



Esports – Super Smash Bros.
Sunday, March 22, 2026 @ Southern NH University 10:00 a.m.

Arrival Times:

- Schools may arrive after 9:00 a.m.

- **Refer to Bracket for Match Assignments**

https://www.nhiala.org/ckfinder/userfiles/files/NHIAA-SNHU%20Super%20Smash%20Bros_%20Group%20Play%20Stage.pdf

I. Introduction

The tournament will be held at the Southern New Hampshire University campus, in the second floor of the dining hall.

Competitors:

- Are expected to bring their own controllers and USB cords for the event.
**If players prefer to use a GameCube controller, they must bring the necessary adapter to connect it to the Nintendo Switch.*
- Are expected to have their own valid account login to Super Smash Bros.
- All competitors In-Game Names must not include problematic, derogatory, or vulgar themes.

Spectators:

- There is space available at the venue for spectators, though it is limited.
- Food and drink can be purchased in the cafeteria on campus in the dining hall.
- **Livestreamed** with commentary at <https://twitch.tv/snhuesports>

II. Tournament Rules and Structure

a. *By participating in the tournament, all athletes and coaches have given full consent for some of their personal information to be shown on the video stream found at <https://twitch.tv/snhuesports>. That information is limited to: IGN (In-Game Name)*

b. Tournament Overview

- A tournament rules overview will be given to the pool of coaches prior to competition.
- Teams will be placed into a bracket and directed to their equipment setup for their first match. Matches will be played out with winning teams moving forward in the bracket until the finals have been played and an ultimate winner has been found.

c. Set Procedure

1. Each team selects and announces their starting player.
2. Starting players choose their characters. For the first game either may elect to use Double Blind Character Selection.
3. Follow the Stage Striking procedure to determine the first stage.
4. Players play until one player has depleted the other's stocks.
5. The losing team elects their next player, who chooses their character. Players may not choose a character that their crewmate has already played that game. The returning player chooses the same character.
6. Returning player of the preceding round bans three stages from the full stage list (Starter Stages + Counterpick Stages)
7. If the returning player lost stocks in the previous round, they must "Self Destruct" (SD) by jumping off the stage until they are left with their remaining stocks. During this time neither player may damage the other. The players wait until loading invincibility has worn off, "taunt" to indicate readiness, and proceed to play until one player has depleted the other's stocks.
8. Repeat steps 4-7 until one team has no more remaining players.
9. Teams announce their starting players for the next game, with the winning team from the previous game going first.
10. Starting players choose their characters. For the first game either may elect to use Double Blind Character Selection.
11. Follow the Stage Striking procedure to determine the first stage with the previous game's losing team choosing whether they strike first.
12. Repeat steps 4-8.
13. Repeat steps 9 through 12 for any subsequent games until the set is complete.

d. Double Blind Character Selection

Before selecting their characters, the requesting player must contact tournament staff to indicate that they will be using Double Blind Selection. They and the opposing player will then both submit their character selections to the Game Manager, at which point they will be given the "okay" to start the match.

Alternatively, both players may write down their character choices and hand over to a third-party on site to confirm their choices.

Any players found to have changed their blind character choice after character selection has begun will receive a loss of their stocks for that game.

e. Stage Striking

The home team (left side of the schedule) will choose to strike first or second. Stages are struck from the Starter Stages list in a T1 - T2 - T2 - T1 order. The remaining stage will be played for round 1.

For all rounds after round 1, the winner of the previous round will ban three stages from the full stage list (Starter Stages + Counterpick Stages). The opposing player will choose the next stage from the remaining stages.

f. Game Settings

- i. **Stocks:** 3 Stocks
- ii. **Time Limit:** OFF
- iii. **Handicap:** OFF
- iv. **Team Attack:** ON
- v. **Damage Ratio:** 1.0
- vi. **Items:** OFF and NONE
- vii. **Pause:** OFF
- viii. **Final Smash Meter:** OFF
- ix. **Custom Balance:** OFF
- x. **Stage Hazards:** OFF
- xi. **Smash Radar:** Default

Mii Fighters are allowed with default cosmetics and any moveset.
Echo fighters will be considered separate characters.

g. Stage List

- i. **Starter Stages**
 - Battlefield*
 - Smashville
 - Town and City
 - Pokémon Stadium 2
 - Small Battlefield
- ii. **Counterpick Stages**
 - Final Destination
 - Hollow Bastion
 - Kalos Pokémon League

h. Definition of Common Terms

- i. **Round:** single “1v1” in a Crew Battle.
- ii. **Game:** A single game in a series.
- iii. **Series/Match:** Synonymous terms for a set of games played by two teams.
- iv. **Bo1:** A series consisting of one game, where the winner of the game wins the series.
- v. **Bo3:** A series consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series.
- vi. **Single Elimination:** Match losses result in the team no longer moving forward in the tournament.

i. Pausing / Home Button

The Pause setting should be turned OFF. If it is not and a player does pause the game, this will result in a loss of stock for the player who pauses the game. If the pause causes the opposing player to lose a stock, the pausing player will receive a game loss. This rule also applies to controllers which cause the game to revert to the home screen.

