

UNISPORT AUSTRALIA (UNISPORT) GUIDELINE

Super Smash Bros. Ultimate Open (Nintendo Switch)

UniSport Australia (UniSport) Super Smash Bros. Ultimate competitions are conducted in accordance with the rules of [Nintendo](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 3
- Maximum registered players – 4 (Permitted to have 1 nominated sub per team)
- Maximum number of teams a university can enter in the competition – 2

2. Eligibility

2.1. Entry is open to all eligible students as per the [UniSport Eligibility of Competitors guideline](#).

3. Competition format

- 3.1. Competitors must only play with the Nintendo Network ID specified when registering.
- 3.2. The tournament format will consist of a group stage and a knockout finals stage. Teams will be allocated into groups as per the [UniSport Allocation of Entrants into Pools guideline](#).
- 3.3. Each fixture between two teams will consist of three matches, comprising of a Best-Of-Five (Bo5) series of games.
- 3.4. Each match will be out of five games ending when one player wins the majority of the games.
- 3.5. Each team must decide the order of which their players will compete before the first match of a fixture.
- 3.6. After the first match the winning team will announce which of their remaining two players will play in the second match, and then the losing team will announce their player.
- 3.7. A player cannot play in more than one match per fixture.

3.8. Game settings

- Style: Stock
- Stock: 3
- Time: 7 Minutes
- FS Meter: Off
- Damage Handicap: Off
- Items: Off and none
- Stage Hazards: Off

- Team Attack: Default
- Launch Rate: 1.0x
- Score Display: Off
- % Show Damage: Yes
- Mii Fighters: All moveset combinations are legal

3.9. Creating/joining a match lobby

3.9.1 Creating a match

- The top player displayed in the bracket fixture will host the match, unless both players agree otherwise.
- The following process should be followed to create matches:
From the main menu, select 'Online' > 'Smash' > 'Battle Arenas' > 'Create Arena' and follow the match settings listed below.
- Lastly you will need to pass on the Arena ID (visible in the top right corner of the game lobby screen) and the password to your opponent

3.9.2. Joining a match

From the main menu, select 'Online' > 'Smash' > 'Battle Arenas' > 'Join Arena' > 'Enter Arena ID' from this point you will be prompted for the Arena ID and Password which the opposing player will provide if they are creating the match

3.10. Lobby settings

- Password: On
- Type: All Skill Levels
- Visibility Public
- Format: 1-on-1
- Rules (Player will have to create a ruleset following the game settings above).
- Rotation: Default
 - Max Players: 2
 - Stage: Choice
 - Custom Stages: Off
 - Amiibo: Off
 - Spirits: Off
 - Voice Chat: Off

3.11. Stage List

- Battlefield*
- Final Destination*
- Town & City
- Pokémon Stadium 2
- Smashville

3.11.1. Battlefield and Omega variations of the stages are allowed when a player picks either Battlefield or Final Destination respectively.

3.11.2. The following stages are not allowed to be selected in Battlefield and Omega forms:

- Dream Land GB
- Duck Hunt
- Flat Zone X
- Fountain of Dreams
- Gamer
- Hanenbow
- Mario Maker
- Mute City SNES
- Pac-Land
- Windy Hill Zone

3.12. Set procedure

1. Select fighters (bottom right corner of the screen)
2. Determine the first stage:
 - a) The player listed as 'home team' chooses which player will be 'P1' the other player will be 'P2'
 - b) Strike(ban) stages in a P1-P2-P2-P1 order
 - c) The remaining stage is the first stage to be played
3. Both players must change their 'preferred stage' (next to fighter select)
4. Players move their character tiles from the waiting area into the ring
5. Play the first game of the set
6. The winner declares fighter change (if no change, continue to the next step)
7. The loser declares fighter change (if no change, continue to the next step)
8. Determine the next stage:
 - a) The player who won the preceding game strikes two stages.
 - b) The losing player of the preceding game picks a stage for the next game (they cannot pick a stage they have already won a game on in this set)
9. The next game is played.
10. Repeat Steps 5 through 9 for all subsequent games until one player has won two games (three games if it is a finals match).

3.13. Players may only pause the match while either player remains upon their own respawn platform and may only be used for the purpose of contacting a tournament official or controller malfunction. If the pause causes the opponent to lose a stock, the pausing player receives a game loss.

