

# Super Smash Bros Ultimate

## **1. Method of Play**

- a. All games will be played remotely via Nintendo Switch and Nintendo online gameplay
- b. Players must have their own Switch Console, a copy of Super Smash Bros Ultimate, and a Nintendo online subscription.
- c. All matches will be played online via the internet.
  - i. Disclaimer: we have no way of preventing slow internet speed for all players and recommend use of LAN cable if possible or available.
- d. Any game interrupted by external, impartial conditions (eg. power gets cut, safety concerns arise, AV cords get disconnected, etc.) may be reset and replayed. All participants are encouraged to report these occurrences
- e. If anything occurs within the game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), the gameplay shall continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform Intramural Sports staff
- f. Alcohol, tobacco, and other drugs are not permitted during remote Intramural Sports esports programming.

## **2. Eligibility**

- a. All UC Davis Intramural Sports eligibility rules apply. Please check the Intramural Sports Policies & Procedures carefully to see more details.
- b. All participants must register on IM Fusion
- c. All participants must join the discord server "UCD Rec. Smash" in order to communicate with opponents and tournament members. Download the app or sign up online through browser (free service).

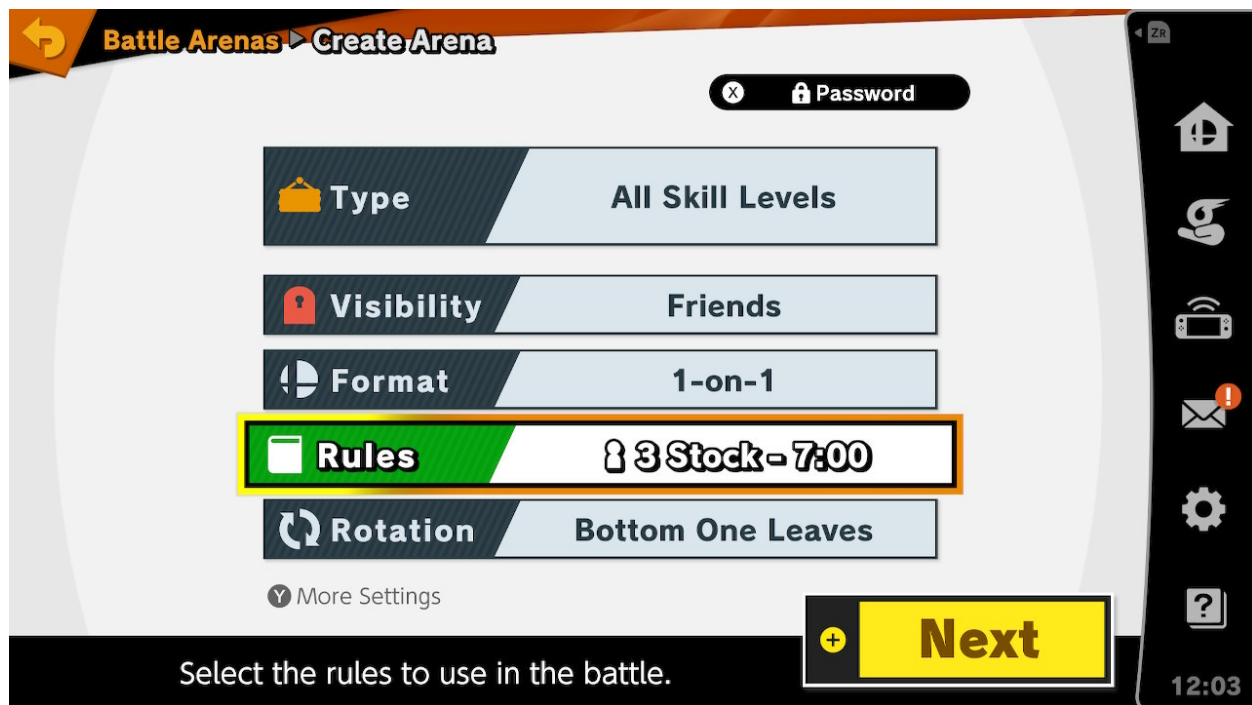
## **3. Team/Character Composition** - Gameplay is currently available in 1v1 format only.

- a. All participants are required to utilize their Nintendo "gamer tag" as their team name.
- b. Players may request that their opponent change colors to accommodate colorblindness or if their color is indistinguishable from the stage background. The request must be made before the game starts.

