

# Super Smash Bros. Ultimate Tournament Rules

## Tournament Format:

- 1. Eligibility:**
    - Ages 10 to 18
    - Open to all skill levels.
    - Participants must register before the event starts.
  - 2. Game Setup:**
    - **Game:** Super Smash Bros. Ultimate (Nintendo Switch).
    - **Mode:** Stock.
    - **Ruleset:**
      - Stock: 3.
      - Time Limit: 7 minutes.
      - Items: Off and None.
    - **Stages:** Stage list provided below (organized into neutral and counter pick stages).
    - **Stage Hazards:** Off.
    - **Final Smash Meter:** Off.
  - 3. Prizes:**
    - **1st Place:** \$35 Nintendo eShop Gift Card.
    - **2nd Place:** \$20 Nintendo eShop Gift Card.
    - **3rd Place:** \$20 Nintendo eShop Gift Card.
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## Tournament Structure:

- 1. Player Pool:**
    - Players will be placed in a double-elimination bracket.
      - **Winners' Bracket:** Players who have not lost a match.
      - **Losers' Bracket:** Players who lose one match (eliminated after two losses).
  - 2. Match Format:**
    - **Best-of-3 Matches:** Played in early rounds.
    - **Best-of-5 Matches:** Played in semi-finals, finals, and grand finals.
  - 3. Progression:**
    - Winners of matches progress to the next round in the Winners' Bracket.
    - Losers enter or progress through the Losers' Bracket.
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## Rules of Play:

- 1. Character Selection:**
  - Players may switch characters between games.
  - Double-blind pick available for the first match if requested.
- 2. Stage Selection:**
  - The first stage is selected by a mutual agreement or stage striking process:
    - Players take turns banning stages from the neutral list until one remains.
  - Counterpicks for subsequent games:
    - The winner of the previous game bans two stages.
    - The loser chooses from the remaining options.
- 3. Stage List:**
  - **Neutral Stages (First Match):**

- Battlefield
  - Final Destination
  - Pokémon Stadium 2
  - Smashville
  - Town & City
  - **Counterpick Stages:**
    - Kalos Pokémon League
    - Lylat Cruise
    - Yoshi's Island (Brawl)
    - Yoshi's Story
4. **Tiebreaker:**
- If the timer runs out, the winner is determined by stock, then percentage.
  - If stocks and percentages are tied, a 1-stock, 3-minute tiebreaker match will be played on a random neutral stage.
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### **Additional Rules:**

1. **Conduct:**
    - Players must remain respectful and follow sportsmanship guidelines.
    - Any form of cheating or disruptive behavior results in immediate disqualification.
  2. **Technical Issues:**
    - If a match is interrupted due to technical issues, the game will be restarted unless a player was clearly ahead.
  3. **Controller Setup:**
    - Players may use any controller supported by the game (Pro Controller, GameCube controller, Joy-Cons, etc.).
    - Controllers are provided but players may bring their own.
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### **Additional Notes:**

- Have fun and embrace the competitive spirit of Smash!
- Adjustments to the tournament structure may be made depending on the number of participants.