Regional Qualifier Ruleset
Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2022

Guidance on the day

Admins: Laura Martin (UkieLaura), Sophia Aker (UkieSophia)

Luke will be coordinating the streamed matches on the day. Please contact admins (Laura and Sophia) with any enquiries in the first instance on your designated school thread i.e. #CoolSchool.

1. **Laura will be present on Discord from 9.00am GMT.**
2. **At 9.15am GMT promptly, Laura will take a register of who's present. This will be done via a video call on Discord which your school rep should join. Any schools that are late to the Discord will forfeit taking part (please see the rule set).**
3. **DSH will then take you through the running order of the day, however we require that you familiarise yourself with the agenda sent out beforehand so that you know what to expect.**
4. **The fixtures will be allocated by a virtual coin toss on the morning of the event. This will assign a "Winner" of the coin toss as referenced in your ruleset. Please ensure you understand what is required as team A or B. For example, who starts the match. This is outlined in your ruleset. You will receive a copy of the fixtures alongside the account details of your opponent, so that you can add them into self-facilitated games.**
5. **Broadly, 1 out of every 3 matches will be live streamed on the day to ensure that all schools have a chance to shoutcast. Three matches will take place simultaneously on the day at the designated start times.**
   a. **Streamed matches will be facilitated by the Tournament Coordinator Luke.**
   b. **The other remaining two matches will be self-facilitated by the two schools taking part. You will need to communicate via Discord with your opponent school for setting up the match. Again, please see your tournament ruleset for instruction.**
      i. **You will receive all schools' online accounts at the start of the day so that you have them ready to add when your self-facilitated matches commence. For this reason, please avoid using any sensitive information in your account name.**
      ii. **Please escalate any queries to your admins as soon as possible e.g., technical difficulties/foul play.**

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6. **A final 6ᵗʰ friendly round vs the winner of the tournament for the final shoutcasting pair to participate shall take place.**
   a. **If the winner was the remaining school then their opponent is chosen at random.**
   b. **This gives schools the opportunity to play again at the end of the day and keep the players engaged.**

Rules

- **Format:**
  - **Round Robin**
- **Match:**
  - **Unique Bo5 format**
    - **Game 1: 2v2**
    - **Game 2: 1v1 Smashdown**
    - **Game 3: 1v1 Smashdown**
    - **Game 4: 1v1 Smashdown**
    - **Game 5: 3v3 Squad Strike**
- **Stock:**
  - **2v2 – 3 stock**
  - **1v1 – 3 stock**
  - **Squad Strike – 1 stock**
- **Time:**
  - **2v2 – 7:00 mins**
  - **1v1 – 7:00 mins**
  - **Squad Strike – 3:00 mins**
- **Stages:**
  There are 10 stages in total that are allowed to be picked. The list is as follows:
  - **Battlefield**
  - **Castle Siege**
  - **Final Destination**
  - **Kalos Pokemon League**
  - **Lylat Cruise**
  - **Pokemon Stadium 2**
  - **Smashville**
  - **Town and City**
  - **Unova Pokemon League**
  - **WarioWare Inc.**
  - **Wily Castle**
  - **Yoshi's Island**
  - **Yoshi's Story**

Stage Clause:
Any stage that has been played on during a Set cannot be chosen again by either team

- **Character Clauses:**
  - o **Mii Fighters:** Mii Fighters are not available in Smashdown mode. In an effort to be consistent over the course of the Set, all Mii Fighters combinations are banned for all matches.
  - o **Any Character releases during the date of competition are banned.**
  - o **Echo fighters:** During Smashdown games, the following pairs of characters will be counted as "one" character (meaning that if one is picked in Smashdown, the other will be banned for the rest of the Set):
    - - **Samus and Dark Samus**
    - - **Peach and Daisy**
    - - **Marth and Lucina**
    - - **Pit and Dark Pit**
    - - **Simon and Richter**

Other Rules:

- **Items: None**
- **Sudden Death: Not Played. Winner based on most stocks remaining, or lowest percentage if stocks are tied.**
- **FS Meter: Off**
- **Spirits: Off**
- **Damage Handicap: Off**
- **Stage Selection: Anyone**
- **Advanced:**
  - **Stage Morph: Off**
  - **Stage Hazards: Off**
  - **Team Attack: On**
  - **Launch Rate: 1.0**
  - **Underdog Boost: Off**
  - **Pausing: Off**
  - **Score Display: Off**
  - **Show Damage: Yes**

Smashdown Specific Rules:

- **Max Battles: 37**
- **Mercy Rule: Off**

Squad Strike Specific Rules:

- **Style: Elimination**
- **Number of Stages: 2**
- **Victor's Recovery: 0**

Prize

- **1st – Instant qualification for the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2022 North or South semi-final.**

Flow

Before the first 2v2 match of a Set, a coinflip issued by the Tournament Coordinator shall determine a "winner". The winner hosts the match and gets to choose whether they start the procedure (be Team 1) or let the opponent start the procedure (opponent is Team 1):

1. **Team 1 selects a stage from the stage list for the 2v2 match**
2. **Team 2 selects 1 character to play with**
3. **Team 1 selects 2 characters to play with**
4. **Team 2 chooses last character to play with**
5. **2v2 match starts**
6. **After match end, player from losing team selects the stage (subject to conditions in section "Stage clause") for the next match.**
7. **Character selection:**
   a. **If 2v2 match, order of selection is: Winner, Loser, Loser, Winner**
   b. **If 1v1 Smashdown match, order of selection is: Loser, Winner**
   Note: players are selected at the same time as character selection. Hence, Winner team can wait to choose which player plays the match until it's their turn to select the character. No player substitution are allowed afterwards.

