



Super Smash Brothers Ultimate Season Championship Guide



Eligibility Requirements for Club Participation and Competition:

All students participating in the Pennsylvania Scholastic Esports League (PSEL) must meet the minimum eligibility requirements for club participation regardless of where the Club is

- PSEL participation is open to high school students.
- The high school student must enroll in the PSEL Club at a high school or community-based organization.
- The high school student is currently enrolled in at least 20-semester units of work at a high school as defined in the Club Eligibility guidelines.
- The high school student maintained satisfactory citizenship (no N or U) during the previous grading period at a high school or is in good standing at the community-based organization.
- The high school student must have earned a grade point average of 2.0 or better in all subjects during the previous grading period preceding his/her participation.

Additional Requirements for 2023/2024 Season:

Roster Requirements

- Every team must have a full roster when registering their team
 - **3 starting players with 2 substitutes**
- This means teams must secure enough players **prior** to registration

Match Time & Rescheduling

a) Both teams' Club Advisors/Coaches must be present either physically or virtually for the duration of the series.

b) The default match time for PSEL Super Smash Brothers Ultimate Championship Season matches will be HS SSBU Wednesdays at 3:30 pm and MS SSBU Thursdays at 3:30 pm

c) Club Advisors should make contact with each other as soon as possible to confirm match day and time works and to exchange starting rosters.

d) Club Advisors may ask their opponent to reschedule their match, but their opponent is under absolutely no obligation to do so. If both Club Advisors agree to a reschedule, the match still must be played during that school week (Monday through Friday). If one team can't play at the PSEL scheduled date and time, and



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both Club Advisors can't agree on rescheduling, the team who can't play at the default time of Tuesdays at 3:30 will forfeit the match.

e) Both Club Advisors should reach out to PSEL to explain the circumstances in the event of a forfeit or irregularity.

f) If at the end of the school week (Friday) a match has not been played and neither Club Advisor has reached out to PSEL explaining the circumstances, both teams will be given a forfeit.

Match Procedure


Game Lobby

a) The Home team will be determined by PSEL and listed on the UGC schedule.

b) The Home team will create the lobby. The Away team will have the choice of which team is which color, which will not change for the duration of the match.

Weekly Match Protocols

a) Team Size: Teams may consist of 3 players and 3 substitutes. Substitutes may be listed on more than one roster, but all players may only play on a single team during a given week.

b) Roster List: On the UGC Platform, go to Clubs/Teams->Manage (Icon looks like: )>Details->About and list your team's roster for each Game of the Set, including the First-Up fighter for each player. This First-Up Fighter is ALWAYS used in Game 1 of that player's set. Example as follows:





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Note: In the example above, Player 2 as well as Substitute 1 only have two fighters listed. Players do NOT have to list 3 fighters for their pool, however only fighters listed in there may be used in Games 2 & 3 of their sets.

In the roster noted above, Player 1 will always play Kirby in game 1, Player 2 will always Play Bowser in game 1, and so on.

i) The first-up Fighter for each player must be different

ii) Fighters in the pool for a given player MAY be shared.

iii) These rosters may NOT be changed less than 24 hours before the schedule match time. A roster change is defined as changing the fighters listed, changing a player from "Substitute" to "Starter", etc.

If a player plays a fighter not listed as their first up in game 1 of their set, that player will forfeit their first game.

If a player plays a fighter not in their Character pool for a given game, that player will forfeit all games in which an illegal fighter is used.

Teams that are found to be manipulating their roster, or who are engaging in unsportsmanlike or unethical behavior may be issued match losses for a given week.

c) Substitutes/Substitutions: In the event a player is unable to attend their match, the team will notify their opponent WHICH of their 3 players will be playing **at least 30 minutes prior** to the start of the game. This can be from among the 3 starting players or the 3 substitute players.

i) Substitutes may use their own character pool, including first-ups, provided the opponents are notified before the opponent-selection process begins.

ii) Late-Substitutions/Post-Opponent Selection: If teams have already completed the process of selecting their matchups and opponents, or if a substitution is not declared 30 minutes prior to match start, a substitute player **must use the roster of the player for whom they are replacing.**

iii) The process of selecting opponents needs to be started only once both teams know which 3 players are playing in the game. It is not acceptable to simply start a message with: "My player A plays your Player X" and to have the opponent say "Player X isn't playing, it's actually Player M."



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iv) If no substitutes are declared 30 minutes in advance of the match start-time, it is expected that the 3 players listed as Starters will be the ones playing. Substitutes declared after that point will not be able to use their own pool of fighters.

Regarding Roster Changes & Adjustments

In Summary, if you know a player will be absent:

More than 24 hours in advance: Just change the roster to reflect the new starting players.

