

# SUPER SMASH BROS.™

## U L T I M A T E



### SSBU ESBTC 2019 Finals – Ruleset

#### **1. General rules**

##### **1.1. Participating teams**

The winning teams of the National Cups organised in each of the following regions will be invited to the SSBU ESBTC 2019 Finals:

- United Kingdom & Ireland
- France
- Germany
- Spain
- Portugal
- Italy
- Russia
- Netherlands
- Belgium
- Austria
- Switzerland
- The Nordics, comprising Denmark, Finland, Norway and Sweden

##### **1.2. Sponsorship**

Nintendo is the sole organiser of the SSBU ESBTC 2019 Finals. As a consequence, players must wear the National Champion Polo that they won in their National Cup.

It will not be tolerated to display other brands or organisations related to video gaming.

##### **1.3. Equipment**

###### **1.3.1. Console**

Players will compete on Nintendo Switch systems provided by Nintendo.

###### **1.3.2. Software**

A special save data of Super Smash Bros. Ultimate will be installed on those systems. All fighters will be unlocked (barring Mii Fighter combinations, see section “2.7. Character clause”). Players are not allowed to modify the music for stages.

### **1.3.3. Controller**

Players must play using either a Nintendo Switch Pro Controller using Wired Communication or a Nintendo GameCube controller. Players are allowed to bring and play with their own controllers on the condition that they are official Nintendo products (no third party controller will be allowed).

The pause button will be disabled during the games. The use of the HOME Button is not allowed during matches (except case scenario described in section “2.3.1. Match time-out”). Any press of the HOME Button will result in a stock loss for the player. Should this press make the opponent lose a stock, the match win will be given to the opponent.

In the event of a controller being intentionally unplugged by a player during a match, the player who unplugged the controller (may it be their own or their opponent’s) will be penalised with a match loss.

### **1.3.4. Player tag**

Players will be allowed to enter their player tag (consisting of a 2-letter tag for the country, followed by gamer tag). They will be able to customise their control settings as well. Players will be allowed to set 2 profiles maximum (in case players use different control settings for different characters).

### **1.3.5. Prizes**

The winning team will be awarded the following prizes:

- 1 trophy for the team
- 1 customised Nintendo Switch Pro Controller per player
- 1 winner polo per player
- 1 medal per player
- Trip to the SSBU World Championships 2019 3v3 (name subject to change) in Los Angeles, The USA

The second placed team, as well as the two semi-finalists losing teams, will be awarded medals (1 per player).

## 2. Tournament structure

### 2.1. General tournament format

National teams will be randomly seeded in 4 groups of 3 teams in a single round robin. Top 2 teams of each group will move onto the playoff stage.

- A team that finished 1<sup>st</sup> in the group will face a team that finishes 2<sup>nd</sup> in another group.
- Teams qualifying from the same group will be placed on opposite sides of the playoff bracket.
- To avoid any potential match fixing, the playoff bracket will be drawn after all group matches have ended.

### 2.2. Set format

All Sets (groups + playoffs) will be played in a special combination of 5 matches. Each match victory will grant 1 point to the victorious team. First team to reach 3 points wins the Set.

Group stage, Quarterfinals and Semi-finals:

- Match 1: 2v2 (BO1)
- Match 2: 1v1 Smashdown (BO1)
- Match 3: 1v1 Smashdown (characters picked in Match 2 are not available in Match 3 - BO1)
- Match 4: 1v1 Smashdown (characters picked in Matches 2+3 are not available - BO1)
- Match 5: 3v3 Squad Strike (BO1)

Grand Finals:

- Match 1: 2v2 (BO3)
- Match 2: 1v1 Smashdown (BO3)
- Match 3: 1v1 Smashdown (characters picked in Match 2 are not available in Match 3 – BO3)
- Match 4: 1v1 Smashdown (characters picked in Matches 2+3 are not available – BO3)
- Match 5: 3v3 Squad Strike (BO1)

It is required that all 3 main players of a team have played a game before the end of Match 3. This means that if players A and B participate in the Match 1 (2v2), player C must play in 1v1 in Match 2 or Match 3.

