

Terms & Conditions

Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2022.

Please read these Terms and Conditions (“Terms”, “Terms and Conditions”) carefully before participating in the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle operated by Digital Schoolhouse (“DSH”, “us”, “we” or “our”) and Ukie. Your participation within the tournament is conditioned on your acceptance of and compliance with these Terms.

“Schoolhouse” (“Certified Schoolhouse”) refers to an academic institution that has been officially appointed to join the programme by the Digital Schoolhouse team, following the application of said academic institution. External Schools/Colleges (“School/College”, “Schools/Colleges”, “External Schools/Colleges”) refers to academic institutions that *have not* been officially appointed to join the programme by the Digital Schoolhouse team.

By participating in the tournament, you agree to be bound by these Terms. If you disagree with any part of this, then do not register to participate within the tournament.

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TOURNAMENT ENTRY FEE

Refundable commitment deposit and admin fee

1. The tournament entry fee contributes towards the cost of running the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle and all Schools/Colleges that register to participate within the tournament are required to pay the refundable commitment deposit and admin fee.
2. Certified Schoolhouses are exempt from paying the refundable commitment deposit and admin fee.
3. Schoolhouses are eligible to receive a hardware/software loan to enable their participation within the tournament should they require it, so long as the Schoolhouse has registered via the dedicated Eventbrite by 17.00 BST on Thursday 21 October 2021.
4. External Schools/Colleges that are not part of the programme, will be required to pay a **refundable commitment deposit of £80.00**, in addition to a **non-refundable administration fee of £79.99 + VAT** upon registration (**£159.99 + VAT in total**).
 - 4.1. The refundable deposit can be claimed back after School/College participation in their allocated Regional Qualifier event.
 - 4.2. The refundable deposit must be claimed back by Schools/Colleges before 17.00 BST on Thursday 31 March 2022. If a School/College does not claim back the refundable deposit before the deadline of 17.00 BST on Thursday 31 March 2022, they are no longer eligible to claim back their deposit.
 - 4.3. School/College deposits that are not claimed back before the stated deadline of 17.00 BST on Thursday 31 March 2022 will go back into the programme to enable Digital Schoolhouse to continue to provide similar careers opportunities.
 - 4.4. The deposit will not be refunded if the School/College does not attend their Regional Qualifier.
 - 4.5. School/College registration is open until 17.00 BST on Thursday 21 October 2021.
5. Payment of the refundable commitment deposit and admin fee is required upon registration via the dedicated Eventbrite page.

FORMAT

6. Knockout Events including the “School Heats” and “Regional Qualifiers” will take place remotely. The “Regional Qualifiers” will take place online.
 - 6.1. “School Heats” are organised by the participating School/College
7. Schoolhouses and Schools/Colleges will be informed about the final format of the “Semi-finals” and “Grand Final” in 2022. The format of these events (face-to-face or online) will depend on [government guidelines and social distancing measures](#).

COVID-19

8. Information provided by Digital Schoolhouse on maintaining social distancing in the “School Heats” in adherence to [government guidelines](#) is not obligatory for Schoolhouses and Schools/Colleges.
9. By registering for the Digital Schoolhouse Super Smash. Bros. Ultimate Team Battle 2022, Schoolhouses and Schools/Colleges accept sole responsibility for adhering to safety measures as per [government guidelines](#).

HARDWARE & SOFTWARE

Certified Schoolhouses only

10. Once DSH has confirmed the participation of Certified Schoolhouses in the tournament, they will be eligible to receive the following items on loan:
 - 2 x Nintendo Switch console
 - 2 x Nintendo Switch Dock
 - 4 x Left Joy-Con (colours may vary)
 - 4 x Right Joy-Con (colours may vary)
 - 4 x Left Joy-Con Strap
 - 4 x Right Joy-Con Strap
 - 4 x Joy-Con Grip
 - 2 x AC Adaptor

- 2 x HDMI Cable
 - 2 x Super Smash Bros. Ultimate
11. If hardware/software is provided by DSH to a Certified Schoolhouse, and that hardware/software adheres to future tournament Terms and Conditions, said Certified Schoolhouse will not be allocated further hardware/software for future tournaments.
- 11.1. Certified Schoolhouses are responsible for ensuring that any loaned hardware is kept in good condition.
- 11.2. Upon withdrawal from the programme, Certified Schoolhouses should return any loaned hardware immediately to Digital Schoolhouse to the address specified by DSH.
- 11.3. Certified Schoolhouses are responsible for the damage and/or loss of hardware and are liable to cover the costs of any damaged or lost items.
- 11.4. Certified Schoolhouses are responsible, but not obligated to, ensure that any loaned hardware is covered by their own insurance policy.
- 11.5. Certified Schoolhouses are responsible for deep-cleaning loaned hardware in between usages.
- 11.6. Upon receipt of loaned hardware, Certified Schoolhouses are responsible for deep-cleaning loaned hardware prior to use.

