

Campus **Recreation**

University of South Carolina Student Life

Super Smash Bros. Ultimate Tournament

****Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures****

General Information

- Players should arrive 15 minutes before the tournament to check-in with the supervisor.
- All participants must display a valid Carolina Card before the tournament in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- **All games will be played in either the STWFC Boardroom or the STWFC Wet Classroom**

Defaults

- Players entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a player does not default in time, they will be assessed a **\$25 forfeit fee** on DSE.
- The USC Sport Programs Office can be reached:
 - By email at sportprograms@mailbox.sc.edu
 - By phone at 803.576.9387
 - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- Players entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee** on DSE.

Sportsmanship

- Each player will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the on-site supervisor following each round matchup.
- Players must average a sportsmanship rating of 3.0 throughout the tournament.

Equipment

- Nintendo Switch consoles, controllers and games will be provided by the Sports Program staff.
- Players are allowed to bring their own controllers and use them as long as we deem them to not give an unfair advantage.

Gameplay

A. Players

- Each team will consist of one (1) player
 - There are no substitutions or switching of players between games or sets of games

B. Timing

1. All games will be 3-stock style with a three (3) minute time limit
2. Games will consist of one of three options depending on the place in the tournament
 - i. During the seeding process, there will be two 8v8 battles for each player where the point/ranking total will be used to determine seeding for the tournament round
 - ii. During the first round of the tournament games, games will be played in a 1v1 best of 3 battles style where the top seed will be selecting which stage to battle in
 - iii. During the second round, and from there on out, games will be played in a 1v1 best of 5 battles style where stage selection will revert back to random

C. Game Specific Rules

- For seeding game only players will be using two joycons with the joycon straps (No controller adapter)
- All games will be played with Stage Selection being random
- All games must have Spirits turned off
- All games must have FS Meter turned off
- All games must have Damage Handicap turned off
- All games must have Stock set to three (3)
- All games must have Items turned off
- All games must have Stage Morph turned off
- All games must have Stage Hazards turned off
- All games must have Launch Rate set to 1.0x
- All games must have Underdog Boost turned off
- All games must have Pausing turned off
- All games must have Score display turned off
- All games must have Show Damage set to yes

Tournament Format

- The format of the tournament is as follows:
 - **Seeding**
 - a. During the seeding process players will play through two 1v1v1v1 battles with maps being selected at random
 - **Tournament**
 - a. Once the seeding games are completed all sixteen (16) players will then be assigned into the bracket based on their performance from the seeding games
 - b. The tournament progresses using best 2 out of 3 playing 1v1
 - c. Semifinal and Championship will play 1v1 on a 3 out of 5 battles system.