

GameForce Smash Ultimate Ruleset

1.1.1 : Game settings

- 3 stocks
- 7 minutes
- 3 stage bans
- Handicap: off
- Team attack: On
- Damage Ratio: 1.0x
- Items: Off and None
- Radar: On (Big) -> Standard setting
- Custom balancing/spirits: Off
- All Characters are legal
- Stage Hazards: off
- Final smash meter: off
- Mii Fighters: Guest mii / World of light mii. XXXX moveset.
 - Show your moves before the match starts if you are requested.

1.1.2: Stagelist 1 vs 1

Starter Stages

- Battlefield (+Variations)*
- Final Destination (+Variations)*
- Small Battlefield
- Pokemon Stadium 2
- Smashville
- Hollow Bastion
- Town and City
- Kalos Pokemon League
- Yoshi's Story

* This currently excludes

- Fountain of Dreams, Castle Siege, Gamer due to performance issues within the game engine,
Hananbow as people with colorblindness can have background issues
- Flat Zone X, Duck Hunt and PAC-LAND due not having a Z-axis

Stagelist 2 versus 2

1.2.1 : Game settings

- 3 stocks
- 7 minutes
- 2 bans
- Handicap: off
- Team attack: On
- Damage Ratio: 1.0x
- Items: Off and None
- Radar: On (Big) -> Standard setting
- Custom balancing/spirits: Off
- All Characters are legal
- Stage Hazards: off
- Final smash meter: off
- Mii Fighters: Guest mii / World of light mii. XXXX moveset.
 - Show your moves before the match starts if you are requested.

1.2.2 Starter Stages

- Final Destination*
- Battlefield*
- Small Battlefield
- Town & City
- Pokemon Stadium 2
- Hollow Bastion
- Kalos Pokemon league.

* This currently excludes

- *Fountain of Dreams, Castle Siege, Gamer due to performance issues within the game engine,
Hanenbow as people with colorblindness can have background issues
- Flat Zone X, Duck Hunt and PAC-LAND due not having a Z-axis

1.3: Additional Rules

1.3.1 DQ-Clause

If you are DQ'd from winners you are DQ'd completely from the tournament event. This is to protect seeding integrity to keep the tournament as fair as possible. TO's will try to wait for a reasonable amount of time but will never delay the tournament.

1.3.2 Starter Stage Striking

After choosing who strikes first. Players may strike from the legal starter stages (each person strikes stages in a 3-4-1 format and 2-3-1 format for doubles) to determine the starting stage for the first game.

1.3.3 Counterpick Stage Striking

After each game of the set, before counter-picking, the player who won the previous game may strike 3 stages. This strike does not persist throughout the set and may be changed again later in the set in the case of a best of 5

1.3.4 Headset-Clause

If you or your opponent wants to plug a headset into the Switch you are free to do so however, as there is only 1 audio output you are required to bring an Audio-splitter with you at all times. Not doing so can result in neither player being able to use the in-game audio.

1.4.1.1: Set procedure (1v1)

1. Both players pick their character. You can make this happen by a blind pick.
2. Rock Paper Scissors is played to determine whoever gets to strike the first stage from the Starter list.
3. The winner strikes 3 stages from stagelist.
4. The other player selects 2 stages from the remaining stages that they would like to play on.
5. The winner picks a stage from the 2 remaining stages.
6. The match is played.
7. The winner chooses their character.
8. The loser picks their character

9. The winner gets to strike 3 stages from the Stage list.
10. The loser may pick any remaining stage.
11. The next match is played.
12. Steps 7-11 are repeated until the set is finished.

Players may select any **LEGAL** stage if they both agree on it. Players may not play on illegal stages or change the length of a set.

