

SUPER SMASH BROS. ULTIMATE (SSBU)

OFFICIAL RULES

Nexus Teams – Spring 2026

In order for the tournaments to run fairly, efficiently, the following rulebook has been issued.

Most problems encountered on the night can be resolved by speaking with the opposing team's captain and a tournament admin as soon as the issue arises. If unsure, it is always better to contact an admin early rather than allow the problem to escalate. Early rulings are less likely to significantly impact your team.

Agreeing to terms among teams if a rule is broken is encouraged

All students are expected to follow both the letter and spirit of these rules while competing. Deliberately breaking or avoiding the rules will result in harsher penalties. Mistakes can happen; if you become aware that you or your team has unintentionally broken a rule, contact an admin immediately.

And most importantly, have fun!

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1. Individual Eligibility and Team Rules

1.1 Institution Eligibility

To be eligible to compete in The Nexus League, an institution must be a recognised provider of Higher Education (HE). Eligible institutions may compete as a single institution or as separate Playing Entities. Each playing entity must fit one of the following models:

- 1.1.1 Main campus competing as one entity
- 1.1.2 Satellite campus competing separately from the main campus or other campuses
- 1.1.3 All eligible students competing as one entity regardless of geographic spread
- 1.1.4 Further Education (FE) college offering HE qualifications through an external awarding body
- 1.1.5 Umbrella campus/organisation comprised of students from multiple HE awarding bodies

A full list of recognised playing entities may be found in Appendix B.

1.2 Player Eligibility

1.2.1 Eligible Participants

To be eligible to compete, a student must:

- 1.2.1.1 Be a registered student at an eligible HE institution
- 1.2.1.2 Be registered on a credit-rated course (e.g. MSc, Degree, or HND) under CATS
- 1.2.1.3 Be studying at least 50% of a full-time course load (60 credits per year)
 - 1.2.1.3.1 A year is defined as 12 months from the course start date

- 1.2.1.4 Be aged 18 or older
 - 1.2.1.4.1 Students at HE institutions in Scotland or Newfoundland and Labrador may compete from age 17
- 1.2.1.5 Have a contactable Discord account
- 1.2.1.6 Use non-offensive Discord display name (as determined by Nexus Admins)
- 1.2.1.7 Use non-offensive Nintendo online display name (as determined by Nexus Admins)
- 1.2.1.8 Not use display names promoting inappropriate sponsors or content, including:
 - Gambling
 - Pornography
 - Alcohol
 - Tobacco or cigarettes
 - Firearms

If unsure, contact a Nexus Admin.

1.2.2 Ineligible Participants

The following students are not eligible:

- 1.2.2.1 Externally registered students, unless permitted by institutional playing entity rules
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1.2.3 Special Cases

- 1.2.3.1 Students completing their course after May remain eligible until the academic year ends
 - 1.2.3.2 Students on sandwich courses or year abroad programmes (less than one year)
 - 1.2.3.3 Full-time PhD students classified as registered students
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1.2.4 Institutional Limitation

Students may not compete for more than one academic institution in the same academic year.

1.3 Team Rules

1.3.1 Eligibility

- 1.3.1.1 Each team must appoint a captain as the main contact point
- 1.3.1.2 Teams must consist of at least four students
- 1.3.1.3 All players must attend the same academic institution

1.3.2 Substitutions

- 1.3.2.1 Teams may play any rostered players; If a school wishes, they may request, before any game is played, to limit each team to only four players per game. Teams may not deny this request, but it must be requested to be enforced. The teams must both blindly announce their selected four players before the game begins.

1.3.3 Team Names

Offensive or inappropriate team names are prohibited and judged at Nexus Admin discretion.

1.4 Check-In

- 1.4.1 Check-in phases will occur throughout the tournament
 - 1.4.2 Deadline is 6:30 PM on match day
 - 1.4.3 Teams that fail to check in will not be entered into fixtures or earn points
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2. Match Rules

2.1 Lobby Settings

Games must use the following ruleset:

- Stock: 3
- Time: 10 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Items: Off
- Stage Selection: Anyone
- Stage Morph: Off
- Stage Hazards: Off
- Team Attack: On
- Launch Rate: 1.0x
- Underdog Boost: Off
- Show Damage: Yes

Both teams must verify settings before play. Incorrect settings require a reset and admin contact. If a team is caught intentionally using nefarious rules, it may result in a penalty.

2.2 Match Procedure

Matches follow the Nexus Crew Battle format:

- Players compete in 1v1 battles
- Winning players carry remaining stocks forward
- Losing players are eliminated
- Remaining stocks are adjusted by self-destructing before the next match
- Matches continue until one team has no players remaining
- While an opponent is self-destructing for stock count purposes, neither player may not take any consequential actions. If a character being used has automatic consequential effects by waiting, teams may reach an agreement before the match begins. If no agreement can be met, contact a Nexus Admin.

Blind picks may be requested for first players by contacting an NSE Admin.

2.3 Stage Selection

2.3.1 Competitive Stage List

- Battlefield (Default Variant)
- Town & City
- Small Battlefield
- Hollow Bastion
- Pokémon Stadium 2
- *Kalos Pokemon League*
- *Smashville*
- *Final Destination (Default Variant)*

2.3.2 Selection Process

First game of the match; The team that is banning first will ‘strike’ one starter stage (The first five stages, not italicized). The second team will then strike two of the remaining legal starter stages, and the stage will then be selected by the first team.

Which team strikes first and second must be agreed upon by teams before the match.

Any following games in the same match; The team that most recently had a player eliminated must declare their next player (as well as character and Mii moveset, if applicable). The player who wasn’t eliminated can ‘strike’ up to three stages, and the incoming player can select any of the remaining legal stages.

2.4 Draws

In the event of a game ending in a draw, both players will be eliminated, and both teams will blindly send in their next player.

In the event of a draw when both teams only have one player remaining, players replay final stocks on the same stage with one stock remaining.

2.5 Bugs and Remakes

- Competitive-impacting bugs are ruled on by Nexus Admins
 - In the event of a team disconnecting from an active match because of connection issues, a Nexus admin can be contacted if teams cannot agree upon a penalty.
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2.6 No-Shows

- Teams must arrive promptly
 - Matches must begin within 10 minutes of scheduled start or previous round end, if one team is unable to begin on time, they will be forced to forfeit the match.
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2.7 Submitting Results

- Both teams must submit results
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3. Spectator Rules

3.1 Featured Matches

- Admins must access pre-game lobbies
- Games start only when casters approve
- Third-party streaming may be restricted

3.2 Non-Featured Matches

- Players may stream from their own perspective

- Third-party streams are allowed by mutual agreement
 - Streamers assume all risk of negative effects
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4. Sportsmanship

Players must uphold fair play and the NSE Code of Conduct.

Unfair play includes:

- Hacking or modifying the game
- Exploiting bugs
- Account sharing or ineligible players
- Cheating software
- Collusion or intentional losing

Harassment, discriminatory language, threats, or trolling are prohibited.

Penalties may include warnings, forfeits, suspensions, bans, loss of points, or disqualification.

5. Prizes

- Prizes are sent to team captains
 - Captains distribute prizes evenly among starters
 - Substitute distribution is at team discretion
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6. Enforcement of the Rules

- Disputes unresolved between teams must be escalated to Nexus Admins
- Admin decisions are final
- Rules may be amended to preserve competitive integrity

Appendix B – Playing Entities

A full list of recognised playing entities is included below as provided by Nexus.

(See full institution list as supplied.)