

SUPER SMASH BROS.™ ULTIMATE



Platform: Nintendo Switch

Roster Size: **Starters** 4 per roster (2 athletes / 2 partners) | **Subs** up to 2 per roster (1 athlete / 1 partner, or 2 athletes)

Schedule: Spring Split. Weekly as scheduled with opposing coach

Streaming Limitations: No spectators outside of coaches/caster. Let the other coach know and stream with a 3 minute delay.

Format: 4v4 Crew Battles, 3 stocks, Regular Season & Playoffs Bo3

Match Structure: In 1v1 matches, players from opposing teams alternate, with winners carrying over remaining stock(s) to the next match. Players keep their fighter and continue competing until defeated within a set, losing any remaining stock(s) by jumping off the stage at the start of each new game. Once a team loses all four players, the opposing team wins the crew battle. **Fighter List** All fighters are available for use. Mii Fighter movesets must be disclosed at the time of fight selection.

Weekly Starter Stages



Pokémon Stadium 2

Weeks 1 & 7
Round of 16 & Finals



Battlefield

Weeks 2 & 9



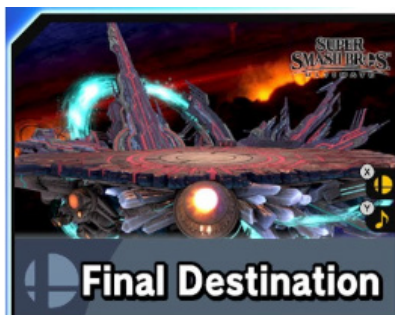
Smashville

Weeks 3 & 10



Small Battlefield

Weeks 4 & 8
Semifinals



Final Destination

Weeks 5 & 12



Town and City

Weeks 6 & 11
Quarter Finals

In-Game Ruleset:

- + 3 Stock,
- + 7 Minutes
- + FS Meter: Off
- + Damage Handicap: Off
- + Items: Off and None
- + Random Stage Selection: Choose
- + Stage Hazards: Off,
- + Team Attack: On,
- + Launch Rate: 1.0x

Counterpick Stages

- + Kalos Pokemon League
- + Battlefield
- + Hollow Bastion
- + Small Battlefield
- + Pokemon Stadium 2

[Link to Full Ruleset](#)