



SUPER SMASH BROS ULTIMATE RULES

Updated 7/30/2025

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played in the UC Lion Byte Game Room.

Rule 2: Player Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. The Semester Sport Pass can be purchased for \$20 per semester or \$10 Flag Football Sport Pass per activity (league/event).
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 1. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. Each team will consist of one person. Registration on FusionPlay is required prior to the beginning of this tournament.

Rule 4: Equipment

1. All equipment will be provided during the tournament.
2. Participants may bring their own equipment (Nintendo Switches) if they wish.

Rule 5: Format

1. This will be a double elimination tournament.
2. All matches will start at their designated times.
 - a. There is a 10-minute grace period until a forfeit is declared.
3. Sport Programs Supervisors will declare a contest a forfeit and have the discretion to amend the 10-minute forfeit time rule in the event of unforeseen circumstances.
4. Teams that need to forfeit and would like to avoid the forfeit fee must notify the Sport Programs Staff by 2:00pm the day of the tournament.

Rule 6: Game Play

1. Smash Ultimate (Game)
 - a. Each match will be best of 3 games.



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- b. In the semi-finals and finals, matches will be best of 5 games.
- 2. Game Settings:
 - a. Style: Stock
 - b. Stock: 3 Lives
 - c. Time Limit: 7:00
 - d. Final Smash Meter: Off
 - e. Spirits: Off
 - f. Damage Handicap: Off
 - g. Advanced Rules:
 - i. Damage Ratio: 1.0x
 - ii. Pause: Off
 - iii. Hazard Toggle: Off
 - h. Mii: All movesets legal
- 3. Choosing a map:
 - a. Players pick from the Starting Maps in a 1-2-1 ban fashion.
 - b. A player can request to play on any stage. If both players agree, they can forego the banning process.
 - c. The winner of the first match gets to “ban” two maps. The loser then must pick from the remaining maps available.
- 4. The winner of any game must pick their character first.
 - a. If the other player requests, you must pick your character before you pick the stage.
- 5. DSR rule: A player cannot go back to a stage they have already won unless the opponent agrees to playing there as well.
- 6. Stage hazards and items are turned off during game play.
- 7. Starting Maps (stages where matches will take place):
 - a. Small Battlefield
 - b. Battlefield
 - c. Smashville
 - d. Pokemon Stadium 2
 - e. Town and City
- 8. Counter-Picks
 - a. Stages added to the map list after first match. These maps are banned for the first match due to advantages for certain characters.
 - i. Final Destination
 - ii. Hollow Bastion
 - iii. Kalos Pokemon League

Rule 7: Forfeit Scoring

- 1. Should a team win by forfeit, the reported score for the game will be 2-0.

Rule 8: Sportsmanship

- 1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is

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another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:

- a. Participants are openly arguing calls with officials on multiple incidents.
- b. Fighting.
- c. Mocking the skill level of an opponent.
- d. Trash Talk.
- e. Not having control of spectators for your team.
- f. Etc.