



Super Smash Bros. Ultimate

Ruleset

Germany, Switzerland, Austria

<https://www.germanysmash.de/rules>
<https://www.swissmash.ch/rules>
<https://smashbrothers.at/en/rules/rulesets/>

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1. Ruleset

The following ingame ruleset must be created and used for all tournament matches. Players are responsible to check the ruleset before each set.

Name: "DACH" or "German Ruleset" or similar.

The screenshot shows the 'DACH Ruleset' configuration menu. The title bar is green with a person icon and the text 'DACH Ruleset'. Below it are several settings rows:

- Style**: Stock
- Stock**: 3
- Time Limit**: 7:00
- Items**: None (selected), Low, Med, High
- Advanced**: (dropdown menu)
- Stage Hazards**: Off
- Team Attack**: On
- Pausing**: Off

Only the parameters listed above shall be changed, the rest will stay as default:

Final Smash Meter: Off	Stage Morph: Off
Spirits: Off	Launch Rate: 1.0x
Damage Handicap: Off	Underdog Boost: Off
Stage Selection: Anyone	Score Display: Off
First to: 1 Win	% Show Damage: Yes

The following settings must be chosen at the global settings, found via the menu point Options -> Smash

The screenshot shows the 'Custom Balance' setting in the Smash menu, which is currently set to 'Off'.

(Character Select Screen Background will be Yellow, instead of pink)

The screenshot shows the 'Radar' setting in the Smash menu, which is currently set to 'Big'.

The language of the game has to be set to english if requested. (Options -> Language)

2. Stage List

The following stages are legal in tournament play:

- Battlefield *
- Small Battlefield
- Final Destination *
- Pokémon Stadium 2
- Smashville
- Yoshi's Story
- Kalos Pokémon League
- Town & City
- Hollow Bastion



Battlefield



Small Battlefield



Final Destination



Pokémon Stadium 2



Smashville



Yoshi's Story



Kalos Pokémon League



Town & City



Hollow Bastion

***Alternately to Battlefield and Final Destination, all Battlefield- and Ω-variants of stages are allowed, except the following:**

Fountain of Dreams, Hanenbow, Dreamland (GB), Mute City (SNES), Duck Hunt, Windy Hill Zone, Balloon Fight, Flat Zone X, Pilot Wings, PAC-LAND, Super Mario Maker, Gamer.

Also see rules 5.4 for more details and 5.5 Omega (Ω) / Battlefield (BF) Veto Clause.

3. Set Procedure

3.1 Set Length

Bo3 or “Best of 3” - A player must win two out of three games in order to win the set.

Bo5 or “Best of 5” - A player must win three out of five games in order to win the set.

Once the winner of the set is decided, the remaining games are not played out.

The set length is determined by the discretion of a Tournament Organizer. Always check the tournament page.

3.2 Set Procedure

First game

1. The players choose their character. (Double Blind Pick if requested. - See 4.3)
2. The players decide on who starts with the stage striking procedure.*
3. The players begin striking stages. The amount of strikes per Player is 3-4-1.
4. The first game is played.

Additional games - (*Steps 5-9 are repeated for each game*)

5. The winner chooses a character.
6. The loser chooses a character.
7. The winner bans 3 stages.
8. The loser announces their counterpick stage.
9. The next game is played.

*A coin flip / rock, paper, scissors match / Game and Watch’s Side-B “Judge” (higher number wins) are common methods of deciding on the first stage strike. Rock, paper, scissors is recommended.

Example for Game 1

The players agree on blind picking their characters. Player 1 announces Mario and Player 2 Pokémon Trainer starting with Squirtle. Player 1 wins RPS and chooses to go first. Player 1 starts by striking Final Destination, Town & City and Kalos Pokémon League. Player 2 tells their opponent that they leave Pokémon Stadium 2 and Small Battlefield open for them to choose from. Player 1 picks Small Battlefield. On the character select screen, Player 1 picks Mario and Player 2 picks Pokémon Trainer and Squirtle (not Ivysaur or Charizard)

Example for Game 2, Player 1 wins the preceding game.

Player 1 tells their opponent they stay Mario. Player 2 announces their switch to Mythra. Player 1 bans Final Destination, Town & City and Pokémon Stadium 2. Player 2 chooses Kalos Pokémon League as their counterpick. On the character select screen, Player 2 now chooses Mythra (not Pyra) and they proceed with the next game.

4. Fighter Selection

4.1 Legal Fighters

All available fighters, including all DLC fighters and Miis, are allowed.

4.2 Player Slots (Player 1 / Player 2)

The player who doesn't start the stage striking procedure may choose their player slot for the entire set. Player 1 (P1) being red and player 2 (P2) being blue in the character selection menu.

This decision can be overruled on a streaming setup by a Tournament Organizer, Stage Manager or Production Staff.

4.3 Double Blind Pick / Character selection

Write your character pick on a piece of paper or your phone, or tell a third neutral person. After both players have picked their characters, either the written text is uncovered or the third person confirms the character choices. The character must reflect the final choice on the character select screen, e.g "Mythra", "Squirtle", "Mii Brawler 2123".

