

## **Super Smash Bros.: Ultimate**

### **General Rules**

- Team captains must submit results by the deadline
- Participants will compete in a best of 3 match
- Games will be played online. Opponents are responsible for scheduling a time to play and submitting results to the Competitive Sports staff.

### **Teams**

- This league will be in a single player format

### **Equipment**

- Participants are required to have their own equipment (console, controller, & game)

### **Gameplay**

- Matches will be best of 3 games
- The following settings shall be used during each game:
  - Type: Host preference
  - Visibility: Friends
  - Format: 1v1
  - Style: Stock
  - 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
  - Rotation: Host preference
  - Max players: 2
  - Stage: Final Destination, Battlefield, Pokémon Stadium
  - Spirits: Off
  - Voice chat: Off
- Regardless of any agreement between players, games will be played by the rules above unless changes are made by the Coordinator for Competitive Sports

### **Additional Rules**

- If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams).
- Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)