Vshsv Ultimate Rules
(Subject to change for later tournaments)

- 3 Stock, 8 minutes
- FS Meter, Spirits, Damage Handicap: Off
- Stage Selection: Anyone
- Items: Set all items off, with frequency to none
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- Show Damage: Yes

Stages:

- Battlefield*
- Final Destination*
- Smashville
- Pokemon Stadium 2
- Yoshi's Island Brawl
- Town and City
- Kalos Pokemon League

*During game 1, standard version only. If used as a counterpick, all version are allowed excluding the following: Flatzone X, Hanebow, Mario Maker, Mute City SNES, Pac-Land, Duck Hunt, Dreamland GB

2 bans

All Top 8 sets will be best of 5, otherwise sets are best of 3

No DSR

Players may gentleman to whatever <u>legal</u> stage they would like to during a set, otherwise:

Set order of operation:

1. Select characters (may perform a double blind pick)
2. Stage Strike (RPS, 1-2-2-1)
3. Game 1 is played
4. The winner of the previous game bans their stages
5. The loser selects their counterpick stage
6. The winner of the previous game selects their character
7. The loser of the previous game selects their character
8. The next game is played.
9. Repeat steps 4-8 until the set is over.

Warm ups are allowed, 30 seconds at the beginning of the set only.

If your wireless controller causes an interference with any sets (console powered off, home menu opened), you are subject to immediate disqualification at the TO's discretion.

All standard sized Mii's are allowed, however, they must be named according to their moveset (ex: 1332, etc.). If your opponent is unfamiliar with the identity of the special moves from their number, they may request a brief visual description of each move. Mii creation is not allowed mid-set (beginning of the game only) and once a Mii is used, you can only use that set of specials for the remainder of the set (no changing custom moves between games).