All participants, each round, must communicate with each other and set-up the best day/time when you are able to complete your match. **No exceptions.**

All Settings Used Will Be the Default Settings, Unless Otherwise Noted

LEAGUE FORMAT
- League Play will begin with pool play. Based off the final pool play standings, the Top 2 in each pool will advance to the Championship Bracket and the remaining teams will advance to the Consolation Bracket. Both Brackets will be single elimination.
- Each match will be the Best-of-3 Games

GAME SETTINGS
- The Winner of the previous match must always choose their character first
- **Style:** Stock
- **Stock:** 3 Lives
- **Time Limit:** 8:00
- **Final Smash Meter:** Off
- **Spirits:** Off
- **CPU Level:** Any
- **Damage Handicap:** Off
- **Stage Selection:** Loser
- **Items:** Off / Non
- **Advanced Rules:**
  - **Damage Ratio:** 1.0x
  - **Pause:** Off
  - **Hazard Toggle:** Off
- **Mii:** All movesets legal

MAPS
- Once a map is used, it is unable to be used again
- Maps to choose from:
  - Final Destination
  - Battlefield
  - Lylat Cruise
  - Pokémon Stadium 2
  - Smashville
  - Town and City
- Participants may agree to choose any stage, as an alternative to the choices above.
  - But this is only if both participants agree to it

SELF-DESTRUCT MOVES
- In the event of a self-destruct move that ends a game, the winner is determined by the results screen.

LEAVING GAMES EARLY
- We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout League Play. We want this to be a fun experience for everyone and if you commit to participating, the expectation is for you to finish all your matches to their conclusion.
- Each match will have the results submitted at their conclusion and we will note those individuals who quit early. If this becomes a theme, we will penalize you and not allow you to participate in future activities.

DISCONNECTS
- **Example:** If a player disconnects at 3:41 on the timer and the lives were 2-1. Upon return, restart a new game with a 4:00 time limit and roll that time down to 3:41. Also eliminate yourselves to bring the lives back to 2-1. Resume the game until a winner is decided.
- It is encouraged that you have a strong internet connection during the matches.
SPORTSMANSHIP POLICY

• Like if we were in-person, having good sportsmanship is expected during competition.
• All participants and/or teams will be required to submit their results at the end of each match. This will include sportsmanship during that match.
  1. If someone is exhibiting poor sportsmanship during a match, please take a screenshot of it and submit it with your end of match submission.
• We take sportsmanship seriously and if it has been reported that it has been an issue, you or your team will be required to either stream or allow one of the Competitive Sports Staff to spectate all your future matches.
• If sportsmanship continues to be an issue, you and your team will be removed from competition.
• If you or your team is removed from competition, this will be treated as an ejection from an Intramural Sports activity.

THE COMPETITIVE SPORTS STAFF HAS THE RIGHT TO FORFEIT A PARTICIPANT/TEAM FROM THE EVENT