

Super Smash Bros. Ultimate Ruleset

Crew Battle 4v4

Eligibility

To be able to compete as a “Player,” in the Tournament you must:

A. Be in Good Standing with respect to any Game licenses or accounts registered in your name, with no non-disclosed violations of the Game’s applicable License Agreement (s);

B. Be over the age of majority in your jurisdiction of residence;

i. If you are under the legal age of majority in your country of residence, but over the age of 13 (a “Minor”), you may still enter and be a Participant if you otherwise meet all of the eligibility criteria set forth herein and one of your parents or legal guardians read and agree to these Official Rules on your behalf;

C. Be a legal resident, or a temporary resident, of the United States or Canada (excluding

Quebec); D. Be currently enrolled during the tournament period as a student in an Eligible

Institution.

i. An “Eligible Institution” is an institution of higher education that: (a) grants associate, baccalaureate, master’s or doctorate degrees; and (b) either is located in the United States and is accredited by an accreditor that is recognized by the Secretary of the U.S Department of Education, or is located in Canada.

E. Not be a director, officer, or employee of Nintendo or any entity which controls, is controlled by, or is under common control with Nintendo;

F. Agree to be bound by these Official Rules.

Verification of Eligibility

Every member of a Team who plays in the Tournament may be required to provide proof of enrollment; otherwise the Team is ineligible to win a prize in this Tournament. In the event of a dispute as to the identity of the eligible Participant, entries will be declared made by the authorized account holder of the Game account submitted at time of entry. Tournament organizers reserve the right to verify an eligible Participant’s information, or any other facet of an eligible Participant’s entry if further investigation is deemed necessary. Limit one (1) entry per Participant.

Ultimate Game Settings

- **Stock: 3**
- **Time: No limit**
- **FS Meter: Off**
- **Damage Handicap: Off**
- **Team Attack: On**
- **Damage Ratio:1.0x**
- **Items: Off and None**
- **Pause: Off**
- **Hazard Toggle: Off**
- **Score Display: On**
- **Show Damage: Yes**
- **Custom Stages: Off**

Battlefield and Omega variations of the stages are allowed when a player counterpicks either Battlefield or Final Destination respectively. The Battlefield and Omega forms must be from the list below:

Legal FD and BF stages

- Arena Ferox
- Battlefield
- Castle Siege
- Corneria
- Delfino Plaza
- Dreamland
- Final Destination
- Frigate Orpheon
- Great Plateau Tower
- Halberd
- Kalos Pokémon League
- Kongo Falls
- Kongo Jungle
- Lylat Cruise
- Moray Towers
- New Donk City Hall
- Peach's Castle
- Pokémon Stadium
- Pokémon Stadium 2
- Reset Bomb Forest
- Skyworld
- Smashville
- Super Happy Tree
- Suzaku Castle
- Town & City
- Umbra Clock Tower
- Unova Pokémon League
- Venom
- Yoshi's Island (Brawl)
- Yoshi's Story

Crew Battle Format

- Each player will have three (3) Stock
- After a player has lost a game, they will be eliminated.
- Once a team has no remaining players (all four have been eliminated) the opposing team will be considered the winner of that Crew Battle
- Any Stock(s) a player lost must be relinquished at the beginning of the next game. They must do so by jumping off the edge of the stage. The game will officially start when the player, is at the correct amount of stocks, jumps off spawning platform, and both players are reset to neutral and initial invincibility has fully worn off. Attacking while invincible will require the violating player to relinquish a stock. If the violating player fails to do so, the player will forfeit the game.

Character Selection

Double Blind: Once both players have shown their character in the arena, they may not change to a different character. This includes a character that survived the previous round and eliminated an opponent team's character.

- Lobby host must give adequate time in between games to allow the opponent to switch to a different member of their crew. Host may not immediately start the next game upon re-entering the arena.

Stage Selection

- Players may choose to agree upon any legal stage. If players cannot agree upon a stage, then stage striking will determine which stage is played.

Stage Striking

- Higher seed will decided whether to ban first or second

- **Players eliminate stages from the Starters stagelist until there is one stage remaining. The higher seeded team strikes the first stage. (For LAN Captains play R/P/S) Then the other team strikes two stages. Then the higher seeded team (or winner of R/P/S) strikes one more stage and the remaining stage is used for the first game of the set.**

- **After a player has been eliminated (lost all stocks), the team that eliminated that player will ban any 3 Starter or counter pick stages, and the team whose player was eliminated will pick the next stage.**

- **This process takes place for each crew battle that occurs**

Starter Stages

- **Battlefield**
- **Smashville**
- **Final Destination**
- **Town and City**
- **Pokemon Stadium 2**

Counterpick Stages

- **Yoshi's Story**
- **Hollow Bastion**
- **Small Battlefield**

Mii Fighters

- **All Mii fighter moveset combinations are legal**
- **Once a player has played a Mii Fighter (Gunner, Brawler, and Swordfighter) in a match, they may switch moveset before stage picks.**
- **Players must inform their opponent of the Mii Fighters moveset before the game begins if the opponent requests or whenever they switch movesets**

Sudden Death

- In the case of both players getting eliminated at the same time incurring a sudden death, both players are to be considered eliminated. If it is the last player from each team, they are to replay the game with each player having one stock.

Connection and Disconnects

- It is highly recommended that players utilize an ethernet adapter for their Nintendo Switch. This rule will be in good faith, that players are expected to use an ethernet adapter if they have one
- Players are responsible for having a strong and direct internet connection. In the case of lag the match will be played regardless of conditions. The first time a player disconnects the match will restart at the point of which the game lobby crashed or disconnected. If the player continues to disconnect after attempting to reconnect after 5 minutes the result will be a forfeit.