8. **Next match starts**
9. **Repeat steps 6 to 8**
10. **If Set goes to all the way to Squad Strike, then Loser picks 1st stage**
11. **Winner picks 2nd stage**
12. **Character selection goes: Winner, Loser, Loser, Winner, Winner, Loser**
13. **Players secretly adjust their order of play and then Squad Strike is played, determining the Winner of the Set**

Tournament Appendix

Behaviour

1. Fair play

To keep tournaments as efficient as possible, the Tournament Coordinator reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block another team. In some scenarios both teams may be affected. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any Digital Schoolhouse organised tournament activity (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and potentially receive a minimum of 6 months ban.

2. No cheating

Cheating is anything that gives one player and/or team member an unfair advantage over competition.

If any form of cheating is caught, the player will be banned from the competition, giving their opponent a straight qualification to the next round.

3. Sportsmanlike behaviour

The organiser wants all players to pay special attention to their behaviour. The organiser will be very strict in punishing any unsportsmanlike behaviour displayed by the player, especially when on stage or livestream, including showing disrespect towards other players and organiser employees. This kind of behaviour may lead to strict punishments including potential disqualification of the team from future Digital Schoolhouse activities.

4. Player Handles & Team Names

The organiser requests that all players select suitable, inoffensive player handles and team names. Entrants may be requested to change their username or team name if it is deemed to be advertising, unsporting, or offensive. Refusal to comply with a requested change may result in the offending player or team being disqualified from entering the event.

Attendance, Hardware and Software Requirements

5. Attendance

Teams are requested to report to the Digital Schoolhouse Community Discord Server for the Technical run-through start time to 'check in'.

6. No show

If a checked-in team is not ready to play 10 minutes after the scheduled match time, Admins will resolve those issues on a case-by-case basis. Not being ready on time could result in a disqualification of a team if the reasons are on the team's side.

7. Game preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by Organiser admins. The match must be played with the right settings. Make sure all players are eligible and ready to play.

8. Disconnects

In case of disconnection due to network error, independent of human will, the game will be replayed. This replay must be allowed by both players if the following criteria are met:

- The disconnect happened during the first 2 minutes of the game (1 minute in Team Clash)
- The player which disconnected was not heavily losing the game (i.e. losing by a 2 stock deficit)
- In 2v2, the remaining players stopped playing immediately

During the replayed game, players must use the exact same character, and the game must be replayed on the same stage. There are no changes allowed between the original game and the replay.

9. Lobby Hosting

The game shall be hosted from a competitor's console by the team that wins the coin toss – so please make sure your team know how to set-up and host a game and understand these rules.

10. Viewer Mode

Spectator slots are strictly reserved for Admins. If there is an unauthorized person present as a spectator during the match the following must happen immediately:

- **The cancellation of the round**
- **Hosting a new lobby, with a new code**
- **The host may be changed**
- **Possible sanctions against the unauthorized spectator and his team**

Admins

13. Admins

All participants must adhere to the decisions and rules of the tournament organisers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organisers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

Additional rules regarding players, teams and qualification

On Qualified Teams

Once a team wins in a Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2022 regional qualifier event, that team and its members are immediately qualified with a Top 8 position in the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2022 North or South semi-final. A qualified team's seeding within this Top 8 will be randomised and allocated to the North or South group based on demographics.

Regarding Substitute Players

A team is allowed one substitute player on top of their three core players. This substitute player is considered a qualified member of that team, and is therefore held to the same rules and restrictions as the core members of that qualified team mentioned above. It must be noted however that there will only be prizes for 3 players per team. It is up to the institution if they wish to incorporate a substitute player into the team. Substitute players cannot be drafted during a tournament. Players cannot be swapped during a match.

Ruling Regarding Players Leaving Qualified Teams

We accept that due to unforeseen circumstances players may wish to leave a team even after it qualifies. If a player needs to leave a qualified team, the institution must contact dshesports@ukie.org.uk to discuss a substitute if one has not already been assigned to the team.

Note: If two or more members leave a qualified team then the remaining players will be considered as a new team, therefore forfeiting the team's qualification spot to the team that placed second in the tournament at which they achieved qualification. If the team that placed second has subsequently qualified, the spot will go to the team that placed third. If they have also qualified it falls to the team in fourth. This process continues until the spot is filled.