4.4 Mii Fighter

Mii Brawler, Mii Gunner and Mii Swordfighter can be created with any combination of special moves. The name of the Mii must contain the chosen special moves in the following format:

Name (A|B|C|D) e.g. "Mii (2123)"

Name = Optional, any name of choice conforming to the tournament rules,

A = Neutral Special

B = Side Special

C = Up Special

D = Down Special

On request, the Mii Fighter player must show their opponent the chosen moveset beforehand in a button check. (See 6.15)

5. Stage Selection

5.1 Starter Stages and Stage Striking procedure

The first stage is decided by the stage striking procedure. The beginning player strikes three stages, then the other player chooses two stages among the six stages. The first player then chooses one of the remaining two stages, which will be the stage played in game 1.

5.2 Counterpick stage & music

After each game, the losing player chooses the stage for the next game within 60 seconds after their opponent announced their Stage bans. Any stage in the legal stage list that was

not banned by the opponent in the banning procedure is eligible to be chosen to play on. The loser may also decide the music on the next stage, but only if they also listen to the in-game music. Otherwise, the choice may be made by the only player hearing the in-game music.

5.3 Stage bans

After winning a game, the winner can ban up to 3 stages that the opponent is not allowed to counterpick. The stage bans are announced before the counterpick stage is chosen. The player can adjust their bans after a subsequent victory.

5.4 Omega (Ω) / Battlefield (BF) Clause

If an Ω / BF stage is banned according to stage striking or banning procedure, then this applies to all Ω / BF stages. If a stage is banned, its Ω / BF version is banned as well.

5.5 Omega (Ω) / Battlefield (BF) Veto Clause

If a player chooses an Ω / BF variant stage, the opponent may deny said stage. In this case the original version of Battlefield or the Ω-Version of Battlefield will be played.

If one of the fighters is Steve, the Ω-Version has to be Wuhu Island instead, if one player doesn't want to play on the original Final Destination.

5.6 Stage agreement

If both players agree, any stage on the stage list may be used for the next game, even if disallowed by the stage striking or banning procedure. The players may not agree on a stage that is not listed in the list of legal stages.

6 Additional Rules and special cases

6.1 Timeout / Tie

If the timer runs out and no player has a stock advantage, the player with fewer % wins. Sudden death is not played out. If both players have the same percentage when the timer runs out or a Sudden Death occurs because both players got KOed at the exact same time, a decider match with 1 stock and 3 minutes shall be played out on the same stage with the same characters. If this decider also procures a tie, the sudden death will be played out.

6.2 Stalling

Long combos and locks must end as soon as the damage value of the opponent reaches 300%. Glitches and positions that render a person unable to be attacked are forbidden. If both players refuse to play the game and let the timer run out without fighting, this also counts as stalling. The player who initiates stalling loses the current game.

6.3 Pause-, Home-button and Disconnects

The pause or home button is not allowed to be pressed during a game except if there is a clear reason to. This refers to the set being disturbed by the opponent, a third party or similar events (See 6.8 Interruption of the game). If the pause or home button is pressed without such a reason, the player who pressed it must give up a stock. If their opponent loses a stock because of the home/pause input, the win is awarded to that player. The same rules apply to a player whose controller disconnects during the game.

Example Player 2 disconnects

If player 2 disconnects, the “Connect Controller” screen will pop up and player 1 who didn’t disconnect is shown as “ready” on top of their character portrait. Thus, Player 2 will forfeit a stock.

6.4 Coaching / Notes

Communication with players during a set in a way that influences their decisions is prohibited. The punishment shall be handed to the coach (not the player) at a Tournament Organizer’s discretion. Non-Descriptive Cheers are not considered coaching. The players are also encouraged to use headphones to reduce distractions from the crowd.

Between two Grand Finals sets, after a successful reset, a 5-minute break is allowed in which coaching may occur.

Players are allowed to refer to their own notes, made before the set, as long as it's within the 1-Minute time limit for the counterpick selection.

6.5 Identity change

A person is only allowed to compete with the name they registered with on the respective tournament platform for the entire tournament. No other person may replace the player, unless explicitly allowed by a Tournament Organizer.

A person may not intentionally register with a false name tag to hide their identity.

6.6 Allowed controllers

Allowed controllers are original Gamecube Controllers, Switch Pro Controllers and Joycons from Nintendo. Smashbox Controllers are only allowed from Hitbox, B0XX and Frame 1. All other controllers are to be explicitly decided upon by a Tournament Organizer. Controllers with a turbo-function or controllers that disturb the function of other controllers are disallowed.

6.7 Headphones and audio splitter

If a player brings an audio splitter, the set must be played with headphones by their request. The responsibility for bringing headphones is with each player. If a player has no headphones, they must play the set without headphones and are not allowed to choose the music. If both players have headphones but no audio splitter, none of the players shall use their headphones.

