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## SUPER SMASH BROS ULTIMATE TEAM SOLOS

- Rules
- Procedure
- Season Schedule
- Technical Information
- Scorecard

SPRING 2021  
GAME MANUAL

# SUPER SMASH BROS ULTIMATE

## SPRING 2021 - RULES



THIS TOURNAMENT IS NOT AFFILIATED WITH, SANCTIONED OR SPONSORED BY NINTENDO OR ANY OTHER GAME DEVELOPER OR PLATFORM.

### 1. COMPETITION

- a. PLATFORMS
  - i. Nintendo Switch Only
- b. SERIES LENGTHS
  - i. Game: A single competition between 1 player from each of 2 teams (1v1).
  - ii. Set: 3 consecutive games with the same players from each team.
  - iii. Match: Series of 3 sets with players changed after each set.

### 2. PLAYERS

- a. ROSTER
  - i. A team roster must consist of at least 3 players (more is strongly advised) and no more than 6 players.
  - ii. A player is allowed to represent only one team's roster in the same MiHSEF Super Smash Bros. competition.
  - iii. A player can only compete in a single set per match.
  - iv. Players can only be swapped between sets.
- b. MINIMUM TO COMPETE
  - i. Teams must provide a minimum of 2 players for a match.
  - ii. If a team is unable to field the required number of players, they will forfeit a set for each player missing, starting with Set #3 and going backwards.

### 3. PRE-MATCH

- a. COMMUNICATION
  - i. All team to team communication must take place in the designated MiHSEF Discord channel.
  - ii. There should be no in-game text or voice communication between teams.
  - iii. Teams are strongly encouraged to communicate with each other 15 minutes before the game start time.
  - iv. A team that has not responded to discord messages or in-game invites by 15 minutes following the game start time will automatically forfeit the match.
- b. LOBBY
  - i. The higher seeded team will create the lobby (Online > Smash > Battle Arenas > Create Arena) and share the ARENA ID and PASSWORD with the other players via the designated MiHSEF Discord channel.
  - ii. The match settings to be used are as follows:
    - 1. Type > Host Preference
    - 2. Visibility > Friends
    - 3. Format > 1-on-1
    - 4. Rules
      - Style > Stock
      - Stock > 3
      - Time Limit > 8 minutes
      - FS Meter > Off
      - Damage Handicap > Off
      - Items > Off and None
      - Stage Hazards > Off
      - Launch Rate > 1.0x
      - Score Display > Off
      - Show Damage > Yes
      - Rotation > Host Preference
      - Max Players > 6 + spectators
      - Stage > Choice
      - Spirits > Off
      - Voice Chat > Off
- c. SPECTATING
  - i. Each team is allowed spectators for coaching or streaming purposes.
    - 1. No stream delay is required.
  - ii. A spectator caught abusing spectator mode will have their spectator rights revoked for all future matches in the season and other penalties may be enforced at the discretion of the Tournament Officials.

## 4. GAMEPLAY

### a. STAGE SELECTION

- i. For the first game, teams will take turns banning stages from the stage pool in the following order (H = High Seed, L = Low Seed) H-L-L-H-H-L-L-H-H. The remaining stage will be played.
- ii. For subsequent games, the winning team will choose 3 stages to ban and the losing team will pick the next stage from the remaining stages.
- iii. A team cannot pick a stage they have already won on during the same set.
- iv. Once a stage has been chosen, both players should go into the stage select (bottom right of screen) and choose the selected stage to ensure that it will be played.

### b. STAGE POOL

- i. The following stages are permitted to play in official matches. Any reskinned/seasonal versions of these stages or stages released after the start of the tournament are prohibited from play in official matches. All maps should be played on the regular version, not battlefield or omega versions.

Battlefield	Kalos Pokémon League	Pokémon Stadium 2	Town & City	Yoshi's Island
Final Destination	Lylat Cruise	Smashville	Unova Pokémon League	Yoshi's Story

### c. CHARACTER SELECTION

- i. For the first game, players will select their characters and reveal them at the same time.
- ii. For subsequent games, the winner of the previous game will pick and reveal a character first followed by the losing team.

### d. SELF-DESTRUCT FINISHES

- i. In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.

