



# Palmerston Youth Festival

## Schedule 2 Term of Entry to Competition

<b>Competition</b>	Geekfest Top End (GFTE) – Super Smash brothers Ultimate Esports Tournament																																																			
<b>Competition Period</b>	Start: 8 July 2023 End: 8 July 2023 No entries will be accepted outside this time.																																																			
<b>Promoter</b>	City of Palmerston ABN: 42 050 176 900 Civic Plaza 1 Chung Wah Terrace Palmerston NT 0830																																																			
<b>Eligible entrants</b>	Entry to the Competition is open to all Northern Territory residents and interstate visitors who satisfy the Terms and Conditions. Employees of the City of Palmerston and their families are not eligible to enter the competition.																																																			
<b>Prize draws</b>	All prizes are provided by City of Palmerston as advertised in the Tournament promotion material found on the website. Prize draws will be conducted at Geekfest Top End 8 July 2023.																																																			
<b>Total number of Prizes</b>	Total of 16 prizes.																																																			
<b>Total prize value</b>	<p><b>Prize Pool – Super Smash Brothers Ultimate</b></p> <table border="0"> <tr><td>Super Smash Brothers - Youth 1st</td><td>Gift Cards</td><td>\$450.00</td></tr> <tr><td>Super Smash Brothers - Youth 2nd</td><td>Gift Cards</td><td>\$350.00</td></tr> <tr><td>Super Smash Brothers - Youth 3rd</td><td>Gift Cards</td><td>\$300.00</td></tr> <tr><td>Super Smash Brothers - Youth 4th</td><td>Gift Cards</td><td>\$250.00</td></tr> <tr><td>Super Smash Brothers - Youth 5th</td><td>Gift Cards</td><td>\$200.00</td></tr> <tr><td>Super Smash Brothers - Youth 6th</td><td>Gift Cards</td><td>\$150.00</td></tr> <tr><td>Super Smash Brothers - Youth 7th</td><td>Gift Cards</td><td>\$100.00</td></tr> <tr><td>Super Smash Brothers - Youth 8th</td><td>Gift Cards</td><td>\$50.00</td></tr> <tr><td colspan="3"> </td></tr> <tr><td>Super Smash Brothers - Opens 1st</td><td>Gift Cards</td><td>\$450.00</td></tr> <tr><td>Super Smash Brothers - Opens 2nd</td><td>Gift Cards</td><td>\$350.00</td></tr> <tr><td>Super Smash Brothers - Opens 3rd</td><td>Gift Cards</td><td>\$300.00</td></tr> <tr><td>Super Smash Brothers - Opens 4th</td><td>Gift Cards</td><td>\$250.00</td></tr> <tr><td>Super Smash Brothers - Opens 5th</td><td>Gift Cards</td><td>\$200.00</td></tr> <tr><td>Super Smash Brothers - Opens 6th</td><td>Gift Cards</td><td>\$150.00</td></tr> <tr><td>Super Smash Brothers - Opens 7th</td><td>Gift Cards</td><td>\$100.00</td></tr> <tr><td>Super Smash Brothers - Opens 8th</td><td>Gift Cards</td><td>\$50.00</td></tr> </table> <p>Total prize pool: \$3,700.00 (AUD)</p>	Super Smash Brothers - Youth 1st	Gift Cards	\$450.00	Super Smash Brothers - Youth 2nd	Gift Cards	\$350.00	Super Smash Brothers - Youth 3rd	Gift Cards	\$300.00	Super Smash Brothers - Youth 4th	Gift Cards	\$250.00	Super Smash Brothers - Youth 5th	Gift Cards	\$200.00	Super Smash Brothers - Youth 6th	Gift Cards	\$150.00	Super Smash Brothers - Youth 7th	Gift Cards	\$100.00	Super Smash Brothers - Youth 8th	Gift Cards	\$50.00				Super Smash Brothers - Opens 1st	Gift Cards	\$450.00	Super Smash Brothers - Opens 2nd	Gift Cards	\$350.00	Super Smash Brothers - Opens 3rd	Gift Cards	\$300.00	Super Smash Brothers - Opens 4th	Gift Cards	\$250.00	Super Smash Brothers - Opens 5th	Gift Cards	\$200.00	Super Smash Brothers - Opens 6th	Gift Cards	\$150.00	Super Smash Brothers - Opens 7th	Gift Cards	\$100.00	Super Smash Brothers - Opens 8th	Gift Cards	\$50.00
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<b>Competition Description</b>	<p>Level Up Esports will host the 2023 Geekfest Top End Major Esports Tournament for Super Smash Brothers Ultimate. Compete to be the Palmerston reigning champion in the following 2 divisions:</p> <ul style="list-style-type: none"> <li>• Juniors (10-15 years)</li> <li>• Opens (any age)</li> </ul> <p>A battle for some of the Total prize pool: \$3,700.00 (AUD). Registrations open 8 July 2023 and Close 8 July 2023 - No entries will be accepted outside this time.</p> <p>Register at the Level Up Table in the Palmerston Recreation Centre - Community Room 2.</p>																																																			
<b>Terms of entry</b>	<ol style="list-style-type: none"> <li>1. The following terms and conditions of entry (“Terms”) apply to Super Smash Brothers Ultimate 1v1.</li> <li>2. General Registration and participation by an entrant to this Tournament is deemed as acceptance of these Terms and the Rules and Regulations of this Tournament.</li> </ol>																																																			

