



# Super Smash Bros: Ultimate 1v1

## Competition rules

### 1 Head Rules

**Rule-set below is an example, exact rules can and will be discussed with all entering players at the start of the competition to make sure everyone agrees with the ruleset.**

#### 1.1 Presence

You are to be available during the whole LAN and also keep yourself to the general rules of the LAN. We are forced to forfeit every player that isn't ready when a match start.

#### 1.2 Super Smash Bros: Ultimate general rules

The tournament will be played 1v1, no items in a Best-of-3 Manner

- Each match is played with timed stock, with 4 lives and 8 minutes.
- In the case that time runs out and both characters have an equal amount of lives, the character with less damage wins the match. If both characters have equal lives and damage, or if both characters lose their last life on the same frame, the match must be replayed. Sudden Death is not to be played.
- First stage selection will be determined on a rock-paper-scissors manner. Winner of RPS will select first stage.
- The loser of the first match (and of successive matches) chooses the next stage, and then the winner chooses his character, and then the loser chooses his character.
- The loser cannot choose any stage that he has already won on.
- Free character-pick every match.
- Gentleman rule apply during the tournament. If both players agree on different rules, it is allowed.

#### 1.3 Brackets

The brackets will be made public at the start of the event using challenge. Please see <https://dreamlan.challenge.com/tournaments> for the most up-to-date brackets during the competition.