

Louisiana 4-H Esports

Super Smash Bros. Ultimate

Genre: Fighting

Competition Format: 1v1, teams of 3

System: Nintendo Switch™

How It's Played

Teams of 3 players will go head-to-head in a 1v1 format and try to knock each other out of a stage. Super Smash Bros. Ultimate requires critical thinking, fast reflexes, and creativity from players to achieve and sustain success.

The Game

Players select from a pool of over 70 different fighters from a variety of different video games. These characters all have their own strengths and abilities that you might recognize from some video game titles you've played!

The Action

Each player will compete against another player on the opposing team. Players must use differing attacks to weaken their opponents and knock them out of the stage. The higher the damage percentage meter, the more likely it is that they'll get sent flying after the next big attack.

The Goal

Each player starts the game with 3 "stocks", deplete your opponent's stocks and be the last player standing to take home the win!

Match Formats

Match Format: Best-of-Five (Bo5) Sets

Set Format: Best-of-Three (Bo3) Games

Mode: Smash

Team Size: 3 Players

Settings:

- Game Style: **Stock**
- Stocks: **3**
- Time Limit: **7 minutes**
- Final Smash Meter: **Off**
- Damage Handicap: **Off**
- Items: **None (All Off)**
- Stage Hazards: **Off**
- Spirits: **Off**

Each team will compete in a Best-of-Five (Bo5) Sets match, where each player will compete in a Best-of-Three (Bo3) game. The winner of each game will be determined by the player that reduces their opponent's stock count to zero. If the in-game timer expires before either player's stock count reaches zero, players will refer to **Sudden Death** (below) to determine the winner of the game.

Teams will select one of their starting players to compete in each set. For example:

- Set 1: Team A Player 1 vs Team B Player 1
 - Set 2: Team A Player 2 vs Team B Player 2
 - Set 3: Team A Player 3 vs Team B Player 3
 - Set 4: Team A Player 1/2/3 vs Team B Player 1/2/3
 - Set 5: Team A Player 1/2/3 vs Team B Player 1/2/3*
- *The player competing in Set 5 must not have competed in Set 4



Special Rules

Stage Selection

Players will go through a stage striking process before each game in their set to determine the stage played. The list of available stages is outlined below. Only stages listed below will be allowed during competitions.

Stage List

The Maps available for play are listed below. No maps outside of this list can be played as part of an official match. Omega and Battlefield variations of these stages are not allowed.

Starter Stages: These are the only stages allowed for Game 1 of a set.

- Battlefield
- Pokémon Stadium 2
- Small Battlefield
- Smashville
- Town & City

Counterpick Stages: These stages are added to the stage pool ONLY in Game 2 and onward of a set.

- Final Destination
- Hollow Bastion
- Kalos Pokémon League

Stage Pick Order Game 1

Stage Strike Order (Only Starter Stages)

Home Player ► Strikes 1 stage from the list

Away Player ► Strikes 2 stages from the list

Home Player ► Strikes 1 stage from the list

Remaining Stage is chosen for play

Stage Pick Order Game 2 and Onward

Stage Striking Order (Starter + Counterpick Stages)

Winner of Previous Game ► Strikes 2 stages from the list

Loser of Previous Game ► Chooses stage to play from remaining list

Mii Fighters

When choosing a Mii Fighter, players must use default Mii Fighter costumes and must use a Guest Mii character. If a player chooses to use a Mii Fighter, they must declare to their opponent the type and moveset listed in the format "Type XXXX" (e.g. "Gunner 1321").

Example:

- Player A chooses "Mii™ Fighter - Brawler".
- Player A chooses the following Special Abilities from Top to Bottom
 - Neutral Special: 1 Shot Put



- Side Special: 2 Burning Dropkick
- Up Special: 1 Soaring Axe Kick
- Down Special: 3 Counter Throw
- Mii™ Fighter's Name should then be set to: 1213
 - This will allow the opponent to know what moveset to expect from that Mii™ Fighter when facing them.
- Player A communicates that they are using a 1213 move set spread so that their opponent is aware.

