

## Southern Alberta Summer Games



## ESPORTS

Date: April 22<sup>nd</sup>, 2024

**Date:** Friday, July 5<sup>th</sup> & Saturday, July 6<sup>th</sup>, 2024

**Time:** Check in: TBD      Start Time: TBD

**Location:** TBD

### **Regional Representation:**

Fifteen (15) single players per region.

### **Format:**

Double Elimination Style 1v1 tournament, separated into pools that bring players into the main bracket.

### **Events and Age Groups:**

Open to all ages.

### **System and Game:**

Nintendo Switch™

Super Smash Bros. Ultimate™

### **Rules and Regulations:**

#### *Definitions:*

- *Best-of-X – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.*
- *Singles – a format where Players compete as individuals.*
- *Tournament Organizers (TOs) – Super Smash Con, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.*
- *DSR - The rule put into place that states that if a particular player wins a game on a stage, that stage is no longer able to be selected by that particular player until the current set has been completed.*

#### **Controller:**

- This tournament is a BYOC (Bring Your Own Controller) tournament.
- You are expected to have your own controller that you carry with you for the duration of the tournament.
- Any controller problems that arise are the responsibility of the individual, however there might be an extra controller or two available to lend from a TO.
- Controller malfunction or other issues could ultimately result in forfeiting the tournament.
- Please ensure that controller's battery is fully charged for each event day.

#### **Format:**



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- All Players will be seeded into double elimination bracket groups
- Players will advance either in winners bracket or losers bracket.
- Players who advance in losers bracket will begin in losers bracket in the next phase.
- In the Grand Finals, the Player that advanced from the losers bracket must win two (2) Matches to be awarded first (1st) place in the Tournament.

### Set Length:

- All sets are Best-of-3 except for the following which are Best-of-5: Ultimate Singles: Top-32

### Set Procedure: All Matches/Sets will follow this procedure:

1. Players Select their characters. Saying characters at the same time prevents counterpicking, and if a player wants to do a double-blind pick where both parties tell a third party their character to avoid counterpicking, they may do so.
2. A stage is selected in this manner for game one. Players play Rock, Paper, Scissors (please discuss whether to show on Scissors or Shoot! beforehand), and the winner strikes a stage from the five available starting stages. The loser will strike two more stages and the winner will select a stage from the remaining two. The first game is played.
3. After the game has concluded, the winner of the game will select their character, either choosing to stay on their character or to switch (they must announce who they are selecting before proceeding).
4. The loser will decide their character next, to stay or to switch. It must be announced.
5. All of the stages have become available and the winner strikes three stages from the list. The loser selects their preferred stage and the next game is played (NO DSR).
6. Steps 3-5 are repeated until the match has completed.

### Mutual Agreement:

- Players may select any legal stage if they both agree on it.
- Players may not play on illegal stages or change the length of a set.

### Double Blind Character Selection:

- Either Player may request that a double blind selection occur.
- In this situation, a referee or other tournament staff member will be told, in secret, each of Player's choices for the first round.
- Both Players are to then select their first round character, with the referee validating the character selections. Winner has the option of selecting port first.

### Pausing:

- If a Player either intentionally or accidentally pauses the game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits their current stock.
- The penalty may be increased to a Game forfeiture at the discretion of the TO.

### Restarts:

- The TOs may approve a Game restart due to exceptional circumstances, such as a power outage.

### Stalling:



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- Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the sole discretion of TOs.

### Sudden Death:

- If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the match ends.
- When the timer hits 0:00, the Player with the higher stock count is the winner.
- 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 match in which both Players lose their last stock simultaneously, a 1 stock tiebreaker will be played with a time limit equal to the regular time limit divided by the regular number of stocks, rounded up.
- **The results of Sudden Death do not count.**

### Warm-ups:

- Warm-up periods and controller tests may not exceed 30 seconds on the 6 in-game timer.
- Violation of this rule may result in an automatic forfeit at the discretion of TOs.

### Coaching:

- Defined as deliberately giving or receiving advice to/from another person during a Match or between Matches during Grand Finals, is not allowed, and may result in penalties for both parties.

### Final Rulings:

- If any unforeseen situations occur, judgment of tournament staff is final.
- Rules may be altered between phases of a tournament in the best interests of the event.

### Game Settings:

- Stock: 3
- Timer: 7:00
- Handicap: Off
- Team Attack: On
- Launch Rate: 1.0x
- Items: Off and None
- FS Meter: Off
- Damage Handicap: Off
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Stage Selection: Loser's Pick
- Stage Hazards: Off
- Stage Morph: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes

### Stage List:

- **Starter Stages:**
  - Battlefield

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- Small Battlefield
- Pokemon Stadium 2
- Smashville
- Town & City
- **Counterpick Stages:**
  - Final Destination
  - Hollow Bastion
  - Kalos Pokemon League

**\*\*\*Players may not play on Battlefield/Final Destination Variants for this tournament\*\*\***

### Legal + Illegal Controllers:

- **Legal:**
  - Any unmodified Nintendo controller whether that is:
    - Gamecube controller
    - Joy Cons
    - Nintendo Pro Controller
    - etc.
  - Any basic Smash box (if a player is unsure, check with a TO. An easy way to tell if it is legal is if the controller has less than or equal to the number of buttons available to a nintendo pro controller. Any more than that number is illegal) The nintendo pro controller has 22 total buttons.
- **Illegal:**
  - Any controller with capabilities to perform a macro (a series of buttons or inputs that is performed with the player inputting one button or input)
  - Any controller that has more available buttons or inputs than a Nintendo Pro Controller (Greater than 22)
  - Any other controller deemed unsuitable at the discretion of a TO. Please be aware that if your controller is suspect, you might be required to use a different controller, or forfeit the tournament.

### Registration Deadline:

#### Registration Deadline as designated by your Regional Director

All registrations are done through your Regional Director, who will determine the Regional Deadline. The registration fee must also be submitted to your Regional Director. **Signed consent forms must accompany the waivers.**

**No late registrations will be accepted.**

*Credit to Super Smash Con 2023 Ruleset for definitions, rules, and stage lists.  
Created by Andrew Wetterstrand, Esports Chairman*

*“Nintendo is not a sponsor of or affiliated with this tournament.”*

*“Terms for participating in and viewing Community Tournaments using Nintendo Games”  
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