

Introduction

The High School Super Smash Bros. Ultimate Open Crew Battles tournament format will be determined based on the number of teams competing. Teams will face off in crew battles against one another. The tournament will be held at the Southern New Hampshire University campus, in the second floor of the dining hall on Sunday, April 14 2024. The bracket will be hosted on the smash.gg platform and available to all competitors at the time of the event. The tournament will be livestreamed with commentary at <https://twitch.tv/snhuesports>. At the venue, we will have extra Switch setups available for “friendly” matches and encourage competitors to take advantage of this if they are knocked out of the tournament. Food and drink can be purchased in the cafeteria below the venue.

Competitors will not be expected to bring any equipment to play in the tournament but are encouraged to bring their own controllers if they prefer. If a player prefers a Gamecube controller they are expected to bring their own Gamecube adapter. All competitor In-Game Names must not include problematic, derogatory, or vulgar themes.

Tournament Rules and Structure

Definition of Common Terms

Round: A single “1v1” in a Crew Battle.

Game: A single game in a series

Series/Match: Synonymous terms for a set of games played by two teams.

Bo1: A series consisting of one game, where the winner of the game wins the series

Bo3: A series consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series

Single Elimination: Match losses result in the team no longer moving forward in the tournament.

Tournament Overview

Matches will take place once all teams arrive on site and a Tournament Rules Overview has been announced. Teams will be placed into a bracket and directed to their equipment setup for their first match. Matches will be played out with winning teams moving forward in the bracket until the finals have been played and an ultimate winner has been found.

Set Procedure

1. Each team selects and announces their starting player.
2. Starting players choose their characters. For the first game either may elect to use **Double Blind Character Selection**.
3. Follow the Stage Striking procedure to determine the first stage.
4. Players play until one player has depleted the other's stocks.
5. The losing team elects their next player, who chooses their character. **Players may not choose a character that their crewmate has already played that game.** The returning player chooses the same character.
6. Returning player of the preceding round bans three stages from the full stage list (Starter Stages + Counterpick Stages)
7. If the returning player lost stocks in the previous round, they must "Self Destruct" (SD) by jumping off the stage until they are left with their remaining stocks. During this time neither player may damage the other. The players wait until loading invincibility has worn off, "taunt" to indicate readiness, and proceed to play until one player has depleted the other's stocks.
8. Repeat steps 4-7 until one team has no more remaining players.
9. Teams announce their starting players for the next game, with the winning team from the previous game going first.
10. Starting players choose their characters. For the first game either may elect to use **Double Blind Character Selection**.
11. Follow the Stage Striking procedure to determine the first stage with the previous game's losing team choosing whether they strike first.
12. Repeat steps 4-8.
13. Repeat steps 9 through 12 for any subsequent games until the set is complete.

Double Blind Character Selection

Before selecting their characters, the requesting player must contact tournament staff to indicate that they will be using Double Blind Selection. They and the opposing player will then both submit their character selections to the Game Manager, at which point they will be given the "okay" to start the match.

Alternatively, both players may write down their character choices and hand over to a third-party on site to confirm their choices.

Any players found to have changed their blind character choice after character selection has begun will receive a loss of their stocks for that game.

Stage Striking

The home team (left side of the schedule) will choose to strike first or second. Stages are struck from the **Starter Stages** list in a T1 - T2 - T2 - T1 order. The remaining stage will be played for round 1.

For all rounds after round 1, the winner of the previous round will ban three stages from the full stage list (**Starter Stages + Counterpick Stages**). The opposing player will choose the next stage from the remaining stages.

Game Settings

Stocks	3 Stocks
Time Limit	OFF
Handicap	OFF
Team Attack	ON
Damage Ratio	1.0
Items	OFF and NONE
Pause	OFF
Final Smash Meter	OFF
Custom Balance	OFF
Stage Hazards	OFF
Smash Radar	Default

Mii Fighters are allowed with default cosmetics and any moveset.

Echo fighters will be considered separate characters.

Stage List

Starter Stages

Battlefield*

Smashville

Town and City

Pokemon Stadium 2

Small Battlefield

Counterpick Stages

Final Destination

Hollow Bastion

Kalos Pokemon League

Pausing / Home Button

The Pause setting should be turned OFF. If it is not and a player does pause the game, this will result in a loss of stock for the player who pauses the game. If the pause causes the opposing player to lose a stock, the pausing player will receive a game loss. This rule also applies to controllers which cause the game to revert to the home screen.

Coaching

Coaching is defined as any attempt to give instruction or advice to a player during a game from any source (coaches or teammates). Coaching is not permitted during a game, SNHU Esports staff reserves the right to judge what is "coaching" and the severity of the violation. The penalties for coaching violations are outlined below:

1st offense (minor) - Warnings issued to the player and the coach. This warning persists through the season in which it is issued.

2nd offense (major) - Player receives a game loss

3rd offense (severe) - Player and coach are disqualified from competition.

Teams may request up to 5 minutes in between games in a series, which is the only time coaching is allowed once the series has begun.

Cheering vs Coaching

Nondescript statements such as “Let’s go!”, “Come on!”, “You’ve got this!” constitute cheering and are not coaching violations.