### e. SUDDEN DEATH

- i. In no situation will the results of a sudden death indicate the winner of a game.
- ii. If the clock runs out and a sudden death is initiated, the winner is determined in the following order:
  1. Player with the highest number of stocks BEFORE sudden death.
  2. Player with the lowest percentage BEFORE sudden death if stocks are tied.
  3. If both stock and percentage were tied, a tie-breaker will be played.
- iii. If both players knock-out at the same time and a sudden death is initiated, a tie-breaker will be played.

#### iv. TIE BREAKER

1. The stage, settings, players and characters must be the same as the game that was tied.
2. A single game will be played with the following modifications:
  - a. Stock > 1
  - b. Time Limit > 3 minutes

### f. SCORING

- i. **Regular Season:** Teams will accumulate points PER GAME using the following criteria:
  1. In Set #1 > The winner will receive 3 points per game, the loser will receive 1 point.
  2. In Set #2 > The winner will receive 4 points per game, the loser will receive 2 points.
  3. In Set #3 > The winner will receive 5 points per game, the loser will receive 2 points.
  4. In any game that goes into sudden death, the loser will receive 1 additional point.
- ii. **Postseason:**
  1. **The whole match AND each set will be scored using a best of series. The first team to win 2 out of 3 (3 out of 5 for semifinals and finals) games in a set wins that set, and the first team to win 2 out of 3 sets, wins the match.**

### g. SCORE REPORTING

- i. Scores must be reported in AEDA no later than 11:59pm on the same day as the match.
- ii. Scores not reported by the deadline may result in the team forfeiting the match automatically.

## 5. STOPPAGE OF PLAY

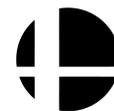
- a. PLAYER CONNECTIVITY
  - i. In the event that a player should have internet connectivity issues that cause them to drop out of a game, the game will reset only if the following conditions are met:
    1. Both players have all their starting stocks.
    2. Combined damage has not accumulated to more than 60%.
    3. The game has not been played for more than 1 minute.
    4. If these conditions are not met, the player that dropped out of the game will forfeit that game, unless their opponent agrees to a good faith restart.
  - ii. In the event where the game server is lagging (e.g. it takes much more than a second for an in-game second to pass or the smash ball loading icon is constantly appearing), the game may be reset only if both players consent to the reset.
  - iii. The game will not be paused or restarted due to a controller or console disconnect, malfunction, or battery failure unless the opponent agrees to a good faith restart.
- b. In the event incorrect players are present or incorrect settings are loaded in the lobby, the match should be stopped and reset. If a game is completed before realizing the error, the game results stand and the teams should continue to the next game with the correct match settings.
- c. Good faith restarts (a restart that is not required by the rules but is good sportsmanship) are allowed but both teams must use the exact same players, settings and stage as the initial game otherwise the restarted game will automatically count as the next game in the match.

## 6. RESTRICTIONS

- a. All characters are allowed except as defined here:
  - i. New DLC characters cannot be used for 1 week after the public release date and time.
  - ii. Amiibos are not allowed.
  - iii. Mii fighters are allowed with the following requirements:
    1. Players intending to use a mii must clearly state to their opponent all relevant aspects of their fighter especially including all abilities.
    2. Players should reveal this information via text in the assigned discord match channel at the same time they are required to reveal their fighter pick.
  - iv. Additional Banned Characters:
    1. [None]
- a. Any intentional use, or attempted use, by a player of any bugs, exploits, game file modification or third party applications that would give an unfair advantage in the game is strictly prohibited. MiHSEF will determine the bugs and exploits prohibited by this rule and whether a player has taken advantage of a bug or exploit in violation of this rule.

