

# **SUPER SMASH BROS. ULTIMATE TOURNAMENT RULES**

## **1 vs 1, Double Elimination Tournament by Side Scrollers**

*Please note these rules are subject to change as the tournament scene for Smash Bros. Ultimate evolves.*

**\$5 Venue Fee, \$5 Entry Fee (this fee will be put into the prizing)**

**\$2 Discount to Venue Fee, if we may use your Adapter, Switch, and/or game!**

**Competitors are encouraged to bring his/her own controllers.** GameCube Controllers will be available to rent for an additional \$2 for the tournament on a first come, first serve basis. Store Joy-Cons, Grips, Straps and Pro Controllers are not available for rent for tournaments.

### **PRIZE SUPPORT**

**Please note the percentages are from entry fees, NOT venue fees!**

1st: 60% of Entry Fees

2nd: 30% of Entry Fees

3rd: 10% of Entry Fees

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- Matches will be Best of 3, with Grand Finals being Best of 5.
  - In-game ruleset:
  - Stock: 3 Lives
  - Time: 6 minutes
  - Pause will be disabled.
  - Score Display: On
  - Final Smash Meter: Off
  - Items: Banned
  - Mii Fighters: Banned
  - Stage Selection: Loser's pick for stage selection. First stage selection must be determined in a timely fashion by both competitors and before characters are selected. If a consensus cannot be reached, then both players will determine which player chooses stage via rock-paper-scissors. Players must stage strike. For example, if players played on Pokemon Stadium 1, they cannot play on that stage for rest of match.
  - Allowed stages: Smashville, Town and City, Lylat Cruise, Yoshi's Island (Brawl), Pokemon Stadium 1, Pokemon Stadium 2, all Final Destination and Battlefield stages (except Big Battlefield) or any triple platform stage with hazards turned off.
  - Changing the rule settings before a match begins will result in a Game Loss to the offending player(s). Second violation will lead to disqualification.
  - Players who use wireless controllers MUST disconnect their controllers if they are not playing.
  - No coaching is permitted and any form of cheating will lead to an automatic disqualification and possible ban from site.
  - If you're not competing in a current match and interrupt the current game, you will receive a Game Loss. Second violation will lead to disqualification.
  - If the offense is severe for any violation, then disqualification and ejection from venue will be issued.
  - Players must abide by the Spirit of the Game (no pun intended). Thus pot splitting is strictly forbidden. Offenders will be banned from future tournaments at this venue if caught pot splitting. In addition players are expected to show good sportsmanship to other competitors. We do not wish to ever to make this an unwelcome venue to any player!