Stalling

Stalling is banned. The act of stalling is the act of intentionally making the game unplayable, such as becoming invisible, continuing infinities, performing chain grabs past 300%, using uninterruptible moves past 300%, or securing a position on the stage that your opponent can never reach. Any action that can prevent the game from continuing (i.e., freezing, disappearing characters, game reset, etc.) will result in a forfeit of that match for the player that initiated the action. You are responsible for knowing your own character and must be wary about accidentally triggering one of these effects.

Self-Destruct Moves

If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs as the result of a self-destruct move, a standard sudden death play-off game will be played (see 5.j.)

Sudden Death

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit on the same stage and with the same characters as the tied game. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

Color Change Request

A player may request their opponent to change their character color if it affects gameplay (harder to see on a black background, blends into the stage, etc.)

Misinterpretation

No game or set is to be replayed due to a misinterpretation of the rules above. When a game is underway, barring immediate recognition at the beginning of something being wrong (such as, but not limited to, a stage accidentally being in Battlefield mode or a tag being incorrect), players are to play out the game as selected.

Player Conduct

To compete in the tournament, all players must comply with the rules put in place. If there are any violations reported or noticed by any staff members, players, or coaches, there will be serious consequences. Consequences for violations will be found in the "Rule Penalties" section of the rulebook.

Sportsmanship

The use of profane or discriminatory language towards other players, coaches, teams, or other personnel while on stream or during a match is strictly prohibited in the league. We will not tolerate any player discriminating against another player in our leagues and tournaments. In this time of racial and social injustice, we want our athletes, coaches, and teams to feel welcome and accepted under all of our platforms.

Cheating

In Smash Ultimate, there can be many different ways to cheat or fix a match. Cheating in any sort of way is unacceptable and will not be tolerated under any circumstances. Some examples of cheating are exploiting, hacking, ringing, and using cheating software. If found guilty of any act of cheating to gain an advantage over the opponent, there will be an automatic loss of game and potential for a suspension or ban from competition. Definitions of cheating techniques are below:

Exploiting - using any known in-game bug to seek an advantage. Exploiting includes, but is not limited to: freezing, chain grabbing past 300%, using uninterruptible moves past 300%, characters reaching unintended or unreachable positions on the stage, etc.

Hacking - any sort of modification of the game client or equipment by any player, team or person acting on behalf of a player or a team to give the team/player an unfair advantage.

Cheating Device - using any kind of cheating device and/or cheat program that gives you a competitive advantage such as controllers with post-manufacture programmable features or controllers with the ability to host macros.

Intentional Disconnection - If at any time during the match one or more players purposefully disconnects from the game without consent from other parties, also known as "rage quitting."

Collusion - Any agreement among two or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

Soft play - Any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game

Sending or receiving signals, electronic or otherwise, from a confederate to/from a player

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so

Player Behavior

We expect athletes to represent themselves in a respectful manner at all times. We expect all players to behave in a proper manner during matches, streams, and during any and all other events. With that being said, any disruptive or abusive behavior while on stream will not be tolerated at any point. No obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive and objectionable comments will be allowed on stream, in the area of play, or across any social media platforms.

In-game actions such as taunting (with the exception of the game-start taunt), crouch spamming, etc. and banter or playful trash talk is permitted only as long as both teams consent to it. If at any point a team or player expresses negative feedback to such behavior, it must stop or the offending player/team will face repercussions. To avoid issues, as a rule of thumb- if you don't know that the other team is okay with such behavior, don't do it.

Disruptive Behavior

A player or coach may not make any sort of action, gesture, or any other sort of intimidating behavior directed at another player, fan, or official at any time. This behavior will not be tolerated.

Abusive Behavior

Abuse of any player, coach, staff, or audience is prohibited and will not be taken lightly. Also, violations that are recurring, including but not limited to touching another player's computer, body or property, will result in penalties. All players, officials, coaches, etc. will treat all individuals with respect.

Gambling

Gambling on any game, tournament, or match, is strictly prohibited. In addition, gambling on player or team performance is strictly prohibited.

Player/Team Equipment

Provided Equipment

All set-ups will be organized, examined, and approved by tournament administrators prior to use in tournaments and events.

Player or Team-Owned

Any kind of personal or team-owned equipment at the event must be approved on-site by a tournament administrator to make sure no team or player will gain an unfair advantage. Cheating will not be tolerated at any point of the tournament. If equipment doesn't meet the requirements of the tournament administrator, the equipment will be banned from use in the tournament.

If caught using restricted equipment, The player will be disqualified from the rest of the tournament. Any subsequent offense will result in the player not being allowed to continue competing while a full review is conducted by the Tournament Organizer.

Replacement

At any time at a venue, a player can request a replacement for any part of their equipment. There must either be a pause put on the match or the change must occur between games for the replacement to take place. If a referee or

administrator catches an illegal or unapproved replacement taking place, the match will be forfeited by the team that committed the illegal replacement.

By participating in the tournament, all athletes and coaches have given full consent for some of their personal information to be shown on the video stream found at <https://twitch.tv/snhuesports>. That information includes but is not limited to:

IGN (In-Game Name)