- c. All characters are permitted for use in UC Davis Intramural Super Smash Brothers Ultimate as permitted by the game itself

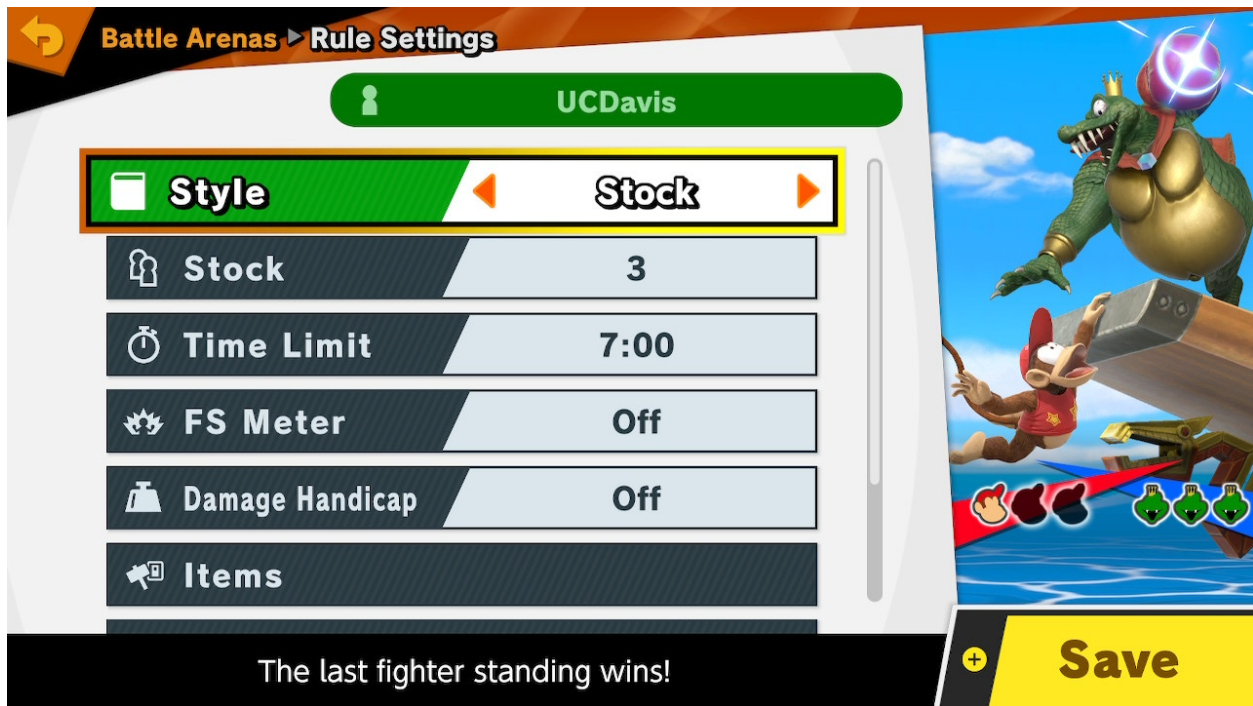
#### 4. Game Format & Lobby

- a. Tournament will consist of 1 round of group stage (groups of 4) and then two different brackets (silver and gold)
  - i. Group Stage: Each player will play one another once in the group stage, round robin style. Winner decided by best of 5.
    - 1. Top 2 players of each group will be placed in the gold bracket
    - 2. Bottom 2 players will be placed in the silver bracket.
    - 3. Tie breaker will occur in the case of
  - ii. Silver & Gold Bracket
    - 1. Bracket style matches single elimination. Best of 5 until Quarterfinals
    - 2. Quarterfinals through Championship matches will be played best of 7
    - 3. Winners of each bracket will receive Intramural Champion T-Shirts
      - Players that qualify for up to X-round of gold will qualify for Diamond tournament at the end of the quarter*
      - Players that qualify for X-round of silver will qualify for Platinum Tournament at end of the quarter*
- b. Prior to the match, players should add each other as friends on their respective Nintendo Switch consoles.
- c. Whoever is considered “Home” according to IMFusion, is responsible for creating the lobby through the following screen selections:
  - i. “Online” -> “Smash” -> “Battle Arenas” -> “Create Arena”.
  - ii. If there is any uncertainty as to who is the “Home” player and “Away” player, please contact your opponent via message on Discord to confirm your match time as well as who will take responsibility for the “Home” player



- d. The following settings are required for use in all UC Davis Intramural Super Smash Brothers Ultimate matches:
- i. Type: All Types
  - ii. Visibility: Friends
  - iii. Format: 1v1
  - iv. Rules:
    1. Style: Stock
    2. Stock: 3
    3. Time Limit: 7 minutes
    4. FS Meter: Off
    5. Damage Handicap: Off
    6. Items: Off and None
    7. Stage Hazards: Off
    8. Launch Rate: 1.0x
    9. Score Display: Off
    10. Show Damage: Yes
    11. Random Stage Selection:

- a. Select None
- b. Then turn on all stages listed in permitted stages for use in official matches.
- v. Rotation: Host preference
- vi. Max Players: 2
- vii. Stage: Choice
- viii. Spirits: Off
- ix. Voice Chat: Off



