

Washington FBLA

Super Smash Bros. Ultimate Rules & Format

1. High Level Overview

1.1 This is the official ruleset for the Super Smash Bros. Ultimate 1v1 & 2v2 tournaments at the Washington FBLA State Business Leadership Conference in Spokane, Washington during the dates of April 20-23. Items within are subject to change.

The Super Smash Bros. Ultimate tournament will feature both a 1v1 (Solos) and 2v2 (Doubles) matches. The final tournament format will be dependent on the total number of signups. 1v1 (Solos) will take place on Wednesday, April 22 between the hours of 8am - 4pm. 2v2 (Doubles) will take place on Thursday, April 23 between the hours of 8am - 4pm. Both tournaments will use standardized stage lists and settings. Competitive integrity, fair play, and good sportsmanship is required.

2. Match Structure

2.1 Game: Super Smash Bros. Ultimate

2.2 Console: Nintendo Switch

2.3 Team Format: 1v1 (Solos) and 2v2 (Doubles)

2.4 Game Settings:

2.4.1 Time Limit: 3 minutes

2.4.2 Stock Count: 3 stocks per player

2.4.3 Items: OFF

2.4.4 Spirits: OFF

2.4.5 Stage Hazards: OFF

2.5 Legal Characters: All characters currently available in the game are allowed.

2.6 Match Format: **To be finalized once total number of signups are finalized**

2.7 Victory Condition: A team wins when both members of the opposing team have lost all stocks or time expires and they have the higher combined stocks/percentage advantage.

3. Stage Rules

3.1 Starter Stages in NORMAL version (Game 1):

- Battlefield
- Final Destination
- Pokémon Stadium 2
- Smashville
- Town & City

- Small Battle Field
- Lylat Cruise
- Kalos Pokemon League

3.2 Stage Selection Process:

- Game 1: Home team (or coin toss winner) bans 3 starter stages → opposing team chooses a stage from remaining options.
- Games 2+: Winning team bans 3 stages → losing team chooses a stage from remaining options.

3.3 Stage Clause:

- A team may not pick a stage they previously won on during the same set unless both teams agree.

4.	Tiebreakers
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4.1 Game Tie: If time expires, the winner is determined by (in order):

1. Higher combined stocks remaining
2. Lower combined damage percentage
3. If still tied → Sudden Death (game-generated)
4. If the Sudden Death ends unnaturally, tournament staff may call for a 1- stock, 2-minute replay.

5.	Player Expectations & Sportsmanship
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5.1 Conduct:

- Respect competitors, officials, the venue, spectators and equipment.
- No taunting players (in-game taunts are allowed), profanity, stalling, or disruptive behavior.

5.2 Fair Play:

- No modded consoles, macros, turbo buttons, or altered game files.
- No stalling strategies (e.g., excessive camping, infinite combos beyond 300%).
- Pausing is disabled. If a pause happens accidentally, officials will determine consequences.

5.3 Controller Guidelines:

- All Nintendo-approved control styles allowed: Pro Controller, GameCube Controller, Joy-Cons, etc.
- Wireless controllers must be disconnected after playing to avoid interference. No turbo or macro controllers.
- Technical Issues:
 - If a controller desync or disconnect occurs within the first 30 seconds, the match may be restarted at officials' discretion.

- Beyond that point, play continues unless the game is deemed unplayable.

6. Match Procedures

6.1 Check-In:

- Teams must check in at least 5 minutes before their scheduled match.

6.2 Button Checks:

- A 30-second button check is allowed before Game 1.

6.3 Between Games:

- Character changes are allowed.
- The winning team must announce their bans before the losing team chooses the next stage.

6.4 Coaching:

- Coaches or teammates may not give mid-match advice.
- Coaching is allowed only between games and must not exceed 30 seconds.

7. Advancement & Awards

7.1 Winning teams advance according to the event's bracket format.

7.2 Awards will be presented to the top-placing teams as defined by the schedule.

8. Final Authority

8.1 Tournament officials may adjust rules to ensure fairness, proper timing, or competitive integrity.