

# 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 constraints
- Matches in later rounds (Finals, Semifinals, etc.) will be best of 3/5 depending on participation and time constraints
- **Single Elimination**
- Battlefield, Omega, and **Tournament Legal Stages** will be allowed (see **Section C**)
- A game of Rock Paper Scissors will be played prior to match start and winner will be allowed stage pick
  - If best of 3/5, stage pick will alternate each round

## C) TOURNAMENT LEGAL STAGES

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