24 hours through 30 minutes before game-time (Before matchups have been selected): Notify the opponent which substitute will be playing and whom they will be replacing.

Less than 30 minutes before game-time OR After Matchup Selection: The substitute must use the listed starter's pool.

d) Players will communicate and use the stage striking protocols defined below to establish the first stage to be used in Game 1. Stage selection protocols for Games 2 and 3 (If necessary) are described below.

Game Rules

A) Opponent Choice (With Examples)

a) **The Home team**, the top team in the bracket, (Players A, B, & C) will choose the first matchup, choosing one of their 3 players to go against one player from the Away team's roster (Players X, Y, Z). NOTE: The first-up fighter for each PLAYER is the first fighter listed in their Character Pool. This means that when choosing opponents, the player will always know which fighter is being used in game 1 of that set.

Example: Home team Chooses Player A to vs. Player Y.

Player Y will have first Stage Ban during Game 1 Stage Striking.

b) **The Away team** will then choose one of their remaining players (Player X or Z) to go against one of the remaining players on the Home team (Player B or C). The Last matchup is determined by Default.

Example: Player X vs. Player B, and Player Z vs. Player C are chosen by the away team.

Players B & C will have first Stage Ban during Game 1 Stage Striking.

c) **Reminder Tip:** If your player did NOT choose their matchup, then your player gets the first ban during Game 1's Stage Striking procedure

B) Stage Rules



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a) **Game 1:** Players will ban stages from the starter stage list below until a single stage is selected for their Game 1. The player who DID NOT choose their matchup gets the first ban and is considered P1 for this, P2 is the player who chose the matchup. Bans go in the following format: Bans will take place using the following format:

P1 bans ONE stage from the starter stage list.

P2 bans TWO stages from the starter stage list.

P1 bans ONE stage from the starter stage list.

The stage remaining will be the stage played for Game 1.

b) **Stage Selection (Games 2 & 3)** The winning player from the previous game will ban TWO stages from among the Full Stage list, including both the Starting Stages & Counterpick Stages. The loser of the previous game then chooses a stage from among the remaining stages. The game is played on that Stage.

c) **Starting Stages**

The following stages are the Starter Stages:

Battlefield

Final Destination

Town & City

Pokémon Stadium 2

Smashville

d) **Counterpick Stages**

The following stages are the Counterpick Stages and are available for Games 2 and 3 during a Set.

Kalos Pokémon League

Small Battlefield

Yoshi's Story

e) **Fighter Counterpicks (After Game 1):** After the first game of a set is finished, the following occurs:

i) Winning Player bans 2 stages from the list

ii) Losing Player chooses 1 stage from among the remaining stages, barring the most recent stage that that player has counterpicked and won previously in that set.

Example: During Game 2 of a best of 3 during playoffs, player 2 counter-picks Town & City and wins on that stage. After losing game 3, Player 2 has the option to counterpick again, but may not choose Town and City for their counterpick.



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iii) Winning Player declares their fighter. The fighter they are choosing may be from their Pool of 3 fighters.

Note: Fighters not declared in a player's pool MAY NOT BE USED.

iv) Losing player chooses their fighter from among their pool

f) Game Begins

Game Settings

Arena Setup: The home team will set up the battle arena and invite the Away Team, with the following Ruleset

- 1) Type: Anything Goes
- 2) Visibility: Friends
- 3) Format: 1-on-1
- 4) Rules: 3 Stock -7:00
 - a) Launch Rate: 1.0
 - b) Items: Off
 - c) Stage Hazards: Off
- 5) Rotation: Bottom One Leaves
- 6) Max Players: 2
- 7) Stage: *Choice by Process described in 4.2
- 8) Custom Stages: Off
- 9) Spirits: Off
- 10) Voice Chat: Off
- 11) Room Music: All
- 12) Password: On
- 13) Communicate Arena Name & Password via Discord or other communication platform

Match Play

- A) Each player will play against their previously selected opponent until one of them has won their set of 3 games. The match flow will be as follows:
1. Players will strike stages according to the protocols in [B\) Stage Rules](#)
 2. Players play their first game using their first-up fighters.
 3. Winning player from Game 1 Strikes 2 stages.
 4. Losing player chooses a stage.
 5. Winning player declares their fighter
 6. Losing player declares their fighter.
 7. Players play their next games and repeat this process until 1 player wins the Best of X games.



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B) Stage Timeouts and Delaying:

a) See Rule 4.8 for the specific rules regarding time expiring.

b) **Stalling:** Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming invisible, continuing infinities past 300%, and reaching a position that the player's character can never be reached by the opposing character. Stalling will result in a forfeit of the game for the player that initiated the action. Submit video evidence of stalling to the Scholastic Tournament Administrator. This may result in match results being overturned if a player is determined to have been stalling.

c) **Self Destruct Moves:** If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs as the result of a self-destruct move, a standard sudden death play-off game applies (See next rule for description).

d) **Sudden Death:** If a game goes to Sudden Death by time-out, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 3-minute time limit on the same stage and with the same characters as the tied game. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a tiebreaker game, this process is repeated.

