



RIIL Esports

Competition | SSBU 3v3s

SSBU 3v3s Official Rulebook

IMPORTANT REMINDERS:

Participating schools must follow all procedures outlined below, including but not limited to:

- Report the results of your match on UGC after your match has concluded. Only coaches are allowed to report for your team.
- Your team must be available and ready to play at the start of each scheduled match.
- The RIIL will allow a 10-minute grace period before the match will start.
- Matches are prohibited from being rescheduled without mutual agreement by both teams and approval from the RIIL-designated tournament administrator.
- Schools must follow all RIIL Rules & Regulations, in addition to any rules specific to RIIL esports.
- *The NFHS Network is the exclusive broadcast rights holder of all RIIL postseason events.*

Overview:

The Rhode Island Interscholastic League (RIIL) has been working with the North America Scholastic Esports Federation (NASEF) on the RIIL eSports Initiative, adopting a model that connects gameplay and competition to meaningful education around life and career skills. NASEF shares the core values and mission of RIIL regarding education-based opportunities for the students of Rhode Island, while adhering to the governing values of equity, fair play, honorable competition and good sportsmanship.

Together, NASEF and RIIL will offer participation opportunities in top esports titles. Competition will be hosted on the UGC (Ultimate Gaming Championship) platform, which is recognized for its ease-of-use and is supported by a highly responsive development team. NASEF's structure combines competition with education about career pathways in the esports world and beyond, making high school esports a place where students prepare for global career opportunities as well as competition.

The RIIL will designate an official "Tournament Administrator" who will serve as the point of contact for all participants and will oversee all Tournament logistics, gameplay, and any and all other aspects regarding competitive play.

SSBU 3v3s Summary

The SSBU 3v3 Format, played on a single console should take around 60-75 minutes. With 3 consoles this should take between 20 and 25 minutes. During the regular season/weekly play: players play 1v1 in a Best of 3 games against a single opponent. During the postseason play, Players play 1v1 in a Best of 5 games against a single opponent. These games may take between 60-90 minutes with a single console and should take 30-35 minutes with 3 consoles.

If your team is unable to commit to playing at this time and for this duration, please refrain from entering into the tournament. Reschedules are only permitted if both coaches agree to the change (i.e. changing the time to start earlier/later). If a game must be rescheduled to an alternate date, inform the Scholastic Tournament Administrator. With Round Robin, it IS possible to play games during different weeks if needed.

Please do not rely upon reschedules to enable your team to participate. (Ex. if you know that the default start time is impossible to make for your team, do not enter with the expectation of rescheduling all games).

Game/Format	Platform	Region
SSBU 3v3s 1v1's Best of 3 until postseason, then Best of 5	Nintendo Switch	US East

Disclaimer: No student data is ever collected by NASEF through the RIIL eSports Initiative. Any data collected on the UGC platform for the tournament is securely maintained through a whitelabel, secure closed platform and is never shared, in accordance with the privacy policy and all applicable laws and regulations

1. Team Information

- a. **Teams:** Each site may submit ONE Varsity and Unlimited JV teams to the RIIL Esports Competition, provided they can all participate at the same time.
 - i. **Team Name Protocol:** Please name your teams according to the following naming convention: School Name/Acronym, SSBU Varsity or JV, etc. Ex: Barrington, SSBU, Varsity
- b. **Tech Requirements:** Each team that is participating in the tournament may participate from a single Nintendo Switch console, though 3 consoles is recommended. All Consoles should use a Nintendo Switch-compatible USB-to-Ethernet adapter to have a wired internet connection. A
 - i. subscription to Nintendo Switch Online is also required for each device to be connected.

2. **Student Information:** NASEF and UGC take student data privacy very seriously, and as such, no student information is required to be submitted for RIIL Esports Competition.

3. Definitions:

- a. **Team:** The team of 3 fighters declared on the roster for each Game
- b. **Game:** A game is defined as a single battle between two players.
- c. **Set:** A set is defined as a best of X games between two players.
- d. **Match:** The combined results of all sets won by their players in a given week.
- e. **First-up:** The fighter used FIRST in each Set by a given player. This is locked 24 hours prior to the match beginning or whenever teams determine matchups, whichever happens sooner.
- f. **Bench:** Also known as the Pool of fighters. The two backup fighters that a player can use during their Set.
- g. **Points:** The number of points won during a given match, to be reported back on the UGC platform.

4. Competition Details

- a. **Weekly Matches:** Weekly matches will consist of each player playing against a player from the opposing team in the following process:
 - i. The Home Team (The top team on the bracket, or first listed team), chooses one of their fighters to play against one of the opponents (Ex: Team A chooses their Yoshi to fight Team B's Marth).
 - ii. The other team chooses one of their fighters to go against one of the remaining two fighters on the other team.
 - iii. The last remaining fighters are paired together.
 1. Note: This does give the away team or lower seeded team slightly more control over the matchups, however this is balanced by the ability of the home team to choose a favorable matchup.

