



# eSports – Super Smash Bros

## **ELIGIBILITY AND GUIDELINES**

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Participants Handbook.

## **PARTICIPANT RESPONSIBILITIES**

Participants are responsible for submitting reports on time, filing disputes for forfeits or cheating accusations, and communicating with Intramural Sports administration on for the duration of the tournament. Please make sure you read the rulebook in detail.

## **EQUIPMENT**

All equipment will be provided by the Student Technology Center. If you would like you may bring your own controller, or console feel free to do so.

## **PLAYERS**

This is a 1 v 1 tournament. All active students and UREC members are eligible for participation.

## **PROTEST**

Participants cannot protest administration's judgement, only rule interpretation or player eligibility.

Protests of rule interpretation and/or ineligible player must be made within 12 hours after the game in question. In order to protest, team captain must notify the urec sport admin though [imsports@uark.edu](mailto:imsports@uark.edu).

## **LOCATION**

Union 326 – Student Technology Center

## **GAME FORMAT**

- Team/Platform Selection:
  - Players are free to pick any champion
  - Map used must be stationary

## **GAME PLAY RULES**

- Game series will be the best of three, first player(s) to two wins (teams may be changed for each game but not required)
- Golden Goal
  - If match is tied at the end of regulation, golden goal will decide the winner
- Finality of Results:
  - Any match played through to completion will not be open for review and the results will be considered final.

## **REPORTING RESULTS**

In-person

- Once you have completed your contest, keep your final match page available. Show your match page to the Intramural or Club representative hosting the tournament. Once they have verified your score it will be inputted as final and you may move on to your next contest.

## **REPORTING IMPROPER BEHAVIOR**

- Interactions should be limited to STARTING the game or related to ENDING the game, and general game setup, technical problems, or other game-relevant issues. Teams may speak or otherwise have friendly banter; however, excessive and/or repetitive poor sportsmanship may result in penalties for the offending player and team. See section: Penalties.
- All interactions, including but not limited to, chat, PM, emotes, emails, or any other interactions, whether in-game or outside the game, will fall under this rule; to put it simply, if a team tells you to stop interacting with them, your team must cease all interactions, other than for necessary technical-related issues.
- To report improper behavior, please request politely: "please stop interacting with us or I am reporting you for an improper behavior violation," and then do not respond to further provocations by other players.
- Other than giving an acknowledgement or one of the allowed interactions above, if another player continues to interact negatively with your team, your team must continue the match until it's over, and send [imsports@uark.edu](mailto:imsports@uark.edu) the replay, VOD, or other evidence from the entire match for context.
- Improper Behavior Reports will be denied if your team does not follow the proper procedures, if your team also uses poor sportsmanship yourselves, or if your team instigates the interaction.

## **PENALTIES AND REMOVABLE OFFENSES**

- **Player Verification:** A player who fails to properly complete the Virtual ID Verification process will have all of his or her matches overturned. That player will also be removed for the remainder of the season and the following season. Harsher penalties may be levied on the participant, on a case by case basis.
- **False or Incorrect Result Reporting:** Participants who knowingly upload false or incorrect results will immediately forfeit the game in question. Any further infractions will result in removal from the league.
- **Personal Misconduct:** Players who use excessive poor sportsmanship, insults, or display other negative behavior towards another player or towards an Intramural Sports Administrator will be given a personal misconduct warning and they will immediately forfeit the game in question (if applicable). Another instance of personal misconduct will result in the offending player being removed from the league. In extreme cases, a player may be penalized or removed from the league without prior warning, permanently, at the discretion of Intramural Sports Administration.
- **Hacking, Ghosting, Stream Cheating:** Any type of use of an illegal 3rd party program or map hack, stream cheating, or other activity that leads to one player gaining an unfair advantage will be immediately banned from the current season, and may receive, up to a permanent ban from further Intramural Esports competitions.

## **PARTICIPANT CONDUCT POLICY**

- Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a “2, 3, 4” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:
  - a. The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
  - b. The accumulation of THREE (3) total unsporting conducts fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest
  - c. The accumulation of FOUR (4) total unsporting conduct fouls by the team’s individual participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

\*Unsporting totals rollover to playoffs

## **PARTICIPANT CONDUCT FACTS**

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.

