

Ramapo Games Club Smash Bros. Ultimate Ruleset

A) GAMEPLAY RULES

- 3 Stock
- 7 minutes
- Items: Off
- FS Meter: Off
- Stage Hazards: Off
- Spirits: Off
- Damage Ratio: 1.0x

B) TOURNAMENT RULES

- Matches may be best of 1/3/5 depending on participation and time frame
- Matches in later rounds (Finals, Semifinals, etc.) typically will be best of 3/5
- **Single Elimination**
- Battlefield, Omega, and **Tournament Legal Stages** will be allowed (see **C**)
- The following applies only to games that are best of 3/5:
 - A game of Rock Paper Scissors will be played prior to match start and winner will be allowed first stage pick
 - After each match, loser of that match picks next stage



C) TOURNAMENT LEGAL STAGES

- Battlefield
- Final Destination
- Pokemon Stadium
- Smashville
- Lylat Cruise
- Kalos Pokemon League
- Town and City
- Yoshi's Island
- (Battlefield/Omega of any Stage)