

1. Tournament Rules

1. **Set Length**

All tournament sets will be “best of one” games.

2. **Stalling**

Stalling by intentionally making the game unplayable or delaying the play of a set is banned, and this will be judged at the discretion of tournament staff.

Stalling will result in a forfeit of the game for the player that initiated the action.

3. **Self-Destruct Moves**

If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, a standard sudden death playoff game applies (see 1.8).

4. **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. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

5. **Collusion**

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings/prize(s) to any player suspected of colluding.

6. **Competitive Integrity**

In all competitions there should be a fair playing field for all players.

Every encounter, whether a ladder match or other competition, must be played according to the rules until it is complete and the result entered or the result sheet is completed. Any encounter that did not take place, should be deleted. Matches will be opened only by admins to delete exceptions. Matches that did not take place will be considered fake matches and will be punished. It is not allowed for participants to bet on matches in their own competition. Betting against yourself (or in team leagues: against your own team) will get you (or in team leagues: your team) disqualified and the betting player(s) banned.

Organizers reserve the right to withhold payout/prize(s) if any of these are violated.

7. **Misinterpretation/Misconfiguration**

Games or sets are not to be replayed due to a misinterpretation of the rules or misconfiguration of game settings, excluding player-specific 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 discretion.

In the event players begin a game with misconfigured player-specific controls (controller settings, etc), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

8. **Force Majeure Clause**

In the event of a game being interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, LAN cable is disconnected, etc) the player at fault for the disconnection will forfeit the game and it will be considered a loss. If play cannot be quickly re-established, the set will also be forfeit. It is the player's responsibility to ensure they are playing in a stable environment.

9. **Final Rulings**

If any unforeseen situations occur, the judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

2. Game Rules

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. Stage List

Normal Ruleset:

Starter Stages

- Final Destination*

Counterpick Stages

- None for this tournament

3. Additional Rules

▪ Glitch Clause

If anything occurs within any game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc), gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform their pool captain or tournament staff for resolution.

▪ Mii Fighter Clause

Any player who intends to use a Mii during a set must declare so before the set. Players are required to inform their opponent of their chosen Mii's moveset, listed in the format "XXXX." Any combination of moves may be used, but any movesets that any player may want to use during a set must be created before the set begins. If a move outside of the proposed moveset is used, it is the responsibility of the opponent to immediately end the game

and save the replay, then inform a tournament organizer of the situation.

- **Patch**

This Super Smash Bros. Ultimate tournament will use whichever patch is currently live when the tournament takes place.