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	<ul style="list-style-type: none"> <li>a. This Tournament features games of skill, with each entrant individually judged based on merit with strict adherence to the Rules and Regulations of this Tournament. This Tournament does not feature games of chance.</li> <li>b. The tournament Rules and Regulations for Smash Brothers can be found below.</li> <li>c. Level Up Esports and Palmerston and Regional Basketball Association are not liable for any loss (including loss of opportunity) or damage (including, but not limited to, direct, indirect, or consequential loss) or personal injury in relation to this Tournament or the use of, or participation in, the prize. Rights</li> </ul> <p>3. Level Up Esports reserves the right to:</p> <ul style="list-style-type: none"> <li>d. The final decisions for all matters over the course of this Tournament.</li> <li>e. To, at any time, verify an entry or entrant and disqualify an entrant Level Up Esports has reason to believe has submitted an entry not in accordance with these Terms; and</li> <li>f. To modify, suspend or terminate the Tournament with a minimum of 12 hours' notice to all entrants.</li> </ul> <p>4. Prizes</p> <ul style="list-style-type: none"> <li>g. All prizes are provided by City of Palmerston as advertised in the Tournament promotion material found on the website. Prizes may be changed for whatever reason; however, all reasonable steps will be taken to ensure you are notified of such changes, at least 12 hours prior to the change taking effect.</li> <li>h. Prizes are not transferable or exchangeable and cannot be taken as cash. No responsibility is accepted for any variation in the value of the prizes.</li> </ul> <p>5. Entry Requirement for the purpose of this event:</p> <ul style="list-style-type: none"> <li>i. a person aged 16 and over is considered an Opens competitor; and</li> <li>j. a person aged 11-15 (inclusive) is considered a junior competitor. Juniors can also compete in Opens.</li> <li>k. on the day of the competition (8 July 2023) Proof such as a student card or birth certificate may be required.</li> <li>l. The event rounds run from 5.30pm to 7.00pm and finals occur from 7.40pm to 8.40pm on Saturday 8 July 2023.</li> <li>m. There is no entry fee and no purchase necessary to enter.</li> <li>n. Each person must provide their relevant Name and personal contact information.</li> <li>o. Limited to once per person and once per team, an entrant is not permitted to register or participate as part of more than one team per competition.</li> </ul>
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<p><b>Tournament Rules</b></p>	<p><b>Overview</b></p> <p>Super Smash Bros. Ultimate tournament will use the following ruleset unless mentioned otherwise. As an Geekfest 2022 (GFTE23) competitor, players must abide by rules listed within this document.</p> <p><b><u>1. Player Eligibility</u></b></p> <p>Players must meet the eligibility requirements for each tournament as set out.</p> <p><b>1.1. Terms &amp; Conditions</b></p> <p>Players wishing to enter and compete in GFTE 2023 tournaments must have read, adhere to and be aware of the specific Terms &amp; Conditions of Entry of the tournament.</p>
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## **1.2. Player Information**

Users are required to forward accurate personal details when registering for GFTE23 tournaments. All personal information users provide to the GFTE23 must be accurate.

