discord to report a no-show.

### **Q: WHAT HAPPENS IF I REQUESTED A RESCHEDULE IN ADVANCE AND OUR OPPONENTS DIDN'T RESPOND?**

A: If you requested a reschedule at least 24 hours in advance, you will not be penalized. It will then be on your opponent to find a time and day that works for both teams. If the reschedule was requested within 24 hours of the match, both teams may need a representative available in the chat at match time. If this is not possible, please reach out to @moderator by Discord to help get in contact with your opponent.