

# SUPER SMASH BROS ULTIMATE

SPRING 2022



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 and another (1v1).
- ii. Match: Best of 3 games series between two players. First team to 2 wins, wins.

## 2. PLAYERS

### a. ROSTER

- i. A player must create and be on a "UGC Team" which they are the only member of (unless a coach wants to be on the team for score reporting purposes)
- ii. All players must be vetted by coaches through this Google Form: <https://forms.gle/pqEnpWDMY4ntz6sy9>

## 3. PRE-MATCH

### a. COMMUNICATION

- i. All player to player communication must take place in the designated UGC chat.
- ii. There should be no in-game text or voice communication between players.
- 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 UGC 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 UGC chat.
- 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	Items > Off and None	Rotation > Host Preference
Stock > 3	Stage Hazards > Off	Max Players > 6 + spectators
Time Limit > 8 minutes	Launch Rate > 1.0x	Stage > Choice
FS Meter > Off	Score Display > Off	Spirits > Off
Damage Handicap > Off	Show Damage > Yes	Voice Chat > Off

### c. SPECTATING

- i. Each team is allowed spectators for coaching or streaming purposes.
  1. No stream delay is required.
- i. 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, the higher seeded player will choose the first stage from the following stage pool:

Battlefield	Final Destination	Pokemon Stadium	Smashville	Small Battlefield
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- ii. For subsequent games, the winning player will ban 3 stages from the full stage pool. The losing player will choose from the remaining stages for the stage to play on.
  - iii. The stage bans do not carry over between games.
  - 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.

Starter Maps (Can be selected for Game 1, 2, and 3)
Battlefield
Final Destination
Pokemon Stadium 2
Smashville
Small Battlefield

Counterpicks (Can be selected for games 2 and 3)
Yoshi's Story
Lylat Cruise
Kalos Pokemon League
Town and City
Northern Cave
Hollow Bastion

- 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 player.
- 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. If teams are uncertain of which player had the lead at the end of the game, then a tie-breaker will be played.
  - v. 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. Scores will be reported as the number of games won. (ex. 2-1, 3-0, etc.)
  - ii. A forfeit will be reported as a 3-0 loss for the forfeiting team.

## 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 UGC match chat 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.

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MATCH	DATE	GAME 1	GAME 2	GAME 3
Pre-Season	Feb 1, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 1	Feb 8, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 2	Feb 15, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 3	Feb 22, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 4	Mar 1, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 5	Mar 8, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 6	Mar 15, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Week 7	Mar 22, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks
Post Season	Mar 25, 2022	Pick Starter Map	Winner Bans 3 Loser Picks	Winner Bans 3 Loser Picks

MAP POOL	
STARTERS	COUNTERPICKS (can only be picked for games 2 and 3)
Battlefield	Yoshi's Story
Final Destination	Lylat Cruise
Pokemon Stadium 2	Kalos Pokemon League
Smashville	Town and City
Small Battlefield	Northern Cave
	Hollow Bastion