External Schools/Colleges only

12. Schools/Colleges are not eligible to receive a hardware/software loan.

RESOURCES

13. All Certified Schoolhouses and Schools/Colleges upon the start date of the tournament (10.00 BST on Thursday 9 September 2021), will also be eligible to receive the following items:
- 13.1. Lesson plans and curriculum resources
 - 13.2. Esports Tournament Starter Pack
 - 13.3. Free careers information & guidance
 - 13.4. Real industry expertise and experience
 - 13.5. Careers coach
 - 13.5.1. Schoolhouses and Schools/Colleges are responsible for requesting a Careers Coach via the [Video Games Ambassadors](#) network as advised by Digital Schoolhouse. Schoolhouses and Schools/Colleges are solely responsible for any Careers Coach sourced outside of the Video Games Ambassadors network.

- 13.6. Dedicated staff support from the DSH team

WITHDRAWAL

14. Payment of fees should be made upon registration.
15. Certified Schoolhouses and Schools/Colleges may be withdrawn from the tournament for:
- 15.1. Non-payment of the refundable commitment deposit of £80.00 and the non-refundable administration fee of £79.99 + VAT.
 - 15.2. Inappropriate conduct by the Certified Schoolhouse, School/College or its students.
 - 15.3. Failure to abide by the Terms and Conditions as laid out within this document.
16. Payment of the commitment deposit of £80.00 is only refundable if a School/College participates in a Regional Qualifier and is not found in breach of these Terms and Conditions. The £79.99 + VAT admin fee is non-refundable.
17. Upon withdrawal from the tournament all hardware/software that was supplied by DSH for the tournament should be immediately returned.
18. Schools/Colleges have a 7-day period to request a refund of the commitment deposit (£80.00) which starts immediately, from the point of School/College registration on the dedicated Eventbrite page. Schools/Colleges can obtain a refund of the commitment deposit if they confirm their withdrawal from the competition within this 7-day period, up until midnight of the seventh day. The administration fee of £79.99 + VAT is non-refundable.
- 18.1. Schools/Colleges are required to submit a refund request by emailing dsh@ukie.org.uk to confirm their withdrawal from the tournament.

TECHNICAL REQUIREMENTS

19. To run the tournament in the School Heats and Regional Qualifiers stage of the competition, educational institutions will need a minimum of the below equipment:
- 1 x Nintendo Switch console (standard, not Lite version)
 - 1 x extra pair of Joy-Con controllers
 - 1 x monitor or TV screen with HDMI input
 - 1 x copy of Super Smash Bros. Ultimate

For the Regional Qualifiers:

- 1 x Nintendo Switch online account
- 1 x Ethernet to USB adapter is recommended to provide your Switch with a stable internet connection.

RULES

20. Game: Super Smash Bros. Ultimate

21. Platform: Nintendo Switch

22. Format: 3v3 teams (this means 3 people in each team). The matches are made up of 2v2 and 1v1 matches. Therefore, players swap around.

23. Peripherals allowed: The game can easily be played using the Nintendo Joy-Cons that come with the Switch. Students are also allowed to use [GameCube Controllers](#) or [Pro Controllers](#).

24. Age of student participants: 12-18 years old (this is a strict age limit and DSH has the right to withdraw participants that are not within this specified age range)

25. Each team needs a team nickname (these will remain constant throughout the tournament). The team nickname must be appropriate.

KNOCKOUT EVENTS

26. Due to the logistics of the tournament, DSH reserves the right to withdraw a Certified Schoolhouse and School/College if DSH does not receive specified details requested by DSH regarding tournament logistics up 7 working days prior to the event taking place.

27. All students must be accompanied by at least 1 member of staff to all Knockout Events if they take place face-to-face.

28. DSH reserves the right to change tournament formats, dates and schedules. Details of the amended schedule(s) will be sent to all registered Schoolhouses and Schools/Colleges at the earliest possible time.

29. DSH reserves the right to change venues for face-to-face Knockout Events. Details of the venue change will be sent to all registered Schoolhouses and Schools/Colleges at the earliest possible time.

MARKETING AND MEDIA

30. DSH reserves the right to use feedback and media received by Schoolhouses and Schools/Colleges for marketing purposes.
31. There will be photography and/or videography at all face-to-face and online Knockout Events. The footage captured will be taken by the DSH team and associated colleagues. Knockout Events are also likely to have a strong press and media presence who may wish to carry out their own photography and videography of the event.
32. It is the Schoolhouses and School/College's responsibility:
 - 32.1. To ensure that appropriate parental permissions have been sought prior to the Knockout Events.
 - 32.2. To ensure that appropriate parental permissions have been sought prior to sending media to DSH.
 - 32.3. To identify any members of their party that are not covered by appropriate permissions and therefore should not be included in any media footage taken at the Knockout Events.
 - 32.4. To have available at request by DSH, copies of appropriate permission forms providing evidence that parental permission has been sought and given.

SAFEGUARDING

33. Schoolhouses and schools/colleges are solely responsible for the safeguarding of participating pupils in the tournament.