



Ruleset Version 1.0

This ruleset is an official recommendation by German Smash Com with the purpose of serving as a guideline for german TOs. It covers basic gameplay rules, tournament participation rules and handling of rule violations.

Bei diesem Regelwerk handelt es sich um eine offizielle Empfehlung der German Smash Com. Es soll als Leitfaden für deutsche TO's dienen und deckt grundlegende Spielregeln, Turnierregeln so wie die Behandlung von Verstößen gegen diese ab.

GERMAN VERSION: regelwerk.german-smash.com

1. Ruleset:

The following ruleset for Super Smash Bros. Ultimate must be created at the menu point “Options” -> “Smash”

Regel-Sets

Name: GSC Regelwerk

Style: Stock

Stock: 3

Time Limit: 7 Minutes

Items: None

Weitere Regeln / Advanced

Stage-Hazards: Off

Team Attack: On

Pausing: Off

Damage Handicap: Off

Radar: Big

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

2. Legal Stages

The following stages are legal in tournament play. The first game of each set will be played on the starter stages.

2.1 Stage List

Starter Stages

Letzte Station/Final Destination

Lylat-Patrouille/Lylat Cruise

Pokémon Stadium 2

Schlachtfeld/Battlefield

Smash-Stadt/Smashville

Counterpick Stages

Kalos-Pokémon-Liga/Kalos Pokemon League

Stadt & Großstadt/Town & City

Yoshi's Story

The following Ω & Battlefield variants are allowed:

Schlachtfeld/Battlefield	Smash-Stadt/Smashville
Letzte Station/Final Destination	Stadt und Großstadt/Town&City
Tiefster Kongo/Kongo Jungle	Pokémon Stadium 2
Peachs Schloss/Peach's Castle	Kalos-Pokémon-Liga/Kalos Pokémon League
Yoshi's Story	Unova-Pokémon-Liga/Unova Pokémon League
Dream Land	Happy-Baum/Super Happy Tree
Pokémon Stadium	Kongo-Wasserfall/Kongo Falls
Lylat-Patrouille/Lylat Cruise	Corneria
Yoshi's Island	Venom
Halberd	Reich der Lüfte/Skyworld
Die belagerte Burg/Castle Siege	Nullbombenwald/Reset Bomb Forest
Piazza Delfino/Delfino Plaza	Muränentürme/Moray Towers
Fregatte Orpheon/Frigate Orpheon	Turm des Plateaus/Great Plateau Tower
Suzaku Castle	Umbra-Uhrturm/Umbra Clock Tower
New Donk City-Rathaus/New Donk City Hall	Ferox Arena/Arena Ferox

These stages include all allowed stages as dictated by the terms and conditions for a Nintendo Community License, except for Traumbrunnen/Fountain of Dreams (causes FPS drops).

3. Set Format

3.1 Set length

A player must win two out of three games in order to win the set (best of 3). Later rounds of a tournament will be played as best of 5 (bo5), where three out of five games must be won (for each tournament, the TOs decide when to play best of 5).

3.2 Set procedure

Game #1

1. The players choose their character. (If one player wishes for it, this will be done by Double Blind Pick).
2. The players decide on who starts with the stage striking procedure.*
3. The players begin striking stages. The amount of strikes is 1-2-1..
4. The first game is played.

Additional Games

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

[Steps 5-9 are repeated for each subsequent game.]

*A coinflip / rock paper scissors match / Game and Watch Judgement Side-B (higher number wins) are common methods of deciding on the first stage strike. Rock paper scissors is recommended.

4. General game rules

4.1 Fighter selection

4.1.1 Legal fighters

DLC fighters that got released 7 or fewer days before the start of the tournament are not allowed. All other available fighters are allowed.

4.1.2 Ports [Player sequence]

The port sequence is only relevant for doubles matches. In doubles, the ports of each team partner must be next to each other (Example: T1, T1 / T2, T2)

4.1.3 Double Blind Pick [Character choice]

Write your character pick down on a piece of paper or your phone, or tell it a third neutral person. After both players picked their characters, either the written text is uncovered or the third person confirms the character choices.

4.1.4 Color choice 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 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.

4.1.5 Mii Fighters

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 = Any name of choice conforming to the tournament rules

A = Neutral Special

B = Side Special

C = Up Special

D = Down Special

4.2 Stage choice

4.2.1 Starter stages and stage striking procedure

The first game of each set is played on a starter stage. The first stage is decided by the stage striking procedure. The beginning player chooses one stage, then the other player chooses two other stages. The first player then chooses one of the remaining two stages, which will be the stage played in game 1.

4.2.2 Counterpick stage & music

After each loss, the losing player chooses the stage for the next game. Any stage in the legal stage list that was not banned by the opponent in the banning procedure (see 4.2.3) is eligible to be chosen to play on. The loser may also decide the music on the next stage. When a Ω or Battlefield variant is chosen, it should be noted that only the stage variants listed in 2.1. are legal.

4.2.3 Stage bans

After winning a game, the winner can ban up to 2 stages that the opponent is not allowed to counterpick. The stage bans are announced before the counterpick stage is chosen. The player can adjust his two bans after a subsequent victory.

4.2.4 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 default layout stage is banned, its Ω / BF version is banned too.

4.2.5 Omega (Ω) / Battlefield (BF) veto clause

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

4.2.6 Stage agreement

If both players agree, any stage of the starter stage or counterpick 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 starter stage or counterpick stage list.

4.3 Additional ruling and special cases

4.3.1 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 once the timer runs out or die 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.

4.3.2 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.

4.3.3 Pause- und Home-Button rule

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. 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 lost a stock because of the home/pause input, two stocks shall be given up instead.

4.3.4 Coaching rule

Communication with players during a set in a way that influences their decisions is prohibited. The punishment shall be handed to the coach at the TOs discretion.

4.3.5 “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 4.3.11.

4.3.6 “Grab and Go” clause

During teams the players are not allowed to swap controllers. A team that does this will be disqualified.

4.3.7 Identity change

A person is only allowed to compete with the name they registered with in smash.gg for the entire tournament. No other person may replace the player unless explicitly allowed by the TOs. A person may not intentionally register with a false nametag to hide their identity.

4.3.8 Allowed controllers

The allowed controllers are gamecube controller, Switch Pro Controller and Joy Cons by Nintendo. All other controllers are to explicitly decided upon by a TO. Controllers with a turbo-function or controllers that disturb the function of other controllers are disallowed.

4.3.9 Headphones and audio splitter

If a player brings an audio splitter, the set must be played with headphones by his request. The responsibility for bringing headphones is with each player. If a player has no headphones, he must play the set without headphones. If both players have headphones but no audio splitter, none of the players shall use their headphones.

4.3.10 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 the TO.

4.3.11 Lateness

Every player must be punctual to their games. The maximum amount of lateness is 15 minutes, after which they will be disqualified from the event.

4.3.12 Player agreements

In any case that is not covered by the ruleset, a TO will be asked for help. Alternatively the players can agree amongst themselves. The resulting outcome is final.

4.3.13 Player responsibility

The players are responsible for autonomously playing their set and reporting the score to the TOs. When in disagreement about things such as choice of setup or port, the TO 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, lest they disturb the future sets on that setup.