- iv. Each of the paired fighters will play in a Best of 3 1v1 against their chosen opponent. Points will be awarded as follows:
- 5. **Weekly Matches: Point System.** The RIIL Esports Competition believes in a strong team element, as well as the importance of all matches mattering to the players, as well as the ability of any player to contribute to their team's overall standing during a given week. As such, the following system will be in place for the competition.
 - a. During a given week, ALL sets will be played. Teams will receive a point for each set they win during the week. For example, a team that wins all 3 sets in a given week will earn 3 points for their team, while a team that only wins 1 set will earn 1 point for their team.
 - i. The points are awarded based on SET wins, not individual game wins within the set.

6. Weekly Match Protocols

- a. **Team Size:** Teams may consist of 3 fighters and 3 substitutes.
- b. **Roster List:** On the UGC Platform, go to
 - i. Clubs/Teams->Manage (Icon looks like:)->Details->About and list your team's roster for each Game of the Set.
- c. The first-up Fighter for each player must be different
- d. Each first-up Fighter on your roster must be unique.
 - i. Fighters on the bench for a given player MAY be shared.
 - ii. These rosters may NOT be changed less than 24 hours before the schedule match time
 - iii. In the event a substitution must occur after the 24 hours, the list of fighters, including bench fighters listed on the roster must be used, even if it is by a backup player.
 - iv. 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.

7. Communication Protocols

- a. It is expected that participants begin communicating with their opponent at least 24 hours prior to the start of the match.
- b. The home team (The top team on the bracket) is responsible for sending the away team (The bottom team in the bracket) the Friend code for the nintendo switch they will be using.
- c. The home team will create the lobby as described in the [Game Rules](#) section below.
- d. Friend requests should be sent at least 10 minutes before the start of the match
- e. If utilizing multiple switches/remote play, the team utilizing multiple switches is responsible for adding all relevant switch accounts as friends.
- f. Teams should coordinate with one another to determine the platform through

which the coaches or captains will communicate during the match. The default communication platform is the

- g. Teams will play all matchups with all 3 players and report scores based on the number of Sets won by their team.

8. Game Rules

a. Opponent Choice (With Examples)

- i. 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).
 - 1. Example: Home team Chooses Player A to vs. Player Y.
- ii. Player Y will have first Stage Ban during Game 1 Stage Striking.
- iii. 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.
 - 1. Example: Player X vs. Player B, and Player Z vs. Player C are chosen by the away team.
- iv. Players B & C will have first Stage Ban during Game 1 Stage Striking.
 - 1. Striking.
- v. **Reminder Tip:** If your player did NOT choose their matchup, then your player gets the first ban during Game 1's Stage Striking procedure

9. Stage Rules

- 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

- i. Bans will take place using the following format:
 - 1. P1 bans **ONE** stage from the starter stage list.
 - 2. P2 bans **TWO** stages from the starter stage list
 - 3. P1 bans **ONE** stage from the starter stage list.
 - 4. The stage remaining will be the stage played for Game 1

b. Stage Selection (Games 2 & 3)

- i. The winning player from the previous game will ban **TWO** stages from among the Full Stage list, including both the Starting Stages & Counterpick Stages
- ii. The loser of the previous game then chooses a stage from among the remaining stages. The game is played on that Stage.

iii. Starting Stages

- 1. The following stages are the Starter Stages

a. Battlefield

- b. Final Destination**
- c. Town & City**
- d. Pokémon Stadium 2**
- e. Smashville**

c. Counterpick Stages

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

- a. Kalos Pokémon League**
- b. Small Battlefield**
- c. Yoshi's Story**

d. 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 on previously in that set.
 - 1. Example: During Game 2 of a best of 5 during playoffs, player 2 counter picks Town & City and wins on that stage.
- iii. After losing game 3, Player 2 has the option to counterpick again, but may not choose Town and City for their counterpick.
- iv. Winning Player declares if they are changing their fighter, and which fighter they are choosing from among their main or the 2 on their bench. Note: Fighters not declared on a player's bench MAY NOT BE USED.
- v. Losing player chooses their fighter from among their main or the two fighters on their bench.
- vi. Game Begins.