Any combination of moves may be used, but any Mii Fighters that a player may want to use during a match must be created before the match begins (up to a limit of three Mii Fighters) or else they will be prohibited from doing so. Using undeclared Mii Fighters or Mii Fighters that do not follow these restrictions may result in a player forfeiting the game in which the ineligible Mii Fighter was used.

Free Strikes

A winning player will be provided an additional "free strike" to remove any stage(s) that their opponent has previously won on in the current set.

If a winning player does not take advantage of a "free strike" during their stage striking step, then those stages will remain available for stage selection. Losing players are always eligible to select any stage from the stage selection list.

Sudden Death

If a game enters the in-game Sudden Death mode at any point, the results will not count. The remaining stocks and damage percentage determine the winner at the moment Sudden Death occurs. The player with the higher stock count is the winner. If both Players are tied in stocks, the player with the lower damage percentage is the winner. If percentage/stocks are tied, players will play a 1-stock/2-minute match.

Stage Music & Broadcasting Matches

Many stages in Super Smash Bros. Ultimate have unique music that is protected by the publisher's copyright guidelines. To avoid violating these copyright guidelines, all broadcasted matches must have the in-game music levels reduced to zero (0) in the in-game Options.



Player Equipment

Equipment

Each player on the Starting Roster must have access to club-provided equipment or must be permitted by the club to provide their own equipment in the following categories:

- Nintendo Switch System & Monitor/Television
- Headsets and/or Earbuds
- Table and Chair
- USB to Ethernet Adapter
- Nintendo GameCube controller adapter
- Nintendo GameCube controller, Nintendo Switch Joy-Con controller(s) or Nintendo Switch Pro Controller, or any Nintendo Switch compatible controller with no turbo mode availability
- Super Smash Bros. Ultimate game

For the avoidance of doubt, each team is required to acquire one (1) Nintendo Switch system, one (1) controller, one (1) Super Smash Bros. Ultimate game, one (1) USB to Ethernet Adapter. Equipment may be acquired through the club or, if permitted by the club, by players supplying their own.



Match Process

Pre-Match Setup

Before the tournament, ensure all consoles and controllers are charged. Start all consoles at least one hour before scheduled matches and test each game. Before the match, the tournament organizer will let the coach and players of both teams know who is responsible for hosting the match, setting up the games, and inputting the results.

Set and Game Setup

Sets during best-of match will be played consecutively during match day. Teams will confirm their starting roster for the match and then indicate which player is competing in Set 1. For set 1, the player selections are blind and cannot see their opponent's first player selection.

For Sets 2 and onward, the winning team from the previous set will indicate which of their remaining players will compete in the upcoming set. The losing team from the previous set will have a counter-pick when selecting players and indicate their competing player after the winning team has indicated their player for the set.

Should a match go to Set 4, the rosters will be reset, and any of the players who competed in a previous set are eligible to be chosen to compete in Set 4. The player counter-pick process will remain, and the losing team will have a counter-pick and select their competing player after the winning team.

Should a match go to Set 5, teams can choose either of the two remaining players to compete in Set 5. Again, the player counter-pick process will remain, and the losing team will have a counter-pick and select their competing player after the winning team.

Results

Match results should be submitted manually within 1 hour of match completion to the tournament organizer. Players should take screenshots of the match results and share those with their coaches.



F.A.Q.

Spectating

As spectators may cause network latency issues for players, spectators are not allowed to use the in-game spectating tools during matches.

In-Game Content Updates

Super Smash Bros. Ultimate is a live-service multiplayer game that may release new content patches with new and/or updated fighters and stages during the season.

Any fighters or stages currently disabled in-game by Nintendo will not be available for use during official matches. All matches will occur on the most up-to-date patch, and any available fighters or stages listed are eligible for use in matches unless otherwise stated by Officials.

Glitching

The use of any in-game glitches during a match will not be tolerated. Any match disputes or submissions involving possible player glitches will need to be backed by video or screenshot proof of the use of a glitch. If a player is found to be using an in-game glitch to gain an advantage during a match, their team will be given a loss for that game and may be subject to further penalties at the discretion of league officials.

