

TEXAS STATE[®]

CAMPUS RECREATION

SUPER SMASH BROS. TOURNAMENT RULES

Game Format & Lobby

1. All round robin matches will be played as best-of-3 games.
2. All playoff games will be played as best-of-5 games.
3. Prior to the match, players should add each other as friends on their respective Nintendo Switch consoles.
4. A coin flip will determine “Home” team and is responsible for creating the lobby through the following screen selections:
 1. “Online” -> “Smash” -> “Battle Arenas” -> “Create Arena”.
 2. If there is any uncertainty as to who is the “Home” player and “Away” player, please contact your opponent to confirm your match time as well as who will take responsibility for the “Home” player.
5. The following settings are required for use in all Super Smash Brothers Ultimate matches:
 1. Type: Host preference
 2. Visibility: Friends
 3. Format: 1v1
 4. Rules:
 1. Style: Stock
 2. Stock: 3
 3. Time Limit: 8 minutes
 4. FS Meter: Off
 5. Damage Handicap: Off
 6. Items: Off and None
 7. Stage Hazards: Off
 8. Launch Rate: 1.0x

9. Score Display: Off
 10. Show Damage: Yes
 5. Rotation: Host preference
 6. Max Players: 2
 7. Stage: Choice
 8. Spirits: Off
 9. Voice Chat: Off
6. In the event that an incorrect ruleset is used, the match should be stopped and reset with the correct ruleset. Previously played stages with incorrect format will not count towards the series.

Stage Agreement & Veto

1. Players may select any legal stage as stated in Super Smash Brothers Ultimate rules. Players may not play on illegal stages or change the length of a time limit. If this is violated, both players will be subject to forfeit according to Intramural Sports policy.
2. The stage veto procedure is as follows and is done throughout the match. The “home” player as designated acts as Player 1 and the “Away” player as Player 2:
 1. Players will select the first stage by striking from the set of starter stages in the following order:
 1. Player 1 strikes a stage
 2. Player 2 strikes two stages,
 3. Player 1 strikes a stage.
 4. The remaining stage is the stage for the first game.

NOTE: Stage strikes only affect the first game and are removed in consecutive games (i.e. stages struck for game 1 can be played in the other games in the match).

1. Player 1 selects their character.
2. Player 2 selects their character.
3. The first game is played.
4. The winner of the game bans two stages from the list of starter or counterpick stages. These bans will be lifted for the next game (i.e. stages banned will not be permanently banned throughout the match).
5. The loser of the game chooses the next stage, provided it is not already banned or they have not already won on that stage in the match.
6. The winner selects their character.
7. The loser selects their character.

8. The next game is played.
9. Repeat steps 5-9 until a match winner is determined.
1. **Starter Stages** - The following starter stages are permitted for use in official matches:
 1. Battlefield, Final Destination, Lylat Cruise, Pokemon Stadium 2, Smashville
 2. If Battlefield or Final Destination are chosen, players may use Battlefield or Omega variations (respectively) of permitted stages listed below. If Battlefield or Final Destination are chosen as a result of stage striking before the first game, the higher seeded player may choose a Battlefield or Omega variant (respectively) from the list below. If Battlefield or Final Destination are chosen by the loser of the previous game to be played next, that player may choose a Battlefield or Omega variant (respectively) from the list below. Only the following stages are permitted to be used as variants:
 1. Arena Fox, Battlefield, Castle Siege, Corneria, Delfino Plaza, Dream Land, Final Destination, Frigate Orpheum, Great Plateau Tower, Halberd, Kalos Pokemon League, Kongo Falls, Kongo Jungle, Lylat Cruise, Moray Towers, New Donk City Hall, Peach's Castle, Pokemon Stadium, Pokemon Stadium 2, Reset Bomb Forest, Skyworld, Smashville, Super Happy Tree, Suzaku Castle, Town & City, Umbra Clock Tower, Unova Pokemon League, Venom, Yoshi's Island, Yoshi's Story
2. **Counterpick Stages** - The following counterpick stages are permitted for use in Super Smash Brothers Ultimate matches: Castle Siege; Kalos Pokemon League; Town & City; Unova Pokemon League; WarioWare, Inc.; Yoshi's Island (Brawl); Yoshi's Story
3. **Self-Destruct Finishes** - In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.
4. **Sudden Death**
 1. In the event where the clock runs out and a sudden death is initiated, the player which had the highest number of stocks is the winner of the game.
 2. If both players had the same amount of stocks, the player with the lower percentage of damage is the winner of the game.
 3. If both players had the same amount of stocks and the same damage percentage, players should follow the scenario below:
 1. In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format as stated in Super Smash Brothers Ultimate rules with the following modifications:
 1. Stock: 1
 2. Stock & Time: 3 minutes
5. **Score Reporting**
 1. All participants are responsible for participating in their matchup according to their schedule.

2. All participants will have one week from the established game date to complete the assigned match with their assigned opponents and report their scores via link provided in email.
3. The winner of each game of the match will receive a “1”. The loser of each game will receive a “0”. The “Final” final score must be the sum of all 5 games played.
4. Participants of each match are required to report game and match scoring. If discrepancies arise, please contact via email intramurals@txstate.edu. All participants are encouraged to take photos of each game results screen for documentation in case it is required for review.