10. Game Settings

- a. **Arena Setup:** The home team will set up the battle arena and invite the Away Team, with the following Ruleset
 - i. Type: Anything Goes
 - ii. Visibility: Friends
 - iii. Format: 1-on-1
 - iv. Rules: 3 Stock -7:00
 - 1. Launch Rate: 1.0
 - 2. Items: Off
 - 3. Stage Hazards: Off
 - v. Rotation: Bottom One Leaves
 - vi. Max Players: 2
 - vii. Stage: *Choice by Process described above
 - viii. Custom Stages: Off
 - ix. Spirits: Off

- x. Voice Chat: Off
- xi. Room Music: All
- xii. Password: On
- xiii. Communicate Arena Name & Password via Discord or other communication platform

11. 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:
 - i. Players will strike stages according to the protocols in [4.2](#)
 - ii. Players play their first game.
 - iii. Winning player from Game 1 Strikes 2 stages.
 - iv. Losing player chooses a stage.
 - v. Winning player declares their fighter
 - vi. Losing player declares their fighter.
 - vii. Players play their next games and repeat this process until 1
 - 1. player wins the Best of X games.

12. Delaying:

- a. **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 infinites 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.

- 13. **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

- 14. **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.

15. 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 above. (Example: A team can not have two Yoshi's as their first out, but they CAN have duplicate fighters on their bench)
- 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 up to 1 minute of coaching is permitted
 - i. Each team may have one 5 minute time out between games. Be sure to communicate that with the opposing team

16. Bad Sportsmanship:

- a. Players who use poor manners, insults, hate speech, racism, "teabagging", "Taunt spamming," or other negative communication may result in the offending team facing penalties.
- b. 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.

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

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

19. 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 4.5.1.

20. Absent or missing players:

- a. 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.

21. Connection Issues & Unforeseen Circumstances

- a. Pausing should be disabled in Online Games
- b. **Lobby Crash/Player Disconnect:** In the event a lobby crashes or a player disconnects, the lobby may be remade. The game will be restarted with both players Self-Destructing to the stock # they had before the crash.
- c. **Lag:** Lag is not grounds to complain, ask for a restart, or invalidate any match. In the event of Game server lag, the game may be reset IF and only IF BOTH teams agree to the reset
- d. Teams are encouraged to test all equipment and internet connections prior to the start of the match.
- e. In the event a game error or glitch occurs, gameplay should continue uninterrupted unless the error renders the game unplayable for one or both players. In this event, coaches should be contacted to resolve the issue. Gameplay will reset with both players at 0% and the same number of stocks they had when the error or glitch occurred.

22. Technical/Equipment Information

- a. Each team will need, at a minimum:
 - i. **One Nintendo Switch with a copy of SSBU Ultimate.**
- b. **Controller:** A set of functioning, non-programmable JoyCons, Pro
 - i. Controller, or GameCube Controller & Adapter (Off brands permitted). All controllers must be non-programmable and unable to host macros.
 - ii. **Nintendo Online Subscription:** Note that if you have more than one Nintendo Switch, a Family Plan can allow up to 8 devices online and is a better deal. The account name should represent the member school and have no identifying information of the students participating. For Example: ACMS 1, ACMS 2, ACMS 3 etc.
 - iii. **Nintendo-Switch Compatible** Ethernet adapter for wired gameplay. While technically an option, wireless connections are nearly impossible to use. As mentioned previously, lag is not grounds to complain or request remakes. We understand that this rule is impossible to enforce, but it is as strongly recommended as we can make it.
- c. To make gameplay go faster, it is recommended that teams use 3
 - i. switches with all aforementioned required technology.
- d. **DLC Fighters** are recommended and are legal for play, but are not required for competition
- e. Each site should have a connection that meets the following requirements: NAT Type A or NAT Type B Network Environment
 - i. 5 mbs/s Upload & 15 mb/s download

- ii. Maximum Latency of 100MS
 - iii. It is recommended that you conduct a ping test on the same network as the Nintendo Switch
 - f. It is expected that the Nintendo Switch being used will be used with a Wired Internet connection and a LAN adapter. Devices without a LAN adapter are often unusable for competitive play.
 - i. It is not possible to enforce the requirement that teams play with a wired connection, however there are no remakes due to a poor or lagging connection. Teams are encouraged to test all equipment and connections well in advance of competition and know that using a non-wired connection is putting them at a competitive disadvantage.
 - g. Video Capture Devices are permitted for the purpose of streaming matches during the regular season with one-time approval from the RIIL. Some models have been said to cause input lag and input timing errors. The use of such a capture device and subsequent input lag is not grounds for a game remake or special accommodations. Be sure to test and practice using the devices prior to the match.
23. All instances not covered by these official rules are subject to the final arbitration and decision of the Scholastic Tournament Administrator. Keep screenshots or video records of all infractions and issues of behavior, failure to adhere to the rules, etc to allow for proper arbitration.