3.14. Group points scoring

- Winning team: 3 points
- Losing team: 1 point
- Forfeited team: 0 points

3.15. Group tiebreakers

3.15.1 If two teams finish equal on points at the end of the group stage, the higher placed team will be decided on the result of the fixture in which the teams played each other.

3.15.2 If more than two teams finish equal on points at the end of the group stage, the order of the teams will be decided by the following criteria in order:

- a) Highest match difference in fixtures between the teams concerned
- b) Highest match difference for all fixtures (matches won minus matches lost)
- c) Highest number of matches won for all fixtures
- d) Highest number of matches won in fixtures between the teams concerned
- e) Drawing of lots

4. Fixturing, forfeits and delays

- 4.1. Each fixture has a window of time as indicated on the draw to complete the scheduled matches.
- 4.2. The player listed as the 'home team' on the draw is responsible for setting up the match. Both players are required to check-in five minutes before the scheduled match time.
- 4.3. If matches are not completed within the time limit, the result will be recorded as a forfeit for both teams unless:
 - a) Failure to compete in the match is not the fault of one competitor in which case a forfeit will be recorded for the other team; or
 - b) The failure to compete the match is not the fault of both competitors in which case UniSport may provide an extension of time to complete the matches.
- 4.4. The forfeit score for an individual match is 3 games to nil (0).
- 4.5. The forfeit result for an entire fixture is 3 matches to nil (0).
- 4.6. For all group stage fixtures where a player's internet connection drops out prior to the match finishing, the following will apply:
 - a) Both players communicate with each other and agree to replay the match;
 - b) Where a replay is not possible, the player who experienced the internet drop-out (no matter if they were winning or losing at the time) will forfeit the match (3-0 loss).
- 4.7. For all knockout stage fixtures where a player's internet connection drops out prior to the match finishing, the following will apply:
 - a) UniSport will evaluate each individual case and decide the outcome based on evidence provided by both teams.
 - b) In this instance, both teams fill in a dispute form in as much detail as possible as to the situation surrounding the internet dropout.
- 4.8. A player/team must fill out a dispute form and include a photo for evidence (if possible) for these reasons:
 - a) If a team/player cannot get hold of their opponent before the deadline to organise a match time(s);
 - b) If the opponent does not show up at the proposed match time; or

c) If the opponent intentionally quits mid-game.

5. Equipment

- 5.1. Each competitor is responsible for ensuring that they have access to the required equipment to enter the tournament.
- 5.2. Each competitor must have an active Nintendo Switch Online Subscription.
- 5.3. Each competitor is responsible for their own internet connection.
- 5.4. UniSport will not provide any of the required equipment and is not responsible for any damage to the equipment.

6. Match documentation

- 6.1. Following completion of a match, both players must take a screenshot or photograph of the result. The photograph should contain the score, team names and the Gamer IDs for both players.
- 6.2. The results form on the website must be completed and submitted to the AEL before the fixture deadline as indicated on the draw. One results form per fixture is required and must be submitted by the winning team.
- 6.3. A results form submitted without proof of photographs or screenshots of the results will not be accepted and the result may be deemed a forfeit for one or both teams (3-0 match loss).
- 6.4. UniSport may take whatever action it deems necessary if there is a dispute about the result.
- 6.5. If someone deliberately submits the wrong score, the team in question is immediately disqualified from the competition.

7. Livestream

- 7.1. The competition may be live streamed on a competitor's personal Twitch or YouTube channel but the title of the stream must be:
UAEC Super Smash Bros. Ultimate [Group Stage/Knockout Round] – [University vs. University] – [Player 1 Gamer ID vs. Player 2 Gamer ID]
- 7.2. Notice should be sent to UniSport indicating that a match is intended to be live streamed.
- 7.3. UniSport and/or the AEL may live stream matches via its website and through Twitch or YouTube. Players/teams will be notified if their match will be live streamed.
- 7.4. UniSport and/or the AEL may contact individual players and ask for their cooperation with facilitating live streams.

8. Code of behaviour

- 8.1. Participants are reminded that all UniSport competitions are held in accordance with UniSport Event and Participation guidelines and that the [Code of Behaviour Extract](#) applies to this competition.
- 8.2. Players/Teams can report behavior in breach of the code of behaviour to UniSport via the form available in the [code of behavior extract](#) on the Unisport website.