



E-Sport Rules

Mission

The Mission of Intramural Sports at Saint Mary's College, is to provide diverse informal recreational programming that is all inclusive, and is aligned with Lasallian values. Intramural Sports offers both in-person and electronic opportunities for all of Saint Mary's student body.

General

- Be a current SMC student, faculty, or staff.
- Register as a team or player on [Fusion IM](#)
- All participants are required to use their own console (Xbox, PlayStation, Nintendo Switch), as well as have their own member account with that console, and equipment (controllers, headset, other compatible equipment and devices).
- All competitions will be played online via the internet.
- Prior to the match, players should add each other as friends on their respective league and divisions on defined consoles.
- Any game or competition interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) may be reset and replayed. All participants are encouraged to report these occurrences.
- 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.
- All competitions must be completed, with submission of the [E-Sports Competition Form](#) no later than a week following the scheduled competition. If a score, competition, or the competition form is not reported, then the competition will not be valid.

Violations

- All participants are subject to Saint Mary's College Intramural Sports Policies and Procedures as well as the Saint Mary's College student code of conduct.
- Alternating - 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.
- 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.



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- 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 intramurals@stmarys-ca.edu for support and adjudication.



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Super Smash Bro. Ultimate

Team/Character Composition

- Gameplay is currently available in 1v1 format only.
- All participants are required to utilize their Nintendo “gamer tag” as their team name.
- Players may request that their opponent change colors to accommodate color blindness or if their color is indistinguishable from the stage background. The request must be made before the game starts.
- All characters are permitted for use as permitted by the game itself.

Game Format & Lobby

- All regular season matches will be played as best-of-5 games. (Winner wins 3 games)
- All playoff games will be played as best-of-7 games.
- Prior to the match, players should add each other as friends on their respective Nintendo Switch consoles.
- Whoever is considered “Home” according to FusionIM is responsible for creating the lobby through the following screen selections: “Online” -> “Smash” -> “Battle Arenas” -> “Create Arena.” If there is any uncertainty as to who is the “Home” player and “Away” player, please contact your opponent via email, FusionIM, or contact intramural staff to confirm your match time as well as who will take responsibility for the “Home” player.
- The following settings are required for use in all Saint Mary’s College Intramural Super Smash Brothers Ultimate matches:
 - Type: Host preference
 - Visibility: Friends
 - Format: 1v1
 - Rules:
 - Style: Stock
 - Stock: 3
 - Time Limit: 8 minutes
 - FS Meter: Off
 - Damage Handicap: Off
 - Items: Off and None
 - Stage Hazards: Off
 - Launch Rate: 1.0x
 - Score Display: Off



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- Show Damage: Yes
- Rotation: Host preference
- Max Players: 2
- Stage: Choice
- Spirits: Off
- Voice Chat: Off
- 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.

Stage Agreement & Veto

- Players may select any legal stage as stated in Saint Mary's College 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 stage veto procedure is as follows and is done throughout the match. The "home" player as designated on FusionIM acts as Player 1 and the "Away" player as Player 2:
- Players will select the first stage by striking from the set of starter stages in 21.2.4. in the following order:
 - Player 1 strikes a stage
 - Player 2 strikes two stages,
 - Player 1 strikes a stage.
 - The remaining stage is the stage for the first game.
 - Player 1 selects their character.
 - Player 2 selects their character.
 - The first game is played.
 - The winner of the game bans two stages from the list of starter or counter pick stages. These bans will be lifted for the next game (i.e. stages banned will not be permanently banned throughout the match).
 - The loser of the game chooses the next stage, provided it is not already banned or they have not already won on that stage in the match.
 - The winner selects their character.
 - The loser selects their character.
 - The next game is played.
 - Repeat steps 5-9 until a match winner is determined.



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- NOTE: Stage strikes only affect the first game and are removed in consecutive games (i.e. stages struck for game 1 can be played in the other games in the match).
- Starter Stages - The following starter stages are permitted for use in official matches:
- Battlefield, Final Destination, Lylat Cruise, Pokémon Stadium 2, Smashville
- If Battlefield or Final Destination are chosen, players may use Battlefield or Omega variations (respectively) of permitted stages listed below. If Battlefield or Final Destination are chosen as a result of stage striking before the first game, the higher seeded player may choose a Battlefield or Omega variant (respectively) from the list below. If Battlefield or Final Destination are chosen by the loser of the previous game to be played next, that player may choose a Battlefield or Omega variant (respectively) from the list below. Only the following stages are permitted to be used as variants:
- Arena Fox, Battlefield, Castle Siege, Corneria, Delfino Plaza, Dream Land, Final Destination, Frigate Orpheum, Great Plateau Tower, Halberd, Kalos Pokémon League, Kongo Falls, Kongo Jungle, Lylat Cruise, Moray Towers, New Donk City Hall, Peach's Castle, Pokémon Stadium, Pokémon Stadium 2, Reset Bomb Forest, Sky World, Smashville, Super Happy Tree, Suzaku Castle, Town & City, Umbra Clock Tower, Unnova Pokémon League, Venom, Yoshi's Island, Yoshi's Story

Counter pick Stages

- The following counter pick stages are permitted for use in all UC Santa Cruz Intramural Super Smash Brothers Ultimate matches: Castle Siege; Kalos Pokémon League; Town & City; Unnova Pokémon League; WarioWare, Inc.; Yoshi's Island (Brawl); Yoshi's Story

Self-Destruct Finishes

- In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.

Sudden Death

- In the event where the clock runs out and a sudden death is initiated, the player which had the highest number of stocks is the winner of the game.
- If both players had the same amount of stocks, the player with the lower percentage of damage is the winner of the game.
- If both players had the same amount of stocks and the same damage percentage, players should follow the scenario below:



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- In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format as stated in UC Santa Cruz Intramural Super Smash Brothers Ultimate rules with the following modifications:
- Stock: 1
- Stock & Time: 3 minutes

Score Reporting

- All participants are responsible for scheduling, participating, and reporting results of each scheduled match with their opponent according to their FusionIM.
- All participants will have one week from the established game date to complete the assigned match with their assigned opponents and report their scores on IMLeagues.com.
- To report your match score, please fill out the [E-Sports Competition Form](#) within 48hours of competition.
- The winner of each game of the match will receive a “1”. The loser of each game will receive a “0”. The “Final” column must be the sum of all 5 games played.
- Each score reporter must ensure all boxes in the Score Report are completed prior to clicking the blue “Report” button.
- Both participants of each match are required to report game and match scoring. If discrepancies arise, please contact intramurals@stmarys-ca.edu. All participants are encouraged to take photos of each game results screen for documentation in case it is required for review.