AEL High Schools Competition
Super Smash Bros. Ultimate
Official Rules

Overview

This document provides and outlines the rules and regulations that competitors must adhere to at all times when participating in Super Smash Bros. Ultimate during the AEL High Schools Competition.

Please be aware that this document may be amended or replaced with additional regulations or stipulations where explicitly indicated.

Please note that the tournament administration holds final authority in all matters. In exceptional situations, decisions may be made that are not explicitly covered in this rulebook, or may even differ from it, to ensure the principles of fair play and sportsmanship are maintained.

We truly hope that whether you're a participant, spectator, or member of the press, you enjoy the competition. The tournament administration is dedicated to making sure the event is fair, exciting, and enjoyable for all involved whilst incorporating the values held by Esports Australia (www.esportsaustralia.org.au).

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1. Eligibility

1.1. Terms & Conditions

By competing in this competition, competitors agree to the terms and conditions set out by the tournament organiser, available at www.ael.org.au/terms.

1.2. School

Each school may register any number of competitors for the competition. There is no maximum number of competitors allowable per school. To purchase and register more than 10 competitors, please contact us at schools@ael.org.au to organise.

1.3. Player

1.3.1. Player Information

Once a school has been registered and student information has been provided by an educator, students will be required to complete the student registration form available here. On completion of the form, students will receive an email with more detailed information.

1.3.1.1. Username, Alias and/or Avatar

All competitors must label themselves in an appropriate manner, in respect to their usernames, on any competition platform or channel. Inappropriate usernames or avatars will not be tolerated, including names or avatars which contain themes of discrimination, racism or sexism.

1.3.1.2. Game Account

Competitors must compete on their own game accounts, of which have been provided to the tournament organiser during the registration process. Competitors' accounts are the sole responsibility of the competitor. The tournament organiser is not responsible for any issues, problems or concerns regarding game accounts.

1.3.1.3.   Discord

The online competition utilises [Discord](#) as the main communication platform. The platform will be utilised to organise students, check-in, organise matches and provide updates. All competitors are required to join the Discord server for the duration of the tournament.

1.3.1.3.1.   Discord Server Access

On completion of the registration for, as outlined in [1.4.1 Player Information](#), students will be provided with a link to the Super Smash Bros. Ultimate Discord server.

Only competitors who have been verified by the tournament organiser will be provided with access to competition channels. Competitors who cannot be verified will not be able to view the Discord until they receive a role. Any individual who joins the server without being verified will not be able to interact with the competition or view the accounts of any competitors within the server.

1.3.2.   Changes to Player Information

In the event that competitor information changes (Username or Discord Username), the competitor must notify the tournament organiser via the Discord server #update-info channel. For more support, please ask via #support in the Discord server.

1.4.   Player Bans

This tournament is administered by the tournament organiser, Australian Esports League (AEL), and endorsed by Esports Australia (Esports Australia).

The AEL will uphold and administer player restrictions as per restrictions set by the following:
- The Australian judicial system;
- Game publishers;

- Esports Australia, Global Esports Federation or International Esports Federation

2.   League Information

2.1.   Competition Title Information

2.1.1.   Disclaimer

This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, Nintendo Co., Ltd. or its subsidiaries. The information players provide in connection with this tournament is being provided to the tournament organiser and not to Nintendo Co., Ltd. or its subsidiaries.

2.1.2.   Competition Platform

Super Smash Bros. Ultimate is available on the following platforms:

- Nintendo Switch

2.2.   Competition Matches

2.2.1.   Competition Check-in

The competition check-in time occurs thirty (30) minutes before the competition start time and closes five (5) minutes before the competition start time. Failure to check-in will result in forfeiture of the day.

2.2.2.   Competition Start Time

The competition start time for Super Smash Bros. Ultimate in Term 1, 2025 is 10:30AM AEDT, 9:30AM AEST, 10AM ACDT, 7:30AM AWST.

2.2.3.   Match Start Time

The match start time will be provided via the competition Discord server. Competitors will have ten (10) minutes from the match start time to begin their match.

2.2.4.   Match Hosting

The competitor listed first on their match page will be the host. If competitors are unable to connect to one another, a match referee or other student may aid in hosting.

2.3.   Competition Stages

2.3.1.   Weekly Swiss Tournaments

Competitors will compete in weekly Swiss system tournaments. At the conclusion of each weekly Swiss tournament, students will be allocated points based on their placing. The allocated points per tournament will be assigned to a student on a leaderboard.

Competitors will be expected to compete in up to five (5) matches per week. The exact breakdown of Swiss matches will be determined per week and is contingent on competitor check-ins. The Weekly Swiss Tournament stage occurs from Week 1 to 5.

The exact breakdown of weeks will be provided at the conclusion of registrations.

2.3.2.   Playoffs

At the conclusion of the Weekly Swiss Tournaments, competitors will compete in a playoff system bracket. The playoff system bracket will seed students based on their overall placing based on the leaderboard from the weekly Swiss tournaments. The Playoff stage occurs in Week 6.

The exact breakdown of weeks will be provided at the conclusion of registrations.

2.4.   Leaderboard and Standings

2.4.1.   Points Breakdown

Each match won will result in three (3) points assigned to the winning competitor. Each match lost will result in zero (0) points assigned to the losing competitor. Any match forfeit will result in zero (0) points assigned to the forfeiting competitor.

Any match in which both competitors forfeit will result in zero (0) points assigned to both competitors.

2.4.2. Overall Leaderboard

The overall leaderboard, based on the accumulated points per week, will be provided via the student competitor sheet (available at www.ael.org.au/hscompetitorsheet).

