



Classic Lanes Super Smash Bros. Ultimate Tournament Ruleset

A. Tournament Rules

1.1 Set Length

All tournament sets will be a best-of-3 series if there are under 20 participants and best-of-1 if there are 20 or more participants. The championship set will be a best-of-5 series.

1.2 Set Procedure

1. Players will play rock-paper-scissors (best-of-1) to determine striking order. The winner will strike one stage, the loser will then strike two stages, then the winner will pick from the remaining stages.
2. Players select their characters. If both players pick the same character, the winner of rock-paper-scissors will have first choice of color.
3. The players play the first game of the set. In the case of more than 20 players, the winner will move on to the next round and the loser will be eliminated.
4. *In the case of less than 20 participants*, the winning player of the preceding game strikes 2 stages. The losing player of the preceding game picks a stage for the next game.
5. The winning player of the preceding game may choose to change characters or stay with their character, this must be done by the winning player first.
6. The losing player of the preceding game may choose to change characters.
7. The next game is played.
8. Repeat steps 4 through 8 for all subsequent games until the set is complete. The first winner of 2 games will move on and the losing player will be eliminated.

1.3 Stage Agreement Clause

Players may select any LEGAL stage if they both agree on it (you may not select a non legal stage, e.g. Temple, because matches on illegal stages may extend tournament run time, both players are subject to possible disqualification for violating this clause)

1.4 Stage Striking

Players will play a best-of-1 Rock-Paper-Scissors, the winner will then ban 1 stage from the starter list, the loser will then ban 2 stages from the starter list and then the winner will choose the starting stage from the 2 remaining options.

1.5 Pausing

Pause setting will be turned off. However, if it is not, pausing is only legal when either player remains on their OWN respawn platform or at the very beginning of the match to summon a tournament organizer (TO) in the case of a controller malfunction. Pausing at any other time and for any other reason will incur a stock loss to the player who paused the game. If the pause causes a player to lose a stock, the player who pauses forfeits 3 stocks. Additionally, the pause

menu has a Frame Advance option. Use of this option during official matches is strictly forbidden and doing so will cause a game loss.

1.6 Console Set Up

The Nintendo Switch Handheld or Tabletop mode is NOT a viable tournament set up and cannot be used for official bracket matches. This includes docks that allow for use of the Switch screen while adding USB ports or other features. All legal matches must be played on the provided TV screen.

1.7 Stalling

Stalling, or unintentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming invisible, continuing infinites past 300% and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player initiating the action.

1.8 Self Destruct Moves

If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, sudden death rules apply.

1.9 Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks the player with the lower percentage wins. In the event of a percentage tie, or a game in which both players lose their stocks simultaneously, a 1 stock tiebreaker will be played with a 3 minute time limit on the same stage with the same characters. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, the process is repeated.

1.10 Alttag

You will be immediately disqualified from a tournament with no refund if you are found using an alternate tag/tags to hide your identity to manipulate bracket/seeding. The only exception to this rule is if the player notifies a TO prior to the registration.

1.11 Character Color/Team Color Selection

If there is a dispute in character colors (i.e. both players want to use green fox), the winner of rock-paper-scissors gets to choose their color first.

1.12 Color Request Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from either the other team color or stage background. This will be at the discretion of the TO and staff.

1.13 Warm Ups

Warm-up periods, button checks or hand warmers, may not exceed 30 seconds on the game clock. Violation of this rule may result in an automatic forfeit at the discretion of the TO.

1.14 Coaching

Coaching is NOT permitted during the duration of a tournament set. If coaching occurs during this window, they will receive penalties as outlined below:

-*1st offense (minor)*: verbal warning to the player and coach. This warning persists for the entire event.

-*2nd offense (major)*: player receives a game loss

-*3rd offense (severe)*: player and offending coach receive complete disqualification from the Event.

Guideline for Violations

Cheering – Nondescript statements such as “Let's Go” “You got this” or “Mess him up” are not violations.

Minor Violation – General statements such as “Play slow” “Take your time” or “hit him”

Major Violation – Specific statements pointing out habits, specific options or timings such as “Watch for his neutral get up” “his waft is almost ready” or “he keeps rolling.”

Severe Violation – Physical interference to either player.

Tournament staff reserve the right to judge what is deemed “coaching” and the severity of the violation.

1.15 Tardiness

Anyone who is not present for their set by 5 minutes past the scheduled start time is subject to total disqualification from the event.

1.16 Collusion

Players suspected of colluding may be immediately disqualified from the tournament and future events at the discretion of tournament organizers. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

1.17 Misinterpretations/Misconfiguration

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to section 2.1. It is the players responsibility to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment is reserved for tournament staff.

B. Game Rules

2.1 Game Settings

· Stock and time are set to 3 stock and 5 minutes for all games.

- Handicap: Off
- Team Attack: On
- Smash Radar: Small
- Damage Ratio: 1.0x
- Items: Off and None
- Pause: Off
- Custom Balance: Off
- Spirits: Off
- Stage Hazards: Off
- Default Mii Fighters are legal. No other specials for Mii fighters will be allowed. Amiibos are not allowed.

2.2 Stage List

Starters:

Battlefield*

Pokemon Stadium

Smashville

Final Destination**

Lylat Cruise

Counter Picks:

Kalos Pokemon League

Town and City

Yoshi's Island (Brawl)

*Any battlefield form of any 3D stage can be used if battlefield is chosen

**Any omega form of any 3D stage can be used if final destination is chosen

Some stages are 2D stages and thus any Battlefield or Omega version of a 2D stage is banned