C) Match Restrictions

a) Mii Fighters must use their default costumes (No custom clothes/faces). Mii Fighters must be declared on the roster with their names listing their chosen combination of moves in the format #####, such as 2313 to signify the special moves to be used. If the moveset is not declared in advance, or if the moveset being used in game does not match the moveset declared on the roster, all games played with the Mii will be considered forfeit. If a new fighter becomes available during the tournament, the fighter is quarantined for the season and not eligible for play.

b) All DLC fighters are permitted.

c) Each first-up fighter on a team roster must be different and listed as described in Roster List. (Example: A team can not have two Yoshi's as their first out, but they CAN have duplicate fighters on their bench)



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d) Duplicate fighters ARE permitted on a team's bench, provided their First-up fighters are all different.

e) No teams may use a spectator to gain a competitive advantage. Spectators are only permitted for streaming. A separate spectator console must be used with an ethernet adapter and on a high speed connection to spectate/stream. If a spectator is causing match lag, either team may request the removal of the spectator account.

f) Between Games: Stages must be banned and communicated in a timely fashion. When a player wins a game, they will have up to 2 minutes to communicate their choice of 2 stages to ban from the list. Losing Player will have up to 2 minutes to select a counterpick stage. If a winning player takes longer than 2 minutes to communicate their stage bans, their bans will be considered Forfeit. If a losing player takes more than 2 minutes to communicate their choice of stage selection, their choice will be considered forfeit, and the stage chosen will be the first, un-banned stage on the list from among these three stages:

Battlefield

Final Destination

Town & City

After such time as the stage is selected, the match will resume with the winning player declaring their fighter.

Note: This rule is in place to ensure games are completed in a timely fashion and the time of all opponents is respected. Teams that take excessively long to complete this process may be issued penalties and forfeits at the sole discretion of the Scholastic Tournament Administrator.

g) Each team may have one 5 minute time out between games. Be sure to communicate that with the opposing team

h) **Bad Sportsmanship:** Players who use poor manners, insults, hate speech, racism, "teabagging", "Taunt spamming," or other negative communication may result in the offending team facing penalties. Submit all evidence of bad manners or sportsmanship to the Scholastic Tournament Administrator. Players who exhibit egregious forms of bad sportsmanship will be banned from the current competition and the team will receive a warning. Teams with a warning who have a player exhibiting bad sportsmanship will be banned from the competition. Teams may also incur a permanent ban depending on the severity of the infraction. Plan to submit video evidence of infractions to the Scholastic Tournament Administrator.

i) **Hacking, Ghosting, Stream Cheating:** Any type of use of an illegal 3rd party program, programmable controller, map hack, stream cheating, or any other activity that



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leads to a player having an unfair advantage is prohibited. Penalties similar to those outlined above in 4.4.7 may be implemented.

j) **Spectator Accounts** may only be used for the purposes of streaming. We recommend that all game titles are streamed with a 2 minute delay.

D) Equipment Restrictions

a) No controller that is post-manufacturing programming or able to host macros may be permitted.

b) Pro Controllers or GameCube Controllers (Or off-brand versions may be used, provided they do not violate the above rule.

E) **Absent or missing players:** In the event 1 player is absent and a substitute is not available, the team will forfeit 1 set of their best of 3. The teams will then play two sets with the remaining players. In the event 2 players are absent, the team will forfeit two sets, and play out the remaining game with their last player.

Additional Procedures

Restrictions

Player Count

Both teams participating in a match must provide 3 players at the beginning of the first game, and 2 for each consecutive game. Meaning if a player loses connection during intermission, the team can play 2v3. During a game, if a team should lose 2 players that have disconnected with the intention of no longer playing in the match at the same time, that team will forfeit the remainder of the game to the opposing team. If a team is not able to field the required number of players for additional games in the series, then they will forfeit the remainder of the match.

Streaming Play



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Club Advisors should let opponents know if they or any member of their team is streaming the match. Open communication regarding game streaming is integral to student information security and overall fun.

Substitutions

Coaches may substitute a player into a match after a game has been completed. Subs must happen within the intermission between sets or games.

SSBU: 5-minute intermission between sets. If no subs, or finished coaching this intermission may be ended early.

Captains should note in Discord which players will be subbed for which players

Captains and Coaches should “Mark” the time on the clock that the match ended, agreed upon by both coaches. Flexibility to this time may be granted but should not delay the match further than necessary.

