

Super Smash Bros. Ultimate Esports Bear Cup 2023 - High School and Collegiate (only) Tournament presented by College Esports International (CESI)

Super Smash Bros. Ultimate Rules

The rules contained on this page are for "Bear Cup" 2023 for Super Smash Bros. Ultimate

**This competition is not affiliated with or sponsored by Nintendo*

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Match Procedure

Supported Platforms

- Nintendo Switch™

2.1. Series Lengths

Matches are played as a best of 5 series and a best of 7 series in the Esports Bear Cup finals.

2.2. Game Lobby

Prior to the match, coaches/players should add each other as friends on their Nintendo Switch systems. The home team will create the lobby ("Online" > "Smash" > "Battle Arenas" > "Create Arena"). The following settings are to be used in official matches:

- Type: Host preference
- Visibility: Friends
- Format: 1-on-1

- Rules:
 - Style: Stock
 - Stock: 3
 - Time Limit: 7 minutes
 - FS Meter: Off
 - Damage Handicap: Off
 - Items: Off and None
 - Stage Hazards: Off
 - Launch Rate: 1.0x
 - Score Display: Off
 - 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. Previously played stages with the incorrect format will not count toward the series.

2.3. Stage Veto

The stage veto procedure is as follows and is done throughout the match, with the home team acting as Player 1 and the away team as Player 2:

1. In Match Chat, Player 1 will declare which character they will use for game 1, and Player 2 will then declare their character.
2. Players will select the first stage by striking from the set of starter stages in 2.4. in the following order: Player 1 strikes a stage, Player 2 strikes two stages, and Player 1 strikes a stage. Player 2 will choose from the remaining stages for the first game. 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).
3. Player 1 selects their character.

4. Player 2 selects their character.
5. The first game is played.
6. The winner of the game will declare their next character first and the loser second.
7. The winner of the game bans two stages from the list of starter or counterpick stages. These bans will be lifted for the next game (i.e. stages banned will not be permanently banned throughout the match).
8. 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.
9. The winner declares and selects their character.
10. The loser declares and selects their character.
11. The next game is played.
12. Repeat steps 5-9 until a match winner is determined.

2.4. Starter Stages

The following starter stages are permitted for use in official matches:

- Battlefield
- Final Destination**
- Pokemon Stadium 2
- Smashville
- Town & City
- Small Battlefield

** Omega variations of the stages are allowed in place of Final Destination if agreed upon by both players

2.5. Counterpick Stages

The following counterpick stages are permitted for use in official matches:

- Kalos Pokemon League
- Hollow Bastion
- Final Destination

2.6. Self-Destruct Finishes

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

2.7. Sudden Death

In the event that 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 is the winner of the game. If both players had the same amount of stocks and the same percentage, players should follow the scenario below this one.

In the event that 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 with the following modifications:

- Stock: 1
- Stock & Time: 3 minutes

3. Tournament Rules

3.1. Game Connections

All players taking part in CESI Esports Bear Cup tournaments are required to have a Nintendo Account for the tournament. All game connection information shown on a team's roster must match with the accounts in game. Players using different accounts or those not officially on the roster are prohibited from playing in matches. Only one account connection is allowed per game, the use of alternate accounts is prohibited. All account connections are prohibited from being changed after the team has participated in its first match of the tournament.

If a player's name does not match what is shown on their roster, please reach out to a CESI Administrator through the for assistance while the game is still being played. Name discrepancy reports will not be accepted after a match has been completed.

3.2. Match Streaming

3.2.1. Spectators

Spectators are permitted in game lobbies for the sole purpose of streaming their team's match to the School's Twitch or Youtube channel or to record the match. Spectators may not have any communication with team members while the game is currently being played and must not be a member of the roster participating in the match. At the end of the match, the stream vod or an unedited copy of the recording must be shared with the other team. The use of the Generation Esports Wizard streaming service is prohibited for broadcasting spectating games.

4. Restrictions

4.2. Fighters

No fighters are currently prohibited from use in official matches.

4.3. Mii Fighters

When choosing a Mii Fighter, players must use default Mii Fighter costumes and must use a Guest Mii character. If a player chooses to use a Mii Fighter, they must declare to their opponent the type and moveset listed in the format "Type XXXX" (e.g. "Gunner 1321"). Any combination of moves may be used, but any Mii Fighters that a player may want to use during a match must be created before the match begins (up to a limit of three Mii Fighters) or else they will be prohibited from doing so. Using undeclared Mii Fighters or Mii Fighters that do not follow these restrictions may result in a player forfeiting the game in which the ineligible Mii Fighter was used.

4.4. amiibo™

All amiibo figures are prohibited from use in official matches.

4.5. Stages

Any stages not listed in 2.4. or 2.5. are prohibited from play in official matches. Alternate forms to the stages listed in 2.4. or 2.5. are prohibited from play in official matches.

5. Stoppage of Play

Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the series. Any controller malfunctions are the player's responsibility, and as such CESI will not force a game/match restart should a player's controller malfunction during a game.

If a player should have internet connectivity issues that causes them to drop out of the game the game will be reset only if both players have all their starting stocks, combined have not accumulated more than 60% damage, and a minute in-game has not passed. If these conditions are not met, then the player will forfeit that game, unless their opponent agrees to a redo.

In the event where the game server is lagging (e.g. it takes much more than a second for an in-game second to pass or the smash ball loading icon is constantly appearing), the game may be reset if and only if both players consent to the reset.

6. Team Rosters

3 members with up to 3 alternates per team

Only one roster is required for all Super Smash Bros. Ultimate players on a School Team. Each player on the roster will be given their own match when they queue up at the designated match time. No player substitutions can be made at any point during the match, as the matches are set to be played 3v3 (substitutes only allowed prior to beginning of a match).

Additional Information

By completing this form, registrant agrees to terms and rules of tournament organizers.

THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED, OR PLAN TO BE ENROLLED, AT AN ACCREDITED (2-year/ 4-year) HIGHER LEARNING INSTITUTION (or A HIGH SCHOOL) WITH A PHYSICAL ADDRESS IN THE STATE OF CA.

CESI and the 2023 Esports Bear Cup Tournament Committee reserves the right to make additional changes to the rules for competition any time prior to the tournament start date based on extenuating circumstances. All teams/rosters will be given prior notices before tournament starts if additional rule changes are made.

For additional inquiries on game rules contact Tournament Committee Chair, Gordon Hinkle at: ghinkle@cesiesports.com