### **Smash Bros Ultimate Guidelines**

### **General Match Settings**

* **Game Mode**: Stock
* **Stocks**: 3
* **Time Limit**: 7 minutes
* **Items**: Off
* **Stage Hazards**: Off
* **Final Smash Meter**: Off
* **Spirits**: Off
* **Launch Rate**: 1.0x
* **Damage Handicap**: Off
* **Underdog Boost**: Off
* **Radar**: Big
* **Echo Fighters**: Treated as separate characters
* **Mii Fighters**: Allowed with custom move sets shown in name (e.g., 1111, 3121)

### **Tournament Format**

* **Structure**: Double Elimination
	+ Players are placed in a winners' bracket.
	+ Upon first loss, players move to the losers' bracket.
	+ A second loss results in elimination.
* **Match Format**:
	+ **Early Rounds**: Best-of-3
	+ **Finals (Winners, Losers, Grand)**: Best-of-5
* Max entry for 16 players (For now)

### **Stage Selection**

#### **Starter Stages** (used for Game 1):

* Battlefield
* Final Destination
* Pokémon Stadium 2
* Smashville
* Town and City

#### **Counterpick Stages** (used after Game 1):

* Kalos Pokémon League
* Small Battlefield
* Hollow Bastion
* Yoshi’s Story
* Lylat Cruise

#### **Stage Selection Process**:

* **Game 1**: Rock-paper-scissors determines who bans first.
	+ Winner bans 1 stage, loser bans 2, winner picks from remaining.
* **Subsequent Games**:
	+ Winner bans 2 stages.
	+ Loser picks from remaining.

### **Tiebreakers**

* If time runs out:
	+ Player with more stocks wins.
	+ If stocks are tied, lower percentage wins.
	+ If still tied, a 1-stock, 3-minute rematch is played on the same stage with same characters.

### **Conduct & Equipment**

* **Controllers**: BYOC (Bring Your Own Controller). Wireless controllers must be disconnected when not in use.
* **Sportsmanship**: Disruptive behavior or cheating leads to disqualification.
* **Technical Issues**: Matches may be restarted unless a clear winner is evident.