### 1.2.1. In-Game Name, Alias and/or Avatar

All players must label themselves in their matches with in-game alias' similar to or distinguishable enough to their alias provided during registration.

Inappropriate alias,' handles or avatars will not be tolerated, including names which contain themes of discrimination, racism, or sexism.

### 1.2.2. Game Account & Altting

You will be immediately disqualified from the tournament if you are found using an alternate tag/tag and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a TO prior to the registration end date.

## **1.3. Changes to Information**

If a player seeks to change their information, please contact the GFTE23 admins prior to game commencement.

## **2. Equipment**

### **2.1. Controllers**

Any compatible controller may be used. Do not put your wireless controller in your bag due to the likelihood of accidental button presses. Wireless controllers reconnect to a setup with a single button press. Disconnect wireless controllers through settings after playing a set. Controller modifications should be checked with the TO before the tournament.

### **2.2. Controller Connections**

Player controller connections are solely the responsibility of the individual. Should an issue arise regarding connection problems and no damage has been dealt to the player experiencing the connection issues the game may be restarted, If damage has been dealt to the player with connection issues play will either continue or the player experiencing the controller issues will forfeit one round.

## **3. Match & Game Settings**

### **3.1. Platform**

Super Smash Bros. Ultimate is to be played on Nintendo Switch.

### **3.2. Tournament Setups**

All tournament setups are provided by GFTE23.

### **3.3. Set Length**

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The format will be decided from the following based on the number of sign-ups or will be noted in the tournament specific ruleset:

- Bo1: (best-of-one): players will play only one game
- Bo3: the first player to win two games wins the match
- Bo5: the first player to win three games wins the match

## 3.4. Game Settings

Games will use the ruleset as follows:

- Stock: three
- Time Limit: 3:00
- Random Battlefield stage selection
- Items: Off & None
- Stage Hazards: Off
- Pausing: Off
- Handicap: Off
- Team Attack: Off
- Damage Ratio: 1.0x
- Radar: Big (default)

All other settings set to default.

### 3.4.1. Characters

All characters may be used, including Mii fighters made with guest Miis of 1111 configuration. Changing Mii fighters counts as a change of character.

## 3.5. Stage list

Random Battlefield (All)

## 3.6. Set procedure

### Before a set

1. Players connect controllers.
2. Players enter their custom controls if not already on the setup.

### Game one

1. Both players double blind pick character.
2. Play the match.

### Subsequent games

1. The winning player of the previous match picks their character.
2. The losing player picks their character.
3. Play the match.

### After a set

1. Players disconnect and desync wireless controllers.
2. Players report scores to TO/Admin.

### 3.6.1. Double Blind Character Selection

Double Blind character selection will occur for the first game of a set. In this situation, a third party should be told, in secret, each player's character choices for the first game. All players are to then select their character for the first game, with the third party validating that the character selected is the same as their word.

## 4. Pausing, Restarts & Tardiness

## **4.1. Pauses**

Pauses are only permitted while either player remains upon their own respawn platform and may only be used for the purpose of summoning a Tournament Official or controller malfunction. If the pause causes the opponent to lose a stock, the pausing player receives a game loss. This rule also applies to controllers which cause the game to revert to the Switch home screen.

## **4.2. Restarts**

If required, a game may need to be restarted, matches can only be restarted if neither player has taken damage and one minute has not passed or if both players agree to the restart. Matches may also be restarted at the request of administrators.

## **4.3 Tardiness**

Initial matches must begin within 10 minutes of commencement of the tournament and subsequent matches must begin within 5 minutes of the match being called, failure to do so may result in a forfeit loss for one or both players.

## **5. Sportsmanship**

Users are required to uphold, observe, and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in our tournaments. Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other players and general abuse or non-compliance towards administrators, casters, or spectators.