Should a sub(s) fail login correctly, complete disconnect, cause undue delay, or disconnect the game the following steps must be taken.

1. The offending team may offer to forfeit the series
2. Coaches may agree to no change in play once resumed

Reporting Results

At the conclusion of the match, each coach/ advisor will need to fill out the appropriate form to report match results to the league/conference.

All gameplay must be reported in UGC Esports, and only one coach needs to report. If there is a discrepancy, please contact either Kammas or Matt in Discord.

SSBU Full Sets Rule

In order to be considered for post-season play, all series must be completed for consideration as it may break a tie. Leaving after the match win, will result in 1 series forfeit for first to 2 series resulting in a 2-1 set win.



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Issues or discrepancies with play

Should there be an issue or problem during the course of the match that is not covered under the above rules, coaches may allow for the stoppage of play between games until the issue can be resolved or agreed upon with the resumption of play thereafter.

If no agreement can be reached stop play, fill out the Post Game form and it will be counted as a loss for both teams.

Match Time & Rescheduling

a) Both teams' Club Advisors/Coaches must be present either physically or virtually for the duration of the series.

b) The default match time for PSEL SSBU Championship Season matches will be Wednesdays at 3:30 pm or Thursdays at 3:30 PM.

c) Club Advisors should make contact with each other as soon as possible to confirm match day and time works and to exchange starting rosters.

d) Club Advisors may ask their opponent to reschedule their match, but their opponent is under absolutely no obligation to do so. If both Club Advisors agree to a reschedule, the match still must be played during that school week (Monday through Friday). If one team can't play at the PSEL scheduled date and time, and both Club Advisors can't agree on rescheduling, the team who can't play at the default time of Wednesdays or Thursdays at 3:30 will forfeit the match.

e) Both Club Advisors should reach out to PSEL to explain the circumstances in the event of a forfeit or irregularity.

f) If at the end of the school week (Friday), a match has not been played and neither Club Advisor has reached out to PSEL explaining the circumstances, both teams will be given a forfeit.

Sportsmanship

Toxicity and Unsportsmanlike behavior has no place in the Pennsylvania Scholastic Esports League. If unsportsmanlike, vulgar, or toxic behavior should occur, the following proper steps



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should be taken by the coach of the team reporting the unsportsmanlike behavior. NOTE: Official complaints by coaches only will be accepted, abuse of this system by a coach, player, or outside 3rd party may result in penalties to the reporting team.

All participants are expected to uphold a universal level of sportsmanship while participating in PSEL-sanctioned events. Those who fail to behave in a sportsmanlike manner verbally, through chat, or actual physical taunting and other inappropriate communication may face penalties at the discretion of PSEL administrators or referees.

Emoting, or in-game taunting such as Smash Bros that is built into the game are allowable as it adds a dynamic to the game that players must overcome. Use of an in-game taunt or emote that results in an inappropriate word or phrase may be considered bad sportsmanship and result in penalties.

If you or any member of your team believes that you have experienced bad sportsmanship to an extreme degree or violation of the aforementioned rules, please do the following.

1. If possible record the poor sportsmanship at the time of the incident.
2. Finish the match regardless of the outcome,
3. Notify the coach of the incident
4. Notify the opposing coach of your intent to file a complaint of unsportsmanlike behavior.
5. Coaches only Submit an official complaint. Via Discord **Alexander Gibson @Axelrogue** or **Kammas Kersch @[PSEL]kchersch#8138**

Should the result be proven to be unsportsmanlike, disciplinary action will be taken with disqualification, and forfeitures noted.

Maximizing Playing Time

There is nothing wrong with prioritizing winning, but at the end of the day, PSEL wants esports to be a positive experience for all students. For many students, that means getting playing time. PSEL member schools are encouraged to find ways to maximize student playing time. Here are some ideas:

(a) Playing more/multiple series after the official PSEL scheduled match similar to a “5th quarter.” The results will not count toward placement in the postseason. Or playing all matches in the 5 series, regardless of the first 3 wins.

(b) Playing concurrent matches while the championship match is being played, is similar to a JV game.



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(c) Club Advisors may schedule their own extra, unofficial matches or rematches against teams in PSEL at their discretion. These extra matches will not be PSEL official matches, scheduled by PSEL administration, nor count toward a team's record or postseason placement in Pennsylvania Scholastic Esports League. However, if teams can fit extra matches into their schedule, they are encouraged to do so.

(d) Club Advisors may schedule their own extra matches against teams not in PSEL. These extra matches will not count toward a team's record or postseason placement in Pennsylvania Scholastic Esports League. Consider playing colleges and other teams from around the country or around the world!

(e) Club Advisors may enter teams into PSEL or NASEF Extra Credit Tournaments. The results will not count toward placement in the postseason.