

Crimson Smash Club

Super Smash Bros. Ultimate Ruleset

A. Tournament Rules

1.1. Set Length

All tournament sets will be best-of-3, until a TO decides best-of-5 sets should begin. Rules below do not change between these two set formats.

1.2. Set Procedure

1. Players select their characters. Either player may elect to do Double Blind Character Selection (see section 1.4)
2. Either gentleman to PS2 or use Starter Stage Striking (see section 1.5) to determine the first stage
3. The players play the first game of the set
4. Winning player of the preceding game bans 2 stages (see section 2.3.2). The losing player of the preceding game picks a stage for the next game, adhering to Stage Clause (see section 2.3.3) and bans.
5. The winning player of the preceding game must announce their character selection for the next game.
6. The losing player of the preceding game must announce their character selection for the next game.
7. The next game is played.
8. Repeat Steps 4 through 7 for all subsequent games until the set is complete.

1.3. Stage Agreement Clause

Players may select any **LEGAL** stage if they both agree on it. Players may not play on illegal stages or change the length/terms of a set. If this is violated, both players will be subject to complete disqualification from the event.

1.4. Double Blind Character Selection

Either player may request that a double blind selection occur. In this situation, a third

- 1.5.** party will be told, in secret, of each player's character choices for the first round. Both players are to then select their first round character, with the referee validating the character selections.
- 1.6. Starter Stage Striking**
Players play a best-of-1 Rock-Paper-Scissors, and the winner will strike first. Stages are struck in a P1-P2-P2 order. P1 then chooses from the remaining two stages which one they want to play on.
- 1.7. Pausing and the Home Button**
Pause setting is to be set to off. However, if it is not, pausing is only legal while either player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament official or in the case of a controller malfunction. All other pauses will incur a stock loss to the player who pauses the game. If the pause causes the opponent to lose a stock, the pausing player receives a game loss. This rule also applies to controllers which cause the game to revert to the Switch home screen.
- 1.8. Stalling**
Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to continuing infinites past 300%, and reaching a position that the player's character can never be reached by the opposing character. Stalling will result in a forfeit of the game for the player that initiated the action.
- 1.9. Self-Destruct Moves**
If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs as the result of a self-destruct move, a standard sudden death play-off game applies (see section 1.9).
- 1.10. Sudden Death**
If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit on the same stage and with the same characters as the tied game. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

1.11. Stock Sharing

Taking a partner's stock is allowed in Doubles.

1.12. Missing Teammate Clause

If a player's teammate is not present for a game, the match may not continue until their teammate arrives. They may not play a 2v1 or play with a CPU.

1.13. Alting

You will be immediately disqualified from the tournament with no refunds if you are found using an alternate tag/tags and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a TO prior to the registration end date.

1.14. Character Color/Team Color Selection

If there is a dispute in character colors or team colors (e.g. both players want to use green Fox), the players will play one RPS game to determine who gets the color.

1.15. Team Color Clause

When in Doubles play, players may require both teams to choose character costumes that are similar to their team color. Example: 2 ROB players on the red team would use the Red ROB and the ROB with red arms if requested. In the case of a character that doesn't have a color option (e.g.: there is no blue Fox color), we recommend those teams use a similar color that is available to that character within reason.

1.16. Color Request Clause

Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the other team color or the stage background. The request must be made before the game starts. Example: requesting Cloud to pick green team to be able to distinguish when limit is charged, or having Sonic on blue team to prevent confusion.

1.17. Warm-ups

Warm-up periods, button checks, and "handwarmers" may not exceed 60 seconds on the game clock. Violation of this rule may result in a game loss at the discretion of the TO.

1.18. Counterpicking

Each player who lost the previous game is given 60 seconds after bans are selected to notify their opponent of their counterpick. If no counterpick is selected in this time frame, a judge should be summoned and the counterpicking player will receive a game loss.

1.19. Coaching Violations

Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. (The only exception to this is when a Grand Finals reset occurs; in this instance, players are given a two-minute break in which coaching may occur.) Tournament staff reserves the right to judge on what is deemed “coaching” and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

- **1st offense (minor):** Verbal warning to the player and the coach. This warning persists for the entire event.
- **2nd offense (major):** Player receives a game loss and/or the coach is removed from the tournament station.
- **3rd offense (severe):** Coaching party receives complete disqualification and removal from the event.

Cheering vs. coaching

Cheering - Nondescript statements such as “Let’s go!”, “you got this!”, or “mess them up!”. These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.

Coaching violation - Specific statements pointing out habits, specific options, or timings such as “Watch for her neutral getup!”, “Waft is almost ready!” or “he keeps rolling!”

1.20. Tardiness

Anyone who is not present for their set by 10 minutes past the scheduled start time of the round is subject to a total disqualification from the event.

1.21. Collusion

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

1.22. Misinterpretation/Misconfiguration

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to section 2.1. It is the players' responsibility to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set with misconfigured rules will not be changed after the fact.

In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

1.23. External Conditions Clause

Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at tournament staff discretion.

1.24. Final Rulings

If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

B. Game Rules

2.1. Game Settings

- Stock and time are set to 3 stock and 7 minutes for Singles and Doubles
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Separate
- Radar: Big
- Teammate Highlight: On
- Mii Fighters: All moveset combinations are legal

2.2. Stage List

Starter Stages

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

Counterpick Stages

- Kalos Pokémon League
- Small Battlefield

* See rule 2.3.9, "Omega Clause."

2.3. Additional Rules

2.3.1. Starter Stage Striking

See section 1.5 for details on choosing who strikes first. Players may strike from the legal starter stages (each person strikes stages in a P1-P2-P2-P1 format) to determine the starting stage for the first game.

2.3.2. Counterpick Stage Banning

After each game of the set, before counterpicking, the player who won the previous game may ban two stages from the full stage list. These bans do not persist throughout the set. The loser of the previous game then chooses from the remaining stages, barring the most recent stage that player has won on previously in that set (see 2.3.3).

2.3.3. Modified DSR Clause

A player/team may not pick the stage they last won on during the set. The only exception is if the opponent agrees to the stage choice.

2.3.4. Controllers

Each player is required to bring their own controller unless previous arrangements were made. For ease of access, tournament staff recommends the use of the Nintendo Gamecube controller. However, the Switch Pro controller and Joy Cons (and third-party equivalents) are all permitted control options. Third-party controllers that have turbo/macro options are banned. Box variants of the GameCube controller are permitted so long as they do not have macros/turbo functions enabled.

2.3.5. Patch

The Crimson Smash Club will use whatever patch is currently live on the date of the tournament.