



Super Smash Bros. Ultimate

2024 - 2025 Ruleset

0.0 - Definition of terms

0.1 - MATCH

MATCHES will consist of a two set competition between two teams.

0.2 - SET

The Games that comprise one crew defeating all members of the opposing crew. Each set will consist of multiple GAMES.

0.3 - GAME

1v1 battle in a SET

0.4 - TO

Tournament Organizer. The SSBU TO for the 2025 Esports Expo is Matt Burgess.

1.0 - General Rules

1.2 - Set Length

All matches will consist of bo2 5v5 sets. All games in a set will be 1v1.

Points will be based on the number of stocks left at the end of each set.

1.3 Match Time

Teams will have 15 minutes from match time to check in before forfeiting.

1.4 Match Procedure

All details and score reporting must be communicated to Tournament Administrators by both coaches to avoid an accidental forfeit. Accuracy is important!

1.3 - Team Requirements

Schools may field two crews. Each crew must have a minimum of five players, and may have up to five subs. **The coach must be available for communication and spectating** in-person at all times.

1.5 Roster Lock

- The starting five for the first set of the match must be selected and given to the TO at least 10 minutes before the match begins. Set 1 picks should be made without the influence of any existing roster inputs made by the other team.
- For set two, you may enter the roster during set one or between sets, but once a set begins, you may not update the roster for that set. While the same five players may participate in each set, the first player must be different for each.
- Once a player has chosen a fighter, they may not change it for the duration of the set. Each player on a crew must play a different fighter in a given set. Fighters may be changed upon entry into set two.

1.6 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 is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit. Screenshots are recommended.
- If Sudden Death occurs in a Sudden Death game, this process is repeated.
- The results of an in-game 300% Sudden Death do not count under any circumstance.

2.0 Game Rules

2.1 Game Settings

- Stock and time are set to 3 stock and 7 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Mii Fighters: All moveset combinations are legal

2.2 Stage List

- Starter Stages
 - Battlefield
 - Final Destination
 - Town & City
 - Pokémon Stadium 2
 - Smashville
- Counterpick Stages
 - Kalos Pokemon Stadium
 - Yoshi's Story
 - Small Battlefield

2.2.1 Battlefield/Omega

Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination, respectively. The Battlefield and Omega forms may only be selected from the 8 legal stages above.

2.3 Character/Stage Pick Procedure

Players will begin each set by first performing a double-blind character selection. After selecting these characters, players will begin striking stages. During subsequent games of the set, the player entering for the first time is not required to declare their fighter until after the stage has been chosen.

2.4 Stage Striking

- Definitions
 - Game 1 of set 1:
 - P1: Higher seed
 - P2: Lower seed
 - Game 1 of set 2:
 - P1: Winning crew of set 1
 - P2: Losing crew of set 1
 - Subsequent games of each set:
 - P1: Winning crew of previous game
 - P2: Losing crew of previous game
- Strike Order
 - First game of each set:
 - P1-P2-P2-P1 (P2 chooses from remaining stages)
 - Subsequent games of each set:
 - P1-P1 (P2 chooses from remaining stages)

2.5 Match Play

- A crew battle is played by elimination. All games will be 1v1. The first player to eliminate the other goes up against the next player on the opposing team.
- At the start of the next game, the returning player must self-destruct (SD) until their starting stocks are equal to the number of stocks they ended the previous game with. No damage may be inflicted by either player until the SDs have been completed. Players

waiting on SDs may not use that time to charge specials or make any other move that will provide advantage.

- The game resumes when the invincibility wears off on the final entrance of the returning player and both players return to their starting positions. **No signal is required to indicate either player is ready.**
- In the event the returning player SDs too many times, it will stand and play will continue (no restarting).
- Games continue in this pattern until all members of one crew have been eliminated. This concludes the set.
- The stage is chosen for the next set.
 - All matches are best of two sets.
 - Once a player has chosen a fighter, they may not change it for the duration of the set. Each player on a crew must play a different fighter in a given set. Fighters may be changed upon entry into set two or three. (Please note, echo fighters are considered different fighters. Skins are not.)
 - Substitutions may be made between sets. This must be reflected in the roster before the next set begins.

2.6 Match Restrictions

- Between games, coaching is allowed for up to one minute - the use of a timer is encouraged.
- Players are encouraged to cheer and verbally support their team members but may not coach during the match.
- Toxicity toward your opponent, either through language or behavior (such as teabagging or excessive taunting), will result in a warning. This includes commentary by any shoutcasters streaming the match.
 - Continuing the behavior will result in a tournament forfeit. Please contact an admin immediately to report misconduct.
- Any type of use of an illegal 3rd party program or stage hack, stream cheating, controller macros, or other activity that leads to one player gaining an unfair advantage will result in an immediate forfeit.

3.0 - Player Eligibility

3.1 Player Age

Players must be in High School in order to participate in the tournament. Additionally, minors must have permission to participate from a parent or legal guardian (The School District that the player represents is responsible for obtaining said permission).

3.2 Team Captains

Each Team must declare one member of their roster to be the "Team Captain," who represents the Team for all official decisions and serves as the main point of contact for the Team.

3.3 Rosters

Teams may only use players who are on their roster for a match. Rosters must contain a minimum of five players and up to one designated reserve player who may be used as an alternative. An individual may not simultaneously be part of more than one roster at a time. (The School District that the players represent is responsible for determining the team).

After the tournament, there will be exhibition matches for anyone else that wants to play.

4.0 - Personal Conduct; No Toxic Behavior

Players must be respectful of other players, Tournament Administrators, and fans. Harassment based on any aspect of a person's identity will not be tolerated. Behaviors that contradict Central R-3 School District's mission or policies - such as bullying, violence, sexual harassment, or intimidation - will not be tolerated. Toxicity, cheating, betting, or illegal activity is not allowed.

4.1 Equipment Usage

Students may only use the gaming equipment as instructed by the Tournament Administrators. Misuse of equipment could result in the student's removal from the event.

Misuse of equipment can be characterized as the following:

- Deliberate physical damage to the equipment.
- Attempting to bypass security measures to gain access to restricted computer software and/or operating systems.
- Installation of unapproved games or software.
- Attempting to communicate (chat) from a District device with people who have not been approved by the Tournament Administrators.
- Any act of theft or piracy.
 - Theft - stealing any equipment owned by the District or another student.

- Piracy - any attempt to recover account information, software serial numbers, or license keys from District equipment.

4.2 Gameplay Ethics

- Students will have the ability to communicate with each other via audio and text chat during practice sessions, scrimmages, and tournaments. Any communication deemed abusive in nature could result in the student's removal from the event.
- Abusive communication can be characterized as the following:
 - Use of inappropriate language to fellow students or players from opposing teams/schools.
 - Using language that would be considered "bullying" in nature to fellow students or players from opposing teams/schools.
- Students could also face disciplinary action by defying rules.