

# Super Smash Brothers Ultimate Tournament Rules

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Any rule and situation not specifically covered are subject to the current version of the rules and the judgement and discretion of the intramural sports staff.

**All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.**

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## **Rule 1: Player Eligibility & Registration**

### **Player Eligibility**

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities.
- ✓ **Players can compete for only one (1) team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season.**
- ✓ Current and former professional athletes are prohibited from playing in their sport or related sport
- ✓ Intramural Professional Staff shall make the final decision on eligibility issues.

### **Registration**

- ✓ Teams should register online on Fusion IM ([recreation.tntech.edu](http://recreation.tntech.edu)) by the posted deadline.

## **Rule 2: Format & Team Composition**

### **Tournament Format**

- ✓ The tournament shall be a one (1) day event.
- ✓ The bracket will be a single elimination bracket.

### **Team Composition**

- ✓ Each team shall have a maximum of one (1) player.

## **Rule 3: Playing Area & Equipment**

### **Playing Area**

- ✓ Matches will be played in the Fitness Center Game Room. Systems and Joy-Con controllers will be provided.
- ✓ GameCube and Pro Controllers are permitted, but players will have to bring their own.
- ✓ Players should have either a picture or a written note containing their controls.

## **Rule 4: Defaults, Forfeits, Grace Periods, & Protests**

### **Forfeits**

- ✓ A forfeit is failing to agree to a time to play with an opponent without contacting the Intramural Sports Office or by not playing at the previous agreed time.
- ✓ Forfeits will result in elimination from the tournament.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
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### **Protests**

- ✓ Eligibility protests will be considered by Intramural Sports Graduate Assistants and Professional Staff.

- ✓ During the contest, teams must resolve game-related issues as games are self-officiated. Intramural staff shall settle disagreements over the rules.
- ✓ Teams may protest player eligibility before the start of the tournament.

### **Rule 5: Timing & Scoring**

#### **Game Length**

- ✓ Each game will consist of a best two-out-of-three games, with a seven-minute (7:00) time cap.

#### **Scoring**

- At the end of the game, the score of the game will be the official score.
- The scores will be submitted as 2-0 or 2-1 for each game.

### **Rule 6: Playing Rules**

- A team consists of one (1) player.
- This tournament will be a single day event, and players will meet in the Game Room to play their matches. Issues and match results will be submitted to the Program Assistant or Student Lead in attendance. A match is won by the side first winning two-out-of-three games
- The game will be played by regular Smash Ultimate rules.
- Rock-Paper-Scissors for first (1<sup>st</sup>) map choice, and the loser of the first game will pick the second (2<sup>nd</sup>) map. The loser of the second (2<sup>nd</sup>) game will then pick Map 3, if applicable.
- Each player will be allowed two-minutes (2:00) to change their controller settings.
- It is understood that players will comply with all sportsmanship procedures as explained in the Intramural Sports Handbook.
- Overtime: In the event that a match ends with both players being tied (ex. 1 stock, 20%), a 1 stock, 3-minute (3:00) overtime will be played.
- Settings if questions arise:
  - Stocks: 3*
  - Time Limit: 7 minutes (7:00)*
  - Items: Off*
  - Spirits: Off*
  - Dynamic Stages: Off*
  - Final Smash Meter: Off*

### **Rule 7: Stages**

#### **Acceptable Stages**

- ✓ Battlefield Stages only
- ✓ List of acceptable stages:
  - *Battlefield/Big Battlefield*
  - *Dream Land*
  - *Final Destination*
  - *Golden Plains*
  - *Green Greens*
  - *Kalos Pokémon League*
  - *Lylat Cruise*
  - *Paper Mario*
  - *Pokémon Stadium*
  - *Smashville*

- *Suzaku Castle*
- *Spirit Train*
- *Tomodachi Life*
- *Town and City*
- *Yoshi's Island*

