

UND WELLNESS & HEALTH PROMOTION

UNIVERSITY OF NORTH DAKOTA

SUPER SMASH BROS. TOURNAMENT RULES

General

The *RecSports Participant Handbook* will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/RecSports. Key Handbook items include:

- **Registration & Payment** – Handbook pg. 7
- **Captain Responsibilities** – Handbook pg. 9
- **Team Name Requirements** – Handbook pg. 10
- **Playoff Requirements** – Handbook pg. 12
- **Default/Forfeit Instructions and Consequences** – Handbook pg. 14
- **Participant Eligibility/ID Requirements** – Handbook pg. 15
- **Adding Players to Roster/Participation Limits** – Handbook pg. 18
- **Team/Participant Conduct** – Handbook pg. 21
- **Nexus Policies** – UND.edu/esports

Schedules

Schedules for league play are posted online through IMLeagues.

Facility

All games will be played at the Wellness Center Esports Nexus, or at remote locations.

Questions

Please feel free to contact UND Esports Nexus staff with any questions or concerns.

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Tournament Format

- This tournament will consist of round robin pool play (typically pools consist of 4 players, each playing the other 3 players once), followed by a double-elimination bracket.
 - Only top pool finishers will be eligible for the elimination bracket. The exact number of top finishers will be determined by the size of the pools and number of total participants (in the case of 4 player pools, the top 2 finishers will move on).
 - If there is a tie after pool play is completed, the players must play a sudden-death, 2-minute, 1-stock playoff to determine the higher seed.

Equipment

- We will be using Wellness & Health Promotion Nintendo Switch consoles, with the possibility of a loaned console if needed to facilitate competition.
- We will have Joy-Cons and Switch Pro controllers to use if needed, however participants will be allowed to bring their own controllers.
- Allowed controllers are:
 - GameCube
 - Switch Pro
 - Joy-Con
 - SmashBox
 - If you have another controller you wish to use, it will need to be approved by the Esports staff.

Stages/Character Selection

- All stages will have hazards turned off.
- The stage list is as follows:
 - Starters:
 - Final Destination
 - Battlefield
 - Pokémon Stadium 2
 - Smashville
 - Town and City
 - Counterpick Stages (may not be chosen for first match):
 - Kalos Pokémon League
 - Yoshi's Island (Brawl)
 - Yoshi's Story
 - Lylat Cruise
- We will be using Stage Striking to determine the stage used for each game.
 - First Stage will be decided by Rock-Paper-Scissors, best of 1.
 - Winner can choose to either strike a stage first or select a port first.
 - Stages are struck in a P1-P2-P2-P1 order (snaking draft).
 - The following game stages will be decided by the winner striking two stages and the loser choosing from the remaining stages.
- You may not play on a stage you have previously won on during the set unless mutually agreed to.
- Players are not locked into the same character for the next game, but the winner must pick before the loser.

The Game

- Matches will be played best of 3 games.
- Style: Stock
 - Stocks: 3
 - Time Limit: 7:00
 - Final Smash Meter: Off

- Spirits: Off
- Damage Handicap: Off
- First to: 1 win (will still play best of 3, but stage and character selection can change)
- Stage Morph: Off
- Team Attack: On
- Items: Off and None
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Sperate
- Radar: Big
- Mii Fighters: All moveset combinations are legal
- Amiibos' are banned
- In case time runs out and both characters have an equal amount of lives the character with less damage wins the match.
 - If both characters have equal lives AND damage, sudden death with a 1 stock, 2-minute playoff will determine the result.
- If game ends with a self-destruction move, the results screen will determine the winner.

Prizes

- Prizes will be awarded to the top finishers in the tournament, typically in the value of Amazon gift cards.
 - These will be digitally distributed via UND email.
 - Receipt of prizes may affect your financial aid award.

Miscellaneous

- **All officials' calls are final!**
- Both players must arrive to their scheduled match area no later than **5 minutes** after their match is scheduled to start. Failure to arrive on time for a match will result in a player being awarded a match loss.
 - It is considered the player's responsibility to be aware of when and where their match is to take place, and allowances will not be made for any players in breach of this rule.
- Teams that utilize the Nexus/Classrooms must adhere to Nexus/WHP policies.
- After each game please try to leave as quickly as possible so that the next teams can get ready.
- Rules are subject to change at the discretion of the Wellness & Health Promotion staff.

