

e-sports Competition Guidelines

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【Date】

Saturday, May 16th, 2026

Sunday, May 17th, 2026

【Venue】

- Meeting room in Central Gymnasium
- Practical room in Central Gymnasium

【Division】

General Division

<Registration Restriction>

You cannot belong to more than one team.

【Game】

Super Smash Bros. Ultimate

【Using Device】

Nintendo Switch

【Referee】

Staff of the Sports · Day Student Committee (Sports · Day)

【Match format】

The matches will be played according to the following format:

- Each game will be played in 1v1, the team with the most wins advances to the next round of the tournament.
- A double-elimination format¹ will be used.

The second-place finisher in the Winners Tournament Final and the first-place finisher in the Losers Tournament Semifinal advance to the Losers Tournament Final.

The first-place finishers in the Winners Tournament Final and the Losers Tournament Final advance to the Grand Final.

- For the rules of each match, refer to the **【Rules】** section below.

【Rules】

Team Composition

- Each team consists of **3 players** (no substitutes allowed).
- A minimum of **2 players** per team is required to start a match.

Common Rules

- The same player cannot compete twice in the same round.
- Players must decide on their fighter² before each match starts and submit their selection at the Check-in desk.
- Fighters can be changed between matches.
- **No items** are allowed.

¹ A tournament structure with two brackets: **Winners Bracket** and **Losers Bracket**.

- All teams start in the **Winners Bracket**.
- Teams that lose a match move to the **Losers Bracket**.
- The winner of the **Losers Bracket** advances to the **Grand Finals**.
- To win the Grand Final, the finalist advancing from the Winners bracket must win one match, while the finalist advancing from the Losers bracket must win two matches. Accordingly, the Grand Final may consist of up to two matches.

² The avatar controlled by the player. **Super Smash Bros. Ultimate** features a total of **87 Fighters**.

- **Final Smash Meter**³ is disabled.
- For the first match, the player who wins the game of rock–paper–scissors selects the stage.
- For all subsequent matches, the player from the team that lost the previous match selects the stage.

Match Rules (Before Quarterfinals)

- Each match consists of **3 stocks**⁴, a **6-minute time limit**, and the stage⁵ is chosen from:
Battlefield, Small Battlefield, or Final Destination.
- Stages available for selection:
Battlefield, Small Battlefield, Final Destination.

Match Rules (Quarterfinals and Beyond)

- Each match is played in a 3-stock format, with a 6-minute match time, and follows a **stage-picking system**⁶.
- Stages available for selection:
Battlefield, Small Battlefield, Final Destination, Town & City, Pokémon Stadium 2, Hollow Bastion. (Stage hazards are turned OFF.)

Victory Conditions

- The **in-game result** determines the winner.
- If the timer runs out, **Sudden Death is not played**. The player with the most stocks remaining wins.
- If stocks are tied, the player with the **lower damage percentage** wins.
- If both stocks and damage percentage are equal, the winner is decided by the game of **rock-paper-scissors selects**.

Key Configuration

³ A simplified version of a powerful special attack called a **Final Smash**. It becomes available as the fighter deals or receives damage, or over time.

⁴ Refers to a player's remaining lives. A player loses the match when their stock reaches zero.

⁵ The floating platform where fighters battle. Each stage has unique terrain and platforms.

⁶ A system where players select the stage from a predefined list.

- **All players must set their key configurations⁷ before the first match.**
- **No key configuration changes** are allowed after the initial setup.

BGM Settings

- Background music selection is allowed **only if both players agree.**

Special Rule for the First Match

- In the **first round only**, the third match will be played **even if the result is already decided after two matches.**

【Measure for teams that arrive late】

1 When the team has the minimum number of players present to start the match

→Start the matches even if the players don't come.

- If a player does not show up after the end of the second match, the player will be treated as a loser by default even if they come later.
- The team that arrives on time will be granted the right to select the stage.

②When the team does not have the minimum number of players to start the match

→Wait until 5 minutes after the scheduled start of the match

- If the minimum number of players for matches has been reached by 5 minutes after the scheduled start time, the match will begin. However, players who come after the matches start are treated as losers by default.
- If the minimum number of players for a match is not reached by 5 minutes after the scheduled start time of the match, the late team will lose the match.
- The team that arrives on time will be granted the right to select the stage.

【Equipment Management】

- The Nintendo Switch console will be provided by Sports • Day.
- The players must bring their own controllers because controllers will not be lent out. Team members are allowed to lend and borrow equipment.
- The participants must bring their own equipment necessary to connect the controllers (e.g., Pro-Con cables, etc.). However, only the connection tap for the GameCube controller will be provided by Sports • Day.
- The match screen will be displayed on a monitor or using the projector provided in the room. All other equipment and connections will be provided by the Sports • Day staff.

⁷ The control settings that assign actions to buttons. Often abbreviated as **Key Config.**

【Stream】

- The tournament will be streamed on **YouTube**.
- **By participating in this tournament, players are considered to have agreed to have their matches streamed.**
- Only matches on **Court A** of the tournament or league will be streamed.
- The stream will include both the **game screen** and the **actual venue** through cameras and microphones.
- The stream will be publicly available for viewing at the **lounge** in front of the venue as a **public viewing** event.

【Adding players on the day of the competition】

- Players from the eliminated team cannot be added to other teams.
- Players may not be added to more than one team in the same division nor the same event.
- The maximum number of additional players is limited to half of the maximum number of registered players.
- Players may not be added to more than one team in the same event on the same day.

【Notes】

- It is not allowed to participate in a team in which a player is not registered.
- Teams that participate in the tournament without a registered player will be disqualified.
- Players who arrive late may only take part in the match as a substitute after notifying the referee.
- Unauthorized use of items in the venue is prohibited.
- If a player fails to follow the instructions of the referee, certain measures may be taken.

【Prohibited acts】

- Eating, drinking, and smoking in the venue
- Violence against other players.
- Player names that are offensive to public order and morals. (To distribute the matches on YouTube)
- Intentionally damaging the equipment of Sports • Day.
- Any use of equipment other than the prescribed equipment during a match without the permission of Sports • Day.
- Ignoring the instruction of Sports • Day staff. Failure to comply may result in ejection or disqualification.

【Disclaimer】

- Sports • Day and the contestants will not be held responsible for any damage, defacement, or any other loss or damage to the controller during the tournament.