j. Misinterpretation

No game or set is to be replayed due to a misinterpretation of the rules above. When a game is underway, barring immediate recognition at the beginning of something being wrong (such as, but not limited to, a stage accidentally being in Battlefield mode or a tag being incorrect), players are to play out the game as selected.

k. Coaching

Coaching is defined as any attempt to give instruction or advice to a player during a game. Coaching is permitted between games from a team coach if they have one. However, coaching is not permitted during a game. SNHU Esports staff reserves the right to judge what is “coaching” and the severity of the violation.

i. The penalties for coaching violations are outlined below:

- **1st Offense (minor)** - Warnings issued to the player and the coach. This warning persists through the season in which it is issued.
- **2nd Offense (major)** - Player receives a game loss.
- **3rd Offense (severe)** - Player and coach are disqualified from competition.

Teams may request up to 5 minutes in between games in a series, which is the only time coaching is allowed once the series has begun.

ii. Cheering vs Coaching

Nondescript statements such as “Let’s go!”, “Come on!”, “You’ve got this!” constitute cheering and are not coaching violations.

III. Player Conduct

To compete in the tournament, all players must comply with the rules put in place. If there are any violations reported or noticed by any staff members, players, or coaches, there will be serious consequences.

a. Sportsmanship

The use of profane or discriminatory language towards other players, coaches, teams, or other personnel while on stream or during a match is strictly prohibited in the league. We will not tolerate any player discriminating against another player in our leagues and tournaments. In this time of racial and social injustice, we want our athletes, coaches, and teams to feel welcome and accepted under all our platforms.

b. Cheating

Cheating in any sort of way is unacceptable and will not be tolerated under any circumstances. Some examples of cheating are exploiting, hacking, ringing, and using cheating software. If found guilty of any act of cheating to gain an advantage over the opponent, there will be an automatic loss of game and potential for a suspension or ban from competition. Definition of cheating techniques are below:

- i. Exploiting:** Using any known in-game bug to seek an advantage. Exploiting includes, but is not limited to: freezing, chain grabbing past 300%, using uninterruptible moves past 300%, characters reaching unintended or unreachable positions on the stage, etc.

- ii. **Hacking:** Any sort of modification of the game client or equipment by any player, team or person acting on behalf of a player or a team to give the team/player an unfair advantage.
- iii. **Cheating Device:** Using any kind of cheating device and/or cheat program that gives you a competitive advantage such as controllers with post-manufacture programmable features or controllers with the ability to host macros.
- iv. **Intentional Disconnection:** If at any me during the match one or more players purposefully disconnects from the game without consent from other pares, also known as “rage quitting.”
- v. **Collusion:** Any agreement among two or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
 - Soft play - Any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
 - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
 - Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

c. **Player Behavior**

We expect athletes to represent themselves in a respectful manner at all times. We expect all players to behave in a proper manner during matches, streams, and during any and all other events. With that being said, any disruptive or abusive behavior while on stream will not be tolerated at any point. No obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive and objectionable comments will be allowed on stream, in the area of play, or across any social media platforms.

In-game actions such as taunting (with the exception of the game-start taunt), crouch spamming, etc. and banter or playful trash talk is permitted only as long as both teams consent to it. If at any point a team or player expresses negative feedback to such behavior, it must stop or the offending player/team will face repercussions. To avoid issues, as a rule of thumb- if you don't know that the other team is okay with such behavior, don't do it.

- i. **Disruptive Behavior:** A player or coach may not make any sort of action, gesture, or any other sort of intimidating behavior directed at another player, fan, or official at any me. This behavior will not be tolerated.
- ii. **Abusive Behavior:** Abuse of any player, coach, staff, or audience is prohibited and will not be taken lightly. Also, violations that are recurring, including but not limited to touching another player's computer, body or property, will result in penalties. All players, officials, coaches, etc. will treat all individuals with respect.
- iii. **Gambling:** Gambling on any game, tournament, or match, is strictly prohibited. In addition, gambling on player or team performance is strictly prohibited.

IV. Player/Team Equipment

a. Provided Equipment

All set-ups will be organized, examined, and approved by tournament administrators prior to use in tournaments and events.

b. Player or Team-Owned

Any kind of personal or team-owned equipment at the event must be approved on-site by a tournament administrator to make sure no team or player will gain an unfair advantage. Cheating will not be tolerated at any point of the tournament. If equipment doesn't meet the requirements of the tournament administrator, the equipment will be banned from use in the tournament.

If caught using restricted equipment, The player will be disqualified from the rest of the tournament. Any subsequent offense will result in the player not being allowed to continue competing while a full review is conducted by the Tournament Organizer.

c. Replacement

At any time at a venue, a player can request a replacement for any part of their equipment. There must either be a pause put on the match or the change must occur between games for the replacement to take place. If a referee or administrator catches an illegal or unapproved replacement taking place, the match will be forfeited by the team that committed the illegal replacement.