

e-sports Competition Guidelines

【Date】

Saturday, May 17th, 2025

Sunday, May 18th, 2025

【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】

Sports Day Staff

【Match format】

One of the following formats shall be used.

- Matches will be played in a 1v1 format, and the team with the most wins will advance to the next round.
- A double-elimination format will be used.
- For the rules of each match, refer to the **Rules** section below.

【Rules】

Team Composition

- Each team consists of **3 players** (no substitutes allowed).
- The maximum number of registered players per team is **6**.
- A minimum of **2 players** per team is required to start a match.

General Match Rules

- The same player cannot compete twice in a single team match.
- Players must decide on their fighter before the match starts and submit their selection at check-in.
- Fighters can be changed between matches.
- **No items** are allowed.
- **Final Smash Meter** is disabled.

Match Rules (Before Quarterfinals)

- Each match consists of **3 stocks**, a **6-minute time limit**, and the stage is chosen from: **Battlefield, Small Battlefield, or Final Destination**.

Match Rules (Quarterfinals and Beyond)

- Each match consists of **3 stocks**, a **6-minute time limit**, and follows a **stage-picking system**.
- Stages available for selection: **Battlefield, Small Battlefield, Final Destination, Town & City, Pokémon Stadium 2, Hollow Bastion**.
(*Stage hazards must be turned OFF.*)
- **First match:** The winner of Rock-Paper-Scissors picks the stage first.
- **Subsequent matches:** The losing team of the previous match selects the next stage.

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 **Rock-Paper-Scissors**.

Key Configuration

- All players must set their **key configurations 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】

When the number of late team's member reaches minimum number of players to start matches→Start the matches even if the players don't come.

- ◆ If a player does not show up 5 minutes after the end of the second match, the player will be treated as a loss by default even if he comes later.

When number of late team's member does not reach minimum number of players for matches→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 matches start are treated to be as a loss 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.

【Equipment Management】

- ◆ The Nintendo Switch console will be provided by the Sports • Day.
- ◆ The players must bring their own controllers, controllers will not be lent out. Lending and borrowing within a team is allowed.
- ◆ 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 the Sports • Day.
- ◆ The match screen will be projected on a monitor or using the projector provided in the room. All other equipment and connections will be provided by the Sports • Day staff.

【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 from **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 the team.
- ◆ Players may not be added to more than one team in the same division on the day of the competition.
- ◆ Players may not be added to more than one team in the same event on the same day.
- ◆ The maximum number of additional players is limited to half of the maximum number of registered players.

【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 the Sports • Day.
- ◆ Any use of equipment other than the prescribed equipment during a match without the permission of the Sports • Day.
- ◆ Ignoring the instruction of the Sports • Day staff. Failure to comply may result in ejection or disqualification.

【Disclaimer】

- ◆ The 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.

【Glossary】

• **Stock**

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

• **Fighter**

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

• **Final Smash Meter**

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.

※ **This is disabled in this tournament.**

• **Stage**

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

• **Omega Form (Final Destination Form)**

A setting that transforms any stage into the same layout as **Final Destination**.

• **Stage-Picking System**

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

• **Key Configuration (Key Config)**

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

• **Double-Elimination Format**

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**.