Stage Bans and Stage Selection Clause: Tero's Smart Rule

Winner of the previous game will ban 3 stages

Players are not allowed to choose the most recent stage on which they COUNTERPICKED and won

Ultimate Details

Stage Striking: Players eliminate stages from the Starters stagelist until there is one stage remaining. The player who strikes first may be determined by RPS (rock, paper, scissors) best of one. The winning player strikes the first stage. Then the other player strikes two stages. Then the winning player strikes one more stage and the remaining stage is used for the first game of the set.

Gentleman's Clause: Players may select any LEGAL stage if they both agree on it. Players may NOT play on any stage that is not on the legal stage list, and players may NOT agree to change the number of matches to be played in a set.

Double Blind Character Select: Either player may request a double blind character select for the first game. In this situation, a third party is told, in secret, each player's character choice. Both players then select their character, and the third party validates that the character selected is the same as what they said.

Pausing: In the event that pause is not turned off, pausing the game is only legal while a player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament organizer, or in the event of a controller malfunction. All other pauses will incur AT LEAST one stock loss to the offending player, perhaps more if the offending pause further disrupted the opponent at the discretion of the TO.

Stalling: The act of stalling, or intentionally making the game unplayable, is banned and at the discretion of the TO. Stalling tactics include but are not limited to becoming invisible, infinities, chain grabs, or

uninterruptible moves past 300%; or abusing a position in which your opponent can never reach you. Any action that can prevent the game from continuing (i.e., pausing, freeze glitches, disappearing characters, game reset, etc.) will result in forfeiture of that match for the offending player. You are responsible for knowing your own character, and must be wary about accidentally triggering these effects.

Self-Destruct Moves & Sudden Death: 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 play-off game applies. 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.

Timeouts/Ties: The winner of a match that goes to time (time out) will be determined by stocks and then percentage. When the timer hits 0:00, the player with the higher stock count is the winner. 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 match in which both players lost their last stock simultaneously, a 1 stock tiebreaker will be played with a 3:00 time limit. The result of the game's built-in Sudden Death does not count towards the set outcome.

Stock Sharing and "Grab and Go" Clause: Stock sharing is allowed in doubles. Trading controllers with another person during doubles is not allowed.

Missing Teammate Clause: if a player's teammate is not present for a game, the match may NOT continue until their teammate arrives. They may not play a 2v1 or with a cpu.

Team Color Clause: When in Doubles play, players must choose character costumes that are similar to their team colors. Example: 2 ROB players on red team would use the red ROB and the ROB with red arms. In the case of a character that doesn't have a color option (example: there is no blue Fox color), then teams should use a similar color that is available to that character within reason.

Colorblind 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 the stage background. This request must be made before the first game of the set. For example: requesting Cloud to pick green team to be able to distinguish when the limit is charged, or having Sonic on blue team to prevent confusion.

Additional Rules

Warm-ups: Warm-up periods, button checks, and "handwarmers" may not exceed 60 seconds on the game clock. Violation of this rule may result in forfeiture of a game at the discretion of the TO.

Coaching: Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. The only exception to this is when a Grand Finals reset occurs. In this instance, players are given a two-minute break in which coaching may occur. Tournament staff reserves the right to judge on what is deemed "coaching" and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

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

2nd offense (major): Player receives a game loss and/or the coach is removed from the tournament station.

3rd offense (severe): Coaching party receives complete disqualification and removal from the event.

Cheering vs. Coaching: Cheering is using nondescript statements such as “let’s go!”, “you got this!”, or “mess them up!” These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay. Coaching is using specific statements pointing out habits, specific options, or timings such as “watch for their neutral getup!”, “their waft is almost ready!”, or “they keep rolling!”

Collusion: Any collusion or results manipulation with your competitors is forbidden. If the TO determines that any competitor is colluding to manipulate results or intentionally underperform, the colluding players may be immediately disqualified. This determination is to be made at the discretion of the TO. Anyone disqualified in this manner forfeits all rights to any titles or prize money they might have otherwise earned.

Tardiness: Anyone who is not present for their set by **15 minutes** past the scheduled start time is subject to a total disqualification from the event.

Misinterpretation: Games or sets are not to be replayed due to a misinterpretation of the rules; it is the responsibility of the players 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. If 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 the discretion of the TO.

Controller Legality: For ease of access, tournament staff recommends the use of a Nintendo Gamecube controller. However, the Switch Pro controller and Joy Cons (and third-party equivalents) are all permitted control options. Third-party controllers that have turbo/macro options are banned. Box variants of the GameCube controller are permitted so long as they do not have macros/turbo functions enabled.

Malfunctions: Any malfunctions associated with your controller are your responsibility. Players are responsible for using the correct settings BEFORE the set begins. Both parties need to agree if a match is to be paused or restarted because of a controller problem.

Force Majeure Clause: Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at tournament staff discretion.

Mindset Clause: A player should never take their frustration out on an opponent or equipment. If any player is caught hurting other players, making other players uncomfortable, or damaging equipment (controllers, setups, etc), they may be subject to the following:

1st offense (minor): Prompt disqualification from bracket and immediate payment for any damages.

2nd offense (major): Immediate banning from one subsequent tournament and payment for

any damages.

3rd offense (severe): Immediate banning from future tournaments for one month and payment for any damages.

If more infractions occur after the 3rd offense, it is up to the TO's discretion to determine the correct course of action.

Final Rulings: If any unforeseen situations occur, 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).