# SUPER SMASH BROS ULTIMATE

## SPRING 2021 - PROCEDURE (REGULAR SEASON)



Pre-Match	Morning	Match channel automatically created in the MiHSEF discord.	
	3:45pm	Teams initiate communication in the match channel (say Hi!).	
	3:55pm	The high seed team creates the lobby and shares connection information in the match channel.	
	4:00pm	Players should be joined and ready in the lobby.	
Set #1	First Players	A player from each team is selected to start.	
	Game #1	Stage Selection	Players will pick a stage by banning in the order H-L-L-H-H-L-L-H-H
		Character Selection	Players will select their characters and reveal them at the same time. Characters cannot be changed now.
		Play Game	Set # 1 Game #1 is played.
	Game #2	Stage Selection	Winner of game #1 will ban 3 stages. Loser will pick from the remaining (can't pick a stage they won already).
		Character Selection	Winner of game #1 will pick and reveal a character followed by the loser of game #1. Characters cannot be changed.
		Play Game	Set #1 Game #2 is played.
	Game #3	Stage Selection	Winner of game #2 will ban 3 stages. Loser will pick from the remaining (can't pick a stage they won already).
		Character Selection	Winner of game #2 will pick and reveal a character followed by the loser of game #2. Characters cannot be changed.
		Play Game	Set #1 Game #3 is played.
Set #2	Players Change	A new player from each team is selected and rotated in. Stage pool is reset (past bans and wins don't matter).	
	Game #1	Stage Selection	Players will pick a stage by banning in the order H-L-L-H-H-L-L-H-H
		Character Selection	Players will select their characters and reveal them at the same time. Characters cannot be changed now.
		Play Game	Set # 2 Game #1 is played.
	Game #2	Stage Selection	Winner of game #1 will ban 3 stages. Loser will pick from the remaining (can't pick a stage they won already).
		Character Selection	Winner of game #1 will pick and reveal a character followed by the loser of game #1. Characters cannot be changed.
		Play Game	Set #2 Game #2 is played.
	Game #3	Stage Selection	Winner of game #2 will ban 3 stages. Loser will pick from the remaining (can't pick a stage they won already).
		Character Selection	Winner of game #2 will pick and reveal a character followed by the loser of game #2. Characters cannot be changed.
		Play Game	Set #2 Game #3 is played.
Set #3	Players Change	A new player from each team is selected and rotated in. Stage pool is reset (past bans and wins don't matter).	
	Game #1	Stage Selection	Players will pick a stage by banning in the order H-L-L-H-H-L-L-H-H
		Character Selection	Players will select their characters and reveal them at the same time. Characters cannot be changed now.
		Play Game	Set # 2 Game #1 is played.
	Game #2	Stage Selection	Winner of game #1 will ban 3 stages. Loser will pick from the remaining (can't pick a stage they won already).
		Character Selection	Winner of game #1 will pick and reveal a character followed by the loser of game #1. Characters cannot be changed.
		Play Game	Set #2 Game #2 is played.
	Game #3	Stage Selection	Winner of game #2 will ban 3 stages. Loser will pick from the remaining (can't pick a stage they won already).
		Character Selection	Winner of game #2 will pick and reveal a character followed by the loser of game #2. Characters cannot be changed.
		Play Game	Set #2 Game #3 is played.

# SUPER SMASH BROS ULTIMATE

## SPRING 2021 - SCHEDULE



MATCH	DATE	GAME 1	GAME 2	GAME 3
Pre-Season	Feb 17, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 1	Feb 24, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 2	Mar 3, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 3	Mar 10, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 4	Mar 17, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 5	Mar 24, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 6	Apr 14, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 7	Apr 21, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Post Season	Apr 28, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Finals	May 1, 2021	Pick Ban H-L-L-H-H-L-L-H-H	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks

## MAP LIST

MAP POOL				
Battlefield	Kalos Pokémon League	Pokémon Stadium 2	Town & City	Yoshi's Island
Final Destination	Lylat Cruise	Smashville	Unova Pokémon League	Yoshi's Story

# SUPER SMASH BROS ULTIMATE

## SPRING 2021 - SCORECARD



### MIHSEF SPRING 2021 - SUPER SMASH BROS ULTIMATE SCORECARD

#### YOUR TEAM

SCHOOL NAME		TEAM NAME			MATCH DATE	
					MM-DD-YYYY	
SET	GAME	PLAYER NAME	SSBU CHARACTER	END STOCKS	GAME PTS	MATCH PTS
1	1	Player 1				<
	2	Player 1				< + ^
	3	Player 1				< + ^
2	1	Player 2				< + ^
	2	Player 2				< + ^
	3	Player 2				< + ^
3	1	Player 3				< + ^
	2	Player 3				< + ^
	3	Player 3				< + ^

#### OPPONENT TEAM

SCHOOL NAME		TEAM NAME			MATCH DATE	
					MM-DD-YYYY	
SET	GAME	PLAYER NAME	SSBU CHARACTER	END STOCKS	GAME PTS	MATCH PTS
1	1	Player 1				<
	2	Player 1				< + ^
	3	Player 1				< + ^
2	1	Player 2				< + ^
	2	Player 2				< + ^
	3	Player 2				< + ^
3	1	Player 3				< + ^
	2	Player 3				< + ^
	3	Player 3				< + ^