AEL School
Super Smash Bros. Ultimate
Official Rules

Date Updated: 15.10.2025

Overview

This document provides and outlines the rules and regulations that competitors must adhere to at all times when participating in Super Smash Bros. Ultimate during AEL School Competitions!

Please be aware that this document may be amended or replaced with additional regulations or stipulations where explicitly indicated.

Please note that the tournament administration holds final authority in all matters. In exceptional situations, decisions may be made that are not explicitly covered in this rulebook, or may even differ from it, to ensure the principles of fair play and sportsmanship are maintained.

We truly hope that whether you're a participant, spectator, or member of the press, you enjoy the competition. The tournament administration is dedicated to making sure the event is fair, exciting, and enjoyable for all involved whilst incorporating the values held by Esports Australia (www.esportsaustralia.org.au).

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1. Eligibility

1.1. Terms & Conditions

By competing in this competition, competitors agree to the terms and conditions set out by the tournament organiser, available at www.ael.org.au/terms.

2. Competition Information

2.1. Competition Title Information

2.1.1. Disclaimer

This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, Nintendo Co., Ltd. or its subsidiaries. The information players provide in connection with this tournament is being provided to the tournament organiser and not to Nintendo Co., Ltd. or its subsidiaries.

2.1.2. Competition Platform

Super Smash Bros. Ultimate is available on the following platforms:

- Nintendo Switch

2.2. Competition Format

2.2.1. Match Format

2.2.1.1. Best of 3

The Best of 3 (Bo3) format will have competitors compete in a match of up to three (3) games. The first competitor to win two (2) games is the victor. This format is primarily used for the Swiss Ranking Tournament.

2.2.1.2. Best of 5

The Best of 5 (Bo5) format will have competitors compete in a match of up to five (5) games. The first competitor to win three (3) games is the victor.

2.2.2. Match Settings

When competitors create a custom game, they can update the map and room setting. Competitors should follow set the following as per the lobby settings:

- Style: Stock
- Stock: 3
- Time: 7 Minutes
- FS Meter: Off
- Damage Handicap: Off
- Items: Off and none
- Stage Hazards: Off
- competitor Attack: Default
- Launch Rate: 1.0x
- Score Display: Off
- % Show Damage: Yes
- Mii Fighters: All moveset combinations are legal.
    - If utilising a Mii Fighter, you will need to provide the moveset combination and Mii Fighter name to the opponent prior to picking the character.

2.2.3. Stage List

- Battlefield
- Small Battlefield
- Final Destination
- Pokemon Stadium 2
- Smashville
- Town and City
- Lylat Cruise

2.2.4. Set Procedure

1. Speak to your Opponents.
2. Declare your starting fighters.
3. Determine the first stage.
    a. Player 1 will ban two (2) stages.
    b. Player 2 will ban three (3) stages.

    c. Player 1 will then pick which of the two remaining stages to play.
4. Both competitors must update their stage to the chosen stage.
5. Competitors must move their character tile from the waiting area to the boxing ring.
6. Competitors can ready-up and play their game.
7. At the conclusion of the first game, the winner must declare their fighter.
8. Once the winner declares their fighter, the loser must declare their fighter.
9. Competitors must determine their next stage.
    a. The competitor who won the preceding game bans three stages.
    b. The competitor who lost the preceding game chooses a stage from the remaining stages.
        i. A stage that has already been played cannot be chosen again.
10. The next game is played.
    a. Repeat steps 6 through 9 until the match has a victor.

In the event students would like to play a map outside of the pool, students must come to an agreement otherwise they will be required to follow the set procedure.

2.2.4.1. Battlefield/Omega Stage Restrictions

Stage variations will be allowed if a competitor picks Battlefield or Final Destination. The following variants are not to be utilised:

- Dream Land GB
- Duck Hunt
- Flat Zone X
- Fountain of Dreams
- Gamer
- Hanenbow
- Mario Maker
- Mute City SNES
- Pac-Land
- Windy Hill Zone

3. Cosmetics

There are currently no cosmetic restrictions for the competition. In the event a cosmetic is deemed as a competitive advantage or inappropriate, the tournament organiser will provide notice of restriction via competition communication channels.

4. Sportspersonship

Competitors are required to uphold, observe and respect a reasonable level of sportspersonship. This level of sportspersonship is expected to be conducted at all stages and platforms of the competition. Unsportspersonlike conduct is not strictly prohibited, of which includes and is not limited to, interactions with other competitors, general abuse or non-compliance towards tournament organisers, referees, production staff or spectators.

5. Cheating

Cheating will not be tolerated in any form throughout the competition. This includes but is not limited to; bugs, cheats, scripts and hacks. The offender, and potentially the competitor, will forfeit all matches for the current tournament.

6. Penalties

The tournament organiser reserves the right to issue any of the following penalties:

- A warning
- A final warning
- Forfeiture of a single round or map
- Forfeiture of a match
- A competitor suspension from the competition
- A competitor disqualification from the competition
- A competitor disqualification from the competition
- A temporary ban from all events hosted by the Tournament Organiser
- A permanent ban from all events hosted by the Tournament Organiser

- Forfeiture of any prizes and prize pool

7. Competition Administration

A no-tolerance policy is in place for abuse, harassment and/or assault of any tournament organiser, referee, production staff or competitor. Additionally, the tournament organiser reserves the right to alter and/or update the rules, at their own discretion, to maintain competitive integrity.

The tournament organiser adheres to Esports Australia's code of conduct.