## **6. Cheating & Collusion**

### **6.1. Cheating**

Cheating will not be tolerated in any form. This includes but is not limited to, bugs, cheats, scripts, hacks, and macros. The offender will forfeit all matches for the current tournament.

### **6.2. Collusion**

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

## **7. Penalties**

Tournament officials reserve the right to issue any of the following penalties:

- Warning
- Final Warning
- Forfeiture of a single round or game
- Forfeiture of a match
- Player suspension from competition
- Player disqualification from competition
- Team disqualification from competition

Additionally, GFTE23 Staff reserve the right to issue any of the following penalties:

- Temporary ban from all GFTE23 events
- Permanent ban from all GFTE23 events
- Forfeiture of prize money

## **7.1. Lateness Penalties**

See [4.3.](#)

## **8. Competition Administration**

A no-tolerance policy will be in place for abuse, harassment and/or assault of any GFTE23 or Game Admin.

In addition to this, administrators reserve the right to alter and/or update the rules at their own discretion to maintain competitive integrity.

## **9. Additional Rules**

### **9.1. Stalling**

The act of stalling is banned. Stalling is anything which makes the game unplayable for either player. Any player found to be stalling forfeits the current game. Extending any infinite combo past 300% is considered stalling.

### **9.2. Coaching**

Mid-set coaching is not allowed. Referring to your own notes (on a device or otherwise) is allowed, however it cannot take more than 30 seconds to prevent significant delays to set progress.

### **9.3. Self-Destruct Moves and Sudden Death**

The winner of each game is determined by the results screen, except when sudden death occurs. When the players are presented with sudden death, the results screen is ignored, and the following rules are used to determine the winner:

#### 9.3.1. The game timer expired:

The winner is the player with the lowest damage percentage (lowest combined damage percentage in doubles).

#### 9.3.2. Players died on the same frame / Players had equal combined damage percentages when the timer expired:

A tiebreaker game will be played to determine the winner. The tiebreaker game is played on the same stage with the same characters, with the stock count set to 1 and the timer set to 3 minutes. The winner of the tiebreaker game is determined in the same way as the winner of a normal game (in extremely rare cases this will result in an additional tiebreaker game being played).

#### 9.3.3. Sudden death in a tiebreaker match:

If a player uses a suicide move to force sudden death during a tiebreaker game after having already done so during the original game, that player forfeits that game instead of playing an additional tiebreaker game.

	<p><b>9.4. Music Choice Clause</b></p> <p>Upon choosing a stage, either player can request a specific music track. If the players cannot agree to the selection, the stage should be chosen with random music. If a player is not using game audio in the set, they forfeit their control over stage music choices.</p> <p>These rules are made assuming the default 'My Music' settings. Any attempts to tamper with these settings in a deliberate effort to subvert the above rules may be met with disqualification.</p> <p><b>9.5. Character Colour Selection</b></p> <p>If there is a dispute in character colours or team colours (e.g., both players want to use green Fox), the players will play one RPS game to determine who gets the colour.</p> <p><b>9.6. Warm-ups</b></p> <p>Warm-up periods, button checks, and "handwarmers" may not exceed 60 seconds on the game clock. Violation of this rule may result in a game loss at the discretion of the TO.</p> <p><b>9.7. Misinterpretation/Misconfiguration</b></p> <p>Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. It is the players' responsibility to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment reserved for tournament staff.</p> <p>In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.</p> <p><b>9.8. All rules subject to interpretation and/or change by Tournament Organiser</b></p>
<p><b>Maximum Entries</b></p>	<p>You may enter based on your age:</p> <ul style="list-style-type: none"> <li>• Juniors (10-15 years)</li> <li>• Opens (any age)</li> </ul> <p>Juniors can enter both comps if they want to.</p>
<p><b>Notification of Winners</b></p>	<p>City of Palmerston will contact the winner by email if not in attendance when announced at GFTE 8 July 2023.</p>
<p><b>Public announcement of winners</b></p>	<ol style="list-style-type: none"> <li>1. Winners' names and pictures may be published on City of Palmerston, media platform pages, e.g. Facebook page following the event.</li> <li>2. All winners will also be published here: <a href="http://www.palmerston.nt.gov.au">www.palmerston.nt.gov.au</a></li> </ol>

## Terms & Conditions of entry

1. These Terms & Conditions incorporate the Schedule. If there is any inconsistency between the Schedule and these Terms & Conditions, the Terms & Conditions prevail.
2. Participation in this Competition is deemed acceptance of these Terms of Entry. Entrants not complying with these Terms of entry are ineligible entrants and the Promoter reserves its

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absolute right to disqualify any entrant from the Competition if any entries do not comply with the Terms and Conditions.

3. Entry is open to any person who meets the requirements of these Terms and Conditions.
4. The Competition will be conducted during the Competition period as stated in the Schedule.
5. The Prize/s are as specified in the Schedule.
6. The total prize pool is as specified in Schedule.
7. Any prize is valued in Australian dollars unless expressly stated to the contrary.
8. All vouchers are valid until the expiry date stated on the voucher as provided by the supplier.
9. Entrants agree to comply with any terms and conditions stated on the voucher supplied by the supplier
10. Neither the Promoter nor the voucher provider is liable for any voucher that has been stolen, forged, lost, damaged or tampered with in any way.
11. Entrants are advised that tax implications may arise from their prize winnings, and they should seek independent financial advice prior to acceptance of their prize(s). The Promoter accepts no responsibility for any tax implications that may arise from accepting a prize. Entrants are responsible for any and all expenses that they incur in entering the competition and they will not be reimbursed regardless of whether or not they win the competition.
12. The time of entry will be deemed to be the time the entry is received by the Promoter.
13. Entrants may submit up to the Maximum number of entries as stated in Schedule.
14. The Promoter accepts no responsibility for any late, lost, delayed, incomplete, incorrectly submitted, corrupted, illegible or misdirected entries, claims or correspondence whether due to omission, error, alteration, tampering, deletion, theft, destruction, disruption to any communication network or medium, or otherwise including those entries not received by the Promoter for any reason. The Promoter is not liable for any consequences of user error including (without limitation) costs incurred. No correspondence will be entered into.
15. The winner(s) will be notified in accordance with the Schedule. Notification to winners will be deemed to have occurred on the later of the time the winner receives actual notification from the Promoter or 48 hours after the promoter uploaded the notification. The notification will include details about how the prize(s) can be claimed.
16. The Promoter takes no responsibility where it is unable to contact prize winners who have not provided correct or complete contact details. If an entrant's contact details change during the Competition period, it is the entrant's responsibility to notify the Promoter. A request to modify any entry information should be directed to Promoter.
17. It is a condition of accepting any prize that the winner must comply with all the conditions of use of the prize and the prize supplier's requirements. Each prize must be taken as stated and no compensation will be payable if a winner is unable to use the prize as stated.
18. The winner(s) name will be published in accordance with the public announcement of winners' section of the Schedule (if applicable).
19. Entrants acknowledge that there may be risks to personal property and personal safety that may result in loss, injury or death when participating in the Competition. Entrants accept all risks in participating in the Competition and will not hold the Promoter (including its officers, employees and agents), liable for any damage to property, personal injury or death incurred in connection with participating in the Competition, whether arising in negligence or otherwise.

20. To the full extent permitted by law, the Promoter excludes all warranties, representations or guarantees (Warranties) regarding the Competition and any prizes, including any Warranties which may have been made in the course of advertising or promoting the Competition. The conduct of the Competition or the supply of prizes may involve third parties, and the Promoter makes no Warranties and disclaims all liability in connection with any such third parties, their acts or omissions. By entering the Competition, an entrant releases and indemnifies the Promoter (including its officers, employees and agents) from and against all actions, penalties, liabilities, claims or demands the entrant may have against the Promoter or that the Promoter may incur for any loss or damage which is or may be suffered or sustained as a direct or indirect result of an entrant entering or participating in the Competition or winning or failing to win a prize, or using or permitting any other person to use the prize, except for any liability which cannot be excluded by law or which would cause any part of this clause to be void or unenforceable.
21. If despite the foregoing clause, the Promoter incurs a liability to an entrant under any law which implies a Warranty into these Terms of entry which cannot legally be excluded, the Promoter's liability in respect of the Competition is limited, in the Promoter's discretion, to either resupplying such goods or services as form part of the Competition, or paying the cost of resupplying those goods or services.
22. Without limiting any of the foregoing, in no circumstances will an entrant or the Promoter have any liability to the other for any loss or damage suffered which is indirect or consequential in nature, including without limitation any loss of profit, loss of reputation, loss of goodwill, or loss of business opportunity.
23. The Promoter and its associated agencies and companies will not be liable for any delay, damage, or loss in transit of prizes.
24. The Promoter may in its absolute discretion not accept a particular entry, may disqualify an entry, or cancel the entire Competition at any time without giving reasons and without liability to any entrants, subject to any written directions from a regulatory authority. Without limiting this the Promoter reserves the right to verify the validity of entries, prize claims and entrants and to disqualify any entrant who submits an entry or prize claim that is misleading or not in accordance with these Terms of entry or who manipulates or tampers with the entry process. In the event that a winner breaches these Terms of entry, the winner will forfeit the prize in whole and no substitute will be offered. Verification is at the discretion of the Promoter, whose decision is final. Failure by the Promoter to enforce any of its rights at any stage does not constitute a waiver of those rights.
25. Prizes, or any unused portion of a prize, are not transferable or exchangeable and cannot be taken as cash, subject to any written directions from a regulatory authority. Where a prize is unavailable for any reason, the Promoter may substitute the prize for another item of equal or higher value subject to any written directions from a regulatory authority. The Promoter accepts no responsibility for any variation in prize value (including between advertising of the Competition and receipt of the prize).
26. In the case of the intervention of any outside act, agent or event which prevents or significantly hinders the Promoter's ability (or that of a third party involved with the Competition) to proceed with the Competition on the dates and in the manner described in the Schedule and these Terms & Conditions, including but not limited to vandalism, natural disasters, acts of God, civil unrest, strike, war, act of terrorism, the Promoter's obligations in respect of the Competition will be suspended for the duration of the event and, in addition, the Promoter may in its absolute discretion cancel the Competition and recommence it from the start on the same conditions, subject to approval of the relevant authorities.
27. All entries become the property of the Promoter. As a condition of entering into this Competition, entrants agree to assign all their rights in and to their entry and any related content to the Promoter, including any copyright or other intellectual property rights in the entry and

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related content. Without limiting this, the Promoter may use entry content for any and all purposes including commercial purposes. You warrant that entry content is original, lawful and not misleading and that the Promoter's use of such content will not infringe the rights of any third parties. The Promoter has no obligation to credit you as the author of any content submitted and may otherwise do any acts or omissions which would otherwise constitute an infringement of any moral rights you may have as an author of content.

28. Entrants consent to the Promoter using the personal information provided in connection with this Competition for the purposes of facilitating the conduct of the Competition and awarding any prizes, including to third parties involved in the Competition and any relevant authorities. In addition to any use that may be outlined in the Promoter's Privacy Policy, the Promoter including third parties may, for an indefinite period, unless otherwise advised, use the private information for promotional, marketing, publicity, research and profiling purposes, including sending electronic messages or telephoning the entrant.
29. The collection and disclosure of personal information provided in connection with this Competition will be handled in accordance with the Promoter's Privacy statement which adheres to the Privacy Act 1988 (Cth) and Australian Privacy Principles.
30. The Competition and these Terms of entry will be governed by the law of the Northern Territory. Entrants accept the exclusive jurisdiction of courts and tribunals of the Northern Territory in connection with disputes concerning the Competition.
31. Social media platforms which may include but not be limited to Facebook, YouTube, Instagram, TikTok, or Snapchat may be used to advertise or promote the Competition. By entering the Competition, entrants agree that the Competition is in no way sponsored, endorsed or administered by, or associated with Facebook, YouTube, Instagram, TikTok or Snapchat; and to release Facebook, YouTube, Instagram, TikTok, or Snapchat from all liability in relation to this Competition. Any questions, comments or complaints regarding the Competition should be directed to the Promoter and not Facebook, YouTube, Instagram, TikTok, or Snapchat.