



Super Smash Bros. Ultimate Geekfest Top End 2024

Tournament Rules

Super Smash Bros. Ultimate tournament will use the following ruleset unless mentioned otherwise. As an Geekfest Top End 2024 (GFTE24) competitor, players must abide by rules listed within this document.

1. Player Eligibility

Players must meet the eligibility requirements for each tournament as set out.

1.1. Terms & Conditions

Players wishing to enter and compete in GFTE24 tournaments must have read, adhere to and be aware of the specific Terms & Conditions of Entry of the tournament.

1.2. Player Information

Users are required to provide accurate personal details when registering for GFTE24 tournaments. All personal information users provide to the GFTE24 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's 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 and/or hide your identity to manipulate the bracket/seeding. The only exception to this rule is if the player notifies a Tournament Organiser (TO) prior to the registration end date and time.

1.3. Changes to Information

If a player seeks to change their information, please contact the GFTE24 TO 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 GFTE24.

3.3. Set Length

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

Tournament format will be Double Elimination Bracket, determined on 6 July 2024 by TO based on number of registrations received.

Finals format will be solely determined by the TO at GFTE24.

3.4. Game Settings

Games will use the ruleset as follows:

Juniors	Opens
3 min game	7 min game
3 Stock	3 Stock
Battlefield	Battlefield
Items off	Items off
Stage Hazards off	Stage Hazards off
Pausing off	Pausing off
Handicap off	Handicap off
Spirits off	Spirits off
Damage Ratio 1.0x	Damage Ratio 1.0x
Sudden Death enabled	Sudden Death enabled
Smash Meter enabled	Smash Meter disabled

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

Players connect controllers.

Players enter their custom controls if not already on the setup.

The winning player of the previous match picks their character.

The losing player picks their character.

Play the match.

After a set Players disconnect and desync wireless controllers.

Players report scores to TO/Admin.

4. Pausing, Restarts & Tardiness

4.1. Pauses

The in-game pause option is disabled. 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, exploits, 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, GFTE24 Staff reserve the right to issue any of the following penalties:

Temporary ban from all GFTE24 events

Permanent ban from all GFTE24 events

Forfeiture of prize money

8. Competition Administration

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

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. Sudden Death

The winner of each game is determined by the results screen, including if a game extends into sudden death

9.4. Music Choice Clause

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.

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.

9.5. Character Colour Selection

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.

9.6. Warm-ups

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.

9.7. Misinterpretation/Misconfiguration

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.

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.

9.8. Tournament Seeding

Seed for tournament is decided using tournament online bracket software. Participant details are entered then randomly sorted. Bye and seed position are randomly attributed for fairness in matchups.

9.9 Tiebreaker

Tiebreakers will be decided by TO according to a specific criteria at the GFTE24. For further details discuss with TO at the event.

9.10. All rules subject to interpretation and/or change by Tournament Organiser