1.4.1.2: Set procedure (2v2)

1. Both players pick their character. You can make this happen by a blind pick.
2. Rock Paper Scissors is played to determine whoever gets to strike the first stage from the Starter list.
3. The winner strikes 2 stages from stagelist.
4. The other player selects 2 stages from the remaining stages that they would like to play on.
5. The winner picks a stage from the 2 remaining stages.
6. The match is played.
7. The winner chooses their character.
8. The loser picks their character
9. The winner gets to strike 2 stages from both the Stage list.
10. The loser may pick any remaining stage.
11. The next match is played.
12. Steps 7-11 are repeated until the set is finished.

Players may select any **LEGAL** stage if they both agree on it. Players may not play on illegal stages or change the length of a set.

1.4.2 Blind pick

Before Game 1, either player may request that a double blind selection occur. In this situation, a referee or third 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.

1.4.3 Pause

Pause setting should be off. If it isn't, 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 player who pauses forfeits the game. Players may request pause left on in case of emergency, but the above ruling still applies.

1.4.4 Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. When the timer expires the player with the higher stock count is the winner. 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, this tiebreaker ruling also includes self-destruct moves that don't force a winner. The results of the in-game 300% Sudden Death do not count. If Sudden Death occurs in a tiebreaker game, this process is repeated once more. If it happens again, the Sudden Death is played out and used to decide the game.

1.4.5 Controller interference

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event. .

1.4.6 Coaching

Coaching during sets is disallowed from all tournaments, and any violations to this rule can result in disqualification. Coaching in this sense includes in-person help, phone call communication, and mobile messaging applications. If a player wishes to use their phone for music or notes, it is recommended that they switch their phone to flight mode. A player should signal for a referee if they believe a player may be receiving coaching. This rule does not apply during a grand finals bracket reset as both players may request a 2 minute break before the new set starts.

1.4.7 Misconfiguration (Settings Check)

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 the Game Rules (**See Section 1.1**). It is the player's 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 will not be changed after the fact unless under extreme circumstances, judgment is reserved for tournament staff.

1.5 Final Rulings

If any unforeseen situations occur, judgment of Tournament Staff is final. Rules may be altered or overturned in the best interests of the event at the TO's discretion.

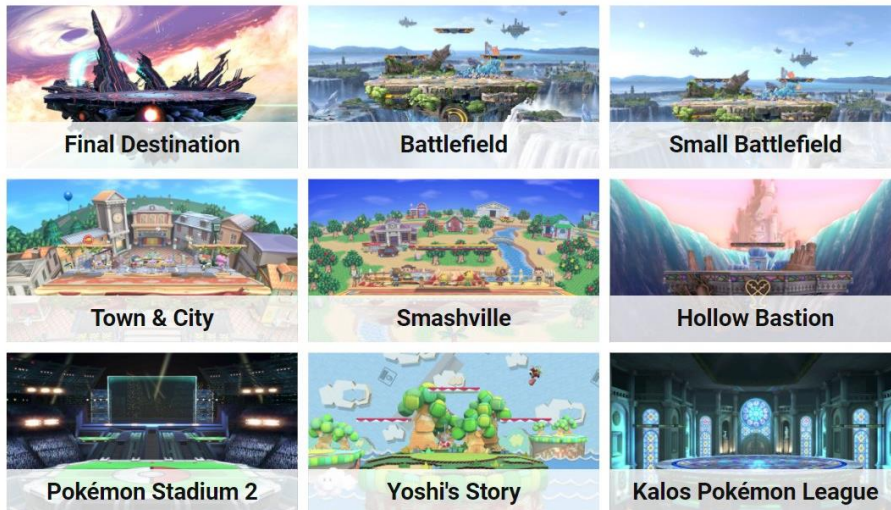
1.6 Dutch SBBU Ruleset



DUTCH SSBU RULESET



Stage List



Graphic made with <3 by Leaf (@Leafeling)

- Call your characters** before picking stages. When switching characters, tell your opponent before picking stages.
- Start your set with a game of RPS.** The winner bans 3 stages from the list.
- The loser picks 2 of the remaining stages. The winner then picks one of these two.
- In all following games, the winner of the game will strike 3 stages and the loser will pick from the remaining stages.
- After the set is complete, the winner of the set will report the score to the TO or a bracket manager.