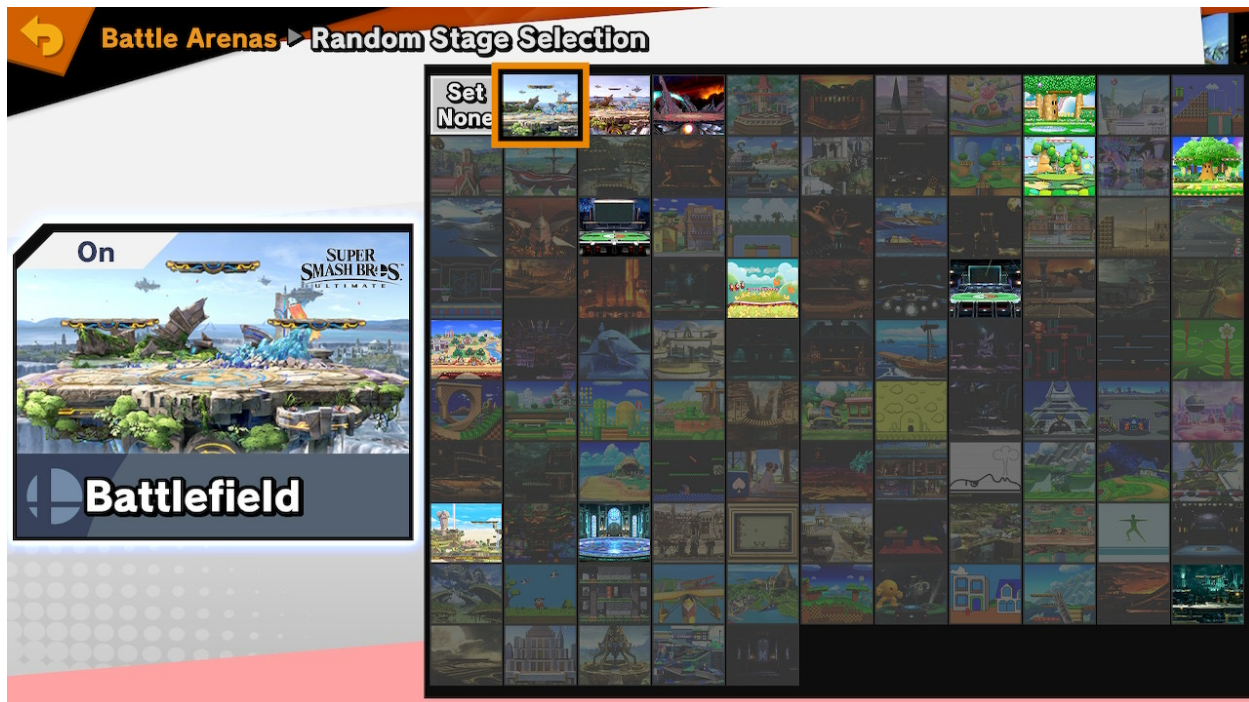
- f. In the event that an incorrect ruleset is used, the match should be stopped and reset with the correct ruleset. Previously played stages with incorrect format will not count towards the series.

## 5. Stage Rules and Selection

- a. Players may select any legal stage as stated in UC Davis Intramural Super Smash Brothers Ultimate rules. Players may not play on illegal stages or change the length of a time limit. If this is violated, both players will be subject to forfeit according to Intramural Sports policy.

The following starter stages are permitted for use in official matches:

- b. Battlefield, Final Destination, DreamLand, Yoshi's Story, Green Greens, Pokemon Stadium 1 and 2, Yoshi's Island, Lylat Cruise, Smash Ville, Skyloft, Kalos Pokemon League, Midgar
- c. Players may add stages only if both players communicate and agree prior to the start of the match.



## 6. Sudden Death

- a. In the event where the clock runs out and both players have the same number of stocks left, a sudden death is initiated.

## 7. Score Reporting

- a. All participants are responsible for scheduling, participating, and reporting results of each scheduled match with their opponent according to their match ups
- b. Both participants of each match are required to report game and match scoring. Via
- c. If discrepancies arise, please contact All participants are encouraged to take photos of each game results screen for documentation in case it is required for review

## 12. Violations

- a. All participants are subject to UC Davis Intramural Sports Policies and Procedures as well as the UC Davis student code of conduct.
- b. Alting - Any participant found using an alternate tag/tags and/or hiding their identity to manipulate league play playoff seeding, or any other part of competition will subject the participant to forfeiture of matches.
- c. Collusion - Any participant(s) suspected of colluding may be immediately forfeited out of the league or tournament. This includes intentionally throwing a game or any other form of standings and seeding manipulation.
- d. If any issues arise that are unable to be resolved amongst the competitors, each involved individual is encouraged to take photos/screen shots of the issue in question and email for support and adjudication.