

Carrollton Super Smash Bros. Ultimate

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Match Procedure

Supported Platforms

- Nintendo Switch

2.1. Series Lengths

Matches are played as a best of 5 series and a best of 7 series in the finals.

2.2. Game Lobby

The following settings are to be used in official matches:

- Format: 1-on-1
- Rules:
 - Style: Stock
 - Stock: 3
 - Time Limit: 8 minutes
 - FS Meter: Off
 - Damage Handicap: Off
 - Items: Off and None
 - Stage Hazards: Off
 - Launch Rate: 1.0x
 - Score Display: Off
 - Show Damage: Yes
- Max Players: 2
- Stage: Choice
- Spirits: Off
- Voice Chat: Off

In the event that an incorrect ruleset is used, the match should be stopped and reset. Previously played stages with incorrect format will not count towards the series.

2.3. Stage Veto

The stage veto procedure is as follows and is done throughout the match, with the home team acting as Player 1 and the away team as Player 2:

1. Player 1 will declare which character they will be using for game 1, Player 2 will then declare their character.
2. Players will select the first stage by striking from the set of starter stages in 2.4. in the following order: Player 1 strikes a stage, Player 2 strikes two stages, Player 1 strikes a stage. The remaining stage is the stage for the first game. Stage strikes only affect the first game and are removed in consecutive games (i.e. stages struck for game 1 can be played in the other games in the match).
3. Player 1 selects their character.
4. Player 2 selects their character.
5. The first game is played.
6. The winner of the game will declare their next character first and the loser second.
7. The winner of the game bans two stages from the list of starter or counterpick stages. These bans will be lifted for the next game (i.e. stages banned will not be permanently banned throughout the match).
8. The loser of the game chooses the next stage, provided it is not already banned or they have not already won on that stage in the match.
9. The winner declares and selects their character.
10. The loser declares and selects their character.
11. The next game is played.
12. Repeat steps 5-9 until a match winner is determined.

2.4. Starter Stages

The following starter stages are permitted for use in official matches:

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

* Battlefield variations of the stages are allowed in place of Battlefield.

* Large Battlefield is prohibited from use.

* Small Battlefield is permitted for use.

** Omega variations of the stages are allowed in place of Final Destination

2.5. Counterpick Stages

The following counterpick stages are permitted for use in official matches:

- Kalos Pokemon League
- Yoshi's Story

2.6. Self-Destruct Finishes

In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.

2.7. Sudden Death

In the event where the clock runs out and a sudden death is initiated, the player which had the highest number of stocks is the winner of the game. If both players had the same amount of stocks, the player with the lower percentage is the winner of the game. If both players had the same amount of stocks and the same percentage, players should follow the scenario below this one.

In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format with the following modifications:

- Stock: 1
- Stock & Time: 3 minutes

3. Restrictions.

3.1. Characters

Steve is prohibited from play.

3.2. Mii Fighters

Players must use default Mii Fighter costumes and must use a Guest Mii. 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"). 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 illegal Mii Fighter was used.

3.3. Amiibo

All amiibo figures are prohibited from use in official matches.

3.4. Stages

Any stages not listed in 2.4. or 2.5. are prohibited from play in official matches. Alternate forms to the stages listed in 2.4. or 2.5. are prohibited from play in official matches.

4. Stoppage of Play

Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the series. Any controller malfunctions are the player's responsibility.