6.8 Interruption of the game

If a running set is interrupted by a third party (by disconnected cable or power loss), the game situation is to be restored as closely as possible. The acceptable restoration of the set is to be judged by a Tournament Organizer.

Gameplay should be resumed from a neutral position, with a countdown or set ingame time.

6.9 Tardiness

Every player must be punctual to their games. The maximum amount of tardiness is 10 minutes, after which they will be disqualified from the event.

6.10 Player agreements

In any case that is not covered by the ruleset, a Tournament Organizer should be asked for help or a decision. Alternatively, the players can agree amongst themselves. The resulting outcome is final.

6.11 Player responsibility

The players are responsible for autonomously playing their set and reporting the score to a Tournament Organizer. When in disagreement about things such as choice of setup or port, a Tournament Organizer must be contacted or RPS or similar things must be used to decide. The players are responsible for choosing the correct ruleset in game. Every player must disconnect their wireless controllers from the console, so they don't disturb the future sets on that setup.

6.12 Collusion

Players suspected of colluding in any way may be immediately disqualified from the tournament. This includes but is not limited to: intentionally throwing a game, splitting a payout, playing random characters in Grand Finals, or committing any other form of bracket manipulation. A Tournament Organizer can overrule this if asked for permission. If any player is suspected of colluding, they can be denied any payout of event winnings.

6.13 Unsporting Conduct

Behavior that is violating the generally accepted rules of sportsmanship and participant conduct are strongly prohibited. Examples include, but are not limited to: verbal abuse, screaming, touching your opponent to distract them, provoking, distracting competitors deliberately as a spectator, leaving trash behind, failing to follow the instructions of the tournament staff, having a strong body odor, etc. etc.

6.14 Reported Sets

If a game/set is concluded, the result is final upon starting the next set. Deliberately reporting a wrong result will lead to an instant disqualification. If a mistake in the game rules occurred, only the last game is allowed to be replayed by the discretion of a Tournament Organizer.

6.15 Button Checks

Button Checks (going into a game to test the controller's functionality and warm up your hands) may not exceed 60 seconds on the in-game time clock. Players are not bound to the character and stage they chose for the button check.

6.16 Controller malfunction / Incorrect controller settings

If a player experiences controller malfunctions during the game or failed to select the correct controller settings, he may indicate the problem to their opponent while on a respawn platform or within the first 15 seconds of gameplay. The opponent may choose whether to restart the game from scratch, to restart with stock counts and percentages restored, or to continue playing the game despite the malfunction.

If the pause or home button is pressed, it is treated as described in 6.3.

6.17 Controller modification (by Gonzo Mod)

Controller modification, like Rapidfire and Macros (automatic generated inputs) are forbidden. Hardware Mapping and Multi-Input mapping are allowed (ex. Short Hop Macro). Adding an additional shoulder button is only allowed for the Gamecube Controller, to compensate for the missing shoulder button of the Pro Controller.

Pro Controllers may not remap their plus, minus, home and screenshot Buttons to any other functional button. The same applies for the Gamecube Controller's start and pause buttons.

Digital Trigger Mods (100% analog input to digital converted) are allowed.

Snapback Mods and all kinds of Notching are allowed.

Flashing LED Mods are to be turned off on request of the opponent. Static LEDs are unaffected.

7 Additional Rules for 2v2 tournaments

7.1 Player Slots

The slots on the character selection screen of each team partner must be next to each other. (Team 1: P1 and P2 / Team 2: P3 and P4)

7.2 Color Selection in Doubles

The color of your character shall not be the same color as your opponents' team color. If requested by a player, the character color must be changed to the team's color. If there are no fitting character colors, the team colors should be swapped or changed.

If any participant suffers from Deuteranopia, the colors should not be green versus red.

Players who play the same Mii character shall take different outfits or make the Miis discernible from each other.

7.3 "Missing-Teammate" clause

No 2v1 is allowed to be played with a CPU partner.

The amount of time that is acceptable to be late, is shown in point 6.9 Tardiness.

7.4 “Grab and Go”- clause

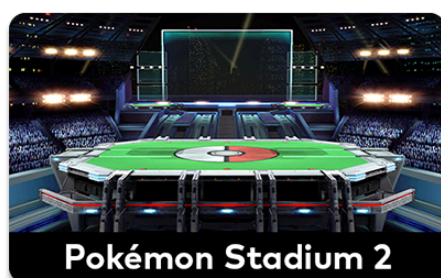
During teams, the players are not allowed to swap controllers.



Super Smash Bros. Ultimate

RULESET

🕒 7:00



3-4-1 Striking, 3 Bans, No Stage Clause

Game 1

- 📢 Call your characters before banning and picking stages.
- ✊ Start your set with a game of Rock-Paper-Scissors.
- 🏆 The **winner strikes 3** stages from the stagelist.
The **opponent picks 2** of the remaining six stages.
The **winner then picks 1** of these two to play on.

Game 2-5

- 📢 Tell your opponent if you're switching characters, before banning stages. The winner calls their character first.
- 🏆 The **winner bans 3** stages.
The **loser picks 1** of the remaining six stages.