2.4.3. Tiebreaker Scenarios

All ties in standings will be resolved in the following order:
1. Number of Undefeated Swiss Tournaments
2. Tiebreaker Match

If, at any point, a step resolves a tie for one or more competitors, but not all competitors, a new tie will be declared between the remaining tied competitors. This tie will be resolved using the same tiebreaker scenario mechanics as per above.

2.5. Competition Format
2.5.1. Match Format
2.5.1.1. Best of 3

The Best of 3 (Bo3) format will have competitors compete in a match of up to three (3) games. The first competitor to win two (2) games is the victor. This format is primarily used for the Swiss Ranking Tournament.

2.5.1.2. Best of 5

The Best of 5 (Bo5) format will have competitors compete in a match of up to five (5) games. The first competitor to win three (3) games is the victor.

2.5.2. Match Settings

When competitors create a custom game, they can update the map and room setting. Competitors should follow set the following as per the lobby settings:

- Style: Stock
- Stock: 3
- Time: 7 Minutes
- FS Meter: Off
- Damage Handicap: Off
- Items: Off and none
- Stage Hazards: Off
- competitor Attack: Default
- Launch Rate: 1.0x
- Score Display: Off
- % Show Damage: Yes
- Mii Fighters: All moveset combinations are legal.
  - If utilising a Mii Fighter, you will need to provide the moveset combination and Mii Fighter name to the opponent prior to picking the character.

2.5.3. Stage List

- Battlefield
- Small Battlefield
- Final Destination
- Pokemon Stadium 2
- Smashville
- Town and City
- Lylat Cruise

2.5.4. Set Procedure

1. Reach out to your opponent via Discord.
2. Declare your starting fighter.
3. Determine the first stage.
   a. Player 1 will ban two (2) stages.
   b. Player 2 will ban three (3) stages.

     c. Player 1 will then pick which of the two remaining stages to play.
4. Both competitors must update their stage to the chosen stage.
5. Competitors must move their character tile from the waiting area to the boxing ring.
6. Competitors can ready-up and play their game.
7. At the conclusion of the first game, the winner must declare their fighter.
8. Once the winner declares their fighter, the loser must declare their fighter.
9. Competitors must determine their next stage.
     a. The competitor who won the preceding game bans three stages.
     b. The competitor who lost the preceding game chooses a stage from the remaining stages.
         i. A stage that has already been played cannot be chosen again.
10. The next game is played.
     a. Repeat steps 6 through 9 until the match has a victor.

2.5.4.1. Battlefield/Omega Stage Restrictions

Stage variations will be allowed if a competitor picks Battlefield or Final Destination. The following variants are not be utilised:

- Dream Land GB
- Duck Hunt
- Flat Zone X
- Fountain of Dreams
- Gamer
- Hanenbow
- Mario Maker
- Mute City SNES
- Pac-Land
- Windy Hill Zone

3. Spectating and Streaming
3.1. Spectating

Competitors are not allowed to spectate matches via the in-game custom game spectator slots. Only the tournament organisers production team will be allowed

in the in-game spectator slots. Any competitors who disobey this rule may face penalties.

3.2.　Streaming

Competitors are not restricted from broadcasting their own matches on their own platforms. Similar to 3.1. Spectating, competitors are not allowed to utilise the in-game spectator system to broadcast matches.

4.　Hardware, Software and Connections
4.1.　Competitor Hardware

Competitor hardware is solely the responsibility of the competitor. The tournament organiser will not be held liable for any issues that may arise from the use of competitor's hardware within the tournament organiser's competition.

4.2.　Competitor Software

Competitor software is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's software within the tournament organiser's competition.

4.3.　Competitor Connection

Competitor connection (internet or otherwise) is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's connection within the tournament organiser's competition. In the event of a major widespread failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

4.3.1. Competitor Dropouts

If a competitor drops out in the middle of a game, the game will immediately initiate a pause. If a competitor does not return within ten (10) minutes, competitors will be required to un-pause and continue their map.

A competitor cannot be replaced once the match has begun, unless the disconnect occurs within the preparation phase. In the event a competitor disconnects during the preparation phase, a re-host can be enacted if a competitor wishes to replace the disconnect competitor with a substitute.

4.4. Server Connection Issues

In the event of a widespread outage due to game servers or a widespread major internet failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

5. Cosmetics

There are currently no cosmetic restrictions for the competition. In the event a cosmetic is deemed as a competitive advantage or inappropriate, the tournament organiser will provide notice of restriction via competition communication channels.

6. Sportspersonship

Competitors are required to uphold, observe and respect a reasonable level of sportspersonship. This level of sportspersonship is expected to be conducted at all stages and platforms of the competition. Unsportspersonlike conduct is not strictly prohibited, of which includes and is not limited to, interactions with other competitors, general abuse or non-compliance towards tournament organisers, referees, production staff or spectators.

7.   Cheating

Cheating will not be tolerated in any form throughout the competition. This includes but is not limited to; bugs, cheats, scripts and hacks. The offender, and potentially the competitor, will forfeit all matches for the current tournament.

8.   Penalties

The tournament organiser reserves the right to issue any of the following penalties:
- A warning
- A final warning
- Forfeiture of a single round or map
- Forfeiture of a match
- A competitor suspension from the competition
- A competitor disqualification from the competition
- A competitor disqualification from the competition
- A temporary ban from all events hosted by the Tournament Organiser
- A permanent ban from all events hosted by the Tournament Organiser
- Forfeiture of any prizes and prize pool

9.   Competition Administration

A no-tolerance policy is in place for abuse, harassment and/or assault of any tournament organiser, referee, production staff or competitor. Additionally, the tournament organiser reserves the right to alter and/or update the rules, at their own discretion, to maintain competitive integrity.

The tournament organiser adheres to Esports Australia's code of conduct.