### 2.3. Tiebreakers

#### 2.3.1. Match time-out

In case a match times out during a Stock in Squad Strike, the in-game Sudden Death shall be played.

For other cases:

- In case a match times out, the team with the highest amount of stocks (combined in 2v2) will be given the win.
- If both teams have the same amount of Stocks remaining, the team with the lowest Damage % (combined in 2v2) will be given the win.
- In case the 2 previous criteria are not enough to determine a winner, the in-game Sudden Death shall be played.
  - Pressing HOME Button shall be extraordinarily allowed to give time to figure out whether or not Sudden Death should be played (in non-obvious cases).

#### 2.3.2. Group stage tiebreaker

In the event of 2 teams being tied in a group after all Sets have been played, the following criteria will be applied to determine the rankings:

- Match win/loss differential
- Head to head result

Since teams play each other only once, this is enough to break a 2-way tie.

In the event of a perfect 3-way tie after checking match win/loss differential, teams will battle each other in a single round robin 3v3 Squad Strike BO1.

- If a team wins 2 matches, then a ranking will be determined

- If all teams end up with 1 win and 1 loss again, leftover Stocks and Damage % will be recorded at the end of each match.
  - Team with the highest number of leftover Stocks is seeded higher
  - If Stocks don't break the tie, then the team with the combined lowest leftover Damage % is seeded higher
  - If the tie is not broken, then repeat the single round robin 3v3 Squad Strike BO1 and re-check with the above criteria

## 2.4. Stage list

There are 19 stages in total that are allowed to be picked. The list is the following:

- Battlefield
- Brinstar
- Castle Siege
- Final Destination
- Frigate Orpheon
- Kalos Pokémon League
- Lylat Cruise
- Mushroom Kingdom U
- Pokémon Stadium 2
- Rainbow Cruise
- Reset Bomb Forest
- Skyloft
- Smashville
- Town and City
- Unova Pokémon League
- WarioWare, Inc.
- Wily Castle
- Yoshi's Island
- Yoshi's Story

When choosing Battlefield or Final Destination, players can agree on choosing its version of another stage from the stage list. If players do not agree on a different stage, the standard stage shall be played. Stage selection rules are detailed in section "2.5. Set procedure".

## 2.5. Set procedure

Before the first 2v2 match of a Set, a BO1 of Rock/Paper/Scissors (RPS) will be played between the teams. The winner gets to choose whether they start the procedure (be Team 1) or let the opponent start the procedure (opponent is Team 1):

1. Team 1 selects a stage from the stage list for the 2v2 match
2. Team 2 selects 1 character to play with
3. Team 1 selects 2 characters to play with
4. Team 2 chooses last character to play with
5. 2v2 match starts
6. After match end, player from losing team selects the stage (subject to conditions in section "2.6. Stage clause") for the next match
7. Character selection:
  - a. If 2v2 match, order of selection is: Winner, Loser, Loser, Winner
  - b. If 1v1 Smashdown match, order of selection is: Loser, Winner
8. Next match starts
9. Repeat steps 6 to 8
10. If Set goes to all the way to Squad Strike, then Loser picks 1<sup>st</sup> stage
11. Winner picks 2<sup>nd</sup> stage
12. Character selection goes: Winner, Loser, Loser, Winner, Winner, Loser
13. Players secretly adjust their order of play and Squad Strike is played, determining the Winner of the Set

## **2.6. Stage clause**

Any stage that has been played on during a Set cannot be chosen again by either team.

## **2.7. Character clause**

Mii Fighters are not available in Smashdown mode. In an effort to be consistent over the course of the Set, all Mii Fighters combinations are banned for all matches. Piranha Plant is allowed for the SSBU ESBTC 2019 Finals.

Any other character that might release before the time of the SSBU ESBTC 2019 Finals will be banned from the event.

Other than character restrictions applied by the Smashdown and Squad Strike modes themselves, no other character restriction applies.

## **2.8. In-game rules**

### **2.8.1. 2v2 in-game rules**

- Style: Stock
- Stock: 3
- Time Limit: 7:00
- FS Meter: Off
- Spirits: Off
- CPU Lv.: 1
- Damage Handicap: Off
- Stage Selection: Loser's Pick
- Items: Low
  - Smash Ball only
- Random Stage Selection
  - Set None
- Advanced
  - First to: 1 Win
  - Stage Morph: Off
  - Stage Hazards: Off
  - Team Attack: On
  - Launch Rate: 1.0x
  - Underdog Boost: Off
  - Pausing: Off
  - Score Display: Off
  - Show Damage: Yes

Taking a teammate's stock in 2v2 is allowed.

### **2.8.2. 1v1 Smashdown in-game rules**

- Max Battles: 35
- Mercy Rule: Off
- Style: Stock
- Stock: 3
- Time Limit: 7:00
- FS Meter: Off
- CPU Lv.: 1
- Damage Handicap: Off
- Stage Selection: Loser's Pick
- Items: Low
  - Smash Ball only
- Random Stage Selection
  - Set None
- Advanced
  - Stage Morph: Off

- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- Show Damage: Yes

### **2.8.3. Squad Strike in-game rules**

- Style: Elimination
- Time Limit: 3:00
- FS Meter: Off
- Spirits: Off
- CPU Lv.: 1
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Low
  - Smash Ball only
- Random Stage Selection
  - Set None
- Advanced
  - Number of Stages: 2
  - Stage Hazards: Off
  - Victor's Recovery: 0
  - Launch Rate: 1.0x
  - Underdog Boost: Off
  - Pausing: Off
  - Score Display: Off
  - Show Damage: Yes

*Note: All 6 controllers of all players can be connected to the console. Squad Strike allows for each player to use their own player tag and control setup as well. Controllers can be changed as the Squad Strike match goes on (by pressing the X Button in between Stocks) so that each player plays with their own controller.*

## **3. Team composition rules**

### **3.1. Number of players**

Each team is comprised of 3 players. 1 back-up player is allowed, but not mandatory.

### **3.2. Roster stability**

The winning team of a National Championship must not change more than 1 out of their 4 players to be still invited to the SSBU ESBTC 2019 Finals. If a team had no back-up player at the time of the National Qualifier, they can still change 1 out of the 3 players and find a back-up player for the SSBU ESBTC 2019 Finals.

### **3.3. Player substitution**

If, during the event, a team substitutes their back-up player, they must continue playing with the back-up player for the rest of the tournament. No further substitution will be allowed.

## **4. Code of Conduct**

Players are expected to compete at the best of their abilities in the fairest way possible. They must avoid any form of cheating or immoral behaviour. Examples of cheating include, but are not limited to:

- Hacking, which is defined as modifying the Nintendo Switch hardware or OS, modifying peripherals or modifying the software title's code.
- Exploiting, which is the intentional abuse of bugs or glitches in the game to take an advantage.
  - Example: Bugs causing the software to crash during a battle.
- Intentionally leaving the game without a proper reason in order to get a remake of a losing game.

- Colluding / match fixing, which consists in a team manipulating the result of a game on purpose in order to manipulate rankings, manipulate seedings, or to receive a compensation in exchange.
- Receiving the help from a third party (such as a spectator in the audience) while in-game, through signals transferred via electronic means (e.g. smartphone), or other (e.g. gestures).
- Using any illegal performance enhancer substances, or any unapproved legal drugs (in the case of medicine for instance). Prescription drugs may only be used by the person to whom they are prescribed, for the sole purpose of treating the condition, in the quantities defined in the prescription.

Any attempt at cheating will be punished adequately, from a warning/sanction/ban system to immediate disqualification based on the gravity of the attempt. Nintendo reserves the right to determine the appropriate sanctions any time.

Immoral and disrespectful behaviour, such as (but not limited to) harassment towards other players or Nintendo staff, will be punished with similar sanctions.

Moreover, so called "gentleman's agreement" in regard to willingly ignoring the Smash Ball, or intentionally wasting a Final Smash, are not allowed. The decision will be at the discretion of the tournament organiser. Teams caught agreeing to such will receive one formal warning. If the offense is repeated by a team, they will be disqualified from the tournament.