



Splatoon 3 Rule Set



Rule Set current as of	04/01/23	Spring 2023
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Match Setup

Team Size: 4v4

Match: Consists of the winner of the best of three game series on the best of 3 game modes..

Game: Consists of winning a specific game mode as predetermined by the game committee head. The possible game modes that will be decided are as follows: The beginning map will also be pre-determined each week at the beginning of the season so coaches and players can prepare knowing the map they will start on.

1. Splat Zones
2. Tower Control
3. Clam Blitz
4. Rainmaker

Additional Game Settings that MUST be applied

- Recon On/Off (Set to OFF or default)
- Primary Gear abilities Only (Set to OFF or default)

Weapons and Gear:

Anything a player has unlocked may be used with the exception of “Splatfest Tees” Any player wearing this gear will have their team disqualified from match play that week.



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Win Conditions

Is when one team wins the best of 3 games from the modes chosen above. If one of the modes has been disabled by Nintendo that week then they will skip that mode. All 3 games MUST be played to determine playoff conditions.

Game Mode Selection:

Will be determined by the game committee head for each week for the season. Maps will be predetermined before the season begins as well. Game Modes may not be used more than one time during the match. Between game modes players can change out their gear to prepare for the next game mode. The team that loses the first best of 3 in the first game mode will determine the next game mode that will be played on. Each team that loses the game mode will be able to choose the next gamemode until the match has been decided.

Map Selections:

Inkblot Art Academy
Sturgeon Shipyard
Makomart
Hagglegfish Market
Scorch Gorge

Eeltail Alley
Flounder Heights
Brinewater Springs



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Museum D' Alfonsino
Undertow Spillway
Mincemeat Metalworks
Hammerhead Bridge
Mahi Mahi Resort

Team Rosters:

Teams must have a minimum of 4 on their team. It is recommended to have 2-4 backup players on your team in case students are unable to attend the day of a match.

Substitutes

Coaches can enter substitutes from the substitute pool on their dashboard to an active player position BEFORE the start of the match and or next game round begins

Connecting:

Prior to the match teams must ensure that friend codes have been exchanged via the teams captains. This can be done through Discord prior to the match starting (preferably 24 hours in advance).

The team with the better record (or can be discussed by the coaches if they have the same record) will create the lobby with a password that will let the away team know how to join.

The team that created the lobby will also create the match with the game modes in the correct order.

Disconnections:



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If a player disconnects before 30 seconds into the game the stage will be restarted. If a player disconnects after the 30 second time frame then play will resume until the stage has finished. It is recommended that players and coaches take screenshots when a player disconnects to allow communication between coaches and players to determine if play should continue or not.

Requirements to join the lobby:

Players must have completed at least the in game tutorial and at least 1 "Turf War" match online and create a Player ID. This allows custom lobbies to open up.

Sportsmanship:

Toxicity and unsportsmanlike behavior have no place in Esports Ohio. If unsportsmanlike, vulgar, or toxic behavior should occur, the following proper steps should be taken by the coach of the team reporting the unsportsmanlike behavior. NOTE: Only official complaints by coaches will be accepted. Abuse of this system by coaches, players, or outside third parties may result in penalties to the reporting team.

All participants are expected to uphold a universal level of sportsmanship while participating in ESO sanctioned events. Those who fail to behave in a sportsmanlike manner verbally (such as through chat) or physically (such as through actual physical taunting outside of the game or other inappropriate communication) may face penalties at the discretion of ESO administrator or referees.

If you or any member of your team believes that you have experienced bad sportsmanship to a degree such that it violates the aforementioned rules, please do the following:



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1. If possible, record the poor sportsmanship at the time of the incident (such as with screenshots, replay saving features, or other means).
2. Finish the match regardless of outcome.
3. Notify your coach of the incident.
4. **Coaches only:** Notify the opposing coach of your intent to file a complaint of unsportsmanlike behavior.
5. **Coaches only:** Submit an official complaint via Discord @Coach McClellan [East Canton]#6382
6. Should the result be proven to be unsportsmanlike, disciplinary action will be taken with disqualification and forfeitures noted. For Further Review, see Appendix